

TALES

CORE RULES

Current Rules Version 0.5

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INTRODUCTION

WHAT ARE THE "TALES CORE RULES"?

This booklet contains the basic rules for a game called "Tales". These rules are designed to tell stories in any setting, from the most primitive to the most high tech, from the most mundane to the highest levels of fantasy.

This collection of core rules does not contain the detail that is present in our complete rulebooks. It does not cover mystical powers, magical items or the advanced technologies that may be available in some settings. Instead this is an introduction to the basic mechanics of the game.

There is enough information here to tell a basic story using the system that will be found in all of our products, and the level of rules present here will work with any of our planned sourcebooks to tell a tale in various eras of history and fantasy.

THE STORY

The aim of this game is to pick an era of history, any era of history that your group of friends knows a bit about and find an event where the answers haven't all be discovered. You could choose a setting based around the intrigue and mystery surrounding the execution of Mary Queen of Scots, the fall of Pharaoh Akhenaton, or possibly something more recent like the preoccupation the Nazis had with the supernatural during World War 2.

Choose an era, choose a location and create some characters to tell your own story of what happened during that part of history.

You could even choose a modern setting; after all there are articles in the newspaper every day that could easily combine to tell a story of intrigue that could exist behind the shadows of the everyday world.

In time, there will be a series of sourcebooks detailing eras of play that you could choose for the adventures you tell. Among those planned to be released first are setting for piracy on the high seas of the 1600s, the era of the great crusades and martial arts adventure in a version of China that could have been.

Feel free to devise you own eras as well. That is where the true power of this game lies. Anything is possible, and while it may be based in our own world, the only limit is an active imagination.

THE TROUPE

The troupe is the collective name for a group who decide to tell a story with the mechanics offered by this book (and its source material companions). A troupe can vary in size from two members to dozens, but years of experience have shown us that a group of 4 to 6 seems to be the most effective size for a troupe. Smaller than this minimizes the chance of dynamic interactions within the group, while larger groups tend to prove much harder to remain focused on the story at hand.

THE PLAYERS

The majority of a troupe will be made up of the players. These are the people who take on major roles in the telling of the story. Through the rules suggested in this book, they interact with the world being described and they bring their own actions into the game through a combination of acting, descriptive narration and rolling of dice.

A player may choose to act out a scene where they deal socially with one of their contacts in the world. Another player may choose to describe the action as they hurl themselves across the room in a flurry of martial arts stunts. Either of them might be required to roll dice if there is a chance their actions might fail.

THE RACONTEUR

When a group of players decide to tell a story using these rules, there will usually be a single member among them who will take the lead. This is the person who weaves together the intrigues of the world, and takes the other members of the group along for the ride. This is the teller of the Tales, the Raconteur.

It is the job of the Raconteur to make a plausible story that keeps the attention of the other members of the group. A good Raconteur will avoid favouring one character in their story over the others, they will keep the elements of gameplay fair and interesting. It is a difficult job, but one that can be very rewarding. The Raconteur controls the destiny of the entire world while they are in control, they can choose to let events simply occur or they can place the fate of the game to the random chance of rolling dice.

Before any Tale begins, a Raconteur needs to know a bit about the setting where their story will unfold, they need to know who will be encountered along the way and how these others relate to the ongoing story. They should have an idea of where they want the story to progress and how much influence the other members of their group will have on the outcome.

Over a succession of adventures, the Raconteur need not always be the same person. The players in a troupe may all take turns in this role.

THE CHARACTERS

While the Players and Raconteur are physical people in the real world, the characters are their personae in the story being told. Character's have their own strengths and weaknesses which might reflect the Players who have taken on these roles, or they may be completely different. It is only through these Characters that a Player is able to interact with the world being described by the Raconteur.



The most important Characters in the story being told are the Player Characters (PCs), these are individuals directly controlled by the Players themselves. Player Characters are the heroes and protagonists of the stories being told, though they may not necessarily view themselves in this light. These are the focal individuals who have things happen to them, they develop over the course of story and learn new things that will help them on their way to facing the climax.

Less important characters are the support roles in the game, these are referred to a Raconteur Characters or Non-Player Characters (NPCs). These support roles are controlled by the Raconteur and their part in the game is to provide assistance to the Player Character, or to provide hinderances which make the game more interesting. The Non-Player Characters tend to have less detail in them than the Player characters, because this is not their story, they are merely here to add to the atmosphere of the setting.

THE RULES

There is one important rule in this book. This is the most important part of telling stories using the system described in these pages.

ENJOY YOURSELF.

If you start finding that things are getting too serious and tense, take a step away from the action and calm down. If you are a player and you don't like where the Raconteur is taking the story, you can either trust their judgment and know that it will be worthwhile in the end, or you can walk away and offer to run your own story when the group of players gathers again in the future.



A similar rule applies to the Raconteur, give everyone their chance to shine and be fair to your players. The quickest way to turn a player off from a game or story is to show blatant favouritism throughout the course of a story. Once in a while may be alright, but if one players gets the spotlight during one game, give the opportunity to another player during the following game. Make sure everyone gets their turn.

Other rules in these pages are purely optional.

The basic rules of this game are designed to allow a troupe of players to create stories in the modern era, starting with characters who are slightly more powerful than the average citizen, but this need not always be the case. If you want to run an epic adventure starting with Player Characters who begin with twice as many starting points in their attributes and abilities, this would make PCs who are closer in power to comic-book heroes, or the supernatural beings of legend.

You could just as easily ignore the higher technology items available in the game mechanics and tell a gothic Tale based in victorian England. The game is your to do with as you please. The words are only suggestions, the rules are only ways to help your story unfold. If they get in the way, ignore them.

WHAT ELSE DO I NEED TO PLAY TALES?

Besides the rules in this booklet and a group of people there are only a few extra things that a needed to play a game of Tales.

Each player should have a copy of the character sheet, this should be filled in with the details needed to define what a character can do, and how well they can do it. Some people like having additional sheets with this to note down the things they have done over the course of the unfolding story. For this reason a pencil and some scrap paper is always nice to have access to as well.

The group should have a few dice. We've tried hard to make sure the rules are kept pretty simple in this game and that the mechanics are accessible to everyone, so Tales avoids using the polyhedral dice needed in many other roleplaying systems. Tales uses garden variety six-sided cubic dice.

Additionally, when scenes start to get complicated, it often makes things easier if everyone has some kind of figurine or marker to represent their character. In some occasions, a Raconteur may need to lay out a map to the players, showing where certain things may be or simply to determine where people are standing during combat sequences.

Some Raconteurs may require that their players bring with them an object that is symbolic of their character. A visual reminder of the true nature of the character. It would be easy to use a toy pistol to represent the inner essence of a violent mobster, or a children's fairy wand to represent the inner essence of an enchantress; but how much more interesting would it be if these two props were swapped around. Playing with these extra objects isn't a required part of the game, it's just a way to bring in a bit more atmosphere and make the experience more memorable.

CHARACTER GENERATION

Step 1:	Attributes	10pts
Step 2:	Skills	20pts
Step 3:	Traits	30pts
	a Templates	
	b Trait Benefits	
	c Advantages and Disadvantages	
Step 4:	Details	

STEP 1= ATTRIBUTES

All characters begin with 10 points that they may spread across the four attributes.

The Physical attribute defines the character's ability to relate to their environment through strength or manual dexterity. It also covers their speed and ability to withstand the effects that the physical environment may have on them.

The Social attribute defines the character's ability to interact with other intelligent beings. This may include their charisma, their guile or something indefinable about their presence. This also covers their physical appearance and the general way that they are able to react to the social environments around them.

The Mental attribute defines the character's ability to work with ideas and abstract concepts. This covers their ability to accept new information through their senses, as well as their ability to process that data through mathematical skill and cognitive ability.

The Spiritual attribute defines the character's ability to interact with the unseen world. The exact nature of this attribute varies wildly based on the character, and could cover their ability to empathize with others, an uncanny lucky streak, or a capacity to use blatantly supernatural powers.

Just as the values on a die range from 1 to 6, so to do the attributes of the world's citizens. Those who have minimal talent in a specific attribute may only have 1 while those who have reached a place among the world's elite may reach a level of 6. The average attribute level of a citizen would be a 2 or 3. For example, a weak and decrepit old man who walks with a limp may have a Physical attribute of 1, while a master physicist would have a Mental attribute of 5 or 6. Starting characters must start with at least one point in each attribute and may allocate up to 5 points in each. This may increase to higher levels later in the character generation process or through experience in play.

STEP 2= SKILLS

While attributes define the innate capacities of a character, skills help to define the specific things that a character has learnt over the course of their life. There are dozens of possible skills and some may find a lot more use than others, but each of these has the chance to provide an edge to a character who has mastered these abilities.

Unlike attributes, it is possible than a citizen can have no level in a skill. In fact, given the wide number of skills possible and the limited time in a character's lifespan, it is quite possible for a character to have no levels in many of the possible skills. Most characters have only a few levels in specific skills related to their daily work or hobbies, while they may have a scattering of other skills that they have dabbled in over the course of their lives.

All character begin play with 20 points to distribute among the skills available. Depending on the type of story being told, the Raconteur may require some of these points to be spent in a specific way.

List of Skills

Physical – Acrobatics, Archery, Athletics, Brawl, Block, Dodge, Escape Artist, Melee, Survival, Swimming, Throw

Social – Animal Ken, Bearing, Etiquette, Intimidation, Interrogation, Languages, Leadership, Performance, Riding, Subterfuge
Mental – Academics, Appraisal, Crafts, Drive, Firearms, Medicine, Occult, Repair, Research, Science, Stealth
Spiritual – Awareness, Cognition, Empathy, Focus, Intuition, Martial Arts, Meditation, Spirit Ken

At this stage of character generation, a character may have no more than 3 levels in any one particular skill.

STEP 3= TRAITS

Once the general idea of the character has been defined through attributes and skills, it comes time to refine and personalise the concept. This is done with a pool of 30 Trait points.

Trait points may be spent to purchase templates that provide a range of benefits for a discounted cost, or they may be used to buy individual skills, bonus and other advantages. It is also possible to gain a few more Trait points by selecting disadvantages for the character.

Occupational Templates

Many characters follow the path of the world around them, they have some kind of job within society that helps define them within their world. Occupational templates describe a range of skills, advantages and disadvantages that a character has picked up during their life so far, working in this kind of role. In this sample version of the game there are only 6 groups of Occupational Templates designed for a modern setting, but the Raconteur could easily design more.

Each of the Occupational Template groups includes a Hobby, Part Time and Full time version of the job in question and gives a range of skills, advantages and disadvantages that automatically apply if the character chooses such a role. The "Hobby" version of the occupation applies if the character has dabbled in the field but hasn't really focused on it. The "Part Time" version indicates that a part of the character's daily routine is focused around this range of skills. The "Full Time" version indicates that this type of activity takes up most of the character's time and is probably their main source of income.

Culture Templates

Just as there are occupations that help to define people within the world, there are also groups of other people with whom they associate. Such groups may be work related; they could be friends or family. No matter who these people are, if the character has picked one of these templates they are considered a part of the group at some level.

As with the occupations, this sample version of the game provides a basic range of 6 Cultural Template groups, each of which is also designed for a modern setting. Each of the Cultural Template groups also comes with three levels indicating how much this type of background is a part of the character's life. The "Grunt" version of the template indicates that the character exists on the fringe of this community, gaining only a few of its benefits, but only a few of its drawbacks as well. The "Veteran" version of the template indicates that the character has spent a decent part of their life as a part of this community. The "Leader" version shows a lifetime commitment to this group, and a full range of added benefits and problems associated with the group in question.

A character can start with as many templates as their points allow, possibly even mixing levels from different occupations or backgrounds to gain truly individual characters. It should be noted though, that if two templates combine to raise a skill above level 6, the extra points in that skill are forfeited.

Tailored Trait Purchases

Besides the templates, a player may choose specific benefits for their character.

3 Trait cost per Attribute point (For a cost of three traits, a single point may be added to an attribute. Each attribute may only be increased once in this manner, and no attribute may ascend beyond a level of 6.)

1 Trait cost per Skill point (For a cost of one trait, a single point may be added to any existing skills, or the first level of a new skill may be bought. No skill may be increased more than once through trait expenditure, and no skill may be increased if a template has already increased it to a level of 6.)

2 Trait cost per Background point (For a cost of two traits, a single point may be added to a background. Starting characters may not begin with backgrounds higher than a level of 6.)

Advantages and Disadvantages

1 Trait cost per Advantage point (Each advantage has a value equal to its Trait cost. Besides those gained from occupations and backgrounds, a starting character may have no more than 10 points worth of Advantages at character generation, more may be bought with XP later).

1 Trait bonus per Disadvantage point (Each disadvantage has a value equal to the number of bonus Traits it provides. A starting character may have no more than 10 points worth of Advantages at character generation, this includes those gained from occupations and backgrounds).

STEP 4- DETAILS

With the main numbers in place, there are a few final steps to take before the character is ready to begin their part in the tale.

Hit Points and Essence Points

All characters have two reserves of points that they may use to absorb the damaging effects that the world inflicts on them. Hit points work to absorb the physical impacts and strains, while essence absorbs abuse and shock of a more psychological nature.

Hit points are determined by adding together the points in the character's Physical and Mental attributes.

Essence points are determined by adding together the points in the character's Social and Spiritual attributes.

Equipment and Home

The three advantages Equipment, Library and Sanctuary are each general effects that provide access to a number of specific items in the world of the tale. Equipment reflects a number of items that the character finds useful in their adventures. Library reflects a range of books, and other sources of information that might help provide hints, skill benefits or general knowledge. Sanctuary reflects the type of home where the character finds safe refuge from the world outside. For each of these advantages, the character has 5 points to spend on a specific range of benefits.

Companions

Like the three advantages above, companions can have a variable cost, and the more points spent, the more companions a character may have (or the more powerful those companions become). In most cases, companions are best left designed by the Raconteur, but a player may choose a specific template to reflect why they find this particular person to be valuable.

Combat Numbers

As the character has been fleshed out by this stage with all of their attributes, skills and equipment in place. It is probably a good time to calculate the values that will be most commonly referenced in times of stress, Combat Numbers. These should all be written in the lower part of the character sheet.

Initiative, Movement, Actions and Defence

First, combine the character's combined Mental attribute and Awareness skill; this is the Initiative score used at the beginning of each combat round. Second, combine the Physical attribute and Athletics skill; this is the number of metres the character may move for each action they spend. Third, write down the number of actions the character gets each round; in most cases this is two but certain advantages and disadvantages change this. Finally, note the character's raw physical score (minus any penalties from armour worn), this is the character's Defence score.

Four Actions

Choose four particular actions that your character will favour during a combat round. These could all be forms of attack, or could include

The following modifiers apply to all skills when wounded.

Healthy = Full Attribute Value + Full Skill Value
Light Wound = Full Attribute + Half Skill Value (Round up)
Medium Wound = Half Attribute + Half Skill Value (Round up)
Critical Wound = Half Attribute and any skills reduced to 1.

a range of defensive manoeuvres. Consult the combat section of these rules for the specific details on which attributes and skills to use for these, and how these vary with wound states. Make sure to note the relevant scores at the lower right side of the character sheet for each of the varying levels to help streamline play during the story.

Damage and Armour

Once you've worked out the specific value that will be added to d6 for each of these combat manoeuvres, make sure you add in the amount of base damage that will be done through any of them that may be offensive in nature. Also make a note of any benefits from armour that might normally be worn by the character, at the lower left of the sheet.

A Bit of History

All of the characters will have some reason to be involved in the tale that is about to be told. A few of the more common stereotypes for becoming involved include companions who have drawn them into a shadowy world of espionage and intrigue, or characters who are seeking vengeance for wrongs done in the past.

Every character should have a single driving goal that defines their part in the story. They will probably have a few things in their history that may need to be resolved through the course of play.

PLAYING THE GAME

OVERALL SYSTEM

The simplest mechanic in this game is referred to as “the test”, in this way characters may attempt to do anything by adding together a combination of their relevant attribute, an appropriate skill, then adding the result of a die roll.

If the character knows their chances of success, this is compared to a flat difficulty. This is called a static test.

If there are unknown factors at work, the character’s skill attempt is compared to a difficulty value, plus the roll of a die. This is called a dynamic test.

If the character is specifically facing an opponent, then they compare their die roll to their opponent’s combination of attribute + skill + die. This is called an opposed test.

Anything that could be accomplished in the game can be resolved through these three types of tests. Any other systems that are used throughout the game are simply complications on these tests. There are modifications that make the test more relevant to a specific situation. The most complicated modification to these tests is the combat system, but even this is designed to be relatively fast and while maintaining an element of realism.

Here are some ideas the Raconteur should consider when determining the difficulties of static tests. For a dynamic test, the difficulty should be dropped by one or two points (this is to account for the extra value that will be added by the die).

3 or 4 – Routine	Tasks like this can be accomplished by most people without even needing a roll, occasionally when a person is severely injured, or when dramatic moments in a game arise, it might be necessary to roll when trying to perform such a regular event.
5 or 6 – Simple	These types of tasks like this can be done by most people without too much chance of failure. They are tasks that people do every day as a part of their jobs or regular routine, but there is still always a chance that they could go wrong.
7 or 8 – Average	These are the types of tasks where it usually takes a bit of concentration to get the job done correctly. Those people who perform these types of tasks regularly have little problem with them though.
9 to 11 – Difficult	There is a good chance that the average person simply won’t be able to do this kind of task without some kind of assistance. Of course those who have practiced this sort of thing find that it gets easier to perform this type of task.
12 to 14 – Very Hard	Even those who people who’ve done a bit of study in the area, or who have a natural talent find these things hard to accomplish. Only the truly skilful have a meaningful chance of succeeding in this type of task.
15 to 17 – Nearly Impossible	Most people don’t even worry with trying to attempt such tasks, because they know that there is very little chance they will succeed. Only those at the pinnacle of their field attempt such tasks with any real hope of succeeding. Accomplishing one of these might get you in a world record book.
18+ – “Just Plain Stupid”	Tasks at this level of difficulty are the stuff of legends and folklore. Those who succeed at this type of task will be talked about for years to come, the story might even be passed down to future generations. Only the best even bother to attempt such daunting tasks.

SIXES AND ONES

The way these mechanics are presented, there will simply be tasks that cannot be performed no matter how well a character rolls in their attempt, and similarly there are certain tasks that will automatically be succeeded even if the character rolls a 1.

This isn’t always the case though; if a Raconteur is asking the players to roll the dice then there must be a chance of success or failure, however remote either of those results may be.

Because there always needs to be a chance of failure, any roll of a 1 is a failure when facing the flat difficulty level of a static test. If the test is dynamic, a 1 counts as an automatic failure unless the difficulty roll also comes up as a one (in which case you compare the two scores normally). An opposed test is like a dynamic test in this way; if one opponent rolls a 1 they automatically fail, while if both opponents roll a 1 simply compare the total results to determine the winner.

Just as there always needs to be a chance of failure, all heroes need a chance to succeed on an action, but it’s not always as easy to succeed as it is to fail. If a character is engaging in a static test where they have no chance of meeting the difficulty, they should make sure they have a couple of essence points in reserve, because if they roll a 6 they may spend one of these essence points to gain an automatic “marginal” success on the task.

If the character wants to attempt such a feat when performing a dynamic test, this is also possible but with a slight difference. If the character rolls a six and the die result for the dynamic difficulty is a one, they don’t need to spend the essence point. The celestines have favoured them. If the die result for the dynamic difficulty is anything from two to five, they may spend the essence point as normal. If the die result for the dynamic difficulty is also a six, then even the character’s fortune isn’t enough to accomplish the task.

When facing an opposed test, a die results of six works like in dynamic tests. If one of the players rolls a six, they may choose to spend an essence point to succeed even if their total result is lower than that of their opponent. If either of the acting characters rolls a six while their opponent rolls a 1, they automatically succeed without the need to spend that point (no matter what the results indicate). If both opponents roll a six, simply compare the total results to determine the winner.

DEGREES OF SUCCESS

Sometimes it’s necessary to see how well someone has succeeded or failed when trying to perform a given action. A character trying to climb a cliff might fail a little bit, and simply hasn’t been able to find another hand-hold to continue their ascent. On the other hand, the climber might fail more spectacularly, lose their grip and end up falling.

Working out this level of detail for an action isn’t always necessary, and it certainly shouldn’t be used when it would detract from the flow of the game.

If a character performing a skill test barely manages to pass the required difficulty, this is considered a marginal success. It’s enough to get the job done, but nothing more.

If they succeed by three or more, or if they roll a 6 on their test, this is considered a significant success. Such results often mean that some unexpected bonus occurs. An athlete might gain an extra burst of speed; a chemist might have refined a more pure version of the compound they were trying to distil. The exact effects of this are up to the Raconteur.

A success by 6 or more (combined with a die result of 6) is a spectacular success, this is the kind of thing that has huge impact on the game, and will probably have an impact on the world at large. The athlete might break the world record, the chemist might discover something else entirely that ends up being far more valuable than their original experiments.

Similarly if the character only just fails to meet the required difficulty, then nothing too dramatic happens to them as a result of this failure.

If they fail by 3 or more, or if they roll a 1 on their test, this is considered a dramatic failure. Such results typically mean that some major catastrophe happens. The athlete may pull a hamstring and fall; the chemist might waste their resources in an experiment that has failed.

A failure by 6 or more (combined with a die result of 1) is a devastating failure, this is the kind of thing that will also be remembered for quite some time to come, but for the wrong reasons. The athlete might break their leg or even trip over a rival who ends up suing them; the chemist might blow up their laboratory.

If a Raconteur is using these degrees of success, they may allow their players to spend essence points to maximise their successes and minimise their failures. If the character is attempting something that involves physical strength, then the player may choose to spend a Hit Point before they roll their die (or an Essence point if they are attempting something requiring more thought). If the die roll ends up being successful, then these points increase the degree of success, by one level per point spent. If the roll is a failure, then these points can minimise the effects of a dramatic or devastating failure.

In no way can this change a marginal failure into a marginal success.

ROLLING MULTIPLE DICE

For most tasks, a player will only ever get the chance to roll a single die, but there are certain advantages that might allow additional dice to be rolled to maximise the chances of success. Some might be specializations with a specific type of skill; others may be special bonuses gained through equipment or other means.

Any time a player gets the chance to roll multiple dice for an action; they must all be rolled at once. They player may then choose which die to use from those available.



CO-OPERATION

Not all tests must be faced alone; sometimes a group of heroes may decide to pool their efforts to attempt a specific feat. In this way a group of participants can more easily accomplish a task that might prove too difficult for a single person to achieve.

Of course, a Raconteur has to use common sense to determine when a team could work together to gain this type of bonus. A team could combine their efforts on a stealth-related action if they are all working together to apply camouflage to an encampment in the wilds, but they couldn't combine their efforts when trying to individually hide from a nearby threat.

If a group have decided to work together to complete a task, the Raconteur needs to work out how well each team member will be able to contribute to the final effect.

If a team member would be able to complete the task by themselves, they may act as the leader in a co-ordinated roll. Any other member of the group may contribute to the roll as long as they possess a relevant skill; each member contributing this way adds a single point to the final result.

In this way, the leader may co-ordinate a maximum number of team members equal to their combined Social attribute and Leadership skill. (Note: this means a person with a social attribute of one and no levels in the leadership skill will not be able to lead anyone).

SKILL MODIFIERS

There are a number of things that can make a task easier to accomplish, and there are far more things that can make a task harder to accomplish. Some of these are known in advanced, while some aren't known until after the fact (if at all).

Some of the more common modifiers to a skill's difficulty are described here, but this is by no means a comprehensive listing.

Spending extra time on the job (Difficulty -1 to -2)

Depending on the type of task, if a character chooses to spend twice as long performing the task they may gain a +1 bonus to their attempt. If they choose to spend five times as long, they might gain a +2 bonus. Spending ten times as long on the task allows a +3 bonus to their roll.

Right tools for the job (Difficulty -1 to -2)

There are certain types of tools that can provide benefits when attempting the skills they are associated with. Using these tools often takes longer, and these bonuses can be accumulated with the ones above for taking extra time.

Stressful situation (Difficulty +1 to +3)

If a character is in danger, or simply doesn't know fully what is happening around them, the difficulty of a task will often change from static to dynamic. If it is already dynamic, it may increase further depending on how stressful the events are.

Done it successfully recently (Difficulty -1)

If a character has succeeded in a similar task in the recent past, then they can use their confidence to their advantage.

COMBAT

COMBAT SEQUENCE

The sequence of Combat follows a simple pattern, first the order of the participants is determined, then their actions are resolved.

1. Initiative
2. Primary Movement
3. Primary Action
4. Secondary Action(s)
5. Recovery

The most important of these are the Initiative and Recovery Phases. There are times when none of the combatants decide to move, and in such situations, the primary movement phase can be skipped without any real impact on the action. Similarly, if there are any other phases when none of the participants are acting, simply move on to the next step of the round.

INITIATIVE

The first thing to determine during a combat round is how fast the various participants can react to their surroundings and, by extension of this, how fast will they act.

This is called the Initiative test. It is the first opposed test of the round and is made using a combined roll of Mental Attribute + Awareness Skill + d6. The Raconteur may decide to add bonuses or penalties to any rolls based on any strategic advantages certain combatants may have.

The character with the highest result on this test has the best idea of what is happening around them, they get to see what other people are doing before they have to decide on their own course of action. They are assigned three action dice for the turn.

All other characters who rolled initiative for the combat are then assigned two action dice. Those onlookers who have not become involved in the combat do not get action dice in this manner, but they may gain a single action die if they get attacked or drawn into the melee in some other way during the round.

The combatant with the lowest result on the initiative test must declare their action, if there is a tie on this result, then compare Mental Attributes to see who goes first, if there is still a tie then there is a 50/50 chance for either to declare their actions first.

PRIMARY MOVEMENT

Any character wishing to cover ground as a part of their action must do so at the beginning of the round. This means that once initiative has been determined, the slowest acting combatant declares where they wish to move to. A combatant may move a number of metres equal to their combined Physical Attribute and Athletics Skill. If this would move them into combat with an opponent who has a higher initiative value, then the faster acting opponent gets the chance to move out of the way. This may be done after the declaration of movement but before the slower combatant moves, or it may be done half way through the movement for the slower combatant. Once the slower combatant has completed their move, there is no point trying to interrupt it.

All participants in the combat get their chance to move in this manner.

PRIMARY ACTION

Once movements have occurred, combatants get the chance to perform their actions. Again, the combatants with the lowest initiative values declare their actions first. Any ties at this stage in the proceedings are resolved by the types of actions being performed with actions requiring the use of the Physical attribute being declared first, Social actions second, Mental third and finally Spiritual actions.

NON-COMBAT ACTIONS

Anyone attempting to perform a non-combat action during an intense situation like this may resolve their task normally, by choosing one of their action die and rolling it in combination with an appropriate Attribute and Skill. Of course, if the person is trying to perform such a task while being shot at, or otherwise attacked, the task will be upgraded to a dynamic difficulty (simply adding a d6 to the regular difficulty). If the task being performed already has a dynamic difficulty, add 2 to it.

COMBAT ACTIONS

Generally, there are two types of combat actions, the ones where the victim is unaware of the blow, and the one's where the victim is actively trying to defend. If the victim is unaware of the incoming attack, then the attack is considered a dynamic test for the attacker; while if the victim has seen it coming and has time to react, the test is opposed between the attacker and defender.

(Note that reactions during the primary action phase are like reactions during the primary movement phase, a higher initiative opponent could simply choose to act first if they wished to interrupt a slower acting target.)

If an attacker has managed to strike at a victim who remains undefensive, the test for this action is typically a dynamic roll equal to the victim's Physical Attribute (Martial Arts attacks may allow the attacker to use the Mental attribute for their target number). Like normal, any roll of a 1 is automatically considered a failure when trying to attack an undefensive opponent.

Offences	Roll	Target's Attribute
<i>Unarmed Attack</i>	Physical + Brawl + d6	Physical + d6
<i>Melee Attack</i>	Physical + Melee + d6	Physical + d6
<i>Martial Arts Hard Attack</i>	Physical + Martial Arts + d6	Physical/Mental + d6
<i>Martial Arts Soft Attack</i>	Spiritual + Martial Arts + d6	Physical/Mental + d6

If the victim has actions remaining for the round, they may choose to defend against the attack. If the victim has actions remaining and also have a higher initiative score for the round, they may even launch a counter-attack against their adversary. If the victim of the attack has no actions left, they must remain undefensive for the attack.

If an attacker strikes at a victim who has become defensive, the attacker and defender now roll an opposed test. The attacker must beat the defender's roll by at least one to land a successful hit. Like most opposed tests, if either combatant rolls a 1, then their opponent is considered to automatically succeed in their combat action.

Defences	Roll	Penalties
<i>Block</i>	Physical + Block + d6	Unable to stop projectiles/ranged attacks
<i>Dodge</i>	Physical + Dodge + d6	Must have room to sidestep blows
<i>Parry</i>	Physical + Melee + d6	Must be carrying a weapon
<i>Sustained Defence</i>	Physical + Block/Dodge + d6	Costs two action dice to activate.
<i>Counter-Attack</i>	Relevant Offence Score	Must beat attacker to be successful.

Block

As described above, a defender who has been attacked may choose to spend an action die to block the incoming blow. This may be done against any close combat attack, but may not be done against ranged weapons. Even if a defender blocks successfully there is a chance that damage will get through. In such a case, when damage is rolled halve the effective strength score for the attack.

Dodge

Instead of blocking against incoming attacks, a defender may choose to dodge the blow. This may be done if they have at least a metre or two to move out of the way, so it isn't always the most useful strategy in combat. On the other hand, if a defender knows that an attack is coming, and they have a higher initiative than their assailant, they may attempt to dodge a range attack heading their way. As long as the defender doesn't roll a 1, compare the values of the dodge attempt and the range difficulty; the new difficulty of the ranged attack is the higher result of these two.

Parry

As long as the defender is carrying a weapon, they may deflect the force of a blow through that weapon. This is done just like blocking, except that any damage is absorbed by the weapon rather than by the blocking defender.

Sustained Defence

A character may choose to declare a sustained defence at any time during a round as long as they have two or more action dice remaining. Once they have done so, they may not perform any more attacks or offensive actions for the remainder of the round. The moment Sustained Defence is declared, the character adds together their Physical Attribute and a relevant Defensive Skill. This becomes the initial dynamic difficulty to hit the combatant for the remainder of the round. After each time someone performs a melee attack or fires a shot at the character maintaining the sustained defence this dynamic difficulty drops by 1, until it reaches a value equal to the defenders Physical Trait (which is the default difficulty for all close combat attacks).

Counterattacking

If an attacker strikes at a victim who has declared a counterattack, the two combatants also roll an opposed test. In this situation though, the defender must beat the attacker by at least one in order to land a successful counterattack. If the original attacker wins or ties in their result, then the original attack gets through. Again, if either combatant rolls a 1, then their opponent is considered to automatically succeed in their combat action.

RANGED ATTACKS

Some combatants prefer not to get too close to the action when they deal their damage, and this is where ranged weapons such as throwing axes, spears, bows, pistols, rifles and more elaborate weapon systems have been developed.

A combatant choosing to use a ranged attack has more difficulty reaching the target with their weapon, once the weapon has reached, there is little the target can do to defend against the damaging effects. Instead of comparing the offensive skill of the shot with the defensive skill of the opponent, a dynamic range difficulty must be overcome.

Close Range	3 (up to the weapon's indicated range value)
Medium Range	6 (1 to 2 times the indicated range value)
Long Range	9 (2 to 4 times the indicated range value)

(If a ranged target is currently using sustained defence, compare this value and the difficulty for the range; use the higher result.)

Cover

If a target is obscured in any way it becomes harder to hit them. Of course, if the cover isn't very sturdy then it's possible to shoot right through it to hit the person hiding on the other side.

When a marksman is looking at a target, consider how much of that target is easily visible. If there is only a single leg hidden, or less, then there is no point assigning a modifier to hit. After all, most marksmen will be shooting for the centre of mass in the torso.

If half of the target is obscured they are considered in partial cover, increase the difficulty to hit the target by 2 points. This increases the difficulty for a close range shot to 5, while a medium range shot needs an 11 and a long range shot needs a 13.

If all but some small part of the target is obscured they are considered under full cover. In such a case, increase the difficulty to hit the target by 4 points. This increases the difficulty for a close range shot to 7, while a medium range shot needs an 10 and a long range shot requires a 13.

Aimed Shots

A skilled marksman (with a relevant skill at 2 or higher) who chooses not to move during the round has the opportunity to aim more carefully at their target. As long as they remain still, they gain +1 to their rolls when attempting to shoot. A superior marksman (with a relevant skill at 4 or higher) gains an additional +1 to their rolls if their victim also hasn't moved more than a metre or so since the beginning of the round.

DEALING DAMAGE

If a hit successfully lands, it is time to see how badly wounded the victim is as a result of the impact.

This comes down to a single roll of a d6 added to the strength of the attack, compared to the armour strength of the victim.

As long as an attack gets through, a single roll of d6 determines both where the target has been hit and how much damage was done to them. For every three points that the attack roll beats the defence, either roll an extra d6 for damage location (and choose the desired result), or read the wound one line lower.

S = Stun (Lose 1 action, prevent with 1 hit point)

L = Light Wound (Halve the value of any skills, prevent with 2 hit points)

M = Medium Wound (Halve the value of any attributes and skills, prevent with 3 hit points)

C = Critical Wound (All skills reduced to level 1 and attributes halved, prevent with 4 hit points)

K/O = Knock Out (Completely out of action, can possibly regenerate, prevent with 5 points)

D = Dead (Victim is instantly killed, cannot be prevented!)

Sample Weapon Strengths

- 0 = Unarmed
- 1-2 = Dagger, Club, etc.
- 3-4 = Shortsword, Staff, Mace, Pistol, Bow, etc.
- 5-6 = Sword, Steel Staff, Rifle, Crossbow, etc.
- 7-8 = Greatsword, Spear, Blunderbuss, etc.
- 9-10 = Poleaxe, Glaive, etc.
- 11+ = Enchanted Weapons, Artillery

	1 Soft Flesh	2 Legs	3 Arms	4 Abdomen	5 Torso	6 Head
<i>Below 0</i>	None	None	S	S	L	L
<i>0-2</i>	None	S	S	L	L	M
<i>3-5</i>	S	S	L	L	M	C
<i>6-8</i>	S	L	L	M	C	K/O
<i>9-11</i>	L	L	M	C	K/O	D
<i>12-14</i>	L	M	C	K/O	D	D
<i>15-17</i>	M	C	K/O	D	D	D
<i>18+</i>	C	K/O	D	D	D	D

Sample Armour Strengths

0 = No Armour
1-2 = Crude Light Armour
3-4 = Good Light Armour
5-6 = Medium Armour
7-8 = Heavy Armour
9-10 = Battle Plate
11+ = Enchanted Armour

Note Regarding Cover: Sometimes a combatant will take advantage of their surroundings in a way their body is blocked by some kind of covering item. For example, a cowboy might flip up a table during a bar room brawl or a martial artist could leap behind a screen door. If the roll for damage locates an area that has been covered by this sort of protection, then that cover prevents some of the damage from getting through.

If the coverage is fairly flimsy like a paper-screen door, then read the damage as though it had been a single line less severe (eg. An 11 on the legs now only counts as a Medium wound rather than a Critical), after this strike, the coverage is destroyed. If the coverage is a bit tougher, like a wooden door, it might be able to take two or three such wounds.

Solid coverage deflects a lot more of the blow. A barrier such as a solid wooden door or a sturdy barricade would cause wounds to be read two lines less severe (eg. A result of 7 on the abdomen now only counts as a light wound rather than a Critical). Again, the quality of the coverage might allow it to withstand quite a few blows in this manner.

The most solid stone or metal barriers might prevent all damage from getting through.

SECONDARY ACTION(S)

Once all characters involved in the combat have performed their primary action, any characters with remaining action dice may perform a follow-up secondary action. This is continued until all characters have used up their action dice.

RECOVERY

At the end of any round, all characters who have been reduced to the Stunned level of health, instantly recover to a healthy status. Those who have suffered worse injuries do not recover these levels so quickly unless they have supernatural regenerative powers.

COMMON SENSE

As it stands, the combat system is designed to be fairly abstract. There are certain things that are assumed, such as the size of combatants being roughly human sized (or at least equally sized), the idea that humans can take a certain amount of damage before falling unconscious or dying.

Far more complicated systems and tables could have been generated, but it was felt that this would detract from the game more than enhance it.

As a result, feel free to add modifications as you see fit. If you think that the modifications for cover on ranged fire are too low, increase them. If you think that combat should be more bloodthirsty, increase the damage of the weapons (or reduce the absorbing capacity of armour). On the other hand you might think characters are dying to quickly in the game so you might want to increase the rate of healing.

HEALTH AND HEALING

SOURCES OF INJURY

Over the course of their lives, people often suffer injuries. Those who live safe and secluded lives have a lower risk of encountering risks and potential injury, but the exploits of most heroes and adventurers put them in the path of danger far more often. Sources of injury can range from natural effects such as disease and hunger, or could be more dramatic such as falling and suffering wounds in combat. Wherever the injury may have come from, the effects on a person are much the same; the injury hampers their ability to function at full effectiveness until they have had the chance to rest and heal.

HIT POINTS

At their most basic level, Hit Points are a character's immune system. While a character has a pool of hit points, they absorb the worst effects of incoming physical injuries, but the pool of hit points isn't an infinite resource, even the hardiest of people will get to a point when they simply can't take it any more. Once a person has run out of hit points they are at the combined mercy of fate and their opponents.

ESSENCE POINTS

While Hit Points work as a defensive barrier against injuries of a more physical nature, Essence Points work the same way for emotional and psychic effects. In their ability to absorb the effects of a less physical nature, Essence Points can be considered a reflection of a person's willpower, if a person is subjected to too many psychological shocks, they start to lose their grip on reality, and this can be just as dangerous as physical injuries.

It should also be noted that there are a number of places throughout the rules where essence points can be used for reasons other than simply absorbing the worst effects of emotional or psychic damage. In their function as a reflection of willpower, a character can voluntarily exert extra effort into a task (see the section on Sixes and Ones, a few pages previous to this one), they may also be expended voluntarily to empower certain mystical effects that require a focusing of the mind.

POINT INJURY

Effects that don't have a major impact on the flow of the game are reflected by Point Injury. This may be the subtle effects of diseases like a common cold (which may cause a single point or two of Hit Point injury), or they could be the trauma suffered when hearing about the death of a long lost friend (an event which may cause a point or two of Essence Point injury).

These effects don't necessarily have a major impact on the flow of the game, but enough of them can eventually have an impact on a person. They can also cause problems if ignored for too long.

While a person is healthy both Essence Points and Hit Points regenerate at a rate of one point per hour of rest. This means that a person who has suffered a shock from seeing a minor but traumatic scene might need to spend an hour or so regaining their composure. Similarly, a person who has grazed their knee when tripping over might regain the hit point by simply putting on an adhesive bandage and spending an hour taking it easy. They don't really have a major effect on play, but if ignored they make additional injuries harder to resist.

Of course there are certain effects that don't have any real significance on play, and these don't need to be reflected by the loss of points at all.

HEALTH LEVEL INJURY

More substantial than point injury is Health Level injury, this is the kind of severe damage to a person that seriously hampers their ability to act. Health level injury can come from any source, from

suffocation, falling from heights, exposure to flame, damage from weapons, or even direct psychic attacks.

To keep things easy and to make combat flow more quickly, this system uses only four states of injury (light, medium, critical and unconscious). All people have these same four levels whether they are citizens, outsiders or anything else that the characters could encounter. Health levels simply indicate how badly injured a person is, and how much their action have been penalized through their injuries.

Uninjured

An uninjured person suffers no penalties; this is considered to be the natural state of being for most people.

Stunned

This is not so much a health level, but a temporary state of shock. Some instantaneous effects that don't do much damage to them can stun a person, or they can be stunned in addition to the effects of other more serious situations. Being stunned has no real influence on most situations because it is such a temporary effect. If there is a situation when the adrenaline is running high (such as combat, a chase sequence or performing acrobatic feats), then a stunned character loses an action for the turn. In such a state of high adrenaline, a character is forced to come to their sense very quickly though. The state of being stunned is instantly recovered at the end of the turn. The penalty from being stunned is cumulative with any effects from other health level states the character may currently be suffering.

Light Wound

A character will usually only suffer the effects of a light wound once they have run out of Hit Points to absorb further damage. It isn't a severe level of penalty, but it is enough to cause the wounded person problems. The penalty from being lightly wounded is a halving of all skill levels, and most people in this state usually heal from it in a matter of a day or two.

Medium Wound

Characters who have succumbed to a few lesser wounds or who have taken a single significant hit will often end up at this state of health. They will usually have run out of hit points and will be starting to show signs of blood loss, along with bruising and less physical effects like confusion. The penalty from being at a state of medium wounds is a halving of all skill levels and attributes (this replaces the lesser wound penalty from being lightly wounded), most people usually take a few weeks to recover to a lightly wounded state if they have been reduced to this level.

Critical Wound

Those who have reached a state of critical wounds are barely able to act. They may be reduced to crawling on the ground, their vision may be impaired by bloody wounds, and their balance may be gone from a combination of blood loss and trauma. Much more damage will usually put them out of the actions for quite a while, it's usually best to crawl away and hide, or play dead when things get this bad. The penalty from being at a state of critical wounds is having all skills and attributes dropped to a maximum value of 1. Those who've reached this level usually take a few months before they recover enough to be considered having medium wounds.

Unconscious

Once all the Hit Points are gone and a character is on their death's door, they border on the edge of death. At this stage they are unconscious, unable to act in any meaningful way at all. If a character in such a state should take any more damage at all, they will be killed. Those who have reached this state are unable to act or react to anything until they have received some kind of assistance. Once another person has confirmed their state, there is a chance that they will instantly recover to a critical state, otherwise they will spend days recovering from their coma.

Beyond unconsciousness is death. For the citizens of the world this is usually the end, they may continue on to the heavens or hells, or they may rejoin the cycle of reincarnation. For outsiders, death may not be the end; it may simply be a step toward a new beginning.

PREVENTING DAMAGE

The best way to avoid suffering the penalties of wounds is to avoid them altogether. As described earlier, Hit Points and Essence Points may be used to absorb incoming damage, allowing heroes to act at optimum efficiency for a while when in hostile environments.

When damage is inflicted on a person it is given a rating from to show how badly it will affect its victim. Fairly small effects might only have the potential to stun, while the most dramatic impacts might kill a victim instantly. Such damage is rated from 1 to 5 based on how many hit points it will take to absorb the worst of the effects, each hit point expended will prevent one potential level of incoming injuries.

1 pt Stun
 2 pts Light
 3 pts Medium
 4 pts Critical
 5 pts Unconscious

The most powerful DEATH level wounds cannot be prevented.

In this way, a single hit point may be expended to prevent an effect that would normally stun its victim. Otherwise that single point could be used to reduce a potential wound from light to stun, from medium to light, etc.

Two points could be used to completely eliminate an incoming effect that would apply light wounds to its victim (the first point eliminating the light effect, while the second point eliminates the stun effect), or these two points could similarly be used to reduce the potential impact of a more significant wound (for example, dropping a Medium wound to a Stun, or a Critical wound to a Light).

The most dramatic wounds are so powerful that they cannot be prevented at all; no matter how many points a victim may have in their reserves. Such things include may include direct impact from explosions, savage strikes that decapitate, being crushed by a landslide, etc.

ACCUMULATING DAMAGE

Once a person has taken damage it is usually a downward spiral for them unless they manage to get to safety. If a person decides to remain in a dangerous situation when they are already wounded, it is quite likely that they will end up injured further, and the longer they remain in danger the more chance that they will not walk away.

If a person has taken damage and ends up stunned as a result, any further stunned effects will have not impact on them (after all, they are already stunned). If such a person suffers a more intense wound, they will immediately be upgraded to the higher wound level (unless they are able to absorb this additional damage with their Hit Points).

If a person is currently suffering from a lightly wounded state or worse, the damage from further attacks takes their state of health to a degree even worse. If a Lightly Wounded victim suffers even a level of Stun damage, they will immediately drop to the Medium Wound category (unless they are able to absorb this). If they suffer a light wound, they will be pushed to the Critical Wound category, and a medium wound will knock them out of action.

This continues through all health level categories, to the point where a Critically Wounded person needs only suffer a level of stun damage to be knocked out of action completely.

In this way it can become important to work out when to spend the Hit Points for maximum damage prevention. A player has to carefully choose whether to spend their hit points to block every stun that comes to their character, or they can keep some in reserve to prevent the big attacks from doing severe damage to them.

Note that the most damaging effects might come in multiple waves, such as the shockwave preceding the firestorm and intense winds of a nuclear explosion, or the continued bombardment of rocks and ice when caught in an avalanche. A victim subjected to such dramatic effects may survive one, only to be obliterated by the next part of the attack.

	Incoming Attack Strength				
Current level	Stun	Light	Medium	Critical	K/O
Stun	No Change	Medium	Critical	K/O	K/O <i>(Dead)</i>
Light	Medium	Critical	K/O	K/O <i>(Dead)</i>	K/O <i>(Dead)</i>
Medium	Critical	K/O	K/O <i>(Dead)</i>	K/O <i>(Dead)</i>	K/O <i>(Dead)</i>
Critical	K/O	K/O <i>(Dead)</i>	K/O <i>(Dead)</i>	K/O <i>(Dead)</i>	K/O <i>(Dead)</i>
K/O	Dead	Dead	Dead	Dead	Dead

Note that there are two ways damage may be applied to a character, depending on the type of tale being told. In tales of high fantasy (such as most faery tales, myths and even high science fiction) characters often suffer badly in combat, only to be heal at a later time, either among the safety of loved ones or caught in the dungeon of an enemy. In such tales of high fantasy, an active victim will only ever be reduced to K/O from the results of a single attack. It takes a conscious effort on the part of an enemy to make sure their victims are dead.

The other option is a tale of low fantasy, where damage is applied much more like in our own world. In this style of play, an injured character can easily suffer enough damage to push them past the unconscious phase. If the Raconteur chooses to use this method of damage accumulation, then use the additional Dead indicators marked in *italics*. In such a system, permanent death will be far more frequent and players should be ready to generate new characters at any time.

STABILISATION

When a victim has suffered too much damage, they often reach a critical state where they will require medical attention or else they will die. Most victims of damage are considered in an unstable condition once they have reached the K/O or Unconscious state of health, but some vicious attacks are capable of inflicting this type of state even while the victim is still conscious.

If an attack is able to inflict this sort of damage it will be marked in the weapons description, an attacker may have the ability to inflict such a wound as a special power, or the Raconteur could rule this sort of traumatic wound as a result of certain dangerous events.

Whether a victim is conscious or not, they must find medical attention in a hurry before their state gets worse. They must spend a point of Essence to remain conscious while in this state (unless they are already unconscious), and must spend a hit point to avoid suffering a stun. These expenditures must be made every round until they have been stabilized through a successful mental + medical check (difficulty depends on the severity of the wound in question: 5 for Light, 7 for Medium, 9 for Critical, 11 for K/O).

If a victim reaches unconsciousness and still has unstable wounds, they must make every effort to hold on to their remaining life. This requires a spiritual check with a dynamic difficulty of 6. The victim needs only make this roll once, and as long as they have succeeded they will remain stable until the end of the combat. If they fail, then they pass into a coma which will last for a minimum of 7 days (-1 per point in the Spiritual attribute).

HEALING DAMAGE

Once the danger has passed, a character who has the chance to relax may now start to recover some of their health. Depending on how badly they were injured, this could take days, weeks or even months.

Hit Points

Hit points regenerate fairly slowly for regular humans, at a rate of 1 per hour if they are healthy, 1 per day if they are lightly wounded, 1 per week if they are suffering medium wounds and 1 per month if they are critically injured (or in a coma). If the injured person is under medical attention, they may gain hit points at a faster rate.

Essence Points

Essence points regenerate fairly slowly for humans, at a rate of 1 per hour if they are healthy, 1 per day if they are lightly wounded, 1 per week if they are suffering medium wounds and 1 per month if they are critically injured (or in a coma)

HEALTH LEVELS

The mortal body is an exceptional thing, it has evolved to withstand many forms of damage and even to continue growing when it has been damaged. Of course these capacities to regenerate degrade with maturity and age. In their youth, the bodies of the living are filled with vital energy and are able to heal far more quickly, while a person who has passed their prime finds that damaging effects begin to take far longer to overcome. The following figures assume characters with mortal bodies in the prime of their lives.

When a person is healthy, they find it far easier to recover any damage that may have been dealt to them, but as they become more injured, it gets harder for them to regain optimal health. It also takes longer for the body's natural regenerative systems to take effect.

If lightly wounded, a character may attempt to heal this damage once per day as long as they are on full Hit Points. To do this, they must declare a number of hit points that they are willing to sacrifice, then roll a die. As long as the combined value of the die and the sacrificed hit points is 5 or higher the health level improves to a healthy state. If the combined result is lower, then the Hit points are sacrificed, but the health level remains at the lightly injured state.

If they are on medium wounds, a character may attempt to heal this damage once per week as long as they are on full hit points. This also requires a sacrifice of hit points in addition to the roll of a d6, on a result of 9 or higher the wound is healed.

If critically wounded or unconscious, a human may attempt to heal this damage once per month. This follows the same rules again but in either case has a difficulty of 13.

If the human doesn't have enough hit points to reach one of these rolls, they may only make rolls to heal damage once their hit points are at maximum capacity. If they have full hit points, they must expend all of these points and may then spend an essence point after rolling a "6" to gain a marginal success on the roll. This will be enough to heal them to the next health level.

Young children aged up to 12 years or so, may find that the difficulty to improve health levels is two points less than it is for adults.

Older children and those passing through adolescence, from 13 to 21 will find the difficulty reduced by one.

Adults 22 to 40 use the difficulties described above.

Those who have passed through to the older stages of life (from 41 to 60), find the difficulties increased by one. While those who have

Two citizens have been stabilized with minor injuries after a car crash in the jungles of South America. For the purposes of game mechanics, they have both lost 4 hit points in the accident and have been reduced to the medium wounds level. The driver is a stuntman with a maximum of 6 hit points (currently 2). The passenger is a regular citizen with a maximum of 4 hit points (currently 0). They are watched over by a local healer with basic first aid skills but they are a long way from any decent medical facilities.

After 4 weeks of care, they are well enough to attempt a healing roll. The passenger spends her 4 hit points and needs to roll a 5 or higher (for a total of 9) to heal to the lightly wounded state. She rolls a 3 and needs more time to recover. She'll have to wait at least a week before she can make her next attempt at this.

The driver spends all 6 of his hit points and needs to roll a 3 or higher. With the roll of a 4, he heals to the lightly wounded state.

become elders in their communities (61 to 80), find the difficulties increased by two.

The eldest citizens (81+) start to find that their not only are their difficulties increased, but their rate of regaining hit points and essence decreased to half it's former rate. It is at this point that even light wounds become far more dangerous to them, and a chance of potential death.

MEDICAL TREATMENT

Any citizen under medical attention has a chance of healing their wounds more quickly. If a person who has the medicine skill tends an injured citizen, then a single test may be made each healing cycle. The difficulty of this test is equal to the stabilization roll (5 for light wounds, 9 for medium wounds and 13 for critically wounded or unconscious patients). If the test is successful, the citizen gains either an additional essence or hit point (whichever is depleted the most). If the medic gains significant success (succeeding by three more than required, or rolling a "6"), both hit points and essence gain an extra point during this healing cycle.

At the discretion of the Raconteur, if the medic gains a spectacular success on their test (rolling a "6" and ending up with a result at least 6 more than required), then the injured citizen might regain all of their hit points or essence during this healing cycle.

Medical attention can also be of assistance when trying to recover wound levels. In such cases, the medic makes the stabilisation test for their patient, and as long as they are successful, the wounded citizen may roll two dice for their healing test and choose the better result to use for their test. The wounded patient may still only make such a test once per healing cycle.

For tests such as these, a medic in a hospital is considered to have "the right tools for the job", reducing the difficulty by -1 to -3 on their tests depending on how well equipped the hospital is.

After another week or so has passed, the driver has recovered enough hit points to make an attempt to recover to the unwounded state. He does this with no problems and spends the next three weeks assisting the local healer in helping his passenger's recovery.

By the time another month has passed, the passenger has regained all of her hit points again. The driver and the local healer both make Medicine tests on the passenger and one succeeds. The passenger may use two dice to attempt her recovery roll this time. She spends all of her hit points in the attempt and rolls a 2 and a 5.

Choosing the 5, the passenger heals to the lightly wounded state.

EXPERIENCE

EXPERIENCE POINTS

Over the course of a story, characters develop. They gain new knowledge and abilities, and they discover new things that will help them attain their objective when the climax is reached.

To reflect this, a system of experience points (XP) is used. Characters earn experience points throughout their adventures, and they may then use these points to enhance their abilities.

The use of experience points in a story implies that there will be sufficient time for the characters to develop. Such a story will typically develop over the course of three or more games, but some truly epic tales can take years to reach their full potential.

GAINING EXPERIENCE POINTS

Determining the rate at which experience points should be acquired is more of an art than a science. Some stories are designed to last only a short time, and in these stories it may be necessary to give characters high numbers of experience points so that they can speed toward their final confrontation. Other stories are far longer in scope, and the players may have to carefully develop their characters over the course of months before reaching even the most minor of objectives.

A good rule of thumb for most stories says that characters should earn a maximum of 5 to 10 XP per session that they play. This experience isn't awarded for "killing monsters" or succeeding in great feats of courage, for the very act of surviving such encounters is reward enough. Instead the experience is awarded for merely taking on the risk in the first place, or for holding their moral integrity in the face of overwhelming opposition; for these are truly the things that build character in a person.

If awarding the recommended 5 to 10 points per session, the following guidelines can be used to determine when an experience reward is appropriate.

1 point – Just for taking part

All characters will receive a minimum of 1 XP for every story session they take part in. Everyone learns, and just being a part of the events at hand provide insight to even the least active watcher.

1-3 points – Objectives Faced

A typical session will provide a number of opportunities and obstacles for characters to test their skills and learn more about their potential. Characters may choose to overcome these obstacles or avoid them, as long as they make the choice to face these confrontations, they gain the experience points available. (Most games will probably have a 1 XP minor objective, and a 2 XP major objective).

1-2 points – Using skills in clever an unexpected ways.

Many characters use the same tricks over and again to overcome their obstacles and complete their objectives, but in doing so they restrict their opportunities for learning new things. Each time a character chooses to follow a new path, or to do something a bit differently, they should be rewarded with an extra XP.

1-2 points – Playing in Character

When generating characters, many players choose disadvantages or quirky traits that help define the individual. But when it comes to the telling of the story, these flaws and quirks are quickly forgotten. If a player remembers these traits and helps liven up the story by bringing them into play, they should be rewarded for the enjoyment it brings to the other players involved.

1-2 points – Fulfilling personal objectives

While the events of the story are important to the group as a whole, all character have their own defining objectives. These can often take many sessions to accomplish, but as long as the player actively

chooses to pursue the goals that are important to their character, they should be rewarded with some kind of bonus.

Before a session begins, the Raconteur should decide the maximum number of XP available for the session. Many Raconteurs may choose to distribute these points to their players over the course of the story session, while others will leave these in reserve until specific objectives are overcome or until the session comes to an end.

SPENDING EXPERIENCE POINTS

After experience points are gained, they may then be spent in various ways to enhance the characters in preparation for more impressive obstacles.

Experience points may be spent according to the follow table:

<i>Attribute</i>	<i>New Level + 5</i>
<i>New Skill or Connection</i>	<i>2 XP</i>
<i>Existing Skill or Connection</i>	<i>New Level + 1</i>
<i>Advantage</i>	<i>Twice the level of Advantage</i>
<i>Disadvantage</i>	<i>Bonus equal to twice the level of the Disadvantage.</i>

At the end of each session, a character may spend up to half of the experience points they have earned on skills and attributes that played a significant role during the course of the story. Perhaps the character needed to use social skills that they didn't have and they failed miserably, or maybe they showed spiritual enlightenment. Either way, the player may spend these points immediately to show the things they learnt.

Between periods of active storytelling, there are periods when the characters return to their jobs, and attend to their daily lives. During such a time, the characters may train in other skills, or develop talents useful to their mundane occupations and lives. Each point of XP takes 1 week to spend when training up, this may be impacted by time commitments and adventuring. Indicate each week what abilities are being trained.

Picking up an Occupation

Over the course of a story, a character may acquire an occupation as long as they have all of the skills indicated for the particular job. They don't need to pick up the advantages and disadvantages associated with the job; these will come in time. For example, a character wanting to pick up a hobby as a combatant will have to purchase a level each in Athletics, Brawl and Firearms, and then a level in either Swimming or Dodge. Once they have these skills (and once they've found someone who is willing to vouch for them), they may call themselves a Combatant. Over the next few weeks, they may spend a point each week picking up the advantages that come with this class (in this case purchasing the combat equipment that this type of character finds so useful).

Occupational Benefits for Skills

Characters following an occupation may spend XP more quickly on the skills associated with their jobs. For each point that the occupation provides in a certain skill, a character may spend an extra XP per week. For example, if an occupation provides Cognition 2, then a character may spend two extra points each week improving this particular skill.

Losing an Occupation

Once a character has chosen to no longer follow a particular occupation, they no longer suffer the time commitment associated with the occupation but automatically gain a flaw of equal value at the Raconteur's discretion, common flaws picked up in this way would be a bad reputation, a new enemy or being hunted.

APPENDIX 1: 6 OCCUPATIONS

BUREAUCRAT

	Skills	Advantages (and Disadvantages)
Hobby (5)	Academics 1, Etiquette 1, Research 2	Library (1), Sanctuary (1)
Part Time (10)	Academics 2, Appraisal 1, Cognition 1, Etiquette 2, Research 2	Library (2), Sanctuary (1), Teamwork. <i>Time Commitment (1)</i>
Full Time (15)	Academics 2, Appraisal 2, Cognition 1, Empathy 1, Etiquette 3, Research 3	Library (2), Natural Leader, Sanctuary (2), Teamwork, <i>Time Commitment (2)</i>

COMBATANT

	Skills	Advantages (and Disadvantages)
Hobby (5)	Athletics 1, Brawl 1, Firearms 1, Swimming (or Dodge) 1	Equipment (2)
Part Time (10)	Athletics 2, Brawl (or Martial Arts) 1, Dodge (or Block) 1, Firearms 2, Leadership 1, Swimming (or Melee) 1	Equipment (2), Resilient, Status (1), <i>Duty, Time Commitment (1)</i>
Full Time (15)	Athletics 2, Brawl (or Martial Arts) 2, Dodge (or Block) 1, Firearms 3, Leadership 2, Melee 1, Swimming 1.	Equipment (4), Resilient, Status (2), <i>Duty, Time Commitment (3)</i>

MEDIC

	Skills	Advantages (and Disadvantages)
Hobby (5)	Academics 1, Medicine 2, Science 1	Equipment (1), Status (1)
Part Time (10)	Academics 1, Appraisal 1, Medicine 3, Research 1, Science 2.	Equipment (2), Library (1), Status (2), <i>Time Commitment (1)</i>
Full Time (15)	Academics 2, Appraisal 2, Intuition 1, Medicine 3, Research 2, Science 2.	Edge (Medicine), Equipment (2), Library (2), Status (2), <i>Time Commitment (2)</i>

PERFORMER

	Skills	Advantages (and Disadvantages)
Hobby (5)	Etiquette 1, Languages (or Research) 1, Performance 2	Equipment (1), Status (1)
Part Time (10)	Athletics 1, Bearing 1, Empathy 1, Etiquette 1, Languages (or Research) 1, Performance 3	Ambidextrous, Equipment (1), Status (1), Well Travelled, <i>Time Commitment (2)</i>
Full Time (15)	Athletics 1, Bearing 2, Empathy 2, Etiquette 2, Languages (or Research) 2, Performance 3	Ambidextrous, Edge (Performance), Equipment (1), Well Travelled, Status (2), <i>Memorable (1), Time Commitment (2)</i>

SCIENTIST

	Skills	Advantages (and Disadvantages)
Hobby (5)	Academics 2, Repair 1, Science 1	Equipment (1), Library (1)
Part Time (10)	Academics 2, Cognition 1, Crafts 1, Repair 2, Science 2	Edge (Academics, Repair or Science), Equipment (1), Library (2), <i>Time Commitment (1)</i>
Full Time (15)	Academics 3, Cognition 2, Crafts 1, Repair 2, Research 1, Science 3	Edge (Academics, Repair or Science), Equipment (1), Library (2), Cunning, <i>Time Commitment (2)</i>

SCHOLAR

	Skills	Advantages (and Disadvantages)
Hobby (5)	Academics 1, Research 1, Science (or Languages or Occult) 1.	Library (1), Mentor (or Equipment) (1)
Part Time (10)	Academics 2, Cognition 1, Research 1, [Appraisal, Science, Languages or Occult (pick 2)] 2 each.	Library (2), Mentor (1), Equipment (2), <i>Time Commitment (1)</i>
Full Time (15)	Academics 3, Cognition 2, Etiquette (or Subterfuge) 1, Research 2, [Appraisal, Science, Languages or Occult (pick 2)] 2 each.	Library (3), Mentor (2), Equipment (2), Sanctuary (1), <i>Time Commitment (2)</i>



APPENDIX 2: 6 CULTURES

CORPORATE

	Backgrounds	Advantages	Disadvantages
Grunt (5)	Contacts (1), Wealth (1)	Equipment (2) or Well Travelled (2) [2]	-
Veteran (10)	Contacts (1), Influence (1), Wealth (2)	Equipment (2) or Well Travelled (2), Focused (2) [6]	Time Commitment (1), Blind Loyalty (1) [2]
Leader (15)	Contacts (2), Influence (2), Wealth (3)	Equipment (3), Well Travelled (2), Focused (2), Natural Leader (1) [8]	Time Commitment (2), Blind Loyalty (1), Social Animal (1) [4]

MILITARY

	Backgrounds	Advantages	Disadvantages
Grunt (5)	Allies (1), Wealth (1)	Edge (choose Brawl, Firearms, Melee or Martial Arts) (2)	-
Veteran (10)	Allies (2), Wealth (2)	Skill Expert (choose Brawl, Firearms, Melee or Martial Arts) (6)	Time Commitment (2)[2]
Leader (15)	Allies (3), Influence (1), Wealth (3)	Skill Expert (choose Brawl, Firearms, Melee or Martial Arts) (6), Hardened (2) Natural Leader (1)	Time Commitment (3), Memorable (1), Blind Loyalty (1) [4]

CRIMINAL

	Backgrounds	Advantages	Disadvantages
Grunt (5)	Allies (1), Territory (1)	Edge (Choose Acrobatics, Appraisal, Intimidation or Subterfuge) (2) [2]	-
Veteran (10)	Allies (1), Territory (2), Wealth (1)	Edge (Choose Acrobatics, Appraisal, Intimidation or Subterfuge) (2), Equipment (2), Sanctuary (2) [6]	Criminal Record (2) or Enemies(2) [2]
Leader (15)	Allies (2), Territory (3), Wealth (2)	Skill Expert (Choose Acrobatics, Appraisal, Intimidation or Subterfuge) (6), Equipment (2), Sanctuary (2) [10]	Criminal Record (2) or Enemies(2), Hunted (4)[4]

OCCULT

	Backgrounds	Advantages	Disadvantages
Grunt (5)	Allies (1), Contacts (1)	Sanctum (1) [2]	-
Veteran (10)	Allies (1), Contacts (2), Wealth (1)	Library (2), Sanctuary (2) [6]	Addiction (2) or Weak (2) [2]
Leader (15)	Allies (2), Contacts (3), Wealth (2)	Library (2), Mystic (2), Sanctuary (2), Edge (choose Occult, Meditation, Spirit Ken or Medicine) (2) [8]	Addiction (2) or Weak (2), Time Commitment (1), Memorable (1) [4]

GOVERNMENT

	Backgrounds	Advantages	Disadvantages
Grunt (5)	Influence (1), Wealth (1)	Edge (Choose Academics, Research or Performance) (2) [2]	-
Veteran (10)	Fame (1), Influence (1), Wealth (2)	Beauty (3), Status (1), Edge (Choose Academics, Research or Performance) (2) [6]	Time Commitment (1), Memorable (1) [2]
Leader (15)	Fame (2), Influence (2), Wealth (3)	Beauty (3), Status (2), Natural Leader (1), Edge (Choose Academics, Research or Performance) (2) [8]	Time Commitment (2), Memorable (1), Blind Loyalty (1) [4]

RELIGIOUS

	Backgrounds	Advantages	Disadvantages
Grunt (5)	Contacts (1), Territory (1)	Library (1), Equipment (1) [2]	-
Veteran (10)	Contacts (2), Influence (1), Territory (1)	Library (2), Equipment (2), Sanctuary (2) [6]	Hatred (2) [2]
Leader (15)	Contacts (3), Influence (3), Territory (1)	Library (2), Equipment (2), Sanctuary (2), Natural Leader (1), Hardened (2) [9]	Hatred (2), Cursed (1), Social Animal (1), Time Commitment (1) [5]

Note about Time Commitment:

Each of the 10 and 15 point templates have a time commitment, indicating the amount of time the character must spend to continue in the role they have chosen. If a character has more than one occupation template (even if only part-time templates), or if they have more than one cultural template, they automatically gain an additional time commitment as they juggle the two opposing commitments against one another.

APPENDIX 3: SKILL, ADVANTAGE AND DISADVANTAGE DESCRIPTIONS

SKILLS

Physical

Acrobatics – Climbing, tumbling and leaping.
Archery – Firing a bow or crossbow
Athletics – Running, lifting and performing physical feats
Brawl – Punching, kicking and using chairs in bar-rooms
Block – Avoiding the worst of incoming damage
Dodge – Avoiding damage by stepping out of the way
Escape Artist – breaking free when bound or imprisoned
Melee – Using a sword, knife or other hand held weapon
Survival – Staying alive under adverse situations
Swimming – Moving across and under the water
Throw – Launching projectiles with bare hands

Social

Animal Ken – Understanding and training animals
Department – Having respectability and integrity at all times
Etiquette – Knowing the right things to say and when
Intimidation – Scaring people into doing things your way
Interrogation – Getting facts from uncooperative people
Languages – Understanding people from other lands
Leadership – Getting people to do what you want
Performance – Putting on a convincing show
Riding – Staying on a horse or other moving animal
Subterfuge – Preventing others from knowing the truth

Mental

Academics – General knowledge in a wide range of topics
Appraisal – Examining things that others might miss
Crafts – Building things using the materials at hand
Drive – Controlling a specific type of vehicle
Firearms – Aiming a self powered projectile weapon
Medicine – Diagnosing and healing injuries
Occult – Knowledge of the arcane mysteries
Repair – Fixing things that are broken
Research – Acquiring knowledge you don't currently have
Science – Knowledge of the workings of the universe
Stealth – Hiding and preventing things from being seen

Spiritual

Awareness – Instinctive feelings about the outside world
Cognition – Piecing together seemingly unrelated fragments
Empathy – Knowing the true feelings of others
Focus – Maintaining concentration in the face of chaos
Intuition – Following your instincts to best advantage
Martial Arts – Combat through insight and discipline
Meditation – Thinking deeply on a specific topic or idea
Spirit Ken – Knowing about spirits and how they act

ADVANTAGES

Adaptable (1) After choosing not to move during combat, the character may spend an essence point to gain an extra action.
Ambidextrous (2) No penalty when using off hand, or may wield 2 weapons (automatically gaining an extra defensive action each turn as long as the character hasn't moved).
Charismatic (3) The character gains a bonus of +1 to their Social attribute when resisting the effects of other character's skills used on them.
Companion (1+) An individual whom the character knows well. This may be a specific individual created by the Raconteur for the purposes of the story; otherwise a player may be permitted to use the rules in the NPC section to generate their own companion.
Cunning (3) The character gains a bonus of +1 to their Mental attribute when resisting the effects of other character's skills used on them.

Deathdealer (6) May always roll an extra die when dealing damage
Dream (1+) Counts as a reserve of points that may be spent as +1 bonuses on any Mental skill tests. Spend the point and roll d6 before the skill attempt; on a 4, 5 or 6, the bonus may be applied during this attempt.

Edge (2) Choose a specific skill, if a six is rolled when using this skill, an essence point may either be used in the normal way to gain an automatic success, or it may be spent to add another cumulative d6 to the attempt.

Eidetic Memory (4) Before performing any skill test, the player may ask the Raconteur a Yes/No question, relating to something that they have previously encountered during the story.

Enigma (1+) Counts as a reserve of points that may prevent others from finding details about the character. Any static difficulties to find out information about the character become dynamic difficulties, at a cost of one to the pool. For any dynamic difficulties roll 2 dice to determine the higher difficulty, at a cost of one to the pool. If the pool is empty, there is no further effect.

Equipment (1+) For every level, five gear points worth of common or uncommon equipment is owned by the character. Otherwise levels in this advantage may be held in reserve as a +1 bonus to wealth rolls when trying to acquire rare one-off items.

Focused (2) Any penalties for distractions are reduced by 2.

Hardened (2) When resisting fear or shock effects, your social resilience is 2 points higher.

Heightened Sense (2) -2 difficulty when using a specific sense
Library (1+) For every level, five manuscript points worth of common or uncommon books are owned by the character.

Otherwise levels in this advantage may be held in reserve as a +1 bonus to Research rolls.

Lucky (3) Once per game you may re-roll a test

Loyalty (1) The character has a specific code of honour or group to whom they are loyal. If they are subjected to intimidation or even mind control that might cause them to go against this loyalty, their social resilience is considered two points higher.

Master Linguist (4) Automatically gains a free level in any language chosen

Mentor (1+) An individual from whom the character learns things. This may be a specific individual created by the Raconteur for the purposes of the story; otherwise a player may be permitted to use the rules in the NPC section to generate their own mentor.

Mystic (3) The character gains a bonus of +1 to their Spiritual attribute when resisting the effects of other character's skills used on them.

Natural Leader (1) Increases the number of people able to be led in group efforts by 1.

Poison Resistance (1) Whenever the character resists the effects of poison, such effects cost one less essence point to soak.

Resilient (4 or 10) Chose either Hit Points or Essence (10 pts for both), using these points to absorbing the effects of incoming damage costs one point less than normal.

Sanctuary (1+) May spend five lodgings points per level, or may keep points in reserve to use as a variety of temporary safe houses.
Skill Expert (6) Roll two dice when using a specific skill.

Status (1+) Counts as a reserve of points that may be spent as +1 bonuses on any Social skill tests, when dealing with a specific Culture. Spend the point and roll d6 before the skill attempt; on a 4, 5 or 6, the bonus may be applied during this attempt.

Teamwork (2) May join a group already at its maximum leadership size.

Tough (3) The character gains a bonus of +1 to their Physical attribute when resisting the effects of other character's skills used on them.

Well Traveled (2) While most people suffer -1 to all social tests in foreign lands, this character has none of these penalties.

DISADVANTAGES

Addiction (2, 5 or 8) For two points, the character is addicted to a substance that causes them discomfort if they don't get regular daily access to it (for every day away from the substance they are at -1 to all tests, cumulative). For five points, the addiction causes a light wound every day they go without the substance. Finding such a substance is considered an uncommon item. Add three points to this disadvantage if the addictive substance is considered Illegal.

Amnesia (1+) Add level in this disadvantage to the difficulty of any Mental tests where memory might be an issue. Otherwise character has no memory of their life for 10% of their age per point in this disadvantage.

Astrological Sensitivity (2) Once per game you may be forced to re-roll a test.

Bad Reputation (2) Within the character's own culture, their status is considered halved.

Blind Loyalty (1) There is some person or ideal the character follows above all others,

Coward (3) The character must spend an essence point any time they are in a stressful situation, otherwise all rolls are at +3 difficulty.

Criminal Record (2 or 5) For 2 points the character's fingerprints and DNA records appear on a database for a minor crime. For 5 points it's a major crime (eg. murder)

Cursed (1+) The character has a special prohibition, if this is broken the difficulty of all tests are increased by this value until suitable amends are made. (The Raconteur should decide on the "suitable amends" and these should be equivalent to the prohibition chosen).

Dead Sense (3) Unable to use a specific sense (5 for Deafness, 7 for Blindness)

Dependent (2) The character has a companion for whom they are responsible. This companion has a nasty habit of getting into trouble.

Depressed (2) The character gains a penalty of -1 to their Social attribute when resisting the effects of other character's skills used on them.

Dulled Sense (1) The character is at +2 difficulty when using a specific sense (2 points if hard of hearing, or a visual impairment)

Duty (2) Sometimes required to do specific tasks by superiors

Easily Confused (2) The character gains a penalty of -1 to their Mental attribute when resisting the effects of other character's skills used on them.

Enemies (1+) One or more individuals who don't like the character for some reason. These will be specific individuals created by the Raconteur for the purposes of the story; players may not use the rules in the NPC section to generate their own enemies.

Flashbacks (1+) In any stressful situation, there is a chance that flashbacks occur. Once combat or a stressful situation develops, roll a d6. On a roll of 1, all difficulties are increased by the level in this disadvantage until the end of the turn. On subsequent turns, the difficulty modifier reduces by 1 until the flashback has run its course.

Foreigner (2) The character comes from another land and hasn't become accustomed to their new home, all social test difficulties are at +2 when dealing with someone for the first time.

Frail (3) Whenever the character has wounds inflicted on them that require hit points to soak, they must spend an additional hit point to do so (the first point spent each time is absorbed by this disadvantage).

Hatred (2) Irrational hatred of some person or thing

Hunted (4) A group of Citizens hunts you

Memorable (1+) Anyone attempting to find information out about you has their difficulty reduced by the level of this disadvantage.

Notorious Parent (2) No matter how much status you may have, its benefit is considered three points lower among people who know your parent or their reputation (to the point this it may be considered negative status in some cases).

Oblivious (4) Always loses initiative (if there are two or more oblivious characters present in a combat, roll initiative between them).

Phobia (3 or 6) +2 difficulty when phobia present (must flee for 6pts)

Savage (2 or 4) For 2 points, the character finds tools hard to use and gains 1 point less benefit from using them. For 4 points they cannot use tools at all.

Social Animal (1) The character can't handle being alone and tries to always be in the company of others. Whenever they are alone, they suffer -1 to all rolls.

Susceptible (3) Whenever the character has wounds inflicted on them that require essence points to soak, they must spend an additional hit point to do so (the first point spent each time is absorbed by this disadvantage).

Territorial (3) +1 difficulty to all active actions outside nominated territory (The character must possess some level of the connection "Territory" before gaining this disadvantage)

Time Commitment (1+) Events often occur at times inconvenient to you due to other commitments. Roll one die per level if character needs to do something that will take a while. If a task takes a few hours, then an interruption will occur if any die rolls a 1. If a task takes up to a day, an interruption will occur if any die rolls a 1 or 2.

If a task takes up to a week, an interruption will occur if any die rolls from 1 to 3. If a task takes longer than a week, this roll is made weekly.

Uncoordinated (7) The character only gets a single action die each combat turn (unlike most characters who begin with two).

Weak (2) The character gains a penalty of -1 to their Physical attribute when resisting the effects of other character's skills used on them.

CONNECTIONS

Connections tie a character into the world around them. These are the friends the character knows, the political manipulation they wield and their wealth. The more connections a character possesses, the less they need to rely on their own abilities and the more other people will be willing to do for them.

At a general level, each level of Connections give a character a single die that they may roll once per session of the story. This means that a character with a single level of Allies will have to choose very carefully, the time when they want to call on help from their friends. On the other hand, a character with five levels in resources will probably find it quite easy to buy the things they need, or bribe people with their cash on hand. When using connections, each die that is rolled must be at least equal to a difficulty factor, which is worked out based on what the character is trying to do.

Each type of connection can also be defined more specifically. These specific definitions provide the character with bonuses to their Connection rolls in certain situations. Perhaps the character has stronger connections with a specific place or a specific group of people. Maybe they've invested their money in their home or in useful equipment.

Allies (1+)

General: Roll number of dice to see how many allies available at this time.

Easy Job - 2

Typical Job - 3

Complicated Job - 4

Dangerous Job - 5

Needed in the next day or so - +1 difficulty

Needed immediately - +2 difficulty

Last job went well - -1 difficulty

Last job went badly - +1 difficulty

Last job got someone killed - +3 difficulty

Each die meeting the required score allows a single ally to come to the character's aide. Regardless of the difficulty, any die rolling a 1 does not generate an ally.

Specific: For each point, choose a specific type of ally (eg. soldiers, lawyers, cultists), calling this type of ally has -1 difficulty. A point could also be spent to cover a specific area (eg. a city's business district, a small town), recruiting allies in this area has a -1 difficulty. If both the type of ally and area apply, the attempt is at a -2 difficulty. Specifically named allies are covered by the Companion advantage.

Contacts (1+)

General: Roll number of dice to see how much information can be gained about a topic.

- Easily Available Information – 2
- Concealed Information – 3
- Secret Information – 4
- Top Secret Information – 5
- General Information – 0
- Specific Information – +1
- Fine Details – +2

Each die meeting the required score allows the information to be found out more quickly or in more detail (choose one before rolling). 1 success = takes a few days, 2 successes = takes a day or so, 3 successes = takes a few hours, 4 successes = takes an hour or so. Additional successes spent on detail improve the information by a degree.

Specific: For each point, choose a specific industry (eg. law enforcement, communications, medicine) or field (eg. importing, IT). Calling on contacts of this specific type has -1 difficulty. Up to two points each may be spent on specific topics (for a -2 difficulty), to reflect a very specific group of contacts in a particular topic or field.

Fame (1+)

General: Roll number of dice to see whether someone knows you and how this will influence their reactions.

- Friendly – 2
- Neutral – 3
- Adverse – 4
- Hostile – 5
- Affecting an individual – 0
- Affecting a small group (up to leadership size) – +1
- Affecting a large group (10x leadership size) – +2
- Affecting a larger group – +3

Each die meeting the required score reduces the difficulty of all Social rolls for the duration of the scene.

Specific: For each point, choose a specific subculture (eg. goths, skateboarders, football fans) that might know you particularly well, when encountering a member of this subculture reaction rolls are at -1 difficulty. You may also spend a point to be known in an area (eg. specific city or county), or two points to be known in a larger region (eg. state or small country), reactions in such an area are also at -1. If a subculture and area both apply, difficulties are at -2.

Influence (1+)

General: Roll number of dice to make sweeping changes to an industry or region.

- Negligible Change – 1
- Minor change – 2
- Major Change – 3
- Dramatic Change – 4
- Influencing a few people – +1
- Influencing many people – +2
- Influencing an area/town – +3
- Influencing a city/region – +4
- Influencing a nation – +5
- Global Influence – +6

Each die meeting the required score improves the speed at which the event occurs (or the scope of the influence). 1 success = takes a few days, 2 successes = takes a day or so, 3 successes = takes a few hours, 4 successes = takes an hour or so. Additional successes spent on scope improve the area by a degree.

Specific: For each point, choose a specific industry (eg. finance, legal, entertainment), field (eg. science, politics) or area (eg. northern suburbs, business district, small town). Trying to influence events within this field has -1 difficulty. A single point might also allow more direct influence over a more specific company or family.

Territory (1+)

General: Roll number of dice to know something specific about the area where you live.

- Easily Available Information – 2
- Concealed Information – 3
- Secret Information – 4
- Top Secret Information – 5
- General Information – 0
- Specific Information – +1
- Fine Details – +2

Each die meeting the required score allows the information to be found out more quickly or in more detail (choose one before rolling). 1 success = takes a few days, 2 successes = takes a day or so, 3 successes = takes a few hours, 4 successes = takes an hour or so. Additional successes spent on detail improve the information by a degree.

Specific: At level 1 you can gain knowledge about an area up to 1km radius around your home, for every additional point you may increase the radius by 1 km, or select another 1 km radius area (eg. Work area, recreation area, etc.). A single point may also be used to select a specific location (a single building), any attempts to use your knowledge of this specific location are at -1 difficulty.

Wealth (1+)

General: Roll number of dice to see how much cash is on hand.

- Common Item – 2
- Uncommon Item – 3
- Rare Item – 4
- Illegal Item – 5
- Needed within the week – 0
- Needed today – +1
- Needed immediately – +2

Each die meeting the required level gains a single resource point. Different items have different resource point requirements (and different levels of scarcity to determine the base difficulty of this roll).

Specific: For each point, you may choose where the wealth is located: cash, equipment, home or lifestyle. For every point in cash, an additional die may be rolled when trying to access funds. For every point in either equipment or home, a character may increase their respective equipment or sanctuary advantages by 1. For every point in lifestyle, a character may keep a die in reserve that may be used to increase Allies, Contacts or Influence pools.



APPENDIX 4: EQUIPMENT, LIBRARY AND SANCTUARY

EQUIPMENT

Characters gain 5 gear points for every level they possess in the Equipment advantage. The actual items in that range of equipment can vary wildly. This background isn't a measure of how expensive this equipment is, but how beneficial it may be to the character.

Common Items

Tools (Skill +1) – 3 Cost

There are a wide variety of tools that could fall into this category; each gives a character a +1 bonus to a single skill (up to a maximum of 6). These could include first aid kits that provide +1 to medical tests, incense that provides +1 to meditation, a scope that provides +1 to a firearms skill or even a specialist saddle that gives +1 to a riding skill. Such tools often take a while to use and are therefore not suitable for close combat skills.

Stuff – 1 Cost

These are items that help define the character, they may not have any benefit in game mechanics, but they may have some other impact on the story that may be revealed as the tale progresses.

Clothes – 1 Cost

A single point indicates a complete outfit, or a situation in which the character's clothes will be appropriate. For example, a character would need to spend separate points here for nightclub clothes, work clothes and sporting clothes.

Pets – 1 Cost

Many characters have pets, and as long as these pets don't do much they only count as a single point. If a pet has skills that are useful to the character they may be created as a companion instead.

Consumer Vehicles – 2+ Cost

The most basic application for a character with a vehicle is getting somewhere quickly. Depending on the type of vehicle, they could cut travel time by half or even more (1 cost = 20km/hr, 2 cost = 50km/hr, 3 cost = 100km/hr, 4 cost = 200km/hr), and they allow vast distances to be travelled without tiring the occupants (range 50km +1, range 100km +2, range 200km +3). Secondary applications for vehicles include carrying additional equipment (assume 5 items, +1 cost per extra 5 items), and extra people (assume 2 seats, +1 cost for every extra 2 seats). The maximum cost of a consumer vehicle is 8 points. More details for vehicles are in the expanded rules.

Crude Weapons – 1-4 Cost

There are hundreds of types of weapons, far too many to describe here. This category covers items that aren't really designed to be weapons but will do the job in a pinch, such as clubs and big sticks to pocket knives and lengths of chain. Such weapons are usually flimsy, unwieldy and have other weaknesses that make them unlikely to be used by professionals. For more details see the following section on weapons.

Uncommon Items

Specialist Tools (Skill +2) – 6 Cost

There are many tools that are of such good quality that they provide exceptional bonuses to their users, these go beyond regular tools and provide a character with a +2 bonus to a specific skill (this may even go beyond 6). Such tools could include hospital diagnostic equipment giving +2 to medical tests, a well stocked tool shed that gives +2 to repair tests, or a mass spectrometer that gives +2 to science tests. Such tools typically require at least a round to set up, and are therefore not suitable for most combat skills.

Specialist Gear – 4 Cost

While they may not be as immediately effective as the specialist tools, there are many items that simply give experienced users an edge. Such items may include climbing gear that allows a seasoned

climber to ascend a cliff more quickly. Each of these simply provide an extra degree of success as long as their user is successful in their initial test.

Fashionable or Industrial Clothes – 2 Cost

While a single point will purchase an outfit, it takes two points to buy clothes that looks good. Without wearing an outfit such as this, a character can't make full use of their status and finds themselves unable to get into exclusive nightclubs or onto specific worksites.

Commercial Vehicles – 4+ Cost

Commercial vehicles are much the same as consumer vehicles, except that they are designed for work purposes. All of the regular costs apply to commercial vehicles, but the following extras may also be purchased. Range may be extended (range 500km +4, range 1000km +5, range 2000km +6, Range 5000km +7). Commercial vehicles may also be aircraft (with an additional cost of +2, but allowing speeds of 500km/hr for 5 points or 1000km/hr for 6 points). Hidden storage compartments can hide 2 items and cost 1 point each. The maximum cost of a consumer vehicle is 15 points.

Poor Quality Sporting Weapons – 2-6 Cost

There are plenty of potential weapons that can be found in sporting goods store, there are even some legitimate weapons in many of them. These weapons include baseball bats, hockey sticks, boxing gloves and even archery gear such as bows and crossbows. While they are often capable of moderate damage, such weapons usually have some kind of flaw that makes them unreliable, or at least not sturdy enough to be used by regular combatants. For more details see the following section on weapons.

Sporting Protective Equipment – 1-4 Cost

From sporting helmets, kneepads and the padded gear of extreme sports, there are plenty of ways to reduce low levels of damage. Such protective equipment provides up to 4 points worth of protection (costing a base amount of 1 point per level). Restrictive equipment that hampers movement (causing movement rates to drop by 25%) costs one point less.

Rare Items

Elite Tools (Skill Re-roll) – 10 Cost

The highest quality tools give their users and incredible advantage when performing tasks, but these can often be very hard to find or simply prohibitively expensive. Each set of tools provides a re-roll on a single type of skill for any character using them (if the character already has a re-roll due to some advantage, they gain +3 to their die roll instead). Such tools typically require at least a round to set up, and are therefore not suitable for most combat skills.

Elite Gear – 8 Cost

There are many pieces of equipment that include fail-safes and protective measures to help avoid the worst possible outcomes in a situation. No matter what skill they apply to, these are considered elite gear. If a character fails a test using elite gear appropriate to the skill, then the effects are reduced by a degree. If a skill test marginally fails (by up to 3 points) a user of elite gear can spend an essence point to turn the marginal failure into a marginal success).

Non-Lethal Poisons – 4-10 Cost

Poisons may be applied subtly through food or drink, or they may be coated on weapons for extra damage. Either way, they hinder their target. All poisons have a base cost of 3 points, to which is added a damage rating from 1 to 4. If a target falls victim to poison (through eating food laced with it, or suffering damage from a weapon coated in it) they lose a number of points in an attribute equal to the poison's damage rating, this may be absorbed with essence points. If an attribute is reduced to zero in this manner, the victim passes out.

Court Clothes and Uniforms – 3 Cost

There are some types of clothes that demand respect, these include police and military uniforms, and the immaculate suits of courtiers and diplomats. Wearing a suit like this shows you have power and you are willing to use it. As long as a character is wearing an outfit such as these, they may apply their status benefits to people who do not belong to their culture. As long as their culture has something to do with the events at hand.

Good Quality Sporting Weapons – 4-10 Cost

In the right sporting stores, publicly operated gun stores, military surplus or martial arts shops, truly dangerous weapons can be purchased. Such weapons include fencing sabres, javelins, hand guns, even rifles and shotguns. There may be paperwork to fill out for such weapons, there may even be licenses that must be maintained, but with enough time and effort these weapons are available.

Security Guard and Street Weapons – 4-10 Cost

There are a few types of people who use pieces of weaponry in their daily lives. Such people are usually security guards and police, or gang members and those who exist on the other side of the law. Unless a person holds a relevant security license, or is a part of the police force, these weapons count as being illegal.

Industrial Protective Equipment – 2-6 Cost

More rigid than the sporting protective equipment, this is usually designed to stop the tradesmen from hurting themselves when using power tools. Such protective equipment provides from 3 to 8 points worth of protection (costing a base amount of 1 point per level). Restrictive equipment that hampers movement (causing movement rates to drop by 25%) costs one point less. Further details can be found in the following section on weapons.

Illegal Items

Deadly Poisons – 8-15 Cost

Lethal Poisons work just like non-lethal poisons except that they reduce a victims Health levels rather than their attributes. For 4 points such a poison will deal a light wound once when it enters its victims system. For every additional two points, the poison deals another wound on the following round (up to 7 wounds for 14 points). For an extra point, the effects of the poison are especially strong, and each round the effects are considered medium level wounds.

Military Weapons – 6-15 Cost

Unlike the weapons found publicly available, military weapons are designed for combat and can often take a beating. Instead of possessing flaws that restrict their use in combat, such weapons often possess benefits that make them even more formidable, such as the ability to handle advanced ammunition, scopes, or being made of advanced alloys and composites. Those possessing such weapons usually belong to a military or police group, or they possess them illegally.

Military Armour – 6-15 Cost

Heavy armour is usually found among the peacekeepers of the police riot squads or armed forces. Such armour is designed to maintain a balance between being protective but not restrictive: some performing this balancing act more effectively than others. Such protective equipment can absorb from 6 to 12 points of damage, and often has integrated features such as gas-masks and other protective features for maximum effectiveness.

LIBRARY

Characters gain 5 manuscript points for every level they possess in the Library advantage. The actual texts that make up the library could come in many different forms, from ancient scrolls to data stored on computer files. The importance is not how much room it takes up, but how valuable the data may be.

Reference Texts

2 Manuscript pts = Common, 4 Manuscript pts = Uncommon, 6 Manuscript pts = Rare

These reduce the die roll on any dynamic difficulty by an amount up to half of their manuscript point value (to a minimum of 1), using this effect takes extra time as the character consults the text while they work. -1 difficulty takes twice as long, -2 difficulty takes five times as long, -3 difficulty takes ten times as long.

Educational Texts

1-2 Manuscript pts = Common, 3-4 Manuscript pts = Uncommon, 5 Manuscript pts = Rare

These allow a character to learn a skill up to a level equal to their manuscript point value. While learning from an educational text, characters may spend 2 XP per week rather than the usual single point.

Black Books

1-2 Manuscript pts = Rare, 3+ Manuscript pts = Illegal.

These texts have been enchanted through continual contact with the supernatural. Such texts possess incredible knowledge that citizens were not meant to know, but this information comes at a price. Various books apply the Addiction, Amnesia(X), Cursed(X) or Phobia disadvantages to their readers. The points gained from these flaws may be used to gain the knowledge within the Black Book at a rate of 1 XP per session spent reading the book (maximum of 1 per day).

SANCTUARY

Characters gain 5 lodging points for every point they have in the Sanctuary background, these points may be spent on a single dwelling or spread across a number of places (for each point they may have up to one place that they call their own). Some may be fancy, others simply hideouts for when the going gets tough. Each location has costs associated with it, and the minimum cost of a sanctuary is 1 lodging point.

2 or more people may share a sanctuary; in such a case, one is designated as the primary owner. Additional people choosing to share the sanctuary must spend their first lodging point for a single room in their allies home. Any further lodging points may be added to the building's total to gain communal benefits.

Size of Sanctuary

- 0 – Single room
- 1 – Apartment
- 3 – Semi-detached or Small fully detached house
- 5 – Large fully detached house
- 7 – Mansion

Location

- 0 – Bad part of town
- 1 – Typical suburban
- 3 – Better part of town
- 5 – Expensive location
- +1 – Hard to Access
- +2 – Hard to Access and exclusive

Furnishings

- 0 – Only the barest of essentials
- 1 – Basic furnishings
- 3 – Comfortable furnishings
- 5 – Extensive furnishings
- +1 – Furnishings are good quality
- +2 – Furnishings are Highly Fashionable or Antiques

Security

- 0 – No security
- 1 – Locks on doors (Static difficulty of 5 to get in)
- 3 – Dead-Locks on windows and doors (Difficulty 9)
- 5 – Virtually Fortified (Difficulty 13)
- +1 – Security alarm (increase difficulty to dynamic)
- +2 – Manned security
- +2 – Safe Room installed (Double difficulty to get into saferoom)

Extra Features

- +1 – Small Garden (gives +1 to meditation or herbal tests)

- +1 – Deceptive Appearance (eg. A converted warehouse)
 - +1 – Secret Passages *
 - +1 – Secret Escape Route *
 - +2 – Large Garden (gives +2 across meditation, crafts or herbal tests)
 - +3 – Historically significant building (enemies unlikely to damage it because of this)
- (* - if multiple people are sharing the sanctuary, they must each pay the costs associated with these features to gain the benefits.)

WEAPON AND ARMOUR TABLE

Weapon Traits

Auto (X) – This is a firearm capable of shooting multiple bullets in short bursts. For every additional bullet fired in this manner (up to the value X), it gains +1 damage and a –1 attack modifier.

Clumsy – If the die rolls a 2 when using this weapon it counts as an automatic failure (as though the die rolled a 1).

Entangle – After a successful hit, the user of this weapon may choose remove an action from their victim rather than dealing damage.

Fragile – If used to parry this weapon breaks after the first block.

Heavy – Using this weapon reduces the user's initiative score by 1.

Incendiary – If something is flammable, use of this weapon will set it alight.

Range (X) – This weapon deals damage without it's user touching the victim. Up to the indicated value (X) is considered short range. Up to double the value is considered medium range. Up to four times the value is considered long range.

Reach – This weapon allows its user to reach further and apply damage to people standing further away, up to the distance indicated.

Split Damage – This weapon deals its damage in two parts. Hit Points must absorb the first amount of damage; while Essence points must absorb the second part. A single roll is made for both.

Spray – As long as a group of victims are standing together, they may all be victim to the effects of this weapon. If multiple targets are hit in this manner, reduce the damage value by 1 for each additional victim.

Armour Traits

Heavy – Using this armour reduces the user's initiative score by 1.

Cumbersome – Any non-combat tests using the physical attribute are at an additional +1 difficulty while wearing this armour.

Gas Mask – While wearing this armour, the user automatically absorbs a level of damage each turn from poison gas.

Radiation Counter – This feature notifies its wearer when radiation levels are getting high enough to cause point damage.

Restrictive – Wearing this armour reduces it's user's movement rate by 25%.

Armours				
Common (Sporting Protective Equipment)				
Type	Cost	Protection	Modifier	Notes
Soft Pads	2	-1	0	
Sport Pads	4	-2	0	
Cumbersome (-1 Cost)				
Uncommon (Industrial Protective Equipment)				
	3	-2	-1	
Leathers	4	-3	-1	
Welding Gear	5	-4	-2	
Bulletproof Vest	6	-5	-1	
HAZMAT	6	-2	-1	
Cumbersome (-1 Cost), Restrictive (-1 Cost)				
Illegal (Military Protective Equipment)				
Riot Vest	6	-6	-2	
Hard Armour	9	-7	-2	
Combat Armour	12	-8	-3	
Cumbersome (-1 Cost), Restrictive (-1 Cost), Heavy (-1 Cost) Gas Mask (+2 Cost), Radiation Counter (+1 Cost),				

Common (Crude Weapons)				
Type	Cost	Damage	Modifier	Notes
Knife	1	+1	-1	-
Tyre Iron	1	+2	-1	Heavy
Chain	2	+3	-2	Clumsy, Entangle
Wooden Staff	2	+1	-1	Reach 2m
Hammer	3	+2	-	Clumsy
Hand Axe	4	+4	-1	Clumsy
Uncommon (Poor Quality Sporting Weapons)				
Golf Club	2	+2	-	Fragile
Baseball Bat	2	+2	-	-
Throwing Dart	2 (for 6)	+1	-	Range 5m
Boxing Gloves	2	+1	+1	-
Hockey Stick	3	+3	-1	Reach 2m
	3	+4	-2	Clumsy
Bow	4	+4	-2	Range 25m
Air Pistol	4	+2	-	Fragile, Range 10m
Crossbow	5	+6	-2	Range 25m
Air Rifle	6	+4	-	Range 25m
Rare (Good Quality Sporting Weapons)				
Wooden Sword	4	+2	-	-
Whip	4	+2	-2	Entangle
Sport Pistol	5	+4	-	Range 50m
Tranquilizer Pistol	5	+3	-	Fragile, Range 25m
Sword	6	+6	-1	-
Javelin	6	+8	-2	Clumsy
Tranquilizer Rifle	7	+6	-	Range 50m
Hunting Rifle	8	+7	-	Range 100m
Shotgun	9	+8	0	Spray, Range 50m
Sporting Rifle	10	+8	0	Range 500m
Rare (Security Guard and Street Weapons)				
Brass Knuckles	2	+2	-	-
Nunchaku	4	+4	-2	Clumsy
Night Stick	4	+3	-1	-
Pepper Spray	2/2	Special		Fragile, Reach 2m, Split Damage
Taser	3/3	+2		Fragile, Split Damage
Heavy Pistol	7	+5	-	Range 50m
Illegal (Military Weapons)				
Flame Thrower	6	+4	+1	Incendiary, Spray, Range 10m
Automatic Pistol	6	+4	-	Auto (3), Range 50m
Submachine Gun	8	+7	-	Auto (3), Spray, Range 50m
Assault Rifle	10	+9	-1	Auto, Range 100m
Combat Shotgun	12	+10	-	Spray, Range 50m
Machine Gun	15	+15	-2	Auto (12), Range 500m

TALES

NAME	
GENDER	AGE
HEIGHT	WEIGHT
HAIR	EYES
CLOTHING STYLE	
LEFT OR RIGHT HANDED	
NOTEABLE FEATURES	
SIGNIFICANT OBJECT	

AMBITIONS		
LOYALTIES		
COMMITMENTS		
EXPERIENCE		
EARNED	SPENT	RESERVE

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PHYSICAL SKILLS

PHYSICAL

SOCIAL

SOCIAL SKILLS



MENTAL SKILLS

MENTAL

SPIRITUAL

SPIRITUAL SKILLS

CONNECTIONS

ADVANTAGES AND DISADVANTAGES

EQUIPMENT AND NOTES

INITIATIVE	WEAPON/ MANUEVRE	DAMAGE				NOTES
		Unharmd	Light	Medium	Critical	
MOVEMENT		ATTRIBUTE + SKILL	ATTRIBUTE HALF + HALF SKILL	ATTRIBUTE HALF + HALF SKILL	ATTRIBUTE HALF + HALF SKILL + 1 FOR SKILL	
ACTIONS						
DEFENCE						
PROTECTION						

Basic System: Static Tests: Attribute + Skill + d6, compared to difficulty from 3 (easy) to 18 (virtually impossible). 1 = Automatic fail. 6 = Automatic success if an essence point is spent.
Dynamic Tests: Attribute + Skill + d6, compared to difficulty + d6. 6s and 1s as for a Static Test: if both roll a 1 or both roll a 6, compare traits normally.
Opposed Tests: Attribute + Skill + d6, rolled by both sides. Highest roll wins. Other conditions apply as for Static and Dynamic tests.
If one side rolls a 6 while the other rolls a 1, automatic success without needing to spend an essence point.
10 pts for Attributes, 20 pts for Skills, 30 pts for traits and templates.
Character Generation: Experience: Increase an Attribute (New Level + 5) XP, Increase a Skill or Connection (New level + 1) XP, New Skill or Connection 2 XP, New Advantage 2 XP per advantage level, New Disadvantage 2 XP bonus per disadvantage level.