

RESOURCES

First Impressions

	Combative	Guarded	Normal	Supportive
Fearful	1 – 4	–	–	–
Hostile	5 – 10	1 – 4	–	–
Agitated	11 – 17	5 – 10	1 – 4	–
Neutral	18 – 20	11 – 17	5 – 10	1 – 4
Friendly	–	18 – 20	11 – 17	5 – 10
Helpful	–	–	18 – 20	11 – 17
Protective	–	–	–	18 – 20

Injuries

1 – 3	None
4 – 7	Bruised
5 – 9	Bleeding
10 – 14	Sprained
15 – 18	Broken
19 – 20	Unconscious

Trained Languages

Druidic
Guildspeak
Sign
Thieves' Cant
Tongues

Restorations

Dawn	4a – 10a
Day	10a – 4p
Dusk	4p – 10p
Dark	10p – 4a

Languages

Humanoid	Brutak Common Dwarven Elven
Magical	Eldritch Gnaelyth Mechanus Runic
Natural	Chantary Draconic Primordial Sylvan
Outsider	Astryn Celestial Duskmere Elysian
Undead	Abyssal Infernal Gloomshaed Necril

Service Examples

Lodging	Decent Copper
Transcribing	Meager Silver
Tailoring	Frugal Silver
Healing	Lavish Silver
Smithing	Frugal Gold
Training	Decent Gold

Price

Meager	5 ± d4
Frugal	20 ± d6
Decent	45 ± d12
Lavish	80 ± d20

Comfort

#	Build	Stature
1 – 2	Petite	Little
3 – 4	Fair	Average
5 – 6	Bulky	Tall

Longevity

Durable (D)	NOT Consumed
Breakable (K)	Consumed on Fail
Expendable (X)	Always Consumed

Effectiveness

Mastery	Melee	Range
Unskilled	1 die	d4
Elder	2 dice	d6
Grand Elder	3 dice	d8
Arch Elder	4 dice	d10
Master Elder	5 dice	d12

Bulk

Armament	1
Implement	2
Tool	5
Provision	10
Supplies	20

Fall Damage

11 – 30 <i>ft</i>	1dN
31 – 60 <i>ft</i>	2dN
61 – 90 <i>ft</i>	3dN
91 – 120 <i>ft</i>	4dN
121 – 150 <i>ft</i>	5dN
151 – 180 <i>ft</i>	6dN
181 – 210 <i>ft</i>	7dN
211 – 240 <i>ft</i>	8dN
≥ 241 <i>ft</i>	9dN

Mortality Check

1d20 + <i>LB</i> + <i>EP</i>
20+ : <i>Alive</i> , 1 <i>Will</i> , & <i>Unconscious</i>
< 10 : <i>Just Dead</i>
<i>Else</i> : <i>Dead with Dying Moment</i>

≤ 10 *ft* :
No Fall
Damage

Armor

Type	Def.	Brace
Cloth	FAV	D-FAV
Hide	ADV	D-ADV
Mesh	–	–
Shell	D-ADV	ADV
Plate	D-FAV	FAV

$$\text{Fall Damage} = \left\lceil \frac{\text{Height}}{30} \right\rceil dN + (\text{Height} - 10)$$

Craftsmanship

Basic	1 – 3 Dice
Advanced	1 – 5 Dice, DR 2 (P)

Melee Mastery

One-Handed	Free Hand
Two-Handed	Damage +1d4, No Hand
Versatile	Damage – 1, Free Hand Damage +1d4 – 1, No Hand

Range Mastery

Missile	Breakable Projectiles, No Hand
Firearm	Expendable Projectiles, No Hand
Thrown	Melee : No Max Out, Free Hand Range : Durable Projectile, Free Hand
Exotic	Free Hand

SKILLS

Checks	
Toughness	Balance Dungeoneering
Agility	Artistry Evasion
Focus	Investigation Linguistics
Reason	Alchemy Spellcraft
Belief	Nature Religion
Cooperation	Influence Society

Ability Checks	
$1d20 + LB \geq DC$	
$Mod \geq 7 \rightarrow ADV$	

Special Reputations		
	Lawful	Unlawful
Fame	Orderly	Moral
Infamy	Disorderly	Immoral

Using Reputation	
Attempt	Use Rep Mod, NOT ML
Incomplete	F. Quality -1 (Min 0)
Complete	± 2 to F. Quality

Use per Capacity : LB per RT

Talents		
Difficulty	DC	Time (Min)
Easy	8	8 - d4
Average	12	12 - d6
Challenging	16	16 - d8
Hard	20	20 - d10
Very Hard	24	24 - d12

$$\text{Time (Min)} = DC - d \left(\frac{DC}{2} \right)$$

Defensive Mastery		
Fitness	Direct	Melee
Insight	At a Distance	Range
Resilience	Magical	Spells & Rituals

DCs		
Difficulty	DC	%
Easy	8	65%
Average	12	45%
Challenging	16	25%
Hard	20	5%
Very Hard	24	< 5%

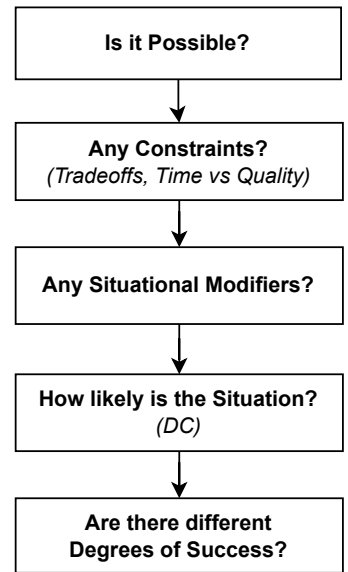
$$GDC = DC + 10(N - 1)$$

Skill Dice	
Unskilled	—
Elder	1d4
Grand Elder	2d4
Arch Elder	3d4
Master Elder	4d4

Light	
Dim	D-ADV
Poor	D-FAV

Weather	
Mild	D-ADV
Dang.	D-FAV

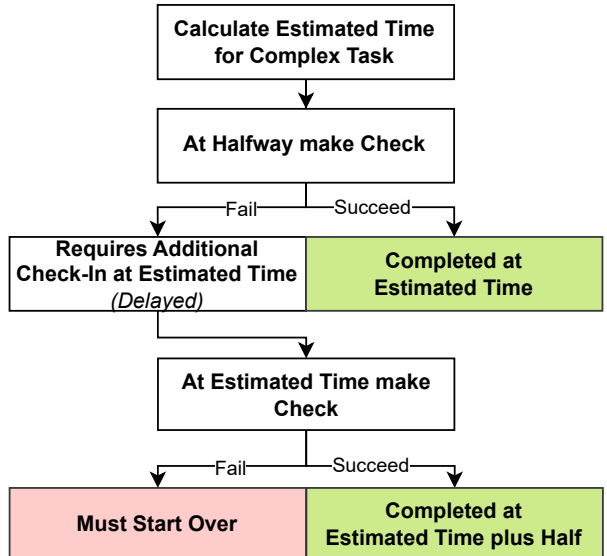
Challenges	
≤ 1	No
$\leq \frac{1}{2}$	Yes But
$> \frac{1}{2}$	Yes
All	Yes And



Task Time (TT)	
Researching	d4
Crafting	d6
General	d8
Enchanting	2d4

Support	
YES	10 - TT (Min 1 RT)
NO	15 - TT (Min 1 RT)

Triggering Hazards	
Same (Either)	Partially
> DC (Player)	Fully
< DC (Director)	Fully



Practice
d20 Max Out : Bonus Die $\geq 10 \rightarrow$ Increase ML by 1

Connections	
1	No Connection
2+	Connection, Status = Result

Hazards		
Risk	Visibility	Danger
Trivial	High	Low
Troubling	Low	Low
Threatening	High	High
Terrifying	Low	High

Tactical Mastery	
Command	
Deception	
Melee	
Range	

Spell Mastery			
Arcane	Corruption	Devotion	Nature
—	Evernight	Luminia	Seafall
Amnesara	Neverborn	Solara	Stoneward
Novus	Plagueworn	Starlume	Thunderron
Portallo	Soulforge	Utopa	Wyldwood

ENCOUNTERS

$$\text{Total} = \text{APL} \times \text{Value}$$

$$\text{XP}_{\text{Player}} = (\text{d6} + 5 - \text{Rations}_{\text{Missed}}) \times \sum \text{XP}_{\text{Encounters}}$$

Encounter Difficulty		
Difficulty	XP	Treasure
Easy	10	2 <i>SP</i>
Average	15	5 <i>SP</i>
Challenging	20	12 <i>SP</i>
Hard	25	25 <i>SP</i>
Very Hard	30	50 <i>SP</i>

Movement	
5 <i>ft</i>	Slow
10 <i>ft</i>	Average
15 <i>ft</i>	Fast
20 <i>ft</i>	Super Fast

Critical Effects		
Blunt	Knockback	Push 10 <i>ft</i>
Cleave	Sweep	Damage adjacent creature by LB
Pierce	Impale	Injury LB (Bleed)

Max Out → Bonus Die or Critical Effect

Strike Distances	
Close	< 5 <i>ft</i>
Adjacent	5 <i>ft</i>
Reach	5 – 10 <i>ft</i>
Limited	5 – 30 <i>ft</i>
Nearby	5 – 60 <i>ft</i>
Away	5 – 120 <i>ft</i>
Far	5 – 240 <i>ft</i>
Very Far	5 – 480 <i>ft</i>

Coverage	
Substantial	Limited
Moderate	Nearby
Partial	Away
Minimal	Far
None	Far Away

Surprise
When Maxing Out on Initiative:
<ul style="list-style-type: none"> Take a Simple Action Gain 1 <i>Encounter</i> Point Add Bonus Die from Max Out to first Action

Encounter Points
Simple Action in a Wave only:
<ul style="list-style-type: none"> gain LB of <i>THPs</i> gain LB of <i>Temporary Vigor</i> gain ADV on a Check reroll one die move 5 <i>ft</i> reduce a <i>Intensity</i> of a <i>Minor Condition</i> by $\frac{1}{2}$

Impossibilities	
Alteration	Stable
Creation	Confined
Destruction	Necrotic
Motion	Bound
Psychic	Mindless
Recovery	Unnatural

Damage Sources	
Physical	Elemental
Blunt (B)	Chill (L)
Cut (C)	Shock (H)
Pierce (R)	Solar (S)
Force (F)	Toxic (T)

Spell Ranges		
–	Limited	≤ 30 <i>ft</i>
+1	Nearby	≤ 60 <i>ft</i>
+3	Away	≤ 120 <i>ft</i>
+5	Far	≤ 240 <i>ft</i>
+7	Very Far	≤ 480 <i>ft</i>

Shielding	
Partially Covers	1d6
Mostly Covers	2d6
Completely Covers	3d6
Excessively Covers	4d6

While Afflicted	
Bedrest	Stable Intensity
Else	+1 to Intensity

No Cast Focus :
D-ADV or Adjacent Only

Exhaustion
<ul style="list-style-type: none"> Progresses as <i>Major Condition</i> No Max Out Rolls – Intensity

Spell Outputs				
	1st	2nd	3rd	4th
Fork	2 Targets	3 Targets	4 Targets	5 Targets
Burst	5 <i>ft</i>	10 <i>ft</i>	15 <i>ft</i>	20 <i>ft</i>
Cone	10 <i>ft</i>	20 <i>ft</i>	30 <i>ft</i>	40 <i>ft</i>
Line	15 <i>ft</i>	30 <i>ft</i>	45 <i>ft</i>	60 <i>ft</i>
Chain	20 <i>ft</i>	40 <i>ft</i>	60 <i>ft</i>	80 <i>ft</i>

Boons	
Ward [DR, Resist]	DR, Resist + Intensity
Regen [Vigor, Protection]	Gain Vigor, Armor Points, or Health
Lucky [Mastery]	Mastery + Intensity
Blessed [Mastery]	Advantage to Mastery
Swift	1 Free Move per Wave
Haste [Action Type]	Double → Normal → Simple → Free

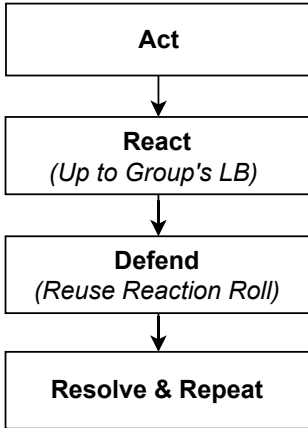
Other Attacks	
Broken Weapon	$\frac{1}{2}$ Damage
Unarmed Strike	1d4 + LB
Improvised Strike	1d4 + LB

Minor Conditions	
Hinder [Mastery]	Master – Intensity
Compel	d20 – Intensity > 10
Expose	Situational D-ADV
Anchor	No Movement, D-ADV
Injury	Damage = Intensity
Drain	Actions – Intensity

Major Conditions	
Cripple	Anchor Injury
Helpless	Compel Expose
Weaken	Drain Hinder

Disruptive Casting
If Mastery Over
$+\frac{1}{2}$ of Spell's Vigor Cost to Prepare
OR
Ability/Skill Check
Else : Ability/Skill Check

TRAVEL



Comparisons	
React	Dice
Defend	Dice + Mod

Type of Hit	
Direct	Act ≥ 5 + Def
Miss	Def ≥ 5 + Act
Glance	Else

Complex Encounter Overview	
1.	Preparation Phase
	a. First Impressions
	b. Starting Distance
	c. Group Initiatives
2.	Resolution Phase
	a. Start Round
	i. Planning (all Groups)
	ii. Wave 1 (per Group)
	1. Act
	a. Reactions
	3. Defend
	4. Damage and Effects
	2. Repeat for each member
	iii. Repeat steps 1 and 2 for Wave 2 and 3
	iv. Cleanup (all Groups)
	1. Increase Major Conditions
	2. Reduce Minor Conditions
	3. Adjust Scene
	b. Repeat Rounds until <i>Encounter</i> is resolved

Max Pace by Terrain		
Path Quality	DC	Max Pace
Maintained	—	Forced
Traveled	8	Forced
Overgrown	12	Regular
Untamed	16	Trepid

Allowing Mounted Pace is Subjective

Travel Pace	
Trepid	+1 Encounter
Regular	—
Forced	-1 Encounter +1 Exhaustion Intensity
Mounted	-1 Encounter

Travel Encounters		
Distance	#	Days
Long	1	1d6 + 1
Distant	2	2d6 + 2
Remote	3	3d6 + 3

Responsibilities between Travel Encounters			
Dreamers	Gain benefits of Sleep once.	Navigators	Advantage against getting lost.
Foragers	Advantage for finding Rations.	Scouts	Advantage on Starting Distance.
Guards	Advantage on Initiative.	Trackers	Advantage on finding hidden paths, areas, or tracks.
Laborers	Progress Complex Task by 2.	Others	Complete 1 Personal Downtime Activity.

-1 Benefit or +1 XP Penalty per missed Ration

On Watch : 1st Roll + LB

Resting				
	Relax	Nap	Sleep	Bedrest
Duration	1 Hour, 2 Hours (W)	2 Hours, 4 Hours (W)	6 Hours	8 Hours
Environment	Risky	Risky	Safe	Safe
Rations	1	2	3	4
Needs	—	Bedroll, Campfire	Bedroll, Campfire, Tent	Bed, Campfire, Cookware
Benefits	<ul style="list-style-type: none"> Gain Body (TOU Mod) 	<ul style="list-style-type: none"> Gain Body (TOU Mod) Gain Will (LB) 	<ul style="list-style-type: none"> Gain Body (TOU Mod) Gain Will (LB) Reduce Major Condition Intensity by 1 	<ul style="list-style-type: none"> Gain Body (TOU Mod) Gain Will (LB) Reduce Major Condition Intensity by 1 Reduce Major Condition Intensity by 2