

Task Resolution

Actions in this game are performed using the following procedure. The player states the action they intend to perform, the player then rolls dice, and the GM describes the relative success or failure of the action.

Actions in this game are all made using the same kind of roll. A player rolls **two ten-sided dice**(2d10) and if pertinent, **adds their attribute and their skill** to this roll. Attributes are added to all rolls and skills are added when pertinent to the situation.

The GM should tell new players what attributes and skills to add, then as players become familiar with the game they learn what to add to the two d10s.

The GM modifies the roll depending on the difficulty of the action.

Advantage and disadvantage are gained when a player has circumstances which improve or detract from their chance of success such as being aided by another character, having the high ground, or oil being spilled in front of them while running.

Advantage and disadvantage cancel each other out when both apply.

Basic Roll

$2d10 + \text{attribute} + \text{skill} + \text{difficulty}$

Difficulty Levels

- +5 Easy Task
- +0 Normal Task
- 5 Difficult Task
- 10 Difficult for an expert
- 15 Near human limits Task
- 20 Legendary Task
- 25 Demigod Task

Failure and Success

- 5 Failure with extreme complication
- 8 Simple failure
- 10 Success with complication
- 15 Success with no complications
- 20 Extreme success
- 25 Heroic Success

Critical Rolls

An unmodified roll of 2 is always an extreme failure and an unmodified roll of 20 is always an extreme success

Dice Category

A dice category refers to the type of dice being rolled. An increase in dice category causes the dice to be replaced with a higher numbered dice. A decrease in dice category lowers the dice number. When a 2d8 is the “native” dice category, the dice is changed for both d8's. When a 1d12 is increased has +2 dice category of a 1d20 has -2 dice category, the 2d8 is treated as one dice.

Dice Categories

- 1
- 1D2
- 1d3
- 1d4
- 1d6
- 1d8
- 1d10
- 1d12
- 2d8
- 1d20

Character Creation

A player should write down details of their character onto a sheet of paper. The paper should include

Name and Appearance

Attributes

- Strength
- Finesse
- Toughness
- Mind
- Social

Background

Skills

Feats

Rituals

Equipment

Hit Points

Armor and Weapon

Encumbrance

Languages

Movement

Reflex

Travel Points

Attributes

A character starts with 4 points to put into their attributes. A character may start with no attribute higher than 3. The player may choose to start up to two stats at -1. Doing so gives them two extra points to distribute.

Background

A player may create their own background or choose a background from the preselected list. The gm should give them advantage in situations in which their background applies.

Skills

The player has 10 points to distribute amongst skills chosen from the skills list. At least 5 of these skills should be directly related to the characters background.

Feats

The character starts with two feats. The feats may be selected from the list of feats or the character may have the gm create feats for them.

Rituals

A character may start play with rituals. They must invest points from their skills to start with rituals. A ritual cost one point to buy.

Equipment

A character starts with any mundane equipment they want, granted that their character carries this equipment on their person.

Hit points

HP=15+(5*toughness) or 12. Whichever is higher

Encumbrance

Encumbrance is determined by a characters equipment and their strength score. Characters may start with any amount of weapons or armor.

Languages

A character starts knowing an amount of languages equal to their mind+1. A character may spend points from skills at a rate of one point to one language. A player may decide to leave their languages "blank" on character creation and then choose throughout play. Characters are literate in these languages.

Movement

A character has a base movement speed of 30 feet which is altered by encumbrance.

Reflex

A characters reflex score is equal to their finesse unless altered through feats.

Travel Points

Travel points are determined by a characters movement.

Optional rule: Attributes, skills and rituals all start at zero. The player may decide to invest points throughout the course of play.

Skills and Backgrounds

Skills

Athletics
 History
 Intimidation
 Gather Information
 Nature
 Perform
 machinery
 Sleight of Hand
 Ranged
 Defense(choose attribute)
 Mysteries
 Knowledge/occupation(choose a subfield)

Deception
 Insight
 Geography
 Medicine
 Perception
 Social Manipulation
 Stealth
 Melee
 Brawl

Backgrounds

innkeeper
 miller
 Lawyer
 Friar
 Clerk
 Franklin
 Sailor
 Steward
 Tradesman
 Sage
 Hunter
 Pilgrim
 Thug

knight
 Reeve
 Cook
 Summoner
 Merchant
 Yeoman
 Physician
 Parson
 Peasant
 Lumberjack
 Fool
 Soldier

When putting points into defense, players must choose a corresponding attribute for the defense skill. Players may have multiple defense skills, for example defense(mind) 2 and defense(toughness) 3. Players must choose a subfield for knowledge or Occupation. These subfields are subject to gm approval and must be specific to a general type of knowledge or occupation. For example, knowledge(metallurgy) and occupation(fisherman).

Advancement

Experience points: A character is awarded xp from the gm at a max rate of once every other session. This should be given after the character achieves their goals. At a sessions end, the players vote to give one xp to one player. Either a majority or plurality can win the vote. Players cannot vote for themselves to win. The GM shouldn't voice an opinion on the vote unless asked to.

Spending Experience points: A player must spend one downtime turn(1 month) involved in an action related to the skill, feat, attribute they wish to advance to be able to spend their experience.

Reserving Experience points: A player without xp can "reserve" xp by spending a downtime turn on a related action and reserving future xp. The player can then spend xp they gain in the future as they have already spent a downtime turn.

level	Skills	Attributes	Feats	Rituals	Languages
0		1			
1	2	2	4	2	1
2	3	4			
3	4	6			
4	5	8			
5	6	10			



Feats

A Dictionary of Scars

After each combat, write down a lesson you learned from the combat. If one of your lessons applies to a roll you make, cross it off your list and gain +5 to a roll or -5 to an opposing roll.

Great Cleave

You can attack an amount of adjacent characters equal to your melee skill with one attack action.

Bulwark

Ignore an additional point of encumbrance. If you are wearing heavy armor or wielding a shield, you have +1 to all of your defense skills.

Crowd Control

You have advantage on any rolls to disarm, shove or trip a target. You have advantage on attacks against enemies leaving your threat range.

Relentless

You can ignore the need to sleep, eat or rest for 3 days. You have advantage on stabilization rolls when at negative hp.

Battle Brother

After any fight or ordeal you can describe how you bonded with an ally who helped you. Write on you and your allies character sheet that you are battle brothers. You may have up to three battle brothers at a time. At any point you can cross their name off the list and know that persons condition and how to reach them or you may use one

of their stats on a roll, know something they would know, etc.

War stories

Roleplay telling a war story from your past or use your veteran status to: earn someones respect, have someone reveal their own war story or gain advantage on an intimidation roll.

Athlete

You have advantage on athletics rolls and rolls to resist exhaustion

Danger Sense

At any point you can ask the GM if you are in current or impending danger. If so, the GM must answer one question about the danger.

Explorer

Anytime you are in a new area, after spending a full day researching/exploring/etc. you can ask the GM to reveal 1d4 hidden locations onto the map

Perfect Shot

At any point, if your shot is possible, you can automatically make the shot and deal double damage. You lose one ammo afterward.

Friends in low places

Select one of the following: a lookout, a thug, a forger, a spy, or a thief. After one day in any civilized area, you can come in contact with someone of that description who will aid in a crime.

Vanish

If nobody has seen you for several minutes and you are free to travel, announce that you vanish. Nobody knows where you are(including the GM) and at any point you can emerge from an area you could have reached.

Adrenaline surge

If your hp is equal or less than half your maximum hp, you deal an extra dice of damage on all attacks.

Spirit guide

You gain a spirit guide which only you can see. You may ask for guidance at any moment.

What is best in life?

When you gain this trait the GM asks you what is good in life. Whenever you want, the gm must tell you where you can find what you answered. You gain advantage on one roll when trying to reach the good in life.

Banner

Place your banner in an adjacent space. Any allies who can see the banner gain either +1 to all defense, +1 to initiative rolls or + (your social) to damage. You can only have one banner active at a time.

Giving orders

Describe giving orders to an ally and you can give as much of your turn as you wish to them.

Settlement

Once for any location, spend a day exploring/researching/etc.

You can roll a 1d4 and the GM must tell you the location of that many valuable resources or assets in the area.

Squire

You gain a squire who has 3 points in attributes, 4 points in skills and one special.

Shapeshifting

Choose an animal form such as a dog, a cat or a hawk. You may transform into this type of animal at will. Your worn items do not shapeshift with you and any wounds incurred in either form will transfer over.

Prophetic Dreams

When your character sleeps, you may write down a situation (this list cannot exceed 4 events) and when that situation occurs you may cross it off your list and the gm is obligated to tell one secret concerning the situation.

Animal companion

You gain an animal companion who is unwaveringly loyal. This animal has double hp what a normal animal would have and in addition one unusual, magical or extraordinary ability.

Never give up! Never surrender!

Anytime a party member dies, you take over three quarters your total hp in damage with one roll, over half your hirelings are killed in one round or over half of your allies are currently dead or unconscious, gain +1 to all rolls as long as you are in immediate danger.

Loved ones

You can create a list which starts

at one npc or pc and can expand to a maximum of 4. You may gain advantage on any one roll in a session to defend these allies. If you choose not to defend the ally who is in imminent harm, you must cross them out of the list.

Archer

Ignore the penalty for firing into melee or cover. You have +1 attack with bows if an opponent is within 30 feet. Your normal range with bows is doubled.

Crossbow expert

Ignore the reloading quality for crossbows. Crossbows ignore 1 extra point of DR.

Nature Affinity

Leave no trace when moving in wilderness, you have advantage on hiding in natural terrain and can speak with one species of animal.

Warrior

armor penalty is reduced by one. Can reroll the lowest dice on all damage and gain +1*toughness to hp

Smite

Anytime when attacking a demonic or undead opponent, add +1 dice to damage. Gain the ability to know whether any undead or demons are within 60 feet at all times. Can use a bonus action to make all demons or undead within 5 feet either blinded, fear or stunned. Mind+attack skill roll against defense(mind)

Favored enemy

Choose a class of enemy +1 attack, +1 dice damage, and +1 defense against chosen enemy

Advantage on knowledge rolls concerning enemy

Energetic

Can take one extra attack, move or action during combat. Doing so requires a finesse+defense(toughness) roll vs -10. On a failure, take 1d6 damage in addition to the extra action.

Weapon Focus

Gain +1 attack and +1 dice of damage with one class of weapons as well as +2 to any combat maneuver performed with said class of weapons.

Mobility

+20 base movement
Advantage on any reflex roll
May take dash, disengage or hide as a bonus action

Rage

Must take or deal damage every round to maintain a rage
Roll toughness+defense(toughness). The difficulty is equal to the number of rounds spent raging*-1. Gain a point of exhaustion for every 2 points rolled below 10. A character also loses all temporary hp when their rage ends. During rage you gain the following benefits; +1 dice of damage on any attacks you have advantage on, advantage on all melee attacks, +2*toughness temporary hp, +1 DR, advantage on intimidation rolls
Attacks made against a character in a rage have advantage

Beefy

Add 3 time toughness to hp
gain +1 to defense (toughness) rolls

Ritual Caster

+2 to rolls to perform rituals
1 in 10 chance that components in tier one and two rituals are not used up on unsuccessful rituals.

Spontaneous caster

+1 to rolls to cast spells
Add mind to the rolled effects of any spells cast

Big Boned

Gain +1 toughness hp and a -1 penalty to defense(finesse). May use two handed weapons in one hand and wield oversized one handed weapons. Oversized weapons have one higher dice category of damage.

Ambusher

Gain advantage when an enemy hasn't acted in combat yet
+1d8 damage when hidden or have advantage on a roll. +1 to reflex.

Tank

Add +toughness to hp
Strength counts as one higher for encumbrance purposes. The player may block damage with their shield an additional time before it breaks. As a bonus action, may force an enemy moving within threat range to end its movement

Turning

As a bonus action, may turn undead or demons. The player makes a mind+mystery roll versus targets mind +defense(mind). On a roll of 10, the target cannot enter within 5 feet of the player. On a roll of 15, the target will flee. On a roll of 20, the target takes 1d6+mind damage and flees. When

attempting to turn multiple targets, the highest mind+defense(mind) roll is used and -1 is added to the roll for every additional 2 targets. A free hand holding a holy symbol and concentration is necessary for turning.

Weapon Mastery

This feat may be taken 3 times. Each time, choose 3 from the following list.

*Can use a bonus action to gain a second reaction

*when using a two handed weapon, roll an extra dice of damage and drop the lowest

*+2 damage when using a one handed weapon

*On a successful melee attack with a sword, you may attack again using a bonus action

*Anytime over 10 damage is inflicted with a blunt weapon, the opponent loses one DR

*Axes have cleave anytime an opponent is slain, regardless of if it was done in one hit

* Your effective threat range with reach weapons is increased by five feet.

*gain +1 defense(finesse) whenever wielding two weapons

*Can use a non-light weapon in the off hand and add finesse to the damage of the main hand weapon

*Unarmed damage is increased by one dice category and on unarmed attacks, you may make a second unarmed attack at 1d4 damage as a bonus action

Forest mystic

You may speak to any burrowing animals or small mammals and birds on a successful social+mysteries roll versus -5.

May cast dancing lights, ghost sounds and other minor illusions using mind+mystery vs +0.

Blood of the Stone Men

Base movement is 20 feet.

-1*toughness hp or -2, whichever is lower. -1 dice category damage on all weapons. Darkvision: Can see in the dark up to 60 feet. Advantage on all defense rolls against magic

Lucky

Anytime a one is rolled on any attack, ability, skill or defense roll, you may roll that dice again.

Half Man

Base movement is 20 feet.

-2*toughness hp or -3, whichever is lower. -1 dice category damage on all weapons. You can move through the space of any creature larger than you. Advantage versus fear effects.

Fey Blood

Advantage on all perception rolls
Advantage on saving throws against spells causing sleep or charming effects. +1 damage with all bows and swords. Only require four hours of sleep.

Fairy Traits

Base walking movement is 10 feet and base flying movement is 30 feet. -3*toughness hp or -4, whichever is lower. Advantage on defense rolls versus charm and illusion magic. Can only wear light armor. -2 Dice category damage on all weapons. +1 to deception rolls made in the progress of a prank. May cast minor illusion cantrips using mind+mystery vs +0

Magic

Characters cast spells through feats they possess, by performing rituals they know or by using magic items. Unless otherwise stated, casting a spell or ritual requires a 2d10+mind+mysteries roll.

Characters may stack benefits or mix benefits from different spell feats but must add the difficulty of their effects. Mixing effects from two feats adds a -2 to the roll, mixing from three a -3, etc. If replacing mind with social, only effects from feats allowing this can be used.

Concentration: Any ritual or spell requires concentration both during casting and while effects of the spell are active. A character can only keep concentration on one spell or ritual at a time.

Damage/Attacks: A character which is attacked while casting a spell or ritual has disadvantage on the casting roll. Taking damage causes concentration to be lost and any casting roll to fail.

Casting Dangerously: Casting dangerously incurs a random magical effect in addition to the spell and adds a +5 to the toll.

Extended Casting Time: A ritual may be cast at its maximum casting time(except for tier three rituals) or the casting time of a spell may be extended to finish on the next round. Doing so gives advantage to casting rolls for spells. The player begins casting using their action and the spell is finished casting using their action on the next round, therefore taking two rounds to cast.

Magical Backlash: At results of 4-8, a random magical effect occurs. More powerful spells or rolls lower than this may produce additional negative effects.

Rushed Casting: A tier one ritual which may be cast in a minute, can be rushed to be cast in combat. Doing so takes two rounds like an extended feat spell. The casting roll has disadvantage.

Magic Items

Scrolls, staffs, wands and rods: Any character may use magic items. The character makes a mind+mystery roll. The difficulty is equal to 2*the level of the spell the item casts. These items are treated as a spell for rules purposes. Any casting spends a charge. Scrolls have one charge.

Library: Scrolls may be added to a players library for magical research. The scroll then adds to a specific topic in the library. This bonus added to the topic is equal to the highest level spell scroll. Other spell scrolls are added together to a maximum of half the highest level scroll.

Roll	Result
5	The item explodes or backfires dealing 1d6*spell level damage.
10	The item works but with an additional random magical effect
15	The item works as normal
20	The item effect does not require concentration for a number of rounds equal its spell level
25	The items effects have advantage on their rolls

"Within this instrument," said Pandelume, "resides the Universe. Passive in itself and not of sorcery, it elucidates every problem, each phase of existence, all the secrets of time and space. Your spells and runes are built upon its power and codified according to a great underlying mosaic of magic. The design of this mosaic we cannot surmise; our knowledge is didactic, empirical, arbitrary. Phandaal glimpsed the pattern and so was able to formulate many of the spells which bear his name. I have endeavored through the ages to break the clouded glass, but so far my research has failed. He who discovers the pattern will know all of sorcery and be a man powerful beyond comprehension."

"I find herein a wonderful beauty," he told Pandelume. "This is no science, this is art, where equations fall away to elements like resolving chords, and where always prevails a symmetry either explicit or multiplex, but always of a crystalline serenity."

Spell Feats

Beast talk

A mage speaks the language of animals. Choose one type of animal to cast this spell at +0 difficulty. Additional types of animals incur a -2 penalty.

Plants are as above but at a -5 difficulty.

Minerals are as above but at a -10 difficulty.

Blessing

With a touch and a word, the mage helps an ally with a specific task, giving a +2 to a single roll at +0 difficulty. The player must name the task the character will receive the bonus on.

The mage may choose at casting to increase this bonus by +1 for every -2 difficulty they take on.

The mage may increase this bonus to an additional roll for every -5 difficulty they take on.

The maximum bonus from blessing is +5.

Conjure Sound

The mage may make an indistinct, quiet sound at +0 difficulty.

The mage may take penalties to make the sound louder or more specific.

Druids Touch

This spell may cause a plant to grow at a prodigious pace or a garden to grow double pace at +0 difficulty.

This spell can heal a wounded or blighted plant at -2 to the roll.

This spell can commune with plants at -5 difficulty. This cantrip can awaken and animate a plant at -10 difficulty.

Hexing

The caster specifies an action and the victim takes a disadvantage on the next roll involving the action. The spell is cast at -(victim's mind+defense(mental)) difficulty.

The caster may add a -1 to the roll for every -2 difficulty.

The caster may have this curse last on all actions of the specified type till sun-up or sun-down for -2 difficulty.

Glamour

The mage can conjure silent still images at +0 difficulty.

The mage may make larger or more detailed illusions at -2 difficulty.

The mage may create a moving illusion at -2 difficulty.

The mage may add sound to an illusion for another -2 difficulty.

Mage Light

The mage creates enough light to count as a lantern at +0 difficulty.

The mage may create several lights at -2 difficulty.

The mage may create the equivalent to full daylight at -5 difficulty.

The mage may blind everyone within 30 feet versus mind+defense(mind) for 1d6 rounds.

Wizard eyes

The character may see spirits, faeries and demons at +0 difficulty.

The mage may see magic energy and auras at -2 difficulty.

The mage may see invisible creatures at -4 difficulty.

The mage may see a plane-shifted creatures at -5 difficulty.

The mage may see all landscapes and creatures in the ethereal or astral planes at -10 difficulty.

Banishment

The mage may send a demon, spirit or extraplanar entity to its home realm versus (mind+defense(mental))

Bar the Way

The mage may bar an ordinary door or gate so that none may pass. Opponents have disadvantage to open the door on +0 difficulty.

The mage may add an additional -1 to opponents rolls for every -2 difficulty.

The mage may bar additional doors for -2 difficulty per a door.

The mage may add a +1 to the roll for opening a barred door for every -2 difficulty.

Fire Blast

The mage may increase or decrease the intensity of a fire at +0 difficulty.

The mage may make a mind+mystery attack to do 1d6 damage to every creature in a 5x15 arc around themselves at -4 difficulty. Targets make a finesse+defense(finesse) roll with difficulty equal to the spell roll-10.

The mage may increase the distance or width of the arc by 5 feet for every -2 difficulty.

The mage may increase the damage dice category by 1 for every -2 difficulty.

Any who fail the defense roll who are in range take half damage.

Appeal to the wilds

The mage may call a single nearby animal to their aid at +0 difficulty. This animal will roughly obey commands.

The mage may call a specific kind of animal or animals at -2 difficulty.

The mage may summon a swarm of small animals and insects which moves as they command and does 1 damage a turn automatically to one target at -5 difficulty.

The mage may increase the damage per a turn by 1 for every -2 difficulty they take on. The mage may split this damage upon multiple targets.

The mage may replace mind with social for casting if they wish.

Command

Command requires that the target can hear the mage.

The mage can daze a target for a round at +0-targets mind+defense(mind) difficulty.

The mage can make a single word command versus -2-(mind+defense(mind))

The mage may order the target for multiple rounds at an extra -1 difficulty per a round.

The mage may order the target to harm itself or allies at an extra -5 difficulty.

The mage may order the target with a single sentence command at an extra -5 difficulty.

The mage may perform this spell without words(but requiring eye contact) at an extra -5 difficulty.

The mage may cast with only an approximate idea of the targets location at an extra -10 difficulty.

Additional targets add -2 difficulty per a target with the highest defense used.

The mage may replace mind with social for casting if they wish.

Conjure Darkness

The mage creates a floating ball of mystical darkness at +0 difficulty.

The mage creates a shroud of darkness around themselves at -2 difficulty.

The mage extends their shroud to 5 feet around them at -5 difficulty.

The mage extends their shroud to 10 feet around them at -10 difficulty.

Entanglement

The mage may cause a single plant to make a movement at +0 difficulty.
 The mage may animate all plants in 15 feet of them to entangle at -5 difficulty.
 The mage may extend the point of the 30 foot area up to 50 feet away from them at -5 difficulty.
 The area of entanglement may be extended by 5 feet across in both directions for every -2 difficulty.
 The mage may also make targets move 5 feet a round in area at -5 difficulty.
 Targets make a finesse+defense(finesse) roll against the spell roll-10.
 Targets which succeed their roll can only move 10 feet a round through the area.
 On a failure, targets are trapped in place and attacks against them have advantage.

Enchanting tongue

The mage may make a target believe the mage is his friend at targets mind+defense(mind) difficulty.
 If the target is being threatened, the difficulty is increased by -5.
 The mage may have them or their allies gain an additional +1 to any social rolls on target for every -2 difficulty.
 The mage may make the target willing to fight for him at -5 difficulty.
 The mage may replace mind with social for casting if they so choose.

Feather Fall

The mage may slow their fall and take no damage upon landing at +0 difficulty.
 The mage may cast this spell while falling at -2 difficulty.
 The mage may also cast this spell on another character or objects as well at -5 difficulty.
 Add -1 to difficulty for each other character or object past one.

Healing Touch

The mage may touch a character and give them advantage on stabilization rolls at +0 difficulty.
 The mage may heal a character 1d4 hp on the same round they take the damage as a reaction at -2 difficulty.
 The mage may increase the dice category of healing by 1 for every -2 difficulty they take on.
 The mage may cast healing at a range of 15 feet per a -2 difficulty.
 The mage may allow a character to heal 1hp more when resting for every -5 difficulty.

Inspire

The mage gives all allies +2 damage at -2 difficulty.
 The mage gives a +1 to a defense to all allies at -2 difficulty.
 The mage gives +1 attack per -5 difficulty.
 The mage may replace mind with social for casting if they wish.

Magic Missile

The mage creates a bolt of energy which unneringly stikes a target for 1d2 damage at +0 difficulty.
 The mage may increase the dice category of damage by 1 for every -2 difficulty.
 The mage may create an additional bolt for every -5 difficulty.
 The mage may direct the bolts at multiple targets.

Man of many faces

The mage may subtly alter their face or appearance at +0 difficulty.
 The mage may alter their face to that of a completely different person at -5 difficulty.
 The mage may alter their appearance to that of a different person at an additional -5 difficulty.

Obscurement

The mage gains advantage on stealth rolls at +0 difficulty.

The targets gain an additional +1 on stealth for every -5 difficulty.

The mage can cast this spell on additional character for every -5 difficulty.

Mystical Shield

The mage gains a +1 to a type of defense for +0 difficulty.

The mage gains an additional +1 to a type of defense for every -2 difficulty.

The mage gives a +1 to a type of defense to another character for every -5 difficulty.

Silence

The mage may create a blanket of silence in a 5 foot area around them at -2 difficulty.

The mage may increase this area by 5 feet for every -2 difficulty.

The mage may decide instead that targets in the area must tell the truth for -4 difficulty.

Targets must roll their mind+mind(defense) at difficulty equal to the spell roll-10.

Sleep

The mage makes 1d4 hp of creatures sleep at at targets mind+defense(mind) difficulty using the highest targets defense.

The mage may increase the dice category of hp creatures affected for every -2 difficulty.

The mage may increase the number of dice for every -5 difficulty.

Wind Message

The mage speaks to the wind to bring a message one mile at +0 difficulty.

The mage may increase the distance by one mile per every -2 difficulty.

The mage may send a message without speaking at -5 difficulty.

Manipulate Emotion

The mage may make a single target burst into laughter(rolling on ground in pain after 2 rounds) attargets mind+defense(mind) difficulty.

The mage may replace laughter with a different emotion at -5 difficulty.

The mage may cast this on an additional target for every -5 difficulty.



Rituals

Rituals have an extended casting time and require a ritual component. A ritual component is used up in the casting of a ritual.

Tier One rituals

These spells take anywhere from one minute to an hour to cast and consuming a ritual component gives advantage to the roll. Tier one rituals have a base difficulty of -10.

Circle of Protection

Requires the creation of runes and wards in a circle using chalk, paint or salt as a component.

The mage creates a barrier against creatures of a type specified upon casting. The casting difficulty equals circle strength-10. The caster determines the circle strength. Creatures of the specified type must roll $2d10 + \text{mind} + \text{defense}(\text{mind}) - \text{circle strength} - \text{the casters mystery score}$ to enter the circle. Once inside, the creatures suffer a -2 to attack and those within have a +2 to any defense rolls made against magic or supernatural abilities of the creature.

Summon Mist

The mage summons dense, billowing fog over a nearby area.

Minute: A hallway or near area

Hour: An entire field or large area

The mage must burn incense while casting this ritual

Goodberry

This ritual enchants 2d4 berries and anyone eating one immediately heals 1 damage. The berries must be washed in pure, fresh spring water. The berries heal 2 damage if grown by the mage themselves

Mage Armor

The mage gains +2 damage reduction

The effect lasts until the armor has absorbed 4*mystery damage. The mage must draw runes on their skin with the blood of a freshly killed animal

Holy Weapon

The mage imbues a weapon to do +2 attack and damage and may harm any foe. The mage crushes the horn of a ram into powder to paint the weapon and burns a length of oak, directing the smoke to the weapon

Endure Elements

The mage and their allies are impervious to ill effects from regular heat or cold

The mage requires creating fire against cold, ice against fire

Levitate

The mage may slowly levitate at a rate of 5 feet a turn. The mage may cause another character to levitate for an additional -2 difficulty per character. The ritual consumes an owl feather for every character levitated.

Using the skull of a recently deceased corpse to speak to its soul. Spending an hour in conversation with a man and beguiling him. Hiding in a tree and then appearing to be one with it.

Tier Two Rituals

These spells take anywhere from an hour to a day to cast and require a rare component. They cannot be cast without components. Tier two rituals have a base difficulty of -15.

examples: Summoning a rain storm on the eve of battle. Summoning a spirit to make a contract with it. Flying for several minutes. Throwing a bone melting fireball. Steed of the sorceror. Summoning. Friends. Create Undead. The spell of the slow hour.

Tier Three Rituals

These spells require very rare components and take anywhere from a week to a month to cast. Tier three rituals have a base difficulty of -20.

Armor and Weapons

Melee Weapons

	Concealable	Light	One Handed	Two Handed
Swords	1d4+1 *t	1d6+1	1d8+2	2d6+2 or 1d12+2
Axes		1d6 *t	1d8	1d12
Blunt	1d4	1d6(2)	1d8(3)	2d6(4) or 1d12(4)
Polearm		1d6 *t	1d8 *t *r	2d6 *r

Melee Attacks: Melee attacks are made using strength+melee. The targets finesse+Defense(finesse)+armor penalty is subtracted from this roll.

Concealable: Concealable weapons may be drawn as a free action.

***t Thrown quality:** When throwing, use finesse+ranged for attack and add strength to damage. Range equals 20 feet plus 5 for every point of strength.

***r Reach quality:** This weapon has a reach of 10' rather than 5' and gives advantage on reflex rolls when an opponent is entering or leaving your threat range.

Two Handed Weapons and Axes:: These weapons deal an extra dice of damage on unmodified rolls of 19 and 20. Two handed axes deal an extra dice of damage on 18's.

Axes: Axes roll twice and take the highest damage on one damage dice against unarmored opponents(with 0 DR)

Blunt Weapons: Blunt weapons ignore (X) of damage reduction.

One Handed Weapons: When wielded in two hands, they deal 1d10 damage.

Light Weapons: Wielding a light weapon with two hands gives it the effects of a one handed weapon, (increased armor penetration, reach, axes dealing more dice on 18) but does not increase its damage dice.

Cleave: Anytime an opponent is killed with a melee weapon in one hit, the player gains an additional melee attack as a bonus action.

Finesse: Any one handed, light or concealable weapon may be used with finesse instead of strength. Finesse is added to the attack but strength is added to the damage.

Two Weapon Fighting: On a hit, the off hand weapons damage is rolled. The off hands damage is dealt only if it rolls the same amount as the first weapon, ie dubs are rolled. The off hand weapons damage dice category is not altered by the attack roll.

Item Weight: One handed weapons and lower have an item weight of one. Two handed weapons have an item weight of two.

There is no safety to be found in the sword. A sword brings death. It does not give life. It is a responsibility. A burden. This is not a gift. It is a curse. I hope one day you will forgive me.

Ranged Weapons

	Damage	Range
Shortbow	1d6	30
Longbow	1d8	50
Hand Crossbow(concealable)	1d6(3)	30
Light Crossbow	1d8(4)	40
Heavy Crossbow	1d10(5)	60
Slings	1d4	60
Pistols	1d6(4)	20
Arquebus	1d8(5)	40

Ranged Attacks: Ranged attacks are made with finesse+ranged. No attribute is added to the damage.

Bows: Anytime an enemy is killed in one hit with a bow, any leftover damage is given to an enemy with the same or lower defense as a bonus action. Range with a bow is increased by 10 for every point of strength the character has.

Crossbows: Must be reloaded for one attack action between attacks and ignore(x) damage reduction. Hand crossbows can be fired with one hand.

Slings: When attacking with a sling, you may make a second sling attack as a bonus action.

Firearms: Must be reloaded for one attack action between attacks and ignore(x) damage reduction. Firearms misfire if a 1 is rolled on either dice. This is increased to 2 in moderate rain and a 3 when in a downpour. On a misfire, the weapon has a 1 in 20 chance of exploding. The weapon is ruined and the rolled attack is made against the wielder. A firearm rolls an extra dice of damage anytime maximum damage is rolled.

Item Weight: Longbows, Heavy crossbows and arquebi have two item weight. All other ranged weapons have one item weight.

Improvised Weapons

Concealable	Light	One Handed	Two Handed
+1(as unarmed)	1d3	1d4	1d6

Improvised Melee Attack: Improvised weapons use strength+brawl for attack and add strength to damage.

Improvised Ranged Attack: Improvised weapons use finesse+brawl for attack and add no attribute to damage.

Brawl Skill: At both 2 and 4 points of brawl, the dice category increases by one for improvised weapons.

Unarmed Weapons

Brawl Skill	1	2	3	4	5
Damage	1d2	1d3	1d4	1d6	1d8

Unarmed Attacks: Use either strength+brawl or finesse+brawl for attack and add strength to damage.

Armor

Light Armor	Damage Reduction
Gambeson	1
Leather	2
Medium Armor	
Brigandine	3
Chain Shirt	4
Heavy Armor	
Hauberk	5
Lamellar	7
Plate	8

Damage Reduction: is subtracted from the damage of any attack. Damage reduction cannot reduce the damage taken below zero.

Worn Armor Weight: When worn, gambeson has an item weight of one and leather armor an item weight of two. All worn medium armor has an item weight of four. All worn heavy armor has an item weight of six.

Stowed Armor Weight: All stowed light armor has an item weight of five. Stowed medium armor has an item weight of six. Stowed heavy armor has an item weight of ten.

Shields

Type	Damage Reduction	Blocks
Buckler	2	1
Round	3	2(light) 3(heavy)
Large	4	2(light) 4(heavy)

Blocks: Shields can be used to halve the damage of an attack. A block uses a reaction and does not need to be declared. The block number is how many times a block can be performed before the shield is broken.

Bucklers: May be used while wielding a weapon in the same hand. For the weapon wielded in the buckler hand, an additional dice of damage is rolled and the lower result is used.

Shield Weight: Bucklers and light round shields count as one item weight. Heavy round shields and light large shields count as two item weight. Heavy large shields have three item weight.

Your friend's dead, and Meryn Trant's not, cause Trant had armor and a big fucking sword.



Siege Weaponry

Types of Shot

Ball Shot	As normal
Chain Shot	Quarter range. Double Damage against ships.
Grape Shot	Double damage against units and crew, half damage against ships and structures

Weapons

Weapon	Crew Size	Range	Damage
Siege Culverin	10	1000 ft	4d12
Culverin	4	600 ft	3d10
Mortar	2	150 ft	3d8
Hand Culverin	2	100 ft	3d6

Reloading: All siege weapons require a round to reload between firing. Culverins and Siege Culverins require two rounds of reloading between firing.

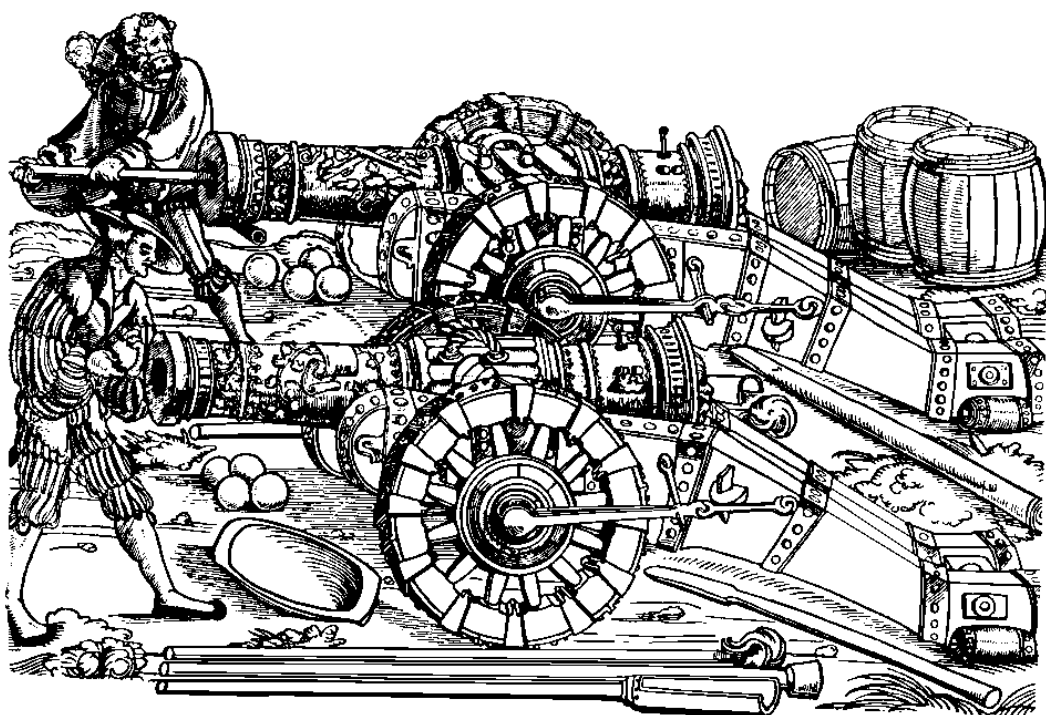
Crew: If a siege weapon has less than its stated crew size operating it, then it requires an additional round to reload.

Shot type: Siege weapons can be used with different types of shot, which provide special effects.

Moving: A mortar, hand culverin and culverin both require a round after being moved, before it can be fired again. A culverin and siege culverin can be moved at a maximum of 10 foot a round. A siege culverin requires a half hour of setting up equipment after being moved, before it can be fired again.

Item Weight: A mortar and a hand culverin both have 10 item weight.

Well the sun rose high on a
barren land where the thin red
line made a military stand.
There was sling shot, chain shot,
grape shot too, swords and
bayonets thrusting through.
Poor Johnny fell but the day was
won and the King is grateful to
ya. But your soldiering's done
and they're sending you home
Oh poor Johnny what'll happen
to ya?



Encumbrance and Inventory

Encumbrance

Item Weight: Items where more than one can fit in a hand, are exceptionally light, are regular worn clothing and a players backpack all count as zero item weight. Items that require one hand to hold count as one item weight. Items which take two hands to hold count as two item weight. Items which take four hands(two people) to carry count as four item weight.

Encumbrance: Every point of encumbrance a character has reduces their movement rate by 5 feet, penalizes athletics, sleight of hand and stealth by one, and reduces travel points by one.

Backpack: Every five items in the backpack counts as one point of encumbrance.

Worn Items: Every 3 item weight of worn or readily accessible items counts as one point of encumbrance.

Drawing an Item: A worn or readily accessible item can be drawn using a free action. Weapons which are on slings or in scabbards, require an interact with environment action. If five items are in the backpack, a player has a 1 in 4 chance of drawing the item in a round using an interact with environment action. Every 5 item weight afterward increases the dice category by one. Every drawing an item action taken during danger increases the chance by one. So if 20 items are in the backpack, the first round succeeds if a 1 is rolled on a d10. The second action succeeds if a 1 or 2 is rolled on a d10.

Item Spoilage: Item spoilage occurs during travel, if 20 damage is taken in one round or on 10 if fire or acid causes the damage. In item spoilage, the gm rolls a 1d20 and counts the items on the characters inventory. The number rolled determines which item is damaged or destroyed. The inventory list is counted with worn inventory first and then inventory in the backpack. If the number rolled is higher than the amount of items in the inventory, then no items are damaged.

Mounts and Carts: Every 10 item weight counts as one encumbrance point. A 4 legged mount has encumbrance points equal to every 10 item weight and when pulling items, every 15 in the cart counts as an encumbrance point.

Strength: A character can ignore encumbrance points based upon their strength score.

Strength	-1	0	1	2	3	4	5
	Ignore 1 ep	Ignore 1 ep	Ignore 1 ep	Ignore 1 st two ep	Ignore first two ep	Ignore 1 st two ep	Ignore first 3 ep
			Ignore 3 rd ep	Ignore 4 th ep	Ignore 4 th ep	Ignore 4 th ep	Ignore 5 th ep
					Ignore 6 th ep	Ignore 5 th ep	Ignore 6 th ep

Ammo: If a one is rolled on either dice when making a ranged attack, ammo is reduced by one. A pouch or quiver counts as one item weight and holds 2 ammo worth of arrows, bolts and stones. When scavenging used ammo after a battle, roll 1d20. On a 1, gain a point of ammo. Every additional exploration turn spent scavenging ammo brings this chance up by one, to a maximum of the characters perception score.

Rations: Every ration counts as one item weight. Each day, the player eats a ration.

If eating less than full rations, the player must roll toughness+defense(toughness). On a failure, they gain one point of exhaustion. If eating half rations, the difficulty equals the days eating less than full rations. This amount is 5*days undereating for quarter rations and 10*days undereating for no rations.

Death, Healing and HP

Hit Points

A character starts with hit points equal to $15 + (\text{toughness} \times 5)$ or 12. They choose whichever is higher. Death occurs at $-2 \times \text{toughness}$ or -1. Whichever is lower

Dying

When at zero or below hp, a character makes a stabilization roll by rolling $2d10 + \text{toughness} + \text{defense}(\text{toughness})$ every round. The player's current hp is added to this roll. On a roll below 10, the character falls unconscious and loses one hp. On a roll of 10 or above, the player gains 1 hp. When a player returns to 1hp, they regain consciousness. The player's current hp is added to all rolls they make as long as it is a negative number.

Natural Healing

On a short rest (5 minutes) the character gains hp equal to either toughness or 2 hp. Whichever is higher. The benefits of a short rest cannot be taken until a player takes damage again. On a long rest (8 hours), the character heals $3 \times \text{toughness}$ or 2 hp. Whichever is higher. A character can only take a long rest once a day.

Medicine

Medical Supplies: A unit of medical supplies has an item weight of one. Consuming the medical supplies, gives advantage to one mind+medicine roll.

Short Rest: On a short rest, a character may use mind+medicine. Every 5 points below their hp maximum that the target is at, adds -1 to the difficulty of the roll.

2	The patient loses 2 hp
5	The patient loses 1 hp
10	The patient gains 2 (if toughness is 2+) or 1 hp.
15	The patient gains 2 hp
20	The patient gains 3 hp
25	The patient gains 4 hp

Long Rest: On a long rest, a character may use mind+medicine. Every 5 points below their hp maximum that the target is at, adds -1 to the difficulty of the roll.

2	The patient loses 2 hp
5	The patient loses 1 hp
10	The patient gains half their toughness or 1 hp, rounded up. Whichever is higher.
15	The patient gains their toughness or 2 hp. Whichever is higher.
20	The patient gains $2 \times \text{toughness}$ or 3 hp. Whichever is higher.
25	The patient gains $3 \times \text{toughness}$ or 4 hp. Whichever is higher.

Pale was the wounded knight, that bore the rowan shield. Loud and cruel were the ravens' cries that feasted on the field, saying "Beck water cold and clear will never clean your wound, There's none but the Witch of the Westmoreland can make thee hale and sound."

Stabilization: When a character is at negative hp, another character may use mind+medicine to aid them. The characters current hp is added to the roll.

2	The character loses 2 hp
5	The character loses 1 hp
10	The aided character has advantage on their next stabilization roll.
15	The character has advantage on their stabilization roll and gains 1 hp.
20	The character has advantage on their next two stabilization rolls and gains 1 hp.
25	The character has advantage on their next two stabilization rolls and gains 2 hp.
30	The character has advantage on their next two stabilization rolls and gains 3 hp.

Attribute Damage: A mind+medicine roll of at least 15, heals one point of attribute damage and requires a full day of time. Healing attribute damage requires at least one unit of medical supplies. Two units of medical supplies are needed to gain advantage on healing attribute damage.

Disease and Poison: A disease/poison has four stats. It has an infection rating, a severity rating, its attack and a recurrence rating(either acute, chronic or intermediate). Infection and severity rating both have values ranging from +2 to -10. Diseases and poisons generally cause attribute damage.

Infection

A character in contact with a diseased person, puddle, animal, i.e, the disease vector, must make a

toughness+defense(toughness) roll. On a failure, the character becomes infected. The difficulty is determined by the diseases infection rating.

A character who has only momentary(a couple seconds) contact with the vector has advantage on the roll. A character who is in close proximity to the vector for over a day, has disadvantage on the roll.

Severity

Severity is the difficulty the character has for their roll when making a recurrence roll.



Recurrence Rating

A recurrence roll is made with toughness+defense(toughness) On a failure, they are struck by a disease attack . On a success, the severity rating is reduced by one. The recurrence rating determines how often the player must roll and how often mind+medicine roll can be made.

Making a medicine roll requires working for the duration of the recurrence ratings period.

Acute: Once an hour

Intermediate: Once a day

Chronic: Once a week

*Large two inch maggots decorate my vomit
infected eyes oozing pus
acknowledge the stench of human excrement
swamps of mucus prevalent
every hole in my body drips blood
every hole in my body drips blood*

Combat

Initiative

Surprise

Combatants which are not aware of the presence of enemies are surprised. The attacking side acts for one turn of combat and then the round starts as normal.

Momentum

If more than half of a sides current combatants become incapacitated, dead or unconscious in one round, that side loses momentum. Its initiative range is reduced by one and the opposing side has a larger initiative range. Players losing momentum have 1-2 initiative range while the enemy has 3-6.

The Start of a Round

Both sides declare spells and state declared reactions.

To cast a spell, the character must declare their spell before initiative is rolled. The character then begins casting as soon as the spell is declared.

When making a declared reaction, a



character states a “trigger” for their reaction. This trigger can be a specific enemy reaction, an allies action, or any event.

Determining Initiative

The GM rolls a 1d6. On a 1-3, the players and their allies have initiative. On a 4-6, the enemy side has initiative. The winning initiative has their turns go first and then the losing side has their turns go.

End of Round

At the end of a round, when both sides have taken their turn; both sides then declare spells and reactions. Then initiative is rolled again.

Turn Actions

During a sides turn, that sides combatants may make a

movement, an **attack**, an **interact with**

environment action, a **reaction** and a **bonus**

action. Characters on a

side normally take turns

in order of their finesse

score though characters

on one side may take

actions in any order

they wish. A character

does not need to use

their entire turn actions

Declared Reactions

The trigger for a declared reaction must be stated by the player at the start of a round, before initiative is rolled.

When the trigger for a declared reaction occurs, the

character makes a reflex roll. The character rolls

a 2d10+reflex. The difficulty is equal to the opponents

reflex score. On a success, the character interrupts

the trigger and makes one turn action (movement,

attack, interact with environment) before the effects

of the trigger occur. On a failure, the character

makes a turn action after the trigger action has

occurred.

Defending: A character can use a declared reaction

to defend. The character declares which attribute

Undeclared

Reactions

After all opponents on

both sides have made all

of their actions, a

character may make an

undeclared reaction.

The character must not

have declared a reaction

in the round and an

undeclared reaction

must be taken before

initiative is rolled.

Movement

Movement

A character has a base movement of 30 feet in a round. Movement may be split up between any other actions in any amount desired.

Threat Range: A combatant has a threat range of any who are in range of its melee attack(generally 5 feet). A character can use a reaction to attack any opponent who leaves their threat range. This uses a reaction and occurs the moment the combatant is leaving the threat range. Using this reaction makes a character lose their declared reaction.

Disengage: A character may sacrifice an attack to leave a threat range without provoking an attack.

Dash: A character sacrifices an attack to move an additional 30 feet during their turn.

Prone: All attacks made against a prone character have advantage. Standing from prone requires half a turns movement.

Difficult Terrain: When moving over difficult terrain an finesse+athletics or strength+finesse roll is required. A roll of 10 means that the distance costs double movement to cross. An extra 5 feet is spent for every 2 points under 10 and the cost is 5 feet less for every over 10.

Falling: A player takes 1d6 damage per 10 feet from falling. This damage is increased by +1 dice category after 50 feet. Particularly safe areas like hay may deal -1 dice category damage and solid stone +1 dice category damage.

Tumbling: A player falling intentionally may reduce their fall damage by rolling finesse+athletics. Difficulty equals -1×10 feet of distance. At 10 and every 2 afterward, the dice category decreases by one. Every 2 rolled under 10 increases the dice category by one.

Climbing and Swimming: Climbing costs four times as much movement distance and swimming twice as much movement distance. This speed is performed without a roll unless conditions are exceptional. This roll is made with strength/toughness/finesse+athletics. Difficulty is determined by conditions. A roll below 10 is a failure and every 5 above 10 lessens the movement penalty by a category of 1. So a roll of 15 in climbing causes 10 feet of climbing to spend 30 feet of movement.

Chase: When chasing an opponent, the pursuer and defendant move in order of initiative. A pursuer and runner both roll finesse+athletics. Every 2 points above 10, the pursuer gains 5 feet of movement and every 2 below 10, loses 10 feet of movement. The defendant gains 5 feet for every 2 above 10 and loses 5 feet for every 2 below 10.

Interacting with environment

Drawing a weapon: Drawing a weapon requires an interact with environment action.

Stowing an item: Stowing an item into your backpack requires an interact with environment action but dropping it does not.

Kicking an item: Kicking an item on the ground away from you (such as a disarmed weapon)

*Fairy tales do not tell children the dragons exist.
Children already know that dragons exist.
Fairy tales tell children the dragons can be killed.*



Attacks

Attack: An attack is made with $2d10 + \text{attribute} + \text{skill}$ and the opponents $\text{attribute} + \text{defense}(\text{attribute})$ is subtracted from the roll. A normal attack targets the finesse attribute.

The effects of the roll increase the dice category. If a dice would be brought below 1 damage, then it is a simple miss. A natural roll of 20 deals two additional dice of damage if it would be a hit. (a 1d8 would deal 3d8). In addition to the dice category increasing.

Defensive Actions

Prepare action: An attack can be sacrificed to gain advantage on the roll for your next action.

Parry: Sacrifice an attack to subtract your $\text{melee} + \text{finesse}$ instead of your $\text{attribute} + \text{defense}$ to the next attack made against you this round

Flanking: If an opponent is already being attacked in melee, and then attacks are made from their backs or sides; those attacks have advantage.

Higher Ground: An attack made from a higher elevation has advantage.

Ambush: If an opponent is unaware of your location, you have advantage on the attack and can also reroll a dice of damage, taking whichever you choose. A $\text{finesse} + \text{stealth}$ check is then made at disadvantage. The difficulty equals the targets $\text{mind} + \text{perception}$. Every 2 made over 10 adds 1 point of soft cover, to a maximum of 4. On a 20 or above, you remain hidden.

Special Maneuvers

Make an attack at disadvantage to do a special maneuver. The attacker chooses a defense to target and does effects in addition to damage based on their roll.

Brawl maneuvers: Brawl specific maneuvers have -1 attack if one hand is occupied and disadvantage if both hands are occupied. Pin, Throw, use as weapon and rending are brawl specific maneuvers.

Ranged maneuvers: Ranged attacks have disadvantage on disarm and force back.

The Results of an Attack

2 A natural 2 always misses

4 no damage

5 -5 dice category

6 -4 dice category

7 -3 dice category

8 -2 dice category

9 -1 dice category

10 normal damage

12 +1 dice category

14 +2 dice category

16 +3 dice category

18 +4 dice category

20 +5 dice category(+2 dice if natural)

Ranged Combat Considerations

Range: Attacks made to beyond range have disadvantage.

Firing in Melee: Firing at an opponent who is in melee range of you, incurs disadvantage.

Firing into Melee: Firing into a melee(the target is in melee combat) incurs disadvantage. On a miss, roll a 1d8. Other combatants are numbered starting with one. If their number is rolled, the attack targets the instead.

Cover: Goes from 1/4th to total cover. There are two kinds of cover.

Hard Cover: Roll a d4. If the number rolled is equal to the amount of cover($1/4=1$, $1/2=2$, etc.) then the attack misses.

Soft Cover: Soft cover is a penalty of -1 to -4 to the attack. Roll $\text{mind} + \text{perception}$ vs the targets $\text{finesse} + \text{stealth}$. On a 10, remove one point of soft cover. Remove an additional point for every 5 above 10.

Example Special Maneuvers

Trip: Targets either strength or finesse. At 10, the target is prone. Every 2 points over 10, the opponents movement on their next turn is reduced by 5, to a minimum of 5.

Force Back: Targets either mind or strength. At 10, the target is pushed back 5 feet. Every 2 points over 10, pushes the target an additional 5 feet.

Bluff: Targets mind or social. At 10, the next attack has advantage on the target. An additional 4 damage is dealt for every 5 points rolled above 10.

Disarm: Targets finesse, strength or mind. At 10, the target drops one item. Every 2 rolled over 10, an additional item is dropped or the item is kicked 5 feet. Attackers choice.

Pin: Targets finesse or strength. A pinned opponent may be standing or forced prone. If forced prone, both the attacker and target are prone. A pinned opponent may make no movement until the incur damage against the attacker and an attacks they make have disadvantage.

Throw: Targets finesse or strength. The opponent is thrown 5 feet at 10 and an additional 5 feet for ever 2 points.

Use as weapon: Targets strength or finesse. The opponent is wielded as an improvised weapon for one round. Every 2 points afterward, this lasts for one more round. The target receives half the damage the deal while being used as a weapon.

Rend: When an opponent is slain, the attacker may use interact with an environment to gain an improvised weapon. If a natural 20 is rolled, the opponent does not need to be slain to perform a rend on them.

Players and GM's may freely create their own special maneuvers. If a player announces an attack which is a special maneuver that doesn't have stats, the gm should create some on the fly.

Spellcasting in Combat

Declaring a Spell: A spell can be declared at the start of combat or declared on your turn.

Declaring on your turn spends an attack action. The casting of the spell begins as you declare it and the casting is finished on your next turn. Finishing the casting spends an attack action.

So a spell declared at the start of the round will finish during that round, on the mages turn, and use up one attack action. A spell declared during a mages turn will finish on the mages next turn and cost two attack actions.

Concentration: Any ritual or spell requires concentration. A character can only concentrate on one spell/ritual at a time. While a spell is being cast and while it is active, concentration is used.

Damage and Attacks: Anytime a mage is attacked while casting, the spell roll has disadvantage. Anytime a caster takes damage in combat, the spell or ritual fails and concentration is lost.

You are using Bonetti's Defense against me, ah?

I thought it fitting considering the rocky terrain.

Naturally, you must expect me to attack with Capo Ferro?

Naturally, but I find that Thibault cancels out Capo Ferro. Don't you?

Unless the enemy has studied his Agrippa... which I have!

Mass Combat

Unit Size

The assumed size of a unit is 30. A 30 size unit is a platoon which can be commanded by one individual.

smoke signals or war pigeons.

If a side is accused of cheating on these rules, the other side may audit the battle plans after the battle is decided.

Commanding a Battle

Both the players and GM write down their battle plans. Neither side is obliged to show their battle plans. A player can personally command platoons their character leads. Other npc's must follow the battle plan. To send commands to units the player or npc isn't in, the player must send runners,

Units

A unit has an attack and overall stats equal to the stats of an individual combatant in the unit with the following exceptions. HP and damage reduction are multiplied by the amount of individuals in the unit.

With the following exceptions, units use the same combat rules as combat between individuals.

Attack and Damage

Attack

Attack alters the damage rolled as followed. The damage dice does not change based on the roll.

- 2 The next attack on this unit has advantage
- 3 No damage occurs
- 4 The damage is multiplied by .05
- 5 The damage is multiplied by .10
- 6 The damage is multiplied by .15
- 7 The damage is multiplied by .20
- 8 The damage is multiplied by .30
- 9 The damage is multiplied by .35
- 10 The damage is multiplied by .45
- 11 The damage is multiplied by .55
- 12 The damage is multiplied by .65
- 13 The damage is multiplied by .70
- 14 The damage is multiplied by .80
- 15 The damage is multiplied by .85
- 16 The damage is multiplied by .90
- 17 The damage is multiplied by .95
- 18 The damage is multiplied by .9
- 19 The damage is multiplied by 1
- 20 The damage is multiplied by 1

Damage

Damage is determined by taking the max damage of an individual in the unit and multiplying by the amount of individuals in the unit. The attack roll is multiplied by this damage amount as a modifier. So a unit of 25 with 1d6+1 damage rolling a 14 would deal 140 damage.

Damage Reduction

Damage reduction for a platoon is determined by multiplying the amount of individuals by the damage reduction of the individuals. So a unit of 25 individuals each with 4 DR would have 100 DR. when attacked, the DR brings the amount of damage taken to a minimum of the amount of individuals in the attacking unit. So if a unit with 100DR is attacked by a unit with 20 individuals, they take 20 damage if struck for 110 or 80 but take 30 damage if struck for 130.

Individuals in Battle

An individual can be in melee threat range of 3-5 units depending on formation density. An individual cannot be targeted individually when attached to a unit unless the attacker has the assassin quality. An individual in a unit being attacked, will be attacked by 1-3 units depending on formation density. Attacks against them use the same attack roll as what was made to attack the unit but damage is determined as if they are being attacked by individuals. When unattached, only unit can attack an individual in a round.

Commanders

When attached, a commander adds their social+manipulation to morale rolls made by the unit.

A commander at the back or middle of a formation does not take damage from melee attacks against the unit.

A commander at the front of a formation adds their highest combat skill to the morale rolls of that unit.

Formation Density

A **loose formation** grants disadvantage to ranged attacks made against it, advantage to melee attacks made against it and is able to move at full speed. A loose formation has 3 characters in threat range of individuals and can attack attached individuals with 1 units.

A **medium formation** has a -5 penalty to its movement. A tight formation has 4 characters in threat range of individuals and can attack attached individuals with 2 units.

A **tight formation** grants advantage to ranged attacks made against it, disadvantage to melee attacks made against it and has a -10 penalty to its movement. A tight formation has 5 characters in threat range of individuals and can attack attached individuals with 3 units.

Ranged Units

Firing into melee

When a unit fires into a unit which is in melee with another unit, half of the miss deals damage to the other unit. This amount is rounded to the highest 5th percentile.

So if firing into a unit A which is in melee with unit B, on a roll of 12 unit B would take 0.2 damage.

Line Fire

When line firing, the firing is in a straight line, meaning that units cannot be fired over. So if attempting to line fire into a unit, any friendly units between the ranged unit and its target will take the brunt of the attack.

When line firing as a reaction, the target unit loses a quarter of its movement that round.

Sieges and Conquering

Sieges

A siege causes the rulers of the domain to not be able to draw any domain value from the location, town or city. If the area has a port, then this drops the reduction in domain value the domain lord can draw on in half rather than zero.

Attrition: Every month, all units in the besieged location lose one hp*number of combatants in that unit.

A besieger can only launch one round of attacks per a month.

If a breach occurs in the fortifications, the attackers may immediately attack.

Defenders have a +1 bonus to their attacks during the entire battle.

If a line of supply is not kept, the attackers begin to suffer attrition just as the defenders do.

Conquering

Rebuilding a ruined asset gives a +2 bonus to the roll.

Plundering: A plundered location loses assets. The conqueror gains a maximum of 1 treasure point plus 1 more for each asset they choose to loot, +1 a town and +4 for a city.

A conqueror may choose to plunder a less than maximum amount. Doing so requires a morale test of their units. Any unit which fails its morale test plunders an additional asset or unplundered town/city treasure.

A location which has been plundered gains the exceptional poverty obstacle which is equal in rating to the amount of treasure gained from plunder.

War experience

Each unit or ship has war experience equal to its total asset cost.

A unit with no asset costs has war experience equal to every 10 hp of the combatants in it, plus or minus any abilities or circumstances.

Total up the war experience of each unit which was destroyed and half of any units which were routed. Divide this by the amount of units which participated in the battle.

A unit may not advance more than one level during a domain turn.

A unit has 4 levels. Gaining level 2 requires 5 war experience, 15 more to gain level 3 and 35 more to gain level 4.

Whenever a unit advances, it gains a permanent +1 bonus to hit on its attack rolls and may choose one of the following only once; +1 to morale, +5 hp(per combatant), the hardened quality, the skilled quality, +2 to the all defense skills.

Skilled: +1 to all attack rolls

Hardened: The unit has advantage on morale rolls

Morale

Morale is a 2d10 roll with the combatants morale score and the leader or employers

social+manipulation added to the roll.

A moral check is rolled in the following conditions; The commander moves back in formation, a retreat is ordered, the unit meets in combat for the first time in the battle, the leader is slain, half the unit has been destroyed or the employer remains safe while ordering the hirelings into danger.

Morale Roll Results

2 Flee or refuse orders. Weapons and backpacks are dropped.

6 Flee or refuse orders. Backpacks are dropped.

8 Flee or refuse orders.

10 Continue to fight or obey orders

15 Gain +1 on their next morale roll

20 Gain +1 on all morale rolls this combat



*"Forward, the Light Brigade!"
Was there a man dismay'd?
Not tho' the soldier knew
Someone had blunder'd:
Theirs not to make reply,
Theirs not to reason why,
Theirs but to do and die:
Into the valley of Death
Rode the six hundred.*

I must control my rage, or lose ability to plan, I must direct the fight from here, not charging in the van. As you will likewise do, no doubt, for all that you are cruel and revel in shed blood and pain, I think you are no fool.

Platoon pay, levies and stats

*scutage vs feudal levies
wages, bonuses, land grants
civic obligation and militias
mercenaries*

Ruins Exploration

Exploration Turns

When exploring ruins, the players take exploration turns. Any discrete set of actions (forcing a door open, disarming a trap, working out a puzzle, a combat encounter, etc) takes one exploration turn. Moving from one room to another as well, takes an exploration turn. Each "scene" should be one exploration turn. GM's may use exploration turns as the basis for when to call random encounters and other considerations.

Running: When running, an exploration turn is only spent for every second room entered or scene. Mapping cannot occur while running.

Mapping: A character must possess a map and a way to draw on it to map. Mapping as well, occupies both hands to map and occupies one hand for the characters to look at it. If the in-game map is lost, the characters shouldn't be allowed to look at the out of game map. If it is destroyed, the gm should destroy the out of game map.

You know, my mother was against it. You've probably noticed that he's not of this world. He's such a bungler, he looked so pitiful. My mother used to say: "He's a stalker, don't you know what kind of children they have?" And... I didn't argue with her. I knew it all myself, that he was doomed, that he was an eternal prisoner, and about the children. I was sure I would be happy with him. But it's better to have a bitter happiness than... Perhaps, I thought it all up later. But then he approached me and said: "Come with me." And I did, and never regretted it. Never. We had a lot of sorrow, a lot of fear, and a lot of shame. But I never regretted it, and I never envied anyone. It's just our fate, our life, that's how we are. And if we haven't had our misfortunes, we wouldn't have been better off, It would have been worse. Because in that case, there wouldn't have been any happiness. And there wouldn't have been any hope.

~Wife of an Adventurer

Lighting: A character can operate in low light conditions but has disadvantage on any action requiring sight. In complete darkness, the character has as well, a -3 penalty to sight requiring actions. A light source provides low light for twice the radius stated or that many characters.

Candles

Time lit: The GM rolls 3d8 take the highest in secret. The candle begins to burn out after this amount of exploration turns.

Dropping a candle: A dropped candle has a one in two chance of going out when dropped.

Light Radius: A candle provides enough light for the bearer+1 other characters or 20 feet.

Burning Out: The candle will burn for three additional turns, always go out if dropped and only provide light for the bearer or 10 feet.

Torch

Time lit: The GM rolls 2d6 take the highest in secret. The lantern begins to burn out after this amount of exploration turns.

Dropping a torch: A dropped torch has a one in four chance of going out when dropped.

Light Radius: A torch provides enough light for the bearer+2 other characters or 30 feet.

Burning Out: The torch will burn for two additional turns, have a one in two chance of going out if dropped and only provide light for the bearer+1 or 20 feet.

Lantern

Time lit: The GM rolls 3d10 take the highest in secret. The lantern begins to burn out after this amount of exploration turns.

Dropping a torch: A dropped lantern has a one in twelve chance of going out when dropped. A lantern requires a unit of oil if it goes out.

Light Radius: A candle provides enough light for the bearer+3 other characters or 40 feet.

Burning Out: The lantern will burn for one additional turns, have one in six chance of going out if dropped and only provide light for the bearer+2 or 30 feet.

Surprise, encounters, encounter distance

Wilderness Exploration

Travel Points: A character has an amount of travel points determined by their movement.

50ft=20

40ft=16

30ft=12

25ft=10

20ft=8

15ft=6

10ft=4

A Standard Hex: which is six miles across, requires three travel points to move through. 1 to enter(2 miles), 2 to move through and 2 to leave.

Difficult Terrain: Such as swamp or jungle, the hex requires 2 more points of movement(one in entering, one in leaving)

When not on a road or trail: A full hex requires one more travel point to move through(the middle two miles), if the players are not on a road or trail; untracked wilderness.

Every 200 feet of elevation change: requires one point of travel to move through.

If carrying a man portable boat: A hex of swamp, moor, etc. does not cost additional travel points to move through.

When fording a major river: 2 points of travel are spent.

If traveling down a river with a man portable boat: A standard hex cost one travel point when in current direction and 4 when against.

Mounts: A standard hex costs two points when mounted. A standard mount has 12 travel points and mounts can gain exhaustion.

Procedure of Play

1. The players pack up camp and are ready to begin the days travel
2. The players decide on a course and select a target hex(the destination) for the days travel
3. The GM rolls a mind+wilderness roll for the party navigator to determine the days navigation. This roll is kept secret from the party. The GM adjudicates the result to determine if the party becomes lost and if so, how much.
4. The gm determines the nature of any hazard rolls they will make, based on the map.
5. The party declares any special actions or provisions they are taking during the course of the days travel.
6. The players declare any travel actions or moving quickly, stealthily, etc. throughout the day.
7. Each hex the players leave, the gm rolls for the chance of a random encounter and finding hidden locations.
8. Once a day or more, the gm rolls a hazard roll and determines any wear and tear of travel. Special actions or provisions(a walking stick, a tarp during heavy rain, etc.) gives advantage to this roll.
9. The players describe their setting up camp and rest for the night.
10. The GM determines weather conditions for the next day

*Westward from the Davis Strait 'tis there 'twas said to lie
The sea route to the Orient for which so many died;
Seeking gold and glory, leaving weathered, broken bones
: Ah, for just one time I would take the Northwest Passage
To find the hand of Franklin reaching for the Beaufort Sea;*



Navigation

Navigation: A navigation roll is made with mind+geography. The difficulty equals -1*the number of hexes the player travels through to reach their target hex. A player never has to make navigation rolls when on a road. A player has advantage on navigation when on a river or trail

Becoming Lost: If the party suspects they are becoming lost(the gm does not tell the results of navigation rolls), they may make a navigation roll. If the party is actually in a different hex than they believe themselves to be, the gm does not say this and keeps a counter in the hex the players think they are in. A player must spend travel points in assessing their map and scouting, with each point adding a +1 bonus to the roll. The difficulty is equal to that they rolled at the beginning of the day. The party must describe route, the directions they move in, when navigating.

Explored Lands: When a party travels to or discovers a landmark, it is now explored. If traveling on routes between explored landmarks, the party/gm does not have to roll navigation and hazard rolls should be made less often. Random encounter chance is only rolled once a day.

Navigation Results

- 2** The entire days movement is in the wrong direction
- 4** Half the days movement is in the wrong direction
- 6** A quarter of the days movement is in the wrong direction
- 8** The players have disadvantage on hazard rolls
- 10** Movement is made as normal
- 20** The players have advantage on hazard rolls
- 25** The players also gain +2 travel points that day

Travel Actions

Scouting: Travel points spent on scouting increase the bonus to a random encounter roll or finding hidden location by one per a point.

Moving Cautiously: Every point spent on moving cautiously lowers the roll or a random encounter chance by one per a point spent.

Forced Marching: The player decides how many extra travel points they want. At the end of the day, the player rolls toughness+defense(toughness) vs -2*the amount of extra travel points. The player gains a point of exhaustion on a 10 and an additional exhaustion point for every 2 below 10.

Foraging: Roll a wilderness roll(2d10+mind+nature). You must spend a minimum of one travel point to forage. Travel points spent(past one) increase the roll on a one to one basis.

The table to the right describes how many units of rations are found on a foraging roll.

If food is found, there is a chance that it is fine food. If fine food is found, all hireling morale is increased by 1 for 1d4 days.

Preparing Camp: Preparing a fire takes 1 travel point when in forest or grassland, 2 if in a wetland. Heavy rain or heavy snowfall adds 1 to the amount of travel points needed. The travel points required to build a fire are reduced by 2 for every item weight of tinder carried. Gathering tinder is equal to the points to make a fire, minus one.

Roll	Desolate	Regular	Abundant
Fine food%	1 in 20	1 in 12	1 in 6
10	0	1	1
12	0	1	1
14	1	1	2
16	1	2	2
18	1	2	3
20	2	2	3
22	2	3	4
24	2	3	4
26	3	3	5
28	3	4	5

Hazards

A hazard challenge can be made with a simple roll or it can be acted out as a scene. If made with a simple roll, then if provisions the players have made would aid them, give the roll advantage. Results of failing a hazard challenge can include gaining a point of exhaustion, being given direct damage, travel points and hiring morale decreasing by one, or gaining a point of exhaustion.

Exhaustion Points

Exhaustion points apply penalties to the player. If hp loss occurs from either losing toughness or (x) hp, then the higher amount is chosen. If a player loses hp from a long rest, then they are unable to gain hp from a short rest except for the amount gained from medicine rolls. Travel points are applied as a penalty to medicine rolls made on the player.

Removing exhaustion points: A player must roll toughness+ defense(toughness) with the difficulty equal to -1*current exhaustion points. This roll is made at the end of a long rest, after healing occurs. Travel points not spent during a day, are a bonus to the roll. Players have advantage on their toughness +defense (toughness) roll if a campfire is made. Making a campfire and a fine camp, requires one travel point. Players have disadvantage to the roll if they are eating less than full rations.

Exhaustion Point Effects

1	The player only heals 2xtoughness or 2 hp on a long rest. The player loses 1 travel point.
2	The player only heals 2xtoughness or 1 hp on a long rest. The player loses 2 travel point.
3	The player only heals 1xtoughness or 1 hp on a long rest. The player loses 3 travel point. The player has a -1 to all rolls.
4	The player loses 1hp per a long rest. The player loses 3 travel points. The player has a -1 to all rolls.
5	The player loses 1xtoughness or 2 hp per a long rest. The player loses 3 travel points. The player has a -1 to all rolls.
6	The player loses 1xtoughness or 3 hp per a long rest. The player loses 4 travel points. The player has a -2 to all rolls.
7	The player loses 1xtoughness or 4 hp per a long rest. The player loses 4 travel points. The player has a -2 to all rolls.
8	The player loses 1xtoughness or 5 hp per a long rest. The player loses 5 travel points. The player has a -2 to all rolls
9	The player loses 1xtoughness or 6 hp per a long rest. The player loses 5 travel points. The player has a -3 to all rolls
10	The player loses 1xtoughness or 7 hp per a long rest. The player loses 6 travel points. The player has a -3 to all rolls.



Weather

Extreme Weather

While traveling in extreme weather, a roll is made for every 4 travel points they use.

When stationary, a roll is made ever 4 hours.

During a long rest, a roll is made at the end of the long rest.

The elements make an attack roll versus the players toughness+defense(toughness)

The attack of the roll and effects are determined as follows

Clothing: the player gains a bonus to the roll depending on what conditions their clothing is made for.

A dressed for 100 degree weather incurs a -1 to weather attacks for extreme heat, a player dressed for 120 degree weather gives a -2.

A player dressed for 40 degree weather incurs a -1 to cold attacks, a player dressed for 20 degree weather gives a -2.

Armor: Light armor gives +1 to extreme heat wilderness attacks and -1 to extreme cold attacks. Medium armor gives -1 to cold, +2 to heat. Heavy armor gives -1 to cold and +3 to heat.

A player dressed in appropriate clothing, only has wilderness attacks against them at the end of a long rest and every 8 travel points or once a day if stationary.

Extreme Wind and Rain -1 to -5 difficulty

Every 5 points above 10, the player takes one point of exhaustion.

Every 4 points above 10, the player has item spoilage. They do not lose hp but their equipment is damaged.

Extreme Heat -1 attack at 90 degrees and for every 10 points above 100 degrees

The roll has advantage when made while the player is expending travel points

The player gains a point of exhaustion for every 4 points rolled above 10

Extreme Cold -1 at 40 and an additional -1 for every 20 degrees below 40

The roll has advantage if made when the player is stationary.

The player gains a point of exhaustion for every 4 points above 10 and takes 1d2 damage for every 6 points above 10

If snow is present, then each hex costs 1 more point of travel for every foot of snow.

Camps: A camp with fire or that is cool in heat means the player does not have a wilderness attack if appropriately dressed. If inappropriately dressed, the attack is made with disadvantage.

Weather Generation

To determine weather, roll 1d6(for rain) and 2d10(for heat). The result moves the heat and rain amount on the heat/rain category track. Take whichever d10 which would bring the heat closer to the seasonal average. On a mountain ranges lee side, roll a d8 and a d6; a d4 and a d6 on the coastal side. Take the result if doubles are rolled. The first number is the day temperature, the second at night. At some times in the year, a d12 and a d10 or a d8 and a d10 are rolled rather than 2d10. If doubles are rolled on rain, add both together.

Rain	Heat	Spring	Fall	Heat Track	Rain Track
1 -2	1 -2	60-80/40-60	60-80/40-60	-20-0	downpour
2 -1	2-3 -1	1d12 heat till	1d8 heat till fall	0-20	heavy
3-4 0	4-7 0	spring equinox.	equinox.	20-40	moderate
5 +1	8-9 +1			40-60	drizzle
6 +2	10 +2	Summer	Winter	60-80	heavy clouds
		80-100/60-80	40-60/20-40	80-100	light clouds
		1d12 heat till	1d6 heat till	100-110	clear
		summer	winter solistice	110-120	clear
		solistice.			clear

Sea Travel

Sea Travel uses the standard wilderness exploration rules except as follows

River, Lake and Sea: A ship has advantage on navigation rolls when on a river or lake, disadvantage when at sea or open ocean.

Forced Marching: A mind+profession(sailor) roll is made. Route and conditions increase difficulty.

Fishing: As per foraging but no water can be found in saltwater or sea.

Seaworthiness: Seaworthiness is added to a ships travel points and any profession(sailing) rolls.

Hazards

A ship has a seaworthiness rating. This rating is added to any sailing rolls made against hazards or extreme weather such as rapids or storms as well as the amount of travel points the ship has.

A ship loses one point of seaworthiness for every 10 points of damage it takes. The ship operator makes a mind+sailing roll in addition to other rolls against hazards and extreme weather.

Rolls to survive hazards have disadvantage if a ship has lost half of its hp. On a roll against extreme weather or hazards, the ship loses 2 hp for every 2 points rolled under 10 and a point of seaworthiness when a 5 or under is rolled.

Whaling: Whaling requires a mind+nature or mind+profession(sailor) to find the whale. A minimum of one travel point must be used to find the whales. Additional travel points are added to a roll. A penalty may be applied due to weather or location.

Once the whale has been spotted, whaling ships are sent out. This requires a minimum of 1-3 travel points depending on the size of the whale. The whalers under the players command attack as a thrown spear to harpoon. Then they use strength+profession(sailor) to hold on while the whale drags the ship. Harpoons are treated as ranged thrown weapons which do 1d8 damage and do 1d4 damage every round they are securely placed in the whale.

An average sized whale provides 50 barrels of whale oil which takes 4 days to two weeks to process, depending on crew size.

Winds

Wind direction. 1d12.

1 Northerly

2 Northeasterly

3 Easterly

4 Southeasterly

5 Southerly

6 Southwesterly

7 Westerly

8 Northwesterly

9–12 Prevailing wind direction for this locale

Wind intensity. 1d20 in direction Against direction

1 Becalmed 6 6 +4

2–4 Light Breeze 4 6 +2

5–8 Moderate Breeze 3 6

9–12 Average Winds 3 6 -2

13–16 Strong Winds 2 7 -4

17–19 Very Strong Winds 2 8 -6

20 Gale 1 9 -8

If the wind direction is not in the prevailing direction, then a 2d10 is rolled to determine intensity.

Wind direction affects the cost of travel points affects travel points expended. Wind intensity also adds a modifier to any hazard rolls(on the right in the chart)

For example, moving against direction in a gale cost 6 travel points for every standard hex. Moving in direction of a gale costs 1 travel point per a hex.

Galleys and rowboats treat wind intensity as if they are always of average wind in the prevailing direction of the area.

A ship with both oar and sail is treated as if the wind was one category more favorable when against wind direction.

It's a damn tough life full of toil and strife, we whalermen undergo. But we don't we don't give a damn when the gale is done, how hard the winds did blow.

Ship to Ship combat

Ships use mass combat rules with the following changes

Turn Order

Ships move on their captains initiative and ship mounted weapons are used on their operators initiative. Individual combatants have their own order in the turn.

For reactions, ships use profession(sailor) rather than finesse on interrupts.

Hit Points

A ship loses movement when damaged as follows; a quarter of the ships HP will reduce ship movement by a quarter, half of the ships HP lost will reduce ship movement by half, etc.

When a ship has lost all its HP, it will sink in 1d10 rounds. A ship loses 1 point of seaworthiness for every 10 points of damage.

When a ship has lost all its HP, it will sink in 1d10 rounds.

Blockade

A blockade causes the rulers of the domain to not be able to draw any military, social or economic value from the location, town or city. If the domain lord has landward access, then this drops the reduction in domain value the domain lord can draw on from the location in half rather than zero.

Our cracked four pounders made an awful din but with one fat ball the Yank stove us in.

God damn them all! I was told we'd cruise the seas for American gold, we'd fire no guns-shed no tears. Now I'm a broken man on a Halifax pier, the last of Barrett's Privateers. The Antelope shook and pitched on her side, Barrett was smashed like a bowl of eggs and the Main trunk carried off both me legs. God damn them all! I was told we'd cruise the seas for American gold, we'd fire no guns-shed no tears! Now I'm a broken man on a Halifax pier, the last of Barrett's Privateers.

Repairing Ship HP

1 crewmember can spend one round to repair a ships hp by 1. If mind+sailing is rolled, the crewmember can increase the amount by 1 per a round for every 5 rolled over 10. The difficulty is equal to -1 per every 5 hp under the ships max. Only half a ships hp can be repaired at sea. So if a ship takes 12 damage, 6 can be repaired at sea and the ship must dock to repair the other 6.

Firing Onto a Ship

A unit on the main deck takes .75 of the damage of an attack. The other .25 is given to the ship.

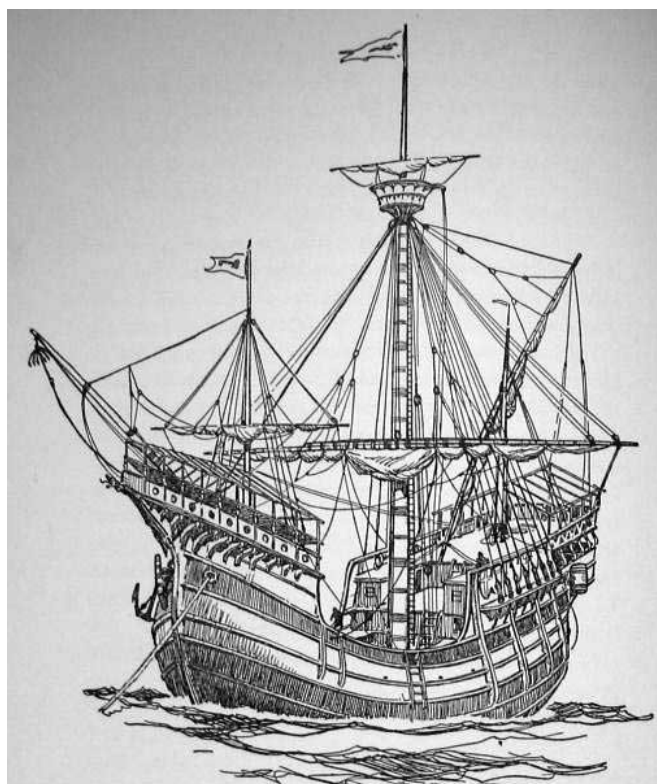
A unit on a lower deck takes .5 of the damage taken on an attack. The other .5 is applied to the ship.

Boarding

If the combatants of both ships wish to board, the boarding action succeeds automatically.

If only one side wishes to board, that side must roll seaworthiness+profession(sailing) vs the other ships seaworthiness+profession(sailing).

On a round that a crewmember is boarding, they suffer a -2 to attack and defense(finesse).



Insert example ship stats

carrack
balinger
caravel
galley
monkey
vlieboat
zabra

Hirelings and Morale

Morale

Morale is a 2d10 roll with the combatants morale score and the leader or employers social+manipulation added to the roll.

A moral check is rolled in the following conditions;
The commander moves back in formation, a retreat is ordered, the unit meets in combat for the first time in the battle, the leader is slain, half the unit has been destroyed or the employer remains safe while ordering the hirelings into danger.

Morale Roll Results

2 Flee or refuse orders. Weapons and backpacks are dropped.

6 Flee or refuse orders. Backpacks are dropped.

8 Flee or refuse orders.

10 Continue to fight or obey orders

15 Gain +1 on their next morale roll

20 Gain +1 on all morale rolls this combat

Hirelings

Base Pay

Soldier 20sp a day

Mage 25sp a day

Commoner 10sp a day

Expert 15sp a day

2x hazard pay

4x expected to fight as a frontline combatant

Higher Skill or renowned npc's command higher base pay

Soldier +3 morale

+2 attack. +1 to damage. 12 hp. +1 to defense.

Mage +1 morale

+2 to casting. 8 hp. -1 attack and damage. Knows one spell feat or ritual.

Commoner -1 morale

8 hp. +0 to attack and damage. +3 to one skill.

Expert +0 morale

8 hp. +0 to attack and damage. +5 to one skill.

Hireling Experience Gain

A hireling or group of hirelings may gain experience as per mass combat rules. Hirelings levelled in this way cannot gain experience more than once a domain turn. Hirelings may gain and use experience as a player if the character hiring them chooses. Hirelings do not often have both skills and attributes. In this case, the experience needed to advance hp, attack, damage, etc. is calculated based on the "least possible experience needed" assuming they have both skills and attributes. The hireling gains stated attributes and skills from this.

So for example, a hireling with a +5 melee attack would be considered to have 3 strength and 2 melee because increasing melee to 3 costs less xp than increasing strength. The hireling then instead of simply +5 attack, now has 2 melee and 3 strength. A hireling gaining experience in this way, can only gain experience once a month as well as once every other session. A player must sacrifice a point of experience to advance their hireling in this way.

Crafting

The player must gather any raw materials required and determine the complexity of the item being crafted. The character rolls at the start of crafting and at the end of crafting. The complexity determines the difficulty of these rolls as well as the time required to craft the item. The roll at the beginning of crafting, alters the time needed to make the item. The roll at the end alters the amount of raw materials used and determines if the crafting was successful.

For crafting items or buildings of a sufficient size and complexity, the GM may decide that it must be created in parts.

Complexity	Time Required	Difficulty	Special materials	add to the difficulty
Very Simple	8 hours	-0	Adamantine	-6
Simple	2 days	-2	Darkwood	-2
Moderate	4 days	-4	Dragonhide	-4
Complex	1 week	-8	Cold Iron	-2
Very Complex	2 weeks	-10	Mithral	-4
			Alchemical silver	-2

Crafting Table

This table is rolled at the beginning and end of crafting. The time to make something can be cut to 25% at the most.

2	Failure. All raw materials are ruined.
5	Failure. Half the raw materials are ruined.
9	Failure. 25% more time is needed to finish the item.
10	Success. The item is completed.
15	Success. The time to make the item is halved.
20	Success. The time to make the item is 25%.

Employees

Employees and assistants contribute half their total profession to the roll. This bonus may not exceed half of the difficulty of the roll. This bonus is a minimum of 1.

Employees and assistants who craft without the players aid can be assumed to make a roll of 10 plus their bonus on every roll.

Occupation

A player may practice an occupation either as an assistant, employee, or independent worker. Where it says (week), a player can choose to have this as monthly or every 4 months.

Assistant

An assistant adds half of their profession score to the roll of the person they are working for. They then receive half of whatever their bonus added to in income. So if a player has a 2 in profession and their master rolls a 15, the player adds a 1 to the roll and receives 2.5% of the local wage.

An assistant generally lives with their master and has their living cost paid for. A higher skill assistant may command a higher percent of the bonus. Indentured servants and slaves are treated as assistants but without payment.

Employee

An employee rolls mind+profession. An employee has a set percent of the local wage(usually 100%) which they are paid every week. Any surplus above this threshold is taken by the employer as profit. Workers which consistently roll high may be given a raise and consistent low rolls may cause pay to be docked.

Independent Worker

An independent worker must own or rent all necessary capital for the business. They must roll mind+profession. An independent worker receives the amount they roll, even if this is below the local wage.

Employment Table

The local wage is the regular wage for that profession in the area. The player rolls on this table to determine how much they make. The access modifier for the players industry is subtracted from this roll. When rolling for multiple employees, use the average bonus.

- 2 The player earns 0% the local wage
- 3 The player earns 10% the local wage
- 4 The player earns 30% the local wage
- 5 The player earns 50% the local wage
- 7 The player earns 70% the local wage
- 8 The player earns 80% the local wage
- 9 The player earns 90% the local wage
- 10 The player earns 100% the local wage
- 12 The player earns 105% the local wage
- 14 The player earns 110% the local wage
- 15 The player earns 115% the local wage
- 16 The player earns 120% the local wage
- 17 The player earns 125% the local wage
- 18 The player earns 130% the local wage
- 20 The player earns 135% the local wage
- 22 The player earns 140% the local wage
- 24 The player earns 145% the local wage
- 25 The player earns 150% the local wage
- 28 The player earns 155% the local wage
- 30 The player earns 160% the local wage
- 35 The player earns 165% the local wage

Capital

All business require an initial investment of all capital necessary to run the business. The following are for capital beyond the initial investment.

Investment Capital

Every investment in capital(such as storefronts, machinery, etc.) adds a +1 to employment rolls for every doubling of the current capital investment.

Current investment starts as the initial investment.

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Operating Capital

Base operating capital equals the wages of all employees, assistants and living expenses of slaves/indentured servants. Additional operating capital equals (15-access modifier)% of the total invested capital. Operating capital is paid during every employment roll by the business owner.

Capitalism Ho!

Herbalism

Finding Herbs

If the player decides to look for an herb, the GM rolls mind+nature, mind+medicine or mind+geography(whichever is highest) to determine where an herb with the effects the player is looking for can be found. The GM determines herb rarity with +0 common, -3 uncommon and -5 rare.

Foraging for Herbs

The player can forage for herbs as foraging, with units of herbs replacing units of food. A player can forage for both food and herbs by making separate rolls and investing travel points into both of them. A player can only forage for herbs in a location in which they can be found.

When a new type of Herb is found

2-4	You do not know	The GM uses the location it's found in to determine the conditions the herb is found in(tree, season, climate, etc) and what form it's used in(poultice, infusion, etc). The GM adds this to the ledger of known and described herbs. If the player tries to find a new herb(not on the ledger) with the same effect, use the previous herbs rarity and add -1 to the difficulty if it's a rare herb. If an herb is on the ledger, the player can simply use foraging to find the herb. Provided that the herb grows in the conditions the player forages in.
5-8	You know the herb cannot be found here	
9	It can be found 2d6*6 miles away	
10	It can be found 1d6*6 miles away	
15	It can be found 1d4*6 miles away	
20	It can be found in this general area	

Herb Effects

Common herbs: Add advantage to a medicine roll.

Uncommon Herbs: Add +2 to a medicine roll and can be used in place of medical supplies.

Rare Herbs: All have a specific effect.

Example Rare Herb Effects

Removes charmed or frightened conditions.
Other creatures have disadvantage to detect the creature by scent..

Poison.

Can be made into an ink which is only visible under moonlight.

Doubles the creatures visibility at night.

Causes a creature to become mute.

The creature gains +1 damage reduction for 1d4 rounds.

The creature gains an odor which repels insects, animals and vermin.

The creature vomits and shits uncontrollably, taking 1d4 damage and gaining resistance on defense rolls versus poison.

Poison

Poison rolls an attack every time it does damage against toughness+defense(toughness)

Poison does its initial amount of damage(varies by poison). Then it attacks every round, hour or day depending on poison. The damage is reduced by a dice category each time it attacks.

Poison may perform attribute damage as well.

HP and attribute damage from poison is healed as normal.

Neutralizing poison: Mind+medicine roll. The difficulty equals the poisons attack minus 10.

Every 2 points rolled over 10, reduces the poisons damage in its next attack by 1.

Spoilage

Herbs lose potency after one week and herbal potions lose potency after one month.

Potions

Formulas

A formula is required to craft a potion. Players start knowing no formulas. Players can gain formulas through adventuring or through magical research. The research difficulty of a potion is equal to its crafting difficulty.

Herbal Potions

Herbs can be crafted into potions using mind+medicine, mind+nature or mind+profession(alchemist). The herb is considered the alchemical ingredient. No random magical effects are incurred from low rolls but on a roll of 8 or under, the crafter is given the effect on accident. Herbal potions have the same effect as the herb except they are amplified. Herbal potions spoil after one month. Herbal potions have a base crafting time of 1 week.

Crafting Potions

A player rolls mind+profession(alchemist) at the beginning and end of crafting. The roll at the beginning alters the amount of time required to make the potion and the roll at the end determines if the crafting is successful.

Crafting a potion requires a glass bottle, an ounce of water or alcohol, an ounce of common herbs and an alchemical ingredient.

Alchemical potions have a base crafting time of 2 weeks.

Potion Crafting Table

This table is rolled on at the beginning and end of crafting.

4	Failure. The alchemical ingredient is lost. A random magic effect is given to the crafter.
6	Failure. The alchemical ingredient is lost. The potion also has a random magic effect and a 1 in 12 chance of working.
9	Failure. 25% more time to make the item. The potion also has a random magic effect and a 1 in 4 chance of working.
10	Success. 25% more time is needed to finish the item. The potion also has a random magic effect.
15	Success. The time to make the item is halved. The potion works as intended.
20	Success. The time to make the item is 25%. The potion has an amplified effect.
25	Success. The time to make the item is 25%. There are two uses of the potion created.



*I'll cook up a solution with the knowledge I've accrued,
they say a kitchen time saves nine, but I'm just saving two!
I've gathered the ingredients to make some time sorbet,
there's hardly room for seconds when the seconds melt away!
Watch as I work my gypsy magic,
eye of a newt and cinammon
Watch as this matter turns to batter,
open the portal, jump in!
Crude stew! Do you fear it, Apple Bloom?
Sometimes life is not a cake walk served up on a silver spoon!
Toss a fig and
save the date and!
Bread and butter, chant and mutter, marination, incantation, chocolate icing,
timeline splicing, yeast is rising, rectifying!*

Example Potions

Potion	Ingredient	Difficulty		rainbow from on a high mountain	
Endure Elements	Sulfur(heat), Mercury(cold), Salt(earth)	+0	Flame arrow	The blood of a fire elemental	-4
Hide from animals	The breath of a great cat	+0	Fly	Aetherium from the deepest parts of the earth	-4
Hide from undead	Worms from a putrid corpse	+0	Greater magic fang	The gastric juice of a starving man	-4
Jump	Ground legs of a tree frog	+0			
Mage armor	The scale of a mammal	-1			
Bless weapon	Water consecrated by a high priest	-1			
Enlarge person	The toenail of a giant	-1			
Aid	The blood of a unicorn	-1			
Keen edge	The blood of the bearer(temp hp reduction until enchantment wears off)	-5			
Nondetection	A whisper from the halls of silence	-7			
Remove curse	The tears of a Saint	-7			
Barkskin	Bark from a dryads tree	-2			
Water breathing	A lock of mermaids hair	-7			
Bear's endurance	The spleen of a dire bear	-2			
Bull's strength	The heart of a minotaur	-2			
Darkness	The last thing a blind man saw	-2			
Invisibility	The shadow of a fairy	-3			
Lesser restoration	water from a shrine consecrated by the gods themselves	-3			
Levitate	the feather of a roc	-3			
Cure serious wounds	The blood from a unicorns horn, given willingly	-4			
Daylight	The captured	-4			



Gathering Information

The character must choose between researching through tomes or gathering information through gossip. The GM must decide if the information they're looking through is found in books, through talking, both or neither. Gossip uses social+gather information while research uses mind+gather information.

Gathering Information

A player can make a gather information roll in an afternoon, around 4 hours. The player may make one roll a day for the first week of gathering information. Afterwards, they make rolls only once a week. After the first week, both gather information and prying eyes rolls gain a +1 bonus for every week. Difficulty of the roll is based on the obscurity of what the player is gathering information on. **After** giving a rumor, the gm should roll a 1d6 to determine the relative truth or falsehood of a rumor.

Gather Information Table

2	1 rumor		
5	1d2 rumors	10	Suspicion
10	1d4 rumors. One fact of common knowledge.	15	Knows someone is gathering information.
15	1d6 rumors. One fact of uncommon knowledge.	20	Gains a vague description of the character.
20	1d6 rumors and know if two are true or false. 1D4 facts of uncommon knowledge.	25	Knows exactly who the character is.
25	1d6 rumors and know if three are true or false. 1D4 facts of uncommon knowledge and one fact of privileged information.		
30	1d6 rumors and know the truth of all of them. 1D4 uncommon facts and two facts of privileged information.		
35	1d6 rumors and know the truth of all of them. 2D6, take the highest, of privileged information. The character gains a permanent +1 on knowledge rolls related to the research or gossip object.		

Prying Eyes

Anytime a player makes a gather information roll, the gm should make a prying eyes roll. The difficulty equals the players social+stealth. The bonus to the roll is determined by the network or resources the prying eyes has. If made by a player, the bonus equals social+gather information. After the first week, prying eyes gain a +1 for every week. Anytime a roll under 10 is made, the prying eyes should gain a -1 to their next roll and any rolls over 10 grant a +1 to their next roll. These bonuses and penalties are cumulative. Extraordinary measures to avoid identification should grant disadvantage to this roll and a character not trying to hide their activities should grant advantage to the roll.

Contacts/Tomes

The player may need to find specific npc's or specific books to learn anything useful. The npc or book may give a bonus to gather information or tell specific info. The nature of the person or book may also cause a penalty or bonus to prying eyes rolls. Agents in domain play when used as a contact, add a bonus equal to their asset value.

Anytime the player rolls their 2d10 on a gather information roll and both dice roll the same number, i.e rolling dubs; then no more uncommon or privileged information can be found until a contact or tome is discovered. A gather information, geography or relevant roll is made against a difficulty representing the obscurity of the contact/tome.

Libraries and Whisper Networks

The library and Whisper network add a bonus to all research and gossip rolls respectively. Both of these have both a general value and a list of specific topics. Whisper networks are confined to a defined geographical areas

General Value

General value is added to all gather information rolls. Every 10 weeks*the current general value of the network/library spent gathering information or researching, adds a +1 to the general value. The general value starts at zero. The item weight of general value notes and books equals that general value squared. So 1 value is 1 item weight, 2 is 4 item weight and 3 is 9 item weight.

When specific and general value differs, the higher value is used. They are not added.

Specific Value

Specific value is increased by adding rare tomes or finding valuable social contacts. Specific values consist of a list of topics. The bonus of a specific value is determined by first taking the highest value of any tomes or contacts. Additional tomes and contacts are added up to half the amount of the highest tome/contact(rounded down). Rare tomes may be carried with the player(each taking one item weight).

Sowing Rumors

Sowing Rumors are performed in the same manner as gathering information but with the following differences. Characters use social+manipulation for the roll. Sowing a rumor requires a minimum time period depending on the settlement size. The +1 a week bonus does not apply until after the minimum period. The difficulty of the roll is determined by the gullibility of the population and the reputation of the target. Prying eyes have advantage on their roll in a village and disadvantage in a city.

Settlement Size

Village
Town
City

Time Required

1 Week
4 Week
6 Week

Sowing Rumors Results

5	Rumor is rejected and only a few know it. Disadvantage to the next attempt to start rumors about the target.
8	Rumor is somewhat known but considered a lie.
10	Rumor is known to some and considered gossip.
15	Rumor is widely known and considered gossip.
20	Rumor is widely known and some consider it factual.
25	Rumor is widely known and all consider it fact.
30	Rumor is widely known and considered unshakably true. Authorities might even take legal action.

Buying And Selling

When buying or selling, a player makes a gather information roll. Buying and selling follows the same rules as gathering information with the following changes. Access modifier for the good is added to rolls attempting to buy an item and subtracted from rolls attempting to sell an item.

Items under 50gp in price

These items can always be bought at their local price. These items can always be sold at 50% of their local price. Attempting to buy or sell at more favorable rates, or buy and sell more expensive items requires a gather information roll. In villages, there is a 50% chance that the buyer or seller only accepts barter goods.

Buy/sell difficulty

<50 gp	+0
<100 gp	-5
<1000 gp	-10
<1500 gp	-15
<2000 gp	-20
<5000 gp	-25
<10000 gp	-30

Buying and Selling in a village incurs disadvantage to the roll and buying/selling in a city incurs advantage on the roll.

Results of the Roll

2	You cannot find a buyer or seller
5	Sale price at 25% local price. Buying price at 125% its local price.
10	Sale price at 50% local price. Buying price at 100% its local price.
15	Sale price at 75% local price. Buying price at 75% its local price.
20	Sale price at 100% local price. Buying price at 50% its local price.
25	Sale price at 125% its local price. Buying price at 25% its local price.

Magic Items

Magic items have a buy/sell difficulty modifier in addition to the difficulty determined by their base price. Magic items have a base price determined by rarity. The difficulty of buying/selling a potion, crafted magic item or scroll equals the crafting or use difficulty. The base price is determined by what category of rarity the difficulty places it in.

Rarity	Base Price	Difficulty
Common	100 gp	-4
Uncommon	500 gp	-6
Rare	5000 gp	-10
Very Rare	50,000 gp	-14

Magical Research

Identifying an item

A magic item can be identified using one week of downtime. Simple potions and alchemical solutions may be identified in a matter of minutes. When identifying an item, a 2d10+mind+mystery roll is made. The library value is added to this roll. At 10 and every 2 points above this, one fact is gleaned about the magic item.

Library

The library adds a bonus to all research rolls. The library is divided into general value and specific values. Specific values are tied to specific topics of research. Rare books and scrolls may be added to specific topics in the library. When researching, every 10 weeks*the libraries current value spent researching, adds +1 to the libraries general value.

Researching Formulas

All magic items, constructs and alchemical potions require knowledge of a formula. The player research it on their own or through gathering information. When researching on their own, the player spends a certain amount of time(determined by the magic item crafting table) and then rolls mind+mystery. The library value is added to this roll. The research difficulty is determined by the power of the effect, the formula the player is trying to gain. If dubs are rolled, or both d10 roll the same number; then the player must track down a specific tome or their research time will be doubled.

Research Difficulty

10 roll spell	+0
+1 item	-2
15 roll spell	-4
tier one ritual	-6
20 roll spell	-8
tier two ritual	-10
25 roll spell	-12
+3 item	-14
30 roll spell	-16
tier three ritual	-18

Research roll results

6	-1 weeks to research on next attempt
7	-2 weeks to research on next attempt
8	-3 weeks to research on next attempt
9	-4 weeks to research on next attempt
10	The item is successfully researched
15	-1 weeks to craft the item
20	-2 weeks to craft the item
25	-3 weeks to craft the item
30	-4 weeks to craft the item
35	-5 weeks to craft the item

Crafting the Item

The player must be able to craft the item as normal or hire a person to craft it. For example, a magic sword requires a non-magical sword to be crafted before it can be enchanted.

Rare and exotic ingredients required: are learned when gaining a formula. A player may use gather information or research to learn the rare ingredient first, before researching the formula. The difficulty of doing so is half the research difficulty and the research time is half of what is needed to research the formula.

Crafting Time: is equal to research time. A mind+mystery roll is made at the beginning and end of the crafting period. The first roll alters time needed to craft and the second determines crafting results. The players library is added to this roll. Every 2000gp of rare, exotic and alchemical materials used during crafting adds a +1 to the roll, to a maximum of +5.

Crafting Table

Item Type	Research/Craft Time	Research Difficulty
One use effect	1 week*research difficulty	
Charged effect	1 week*research difficulty*charges	Additional -1
Permanent, unlimited use	10 weeks*research difficulty	Additional -3
Permanent, 1d20 charges/week	9 weeks*research difficulty	Additional -2
Permanent 1d12 charges/week	8 weeks*research difficulty	Additional-2
Permanent, 1d10 charges/week	7 weeks*research difficulty	Additional -1
Permanent, 1d8 charges/week	6 weeks*research difficulty	Additional -1
Permanent, 1d6 charges/week	5 weeks*research difficulty	
Permanent 1d4 charges/week	4 weeks*research difficulty	
+1 item	+1 month	
+2 item	+2 month	Additional -1
+3 item	+3 month	Additional -2

Crafting Roll

4	Failure. The exotic ingredient is lost. A random magic effect is given to the crafter.
6	Failure. The exotic ingredient is lost. The item also has a random magic effect and a 1 in 12 chance of working.
9	Failure. +1 week*research difficulty to make the item. The item also has a random magic effect and a 1 in 4 chance of working.
10	Success. +1 week*research difficulty to make the item. The item also has a random magic effect.
15	Success. -1 week*research difficulty to make the item. The item works as intended.
20	Success. -2 week*research difficulty to make the item. The item has an amplified effect or +1 charge.
25	Success. -3 week*research difficulty to make the item. Research time for item in the future is reduced by one week. The item has an amplified effect or +2 charges.

The effects of lessened crafting and research time are cumulative from multiple craftings. This effect has a maximum of 4 weeks.

Constructs: are counted as a magic item with permanent effect, unlimited use. The research level Dis equal to the constructs hp/5 in addition to adding the effect of any special abilities. A construct must be crafted as a very complex item using mind+machinery. A coal, gear or hand powered construct can be crafted without magic as a very complex item with the research level added to the crafting difficulty and +1 week*research level added to the base time to craft the construct.

Why, why, why! Because it's all logic and reason now. Science, progress, laws of hydraulics, laws of social dynamics, laws of this, that, and the other. No place for three-legged cyclops in the South Seas. No place for cucumber trees and oceans of wine. No place for me.

Church Leadership

Establishing a church

A player church begins with 0 congregants, a faith level of +0 and a base domain of 100.

Church Stats

A church has a faith level, a congregant amount and a base domain. A church may also give domain, has a purpose and a list of identities.

Domain Value

A church may be used as an agent during downtime actions with its rating equal to its domain value. A church's domain values must be distributed according to its identities and purpose.

Church Stats

Base Domain	Congregant Amount	Faith Level
A church has one domain value for every number of congregants equal to its base domain. So a church with a base domain of 100 has one domain value for every 100 congregants.	Amount	Size Modifier
	100	+1
	300	+2
	600	+3
	1000	+4
	1500	+5
	2100	+6
	2800	+7
Domain Value and Domain value Modifier		
The number of congregants/Base Domain.		Point/Member
		Faith Level
		1/17
		1/18
		1/19
		1/20
		1/21
		1/22
		1/23
		+3
		+2
		+1
		+0
		-1
		-2
		-3

Church Activities

A church activity is any activity which matches the church's purpose or one of its activities. The bonus to a church activity is either the player's attribute+skill or one of the church's domain values. Whichever is higher. A player uses social+mystery or social+relevant skill for church activity rolls. A church activity can proselytize, increase devotion or increase sacrifice. If this is the main purpose of the church activity, then the church makes one roll as normal. If this is a side benefit of the activity, the church rolls their normal activity as normal and the devotion/proselytization/sacrifice roll is made with disadvantage. A church may only take one activity in a month. Whether this is acting as an agent in domain play, doing a non church-activity or a church activity; they have one action a month.

Proselytize

In addition to regular difficulty, Faith Level is added to this roll and domain value modifier is subtracted from it.

- 2 -1d6*size converts
- 6 -1d4*size converts
- 9 +(1+social)*size converts
- 10 +(1d4+social)*size converts
- 12 +1(d6+social)*size converts
- 14 +(1d8+social)*size converts
- 16 +(2d4+social)*size converts
- 18 +(1d10+social)*size converts
- 20 +(2d6+social)*size converts

Devotion

In addition to regular difficulty, domain value modifier is added to the roll and size modifier is subtracted from it.

- 2 Faith level decreases by two
- 5 Faith level decreases by one
- 10 Faith level is unchanged
- 15 Faith level increases by one
- 20 Faith level increases by two
- 25 Faith level increases by three

Increasing Sacrifice

In addition to regular difficulty; Size modifier is subtracted from the roll and Faith level is added.

- 2 Base domain increases by 4
- 5 Base domain increases by 2
- 10 Base domain is unchanged
- 14 Base domain decreases by 2
- 18 Base domain decreases by 4
- 20 Base domain decreases by 6
- 25 Base domain value by 8

Don't you want devoted followers? Who will leave their family for you, give their money to you, give their bodies to you, give up their lives for you, consider you god and will kill for you? Don't you want to become a cult leader?

Upkeep Rolls

A church makes upkeep rolls for size, devotion and sacrifice at the end of every domain turn. A church may choose to spend an action on one of upkeeping one of these qualities. If so, the church rolls a 4d6(only using the highest 3 results) rather than a 2d10 and rolls for it during that month.

Sacrifice

The churches economic value is added to this roll and size modifier is subtracted from it.

- 5 Base domain increases by 10
- 10 Base domain increases by 5
- 15 Base domain is unchanged
- 20 Base domain decreases by 5
- 25 Base domain decreases by 10

Devotion

Domain value modifier is added to the roll. The number of identities for the church is subtracted from the roll.

- 2 Faith level decreases by three
- 5 Faith level decreases by two
- 10 Faith level decreases by one
- 15 Faith level is unchanged
- 20 Faith level increases by one
- 25 Faith level increases by two

Size

Domain value modifier is subtracted from the roll. Faith level and social domain value is added to it.

- 2 -d12*size converts
- 6 -1d10*size converts
- 7 -2d4*size converts
- 8 -1d8*size converts
- 9 -1d6*size converts
- 10 -1d4*size converts
- 15 +(1+social)*size converts
- 20 +(1d4+social)*size converts
- 20 +(1d6+social)*size converts

Identities

A church normally starts with one identity, which is known as the church purpose. Any activity the church takes(whether it is a church activity or not) where the church rolls a 20 or above, an identity associated with the action is added to the list of identities. Any activity which matches a church identity or purpose, has a +2 to its rolls.

Dropping Identities

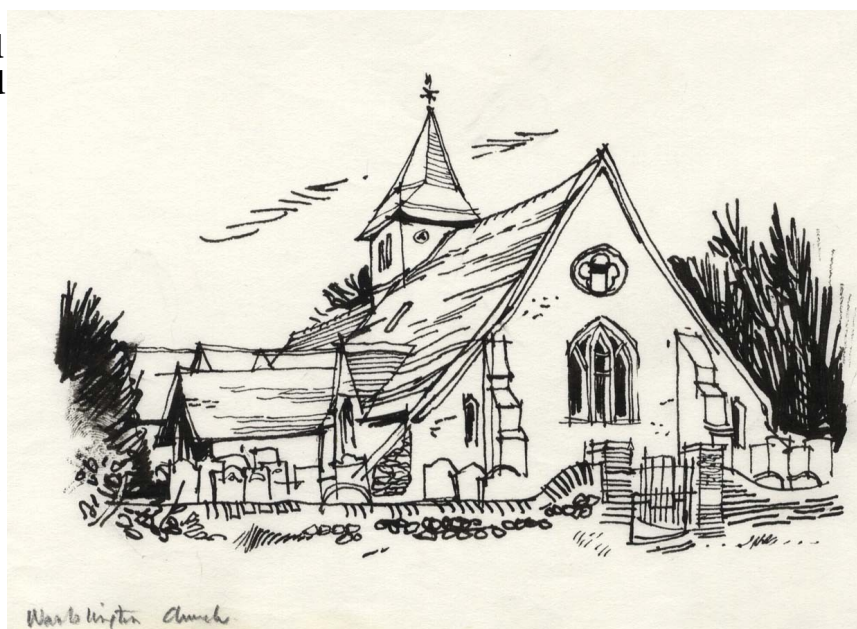
The church leadership may choose to get rid of a church identity. The identity is removed from the list of church identities. When an identity is dropped; doing so automatically adds 10 to the base domain, -1 to the faith level, and the church loses 2d10*size modifier congregants.

Splinter Churches

Splinter churches are made up of the disillusioned or heretical followers of a main church. Splinter churches may start with any amount of identities the main church used to have but has dropped. These identities are considered "borrowed" and only add +1 to rolls until they are gained in the way regular identities are.

Festivals

Festivals cost 1gp per a congregant. A festival adds advantage on any one roll the church makes that month. At 2gp per a person, the church has advantage on the next three rolls instead of just one. At 5gp per a person, the church has +1 faith level for one month.



Holy Holy Holy Lord, God of power and might, heaven and earth are full of Your Glory, Hosanna In the highest! Blessed Is He who comes in the Name of the Lord! Oh Is it true that songs can do what bombs have always missed? To strike the lips of power that all men have longed to kiss that all may know if You don't save them everything is lost. Your roadmap to freedom is from infancy to Cross. No rock will bear my load I'll cry out within my time. A battle cry against this world "God help me!" is the line. And as I rush upon the field I know I may fall slain, but I would rather fight and die than live my life In vain.

Faith Power

Faith Power

Faith power is a resource the church may use for various purposes. Faith level determines how many points of faith power are created per a person. So a 100 person church with +0 faith level generates 5 FP a month and would generate 10 FP a month at +10 faith level. Faith power is zero at the start of every month and does not accumulate.

Sacrifices

Every 50 gp, every 5 cattle or every human sacrificed creates one FP.

A character does not need to have a church to gain faith power from sacrifices or use faith power gained from it.

Using Faith Power

The high priest of a church use faith power in any fashion and may allot faith power to other members of the church.

Magical Research: Faith power can decrease the research level of a magical item by one for 10 points. Every additional point costs 2 more than the previous one. Faith power can reduce the time to create a magic item by one week for 10 points. Every additional week costs 2 more points than the previous one.

Rituals and Spells: Faith power can be used to add a bonus. A +1 bonus requires 10 points and every additional +1 costs 2 more points than the one previous.

Blessings: Faith power can be used to add a bonus to agents, individuals or units.

When blessing an agent, the agents rating can be increased by one for a domain turn. This costs 5*the agents current rating in faith power.

When blessing

When blessing an individual, the individual gains +1 to a specified type of roll(such as stealth, attack, defense, medicine, etc.) at the cost of 2 for a +1 bonus. This bonus applies for an entire day. Every additional +1 adds double the current cost in faith power. So a +2 costs 6 faith power and +3 costs 18.

When blessing a unit, they are treated as individuals with the faith power cost multiplied by the amount of individuals being blessed. So "slay your enemies" could give +1 to attack for 30 fighting men for a cost of 60 fp.

*Radiance
Dazzling brilliance
Shone upon another day
Lugh, o God of the sun
God of the sun
Burning fire
Sustaining life
Lugh, o God of the sun
Help, help us face
Help us face the dawn*



Kill them all, god will know his own.

Prize Fighting

Acclaim

For a new fighter, this starts at zero. At the end of a match, take your acclaim+your crowd favor. Subtract your opponents acclaim.

Roll a d20. On a win, a roll over this number increases your acclaim by one. On a defeat, a roll under this number decreases your acclaim by one.

Crowd Favor

Crowd favor begins equaling the combatants acclaim minus the acclaim of their opponent(highest opponent if facing multiple combatants). Gaining a point of favor lowers opponents favor by one and vice versa.

Fight Promotion

Every week of promoting a fight, the player rolls social+manipulation or social+perform. Every 2 points rolled under 10, decreases the bookie amount by 25 and both fighters gain prize money as if one acclaim lower. Every 2 points over 10, the bookie amount goes up by 25 and the fighters gain prize money as if one acclaim higher.

The difficulty starts at(Both fighters acclaim, added together)/5 and rounded down. A -1 is added to the roll for ever week the fight is promoted after the first and anytime a roll under 10 was made the prior week. A +1 is added to the roll if the prior week was a roll over 10.

If promoting a fight which is attached to a main event, effects come in on every 4 below 10 and every 4 above 10.

*Hear the scream! See the crowd! Your heart's beating so fast,
'Coz you know - only one will leave this place alive*

Appealing to The Crowd

A fighter can use an interact with environment action to try to appeal to the crowd using a social+perform. The difficulty is equal to their crowd favor. Their current crowd favor is added to this roll. Advantage or disadvantage to the roll can be gained by rolling a nat 20 on an attack, dealing more than half the opponents hp in one hit, slaying an opponent, changes in the condition of the fight.

6 -1d2 crowd favor, +1 opponent hp, +1 opponent odds

8 -1 crowd favor, +1 opponent hp

10 +1 crowd favor

15 +1d2 crowd favor, +1 hp

20 +1d4 crowd favor, +1d2 hp, +1 odds

25 +1d6 crowd favor, +1d4 hp, +1 odds

Hit points gained from appealing to the crowd last until your next turn.

Hypeman: A non-combatant may act as a hype man and appeal to the crowd as if they were a fighter. Benefits go to the fighter they are hyping. This roll is made with disadvantage.

Changing Odds

If trying to shift the betting odds before a fight, the players spend a week trying to alter the odds and the odds are shifted by one in the intended direction for every 4 over 10 and in the opposite direction for every 2 under 10. The difficulty of shifting odds is the negative inverse of the fighters odds. So 1:4 would be -4 and 6:5 would be -1.

Gambling

Odds are based on the acclaim of the fighter. A 1 acclaim fighter versus a fighter with a 4 has 1:4 odds. A 5 acclaim fighter versus a 15 acclaim fighter has 1:3 odds, etc.

When gambling on a fighter, the amount of money owed or received is based on the fighters odds.

Betting 100 on 1:4 odds causes 400 to be received on a win and 25 to be lost on a defeat. Losing on 4:1 odds when betting 100 would cause 400 to be owed and winning would cause the gambler to receive 25.

Bookie Amount: 100sp in a village, 200sp in a town and 300sp in a city. Amounts over this are paid in installments. Bookies will always try to work out installments or asset seizure if a gambler cannot pay their debt.

Messenger Networks

Messengers

A messenger is an agent which can have a social or economic rating starting at 0. A messenger may also act as a spy with half of their rating and a spy may act as a messenger with half its rating. A messenger has an associated area (depending on where they're stationed) and alter the time it takes for a message to move from their location to the next town or city. Rating 3 and 4 messengers decrease the time it takes to send a message on a route that moves through more than one city.

rating	Message delivery time
0	75% of the trade distance
1	50% of the trade distance
2	25% of the trade distance
3	25% to the next town/city, 75% to the next
4	25% to the next town/city, 50 % to the next
5	25% to the next town/city, 25% to the next

Payment

A 0 rating messenger requires payment in silver equal to twice the trade distance they have traveled, plus 20 for every 1 day in trade distance. Messengers with a rating above zero are paid in their domain value upkeep.

Messenger Birds

Messenger birds are trained animals bought from specialty animal trainers and trained on their specific flights. A messenger bird takes 3 months to accomplish. A messenger bird can be trained in only one route. While a messenger bird sends a message, the GM rolls their chance of failure. The results of this roll are kept secret and never revealed to the players.

Distance	Failure chance
>101 miles	1 on a 2d10
<100 miles	2 on a 2d10
<200	3 on a 2d10
<400	4 on a 2d10
<600	5 on a 2d10

Falcons: Falcons may be trained to disrupt messenger pigeon communication. The falcons require three months of training and must be stationed in a specific area and require one upkeep of military. Any pigeon communication through that area has a -3 to its failure chance roll. Every additional point of military upkeep spent on falconers applies an additional -1.

Spy Networks

Spying

The players command the spies to target a particular organization, individual, etc. or to gain general information. Spies are placed in geographical areas, towns, cities, etc. and can only add their rank to spying in their designated areas. The value of any placed spies able to spy on the target are added into a spy pool.

This spy pool is used as a bonus to gather information rolls. The gather information and prying eyes rolls are made anywhere from once a week to once a domain turn, players choice. The difficulty of gathering information and bonus to prying eyes rolls is determined by the operational security of the target. The difficulty of prying eyes rolls and bonus of gather information rolls is equal to the spy pool.

Messages

The messages that spies send is sent as a regular message. The spy acts as a messenger equal to half their ranks for purposes of sending the message.

High Level Spies

Rank 3 spies can be used for two closeby cities or towns, rank 4 can be used for three different areas and rank 5 spies for four. Spies of these ranks are assumed to posses multi city spy networks. A spy can also be used to add a penalty to the rolls of other spies equal to the spy pool.

Other Agents

A social but non spy agent adds half their rank to a spy pool. A non social and non spy agent adds a third of their rank to the spy pool. A spy can act as a messenger using half their rank. Any agents must be designated to “spying” action during a downtime turn to be able to contribute to a spy pool.

Spy Rolls

In addition to the roll for gather information, spies have the “timeliness” of their collected intel determined by their roll

10 The intel was actionable in the past but is no longer pertinent

15 The intel was actionable at the time the spy discovered it.

20 The intel will be actionable in a week after the spy discovered it.

25 The intel will be actionable in a month after the spy discovered it.

Passive mode: Once spies have been placed and targets set, the gather information and prying eyes rolls may be made at a rate the players determine but the player and gm can both choose for the rolls to be 10+bonus+difficulty.

*Aiyo, camouflage chameleon, ninjas scaling your building
No time to grab the gun, they already got your wife and children
A hit was sent from the President to raid your residence
Because you had secret evidence and documents
On how they raped the continents and lynched the prominent
Dominant Islamic, Asiatic black Hebrew*

Domain Management

Domain Values

Domains have three values. Military, wealth and social.

Military: The capability to field troops and maintain fortifications.

Wealth: The material prosperity as well as academic resources of the domain.

Social: The availability of free manpower, social sophistication and willingness of people to sacrifice.

Useful locations and profitable assets add points to these totals. Many assets involve an upkeep cost. Upkeep requires an expenditure of domain values each domain turn but is not subtracted for determining the total domain value.

The three domain values add a bonus to domain rolls as follows. The total in the domain is used.

0-6 +0

7-12 +1

13-18 +2

19-24 +3

every 6th afterward adds a +1

Domain Rolls

Domain rolls have a default difficulty of -2 and are made to overcome obstacles.

Domain rolls are divided by domain value class. Examples include the following.

Military: Uprising. Disorder.

Wealth: Poverty. Ignorance.

Social: Despair. Corruption.

Assets: Assets add to a domains values but often come with upkeep costs. If upkeep costs exceed domain values, assets must be shedded until they are affordable.

Domain Turns

A domain turn takes one season, or 3 months. A player controlled domain may take two actions during a domain turn while an npc domain may take one action.

The turn ordering of player and npc domains is whatever they wish, with exceptions. If a player domain wishes to take an action before an npc domain does, it may do so and vice versa. If both domains wish to take an action before the other one, then the messenger rules are used to determine which domain can send a message to their agent or location the quickest. The message is assumed to originate at the domains capital or at a players warcamp. If both domains wish to mke an action after the other one does, then the domains both waste an action.

Seasons

The season has certain effects on the domain.

Spring: The domain has +1 economic

Summer: +2 to troop morale and -1 disruption

Fall: The domain has +1 economic

Winter: Military units have +1 military upkeep

Taking and Losing Locations

A location that has no domain rulers which has an obstacle, is ungovernable until the obstacle is solved.

If other domains are also attempting to solve the obstacle, they may work together or they may attempt a sabotage.

When working together, both domains make “solve an obstacle” actions. If attempting a sabotage, the obstacles difficulty increases by 1d4. After an obstacle is solved, the domain must negotiate with local rulers to assert their rule.

Attack: If a player attacks a location with force of arms, mass combat rules are used.

Conquered Locations: These do not give their full value to the domain until rules is established as legitimate, order is restored, or destroyed locations are rebuilt.

Held Locations: Which have an obstacle that arises, have an increased military, social and economic upkeep which equals half the rating of the obstacle. If the domain lord withdraws their government from a location, the obstacle decreases by one if another domain lord takes it and by 1d4 if no domain lord takes it.

Trade Rules

Economic system

Military leadership

Domain rulership

vassalage and causus belli

Enemies

Statistics

An enemy has HP, an attack, damage, defense, and a morale score. A regular human will have hp between 5 and 10. HP often equals attack/defense*5. Defenses may be subdivided by attribute or created as one stat in a pinch. You can subdivide attack and damage scores by type of attack as well if you wish. You can write down skills and attributes as well if you want, but you can also make them up off the top of your head if you need to. I mean, shit dude. You're running the game, not me.

Conversion

Here's how to convert from TSR era d&d to this system.

HD=5hp. Attack=HD*1. Damage Reduction=10-AC. Defense=HD

Flavor to taste, altering a little bit here and there depending on how you feel. The above is a general guideline.

Goblin HP 5. Attack +1. Damage 1d6. Defense +1. 2 DR from armor. Morale -1. Movement 20.

Cave goblins can climb with their feet and hold rocks in their cheeks which they pelt at enemies.

Forest goblins often climb trees and use hooks on ropes to spike, pull into and then hang their enemies from trees.

Goblins are foolish and easily tricked so they should have a -2 on mind defense rolls. They possess the cruelty of children.