BLUE ROSE
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Ability Focuses

Accuracy: Arcane, Bows, Brawling, Light Blades, Staves

Communication: Animal Handling, Animism, Bargaining, Deception, Disguise, Etiquette, Gambling, Investigation, Leadership, Performance, Persuasion, Psychic, Romance

Constitution: Drinking, Rowing, Running, Stamina, Swimming

Dexterity: Acrobatics, Artisan, Calligraphy, Crafting, Initiative, Legerdemain, Lock Picking, Riding, Sailing, Stealth, Traps

Fighting: Axes, Bludgeons, Heavy Blades, Lances, Polearms

Intelligence: Arcane Lore, Brewing, Cartography, Cryptography, Cultural Lore, Engineering, Evaluation, Healing, Heraldry, Historical Lore, Military Lore, Musical Lore, Natural Lore, Nautical Lore, Navigation, Religious Lore, Remote Weapons, Research, Shaping, Sorcery Lore, Writing

Perception: Empathy, Hearing, Psychic, Searching, Seeing, Smelling, Tasting, Touching, Tracking, Visionary

Strength: Climbing, Driving, Intimidation, Jumping, Might, Smithing

Willpower: Courage, Faith, Meditative, Morale, Purity, Self-Discipline

Things To Remember About Ability Tests

- Only one focus can apply to a test.
- Leave the dice on the table after a roll because the result of the Drama Die may be important.
- The Drama Die only counts for successful tests.
- In opposed tests, ties are broken by the Drama Die, or the higher ability if those, too, are tied.
- For basic tests, assess the situation and assign a difficulty.
- For opposed tests, circumstances can be represented with bonuses and/or penalties of 1 to 3.
- Advanced tests use a success threshold to measure completion over time. Don't overuse them!

Ability Tests

Ability Test Result = 3d6 + Ability + Focus (if applicable)

Basic Test Difficulty

Test Difficulty	Target Number
Routine	7
Easy	9
Average	11
Challenging	13
Hard	15
Formidable	17
Imposing	19
Nigh Impossible	21

Advanced Tests

Task Difficulty	Success Threshold
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

Fatigue

Level 1 – Winded: The character has a –1 penalty to all tests and cannot Run or Charge.

Level 2 – Fatigued: The character has a –2 penalty to all tests, cannot Run or Charge, and moves at half normal Speed.

Level 3 – Exhausted: The character is nearly spent. Exhausted characters have a –3 penalty to all tests, move at half their normal Speed, and cannot Run or Charge. Additionally, if the character loses more than half their Health, they become unconscious for 1d6 hours, or until restored to greater than half their maximum Health. After regaining consciousness, they regain 10 + Constitution + level in Health.

Level 4 – Dying: The character's Health drops to 0 and the character begins dying. If restored to at least 1 Health, the character becomes unconscious but stable, regaining consciousness in 1d6 hours at level 3 fatigue.

Making Attacks

Attack Roll ≥ Defense = Hit

Defense = 10 + Dexterity + Shield Bonus

Attack Roll Modifiers

Modifier	Circumstance
–3	Defender in heavy cover, such as a building or stone wall. Melee attacker in heavy snow.
–2	Defender in light cover, such as a hedge or the woods. Melee attacker in mud. Ranged attack vs. defender engaged in melee combat. Combat at night.
–1	Rain, mist, or smoke obscures the defender. Combat in low light conditions.
0	Normal circumstances.
+1	Attacker on higher ground. Defender is prone. Melee attacker and allies outnumber defender 2 to 1.
+2	Melee attacker and allies outnumber defender 3 to 1. Defender is drunk.
+3	Defender is unaware of the attack.

Hazard Category

Category	Damage
Minor Hazard	1d6
Moderate Hazard	2d6
Major Hazard	3d6
Arduous Hazard	4d6
Harrowing Hazard	5d6
Murderous Hazard	6d6

Things To Remember About Hazards

- They may sometimes be avoided with appropriate ability tests.
- Determine damage or fatigue using the **Hazard Category** table.
- Ability tests may allow characters to mitigate the effects. A successful test usually means half damage or fatigue (rounded down).
- Some hazards have special effects.
- Some hazards are one-offs but others reoccur.

Arcane Stunts

SP Cost	Stunt
1+	**Powerful Channeling:** Increase the Outcome of your arcanum by 1 per SP spent, to a maximum of 4.
2	**Skillful Channeling:** Reduce the fatigue target number (TN) for the arcanum by 2.
2	**Mighty Arcana:** If the arcanum does damage, one target of your choice takes an extra 1d6 damage.
3	**Lasting Arcana:** If an arcanum has a duration beyond instantaneous, it remains in effect for twice as long. Arcana that last until the end of the encounter are extended by 1d6 minutes instead.
3	**Arcane Shield:** You use the residual arcanum energy to set up a temporary protective shield. You gain a +2 bonus to Defense until the beginning of your next turn.
4	**Fast Casting:** After you resolve this arcanum, you can immediately use another. The second arcanum must take either a major action or a minor action to perform. The test for the second arcanum does not generate stunt points.
4	**Imposing Arcana:** The effect of the arcanum is much more dramatic than usual. Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful Willpower (Courage) test. The target number is 10 + your Willpower ability. Those who fail must take a Move or Defend action instead.
4	**Split Arcana:** If the arcanum affects only one target, you can have it affect two, so long as the second target is within the arcanum's range and no more than 6 yards from the original target. Targets test against the arcanum effects separately.
5	**Disrupt Arcana:** In addition to its normal effects, your arcanum is so powerful it may disrupt another arcane effect on the target. Roll an immediate test of your Intelligence (Arcane Lore) vs. the arcane test total of any one arcanum on the target. Success removes the effect. Doubles on the test do not generate stunt points.
5	**Lethal Arcana:** If the arcanum does damage, one target of the spell takes an extra 2d6 damage. Alternately, all targets of the arcanum take an additional 1d6 damage.
6	**Effortless Arcana:** You automatically pass any fatigue test associated with using this arcanum.

Combat Stunts

SP Cost	Stunt
1+	**Skirmish:** You can move yourself or the target of your attack 2 yards in any direction for each 1 SP you spend.
1	**Rapid Reload:** You can immediately reload a missile weapon.
1	**Stay Aware:** You take a moment to make sure you're mindful of everything that's happening around you. Make a TN 11 Perception test with the focus of your choice. If you succeed, the Narrator may either make you aware of some battlefield situation that has so far escaped your notice, or give you a +1 bonus to the next test you make. This bonus can never stack with any other test bonus other than that from a focus. It must be used on the very next test you make (even if you're the defender in an opposed test), and expires at the end of your next turn even if you haven't used it by then.
2	**Knock Prone:** You knock your enemy prone. Any character making a melee attack against a prone foe gains a +1 bonus on their attack roll.
2	**Defensive Stance:** Your attack sets you up for defense. You gain a +2 bonus to Defense until the beginning of your next turn.
2	**Disarm:** You attempt to disarm the target with your melee attack. You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon 1d6 + Strength yards away in a direction you nominate.
2	**Mighty Blow:** You inflict an extra 1d6 damage on your attack.
2	**Pierce Armor:** You find a chink in your enemy's armor. The target's armor rating is halved (rounded down) vs. this attack.
2	**Taunt:** You insult or distract one opponent of your choice within 10 yards of you. You must make an opposed test of your Communication (Deception) vs. the target's Willpower (Self-Discipline). If you win, the target suffers a –1 penalty on attack and arcana rolls on their next turn.
2	**Threaten:** You strike a threatening pose, challenging an opponent of your choice within 10 yards of you. You must make an opposed test of your Strength (Intimidate) vs. the target's Willpower (Self-Discipline). If you win, they must attack you in some way (melee, missile, arcana, etc.) on their next turn.
3	**Lightning Attack:** You can make a second attack against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a ranged attack. If you roll doubles on this second attack roll, you do not gain any additional stunt points.
3	**Set Up:** You create an opening an ally can exploit. Pick an ally. On their next turn, the ally receives a +2 bonus on the ability test of their choice. This decision must be made before the dice are rolled.
4	**Dual Strike:** Your attack is so strong it affects two targets. First, pick a secondary target. This target must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target (in other words, you only make one attack roll and apply it to both opponents). If you hit the secondary target, inflict your normal damage on them.
4	**Seize the Initiative:** Your attack changes the tempo of the battle. You move to the top of the initiative order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
5	**Lethal Blow:** You inflict an extra 2d6 damage on your attack.

Intensity Stunts

SP Cost	Stunt
7	**As You Wish:** Pick a task that you have promised someone you have a Relationship with you will perform. Gain a +2 bonus to tests *directly* related to completing this task until the end of the session.
7	**Prepare to Die:** Pick someone you have a negative Relationship with, or who has injured or killed someone you had or have a positive Relationship with. For the remainder of the encounter, you gain +1 to attack, +1 Defense, and +2 damage in any combat actions involving this target.

Conviction Applications

Reroll	Recover
Dodge	Survive
Surge	Redemption

Corrupt Acts

TN	Corrupt Act
11	Minor transgression (lying, petty theft)
13	Significant transgression (deliberately hurtful actions)
17	Major transgression (murder)
19	Grave transgression (complete betrayal of a bonded companion, murdering a unicorn)

Arcana Familiarity

Familiarity	Modifier	Definition
Present	+0	A subject visible to the naked eye or in physical or psychic contact with the adept.
Very Familiar	+2	A subject currently seen or sensed through another arcanum, a close friend or relative, an item made by the adept or owned and used for at least a year, a place where the adept spent at least a year.
Familiar	+4	A subject the adept has been acquainted with for at least three months, a casual friend.
Somewhat Familiar	+6	A subject the adept has been acquainted with for at least a week, reading someone else's memory of a familiar subject.
Casually Familiar	+8	A subject the adept has been acquainted with only briefly, reading someone else's memory of a somewhat familiar subject.
Slightly Familiar	+10	A subject the adept has only seen briefly or had described in detail.
Unfamiliar	—	A subject totally unfamiliar and unknown to the adept and out of the adept's line of sight or physical contact. Arcana cannot be used on unfamiliar subjects.

Weapons Groups and Variants

Type/Variant	Damage	Special
Axes (Fighting)		
Standard	2d6	None
Throwing	1d6+2	Ranged (Short 4 yds, Long 8 yds)
Two-Handed	3d6	No shield, can't be used mounted
Bludgeons (Fighting)		
Flail	1d6+3	Reduce shield bonus of defender by 2 (min 0)
Standard	2d6	None
Two-Handed	2d6+3	No shield, can't be used mounted
Bow (Accuracy)		
Crossbow	2d6	Ranged (Short 30 yds, Long 60 yds), Reload (major action)
Longbow	1d6+3	Can't be used mounted, Ranged (Short 30 yds, Long 60 yds), Reload (minor action)
Standard/Sling	1d6+1	Ranged (Short 16 yds, Long 32 yds), Reload (minor action)
Brawling (Accuracy)		
Handy Object	1d6	Breaks if stunt points generated on roll
Standard	1d3	None

Type/Variant	Damage	Special
Heavy Blades (Fighting)		
Standard	2d6	None
Two-Handed	3d6	No shield, can't be used mounted
Lances (Fighting)		
Light	1d6+3	None
Standard	2d6+1	–2 penalty if used unmounted
Light Blades (Accuracy)		
Standard	1d6+1	None
Thrown	1d6	Ranged (Short 6 yds, Long 12 yds), Reload (minor action)
Polearms (Fighting)		
Standard/Thrown	1d6+3	Ranged (Short 8 yds, Long 16 yds), Reload (minor action)
Two-Handed	2d6+2	–2 penalty when used mounted, no shield
Staves (Accuracy)		
Standard	1d6+1	None
Two-Handed	1d6+3	No shield

Action Types

Major Actions

Aid Ally	Defend	Melee Attack
All-Out Attack	Heal	Ranged Attack
Charge		Run

Minor Actions

Activate	Maintain	Press the Attack
Aim	Move	Ready
Guard Up	Prepare	Stand Firm

Variable Actions

Concentrate	Reload

Armor

Armor Type	Armor Rating	Armor Penalty
Light	3	0
Medium	5	–2
Heavy	8	–4

Shields

Shield	Defense Bonus
Light	+1
Medium	+2
Heavy	+3

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