

TAKING ACTION

- The gamemaster and player determine the relevant **SKILL** and the **DIFFICULTY**.
- Difficulty determines the number of **SUCCESSSES** required to perform the action.
- **SKILL EXPERTISE** is added to the base **ATTRIBUTE** to determine the **TARGET NUMBER (TN)**.
- Roll 2d20, counting each die rolled separately.
- Each roll equal to or less than the TN is a success.
- Players can roll additional d20s by generating **DOOM**, spending **MOMENTUM**, or using **RESOURCES**.
- A roll equal to or under the **SKILL FOCUS** is worth two successes.
- Any extra successes become **MOMENTUM**.
- No more than three additional d20s may be rolled for one test.
- Some **TALENTS** allow additional dice, or re-rolls, automatic successes, or generate additional Momentum.
- Results of 20 cause **COMPLICATIONS**. A skill test for an untrained skill becomes a Complication on a 19 or 20.

TEST DIFFICULTY

Name	Successes	Examples
Simple (D0)	0	Opening a slightly stuck door. Researching a widely known subject. Hitting a stationary archery target during practice.
Average (D1)	1	Overcoming a simple lock. Researching a specialist subject. Shooting an enemy at optimal (medium) range.
Challenging (D2)	2	Overcoming a complex lock. Researching obscure information. Shooting an enemy at optimal range in poor light.
Daunting (D3)	3	Overcoming a complex lock in a hurry. Researching basic historical information. Shooting an enemy at long range in poor light
Dire (D4)	4	Overcoming a complex lock in a hurry, without the proper tools. Researching esoteric historical information. Shooting an enemy at long range, in poor light and heavy rain.
Epic (D5)	5	Overcoming a complex lock in a hurry, without the proper tools, and in the middle of a battle. Researching purposefully obscured historical information. Shooting an enemy at extreme range in poor light and heavy rain.



DIFFICULTY MODIFIERS

Condition	Effect
Combinations	If there are multiple elements that individually are not enough to warrant a penalty, the combination of conditions can collectively increase Difficulty by one step.
Lighting	Increasingly dark conditions impose progressively higher difficulties to Observation tests and other tests reliant on sight. A bright, moonlit night may increase Difficulty by one step, a cloudy night by two steps, and complete darkness by three steps. Conversely, extremely bright light, or moving from an area of darkness into bright light (or vice versa) can impose increased difficulties. Bright light can impose similar Difficulty increases to Stealth tests.
Difficult Terrain	Slippery floors, sheer surfaces, deep snow, dense foliage, heaps of refuse, or even dense crowds all make movement-related tests more difficult. At the gamemaster's discretion, difficult terrain conditions can increase the Difficulty of movement-related tests, or even require a test where none would normally be required.
Disruption or Distraction	The interference of hostile creatures or characters may impose an increased Difficulty, depending on the severity of the interference.
Distance	If a skill is usable at a distance, every range category beyond Close increases Difficulty by one step.
Equipment	A character performing a task without the proper tools increases the Difficulty by one step. In some cases, performing a skill test outside of a proper environment (a workshop, laboratory, archive, etc.) may increase the Difficulty by one step as well, but, if failed, the test can be retried within that environment later on.
Foreign Language	Any social test in which the character does not speak the language fluently has the Difficulty increased by one step.
Noise	Loud noises can hinder a character's attempts to be heard or to hear other noises. Moderate noise (such as a crowd) increases Difficulty by one step. Loud noise (an angry mob, a battle) increases Difficulty by two steps.
Poor Weather	A character exposed to severe weather (wind, rain, snow, fog, etc.) may face an increase in Difficulty by one step.
Random Motion	Being on a galloping horse, strong winds, crashing waves, and the like are often enough to hinder a test. Skills relying on concentration or a controlled environment increase Difficulty by one step when used in an environment of random motion, such as a ship in choppy waters.
Social Factors	Social tests when interacting with a character that does not trust you, who is of a rival faction, or who thinks you have committed some slight or social <i>faux pas</i> , increase in Difficulty by one or more steps, at the gamemaster's discretion.
Unfamiliarity or Complexity	Performing complex or specialized tasks, or tasks in which the character has little experience, increases the Difficulty. This is subject to gamemaster's discretion and varies by situation and conditions. <i>For example, a Cimmerian village healer may have little experience with Stygian poisons, while an Aquilonian alchemist may struggle when confronted with a text from ancient Acheron.</i>

SUMMARY OF ACTIONS

Action	Effect
FREE ACTIONS	
Adjust	Moving within Close range or in and out of Reach.
Drop Item	Dropping an item held in one or two hands.
Drop Prone	Dropping prone to the ground.
Simple Task	Any small task requiring no skill test or a Simple (Do) test.
Speak	Speaking without using a communication skill.
MINOR ACTIONS	
Clear	Ridding self or an item from an ongoing condition.
Draw Item	Drawing an item or weapon.
Movement	Moving within Medium range.
Regain Guard	Stepping back and defending, requiring a Parry test.
Stand	Standing from prone position.
STANDARD ACTIONS	
Assist	Granting an ally an advantage.
Attack	Attacking a foe.
Brace	Steadying an Unwieldy weapon for an attack.
Exploit	Observing foe to discover a weakness, to exploit immediately.
Pass	Doing nothing.
Ready	Holding another Action to perform later.
Recover	Attempting to recover lost Vigor or Resolve.
Skill Test	Attempting a skill test.
Sprint	Moving to any point in Long range.
Treatment	Treating an ally within Reach to recover Vigor or Resolve.
Withdraw	Withdrawing to Close range to avoid a Retaliate Action.
REACTIONS	
Defend	Parrying, blocking, or otherwise avoiding an attack.
Protect	Defending an ally from an attack.
Retaliate	Attacking a nearby foe when an opportunity is presented.

HIT LOCATION TABLE

Roll	Location
1-2	Head
3-5	Right arm
6-8	Left arm
9-14	Torso
15-17	Right leg
18-20	Left leg

BONUS DAMAGE

Attribute	Bonus
8 or less	None
9	+1 
10 or 11	+2 
12 or 13	+3 
14 or 15	+4 
16 or more	+5 

COMBAT

Declare the Attack

- Choose attack type: MELEE, RANGED, or THREATEN.
- Choose attack TARGET.
- Choose a WEAPON (for Melee and Ranged attack) or a METHOD of scaring the target (for a Threaten attack).
- Target chooses whether or not to make a DEFENSE Reaction.

Make a Skill Test

- Attacker makes a SKILL TEST to attack: AVERAGE (D1), or a STRUGGLE if target takes a Defense Reaction.
- If the skill test or Struggle fails or is defeated in the Struggle, the attack ends.
- If the attacker succeeds, then the attacker rolls DAMAGE.

Roll Damage

- Roll COMBAT DICE  based on the attack type and bonus damage.
- Each 1 or 2 rolled applies that much DAMAGE.
- Each 5 or 6 rolled creates an EFFECT and deals 1 damage. Effects activate QUALITIES.
- Qualities might cause additional damage or other conditions.
- Momentum can be spent to increase damage by +1 per point.
- Total the damage.

Armor and Soak

- The defender determines SOAK when damage is determined.
- Soak is a combination of fixed value (from Armor or Courage) and dice (Cover and Morale).
- Roll any Soak and add the total rolled to the fixed value.
- Reduce Soak by any effects rolled by the PIERCING Quality.
- The result is the character's total Soak.
- Subtract Soak from the attack's damage.

Stress and Harm

- Any damage remaining is removed from STRESS.
- Remove physical damage from VIGOR, mental from RESOLVE.
- For every 5 points of Stress, the target takes 1 HARM.
- Remove physical Harm from WOUNDS, mental from TRAUMA.
- If the target has 0 Vigor or Resolve, the target takes 1 Harm.

TYPE OF DAMAGE BONUS

Type of Attack	Associated Attribute
Melee	Brawn
Ranged	Awareness
Threaten	Personality

COMBAT DIE

Roll	Value
1	1
2	2
3,4	0
5,6	1, plus an Effect

DAMAGE TYPES

Damage Type	Stress	Soak	Harm	Recovery (Self)	Recovery (Other)
Physical (Creature)	Vigor (Brawn + Resistance)	Armor (static) + Cover (dice)	Wound (Agility, Brawn, Coordination)	Resistance	Healing
Physical (Object)	Structure	Armor (static) + Cover (dice)	Break (Any test involving structure)	—	Crafts
Mental	Resolve (Willpower + Discipline)	Courage (static) + Morale (dice)	Trauma (Awareness, Intelligence, Personality, Willpower)	Discipline	Counsel

TURN SEQUENCE

A ROUND has no fixed length, and each character's combination of actions is their turn. Once per TURN, a character can make each of the following:

- One STANDARD ACTION
- One MINOR ACTION
- As many FREE ACTIONS as can be reasonably accomplished.

A Standard Action can be exchanged for a Minor Action, and a Minor Action can be exchanged for any number of Free Actions.

Player characters usually act first each round, determining who goes in what order. Each character must complete the actions on their turn before the next can begin. Outside a character's turn, only REACTIONS can be attempted.

Once all the player character can act, non-players can act, unless the gamemaster spends Doom to SEIZE THE INITIATIVE.

The round ends when everyone has taken their turn.

Any shared Momentum is depleted by 1 at the end of the round.

MOMENTUM SPENDS

Momentum	Cost	Effect
Bonus Damage	1 R	Each Momentum spent adds +1 to damage (not +1 ) on a successful attack, regardless of the attack type.
Break Guard	2	May only be used on an attack or a Defend Reaction. The target loses Guard.
Called Shot	2	The character can choose the hit location struck by a physical attack.
Change Stance	1	The character either goes prone or stands up.
Confidence	1 R	The character gains 1  Morale Soak per Momentum spent (maximum 4 ) until the start of the next turn.
Disarm	2-3	One weapon held by the target is knocked away and falls to the ground within Reach. This costs 2 points of Momentum if the target is holding the weapon in one hand or 3 points of Momentum if the weapon is braced or held in two hands.
Penetration	1 R	The damage inflicted by the current attack ignores an amount of Soak equal to twice the Momentum spent.
Re-roll Damage	1	The player may re-roll any number of damage dice from the character's current attack.
Second Wind	1 I, R	The character chooses a type of damage and recovers 1 point for each Momentum spent in the associated capability.
Secondary Target	2	A second target within Reach suffers half an attack's damage (rounding up). A physical attack hits a random hit location.
Subdue	1	The attack gains the Nonlethal Quality.
Swift Action	2	The character gains an additional Standard Action, increasing the Difficulty by one step on any skill test that action requires.
Withdraw	1	The character leaves the Reach of an enemy without triggering any Retaliate Reactions.

HAZARDS

Effect	Doom Cost	Examples
2  damage	2	The player character stands on a sharpened spike or takes a punch from behind.
3  damage	3	A booby-trap constructed from small sharp blades; spears that spring from the walls.
4  damage	4	A hidden man-trap; small rockslide.
5  damage	5	A more lethal trap; a mid-sized rockslide.
6  damage	6	A large and deadly trap; a large rockslide.
Area	2	A complicated trap that fires multiple darts or stones.
Incendiary X	Equal to half X (round up)	A fire surrounds the character; a flaming roof collapses; molten lava in close proximity.
Intense	2	A massive boulder; a sharpened man-trap.
Knockdown	1	A log swung at shoulder height; a small pitfall.
Nonlethal	Reduce overall Doom Cost by 2	A sand dune collapsing on the player character; a fall onto soft ground.
Piercing X	Equal to half X (round up)	Sharpened stakes or rocks.
Stun	1	A gas stirred up by the opening of ancient doors; a trap that drops rocks.
Persistent X	Equal to half X (round up)	Long narrow blades that leave bleeding wounds.
Vicious X	Equal to X	Traps set by master trap-makers.

HAZARD DIFFICULTIES

Test Difficulty	Doom Cost	Examples
No skill test required	—	Instant effects.
Average (D1)	Reduce overall Doom Cost by 3	A river bank with an obvious ford.
Challenging (D2)	Reduce overall Doom Cost by 1	A river bank with no ford.
Daunting (D3) or greater	—	A whitewater rapid.

ENCUMBRANCE AND FATIGUE

Encumbrance Carried	Additional Fatigue
Less	—
Above Brawn × 2	+1
Above Brawn × 3	+2
Above Brawn × 4	+3
Above Brawn × 5	+4

FORTUNE POINTS

Player characters begin with 2 or 3 FORTUNE points each session, which can be spent for any of the following:

- **BONUS DIE:** Add 1d20 to a skill test, up to the maximum. The extra die counts as if it rolled a 1.
- **BONUS ACTION:** Perform an additional Standard Action per turn.
- **SECOND WIND:** Recover all lost Vigor or Resolve (choose one).
- **OVERCOME WEAKNESS:** Ignore effects of Wounds or Trauma (choose one) until the end of the current scene.
- **STORY DECLARATION:** Introduce a fact or add a detail to the current scene, with the gamemaster's approval.

DOOM

The gamemaster begins with 3 points of Doom per player character. Player character actions also can generate Doom. Doom can be spent in the same manner as Momentum, with the following additional uses:

- **NON-PLAYER CHARACTER RESOURCES:** A non-player character gains 1 resource per point of Doom.
- **ACTIVATING SPECIAL ABILITIES:** Some abilities or equipment require 1 or more points of Doom to activate.
- **SEIZE THE INITIATIVE:** The gamemaster may spend 1 point of Doom per non-player character to have them to act before the player characters.
- **TRIGGERING AN ENVIRONMENTAL EFFECT:** The gamemaster can spend 1 point of Doom to trigger a minor environmental effect, or 2 points of Doom for major environmental effects.
- **OTHER COMPLICATIONS:** The gamemaster can spend 1 point of Doom to create a complication requiring a Minor Action to fix, overcome, or circumvent, or 2 points of Doom for a complication requiring a Standard Action to bypass.

RENOWN

Renown	Description	Effect
-2	Shunned	All but the lowest of the low regard the player character as beneath their consideration, and few will ever consider speaking to, let alone dealing with, them.
-1	Distrusted	The player character's reputation is a poor one, and people are likely to avoid them on the street, and only deal with them when absolutely necessary.
0	Unknown	For good or ill, nobody recognizes the player character or their achievements. They have yet to make a name for themselves, or they have thus far had a mix of positive and negative Renown that has cancelled itself out.
1	Recognized	A few may recognize the player character's name or deeds, and will accord them with the commensurate respect.
2	Acknowledged	The player character's fame has spread, and they are recognized on the street fairly frequently. People who recognize them treat the player character with respect.
3	Trusted	Strangers will approach the player character seeking audience, and the authorities may seek to enlist the player character's aid in troublesome matters.
4	Well-known	The player character's name and deeds are recognized more often than not, and merchants may clamor to receive their patronage.
5	Famous	The player character is offered gifts and tributes from the wealthy and connected, seeking to gain favor. The player character's patronage alone is sufficient to bolster a business they trade with, and many will seek the player character's aid in tasks of great import.

DISTANCES

- **REACH:** Within arm's length. Characters can move within Reach of a target as part of any movement action that ends in the same zone as the target. Moving out of an enemy's Reach leaves characters open to the Retaliate Reaction unless they take a Withdraw Action.
- **CLOSE RANGE:** The character's current zone. Moving within Close range is a Free Action.
- **MEDIUM RANGE:** Any zone adjacent to the character's current zone. Moving to a point within Medium range is a Minor Action.
- **LONG RANGE:** Any point two zones away from the character's current zone. Moving to a point within Long range is a Standard Action, but the Difficulty of all tests increases by one step until the start of the next turn.
- **EXTREME RANGE:** Any point three or more zones away from the character's current zone. A character cannot move to Extreme range in a single action.

TREASURE VALUES

Item	Value in Gold
Jewels	20 per palm-full
Silver	½ the value of Gold
Slaves	1 for chattel, 2+ for skilled or noble slaves
Jewelry	2+ per item, more if bejewelled
Copper	¼ the value of Gold
Fine Clothing	4+ per complete set
Olives/Olive Oil	2 per amphora
Jug of Fine Wine	Less than 1 Gold
Silk/Other Cloth	2+ per bale depending on type
Statue	5+, depending on subject, size, and material
Lumber	2+ per cord, more for rarer woods