

REWARDS, RESOURCES, & DOWNTIME													
Progress XP • Victory XP • Lessons • Lifestyle • Quick Loot													
1. XP & TREASURE						2. QUICK LOOT							
ENCOUNTER REWARDS			PRICE BY LIFESTYLE			QUICK LOOT ITEM (2D10)							
Difficulty	Lesson Die	Treasure	Lifestyle	Price		2 – 4	Coins	5 – 6	Note				
Easy	d4	—	Meager	5 ± d4 Coins									
Average	d6	Meager SC	Frugal	20 ± d6 Coins									
Challenging	d8	Frugal SC	Decent	45 ± d12 Coins									
Hard	d10	Decent SC	Lavish	80 ± d20 Coins									
Very Hard	d12	Lavish SC				7 – 8	Odd Trinket	9 – 10	Book, Map, or Art				
PROGRESSION RATE			COMFORT										
Rate	XP	Avg. Encounters	d6,6	Build	Stature								
Slow	1	~3.5 per Session	1 – 2	Lean	Short								
Normal	50	~2.8 per Session	3 – 4	Fair	Average								
Fast	150	~2.0 per Session	5 – 6	Bulky	Tall	13 – 14	Gemstone	15 – 16	Scroll				
Very Fast	300	~1.4 per Session											
PLAYER XP										17 – 18	Weapon or Armor	19 – 20	Relic
Type	Formula		Award										
Lesson XP	Roll Lesson Dice × 100 XP		Per Encounter (Varies)										
+ Progress XP	# Encounters × Progress XP × LB		Per Encounter (Static)										
+ Victory XP	# Victories × 250 XP		Per Success (Static)										

3. LANGUAGES					
HUMANOID			TRAINED		
Brutak	Harsh savage tongue	Goblins, trolls, orcs	Druidic	Secret druid rites	Druids, wardens, hierophants
Common	Civilized trade speech	Humans, halflings, merchants	Sign	Silent visual speech	Scouts, monks, deaffolk
Dwarven	Stone craft speech	Dwarves, smiths, miners	Thieves' Cant	Criminal hidden code	Thieves, smugglers, assassins
Elven	Poetic nature tongue	Elves, scholars, rangers	Tongues	Maddening speech	Aberrations, chaotic beings
NATURAL			OUTSIDER		
Chantary	Sacred ritual song	Priests, shamans, chanters	Astryn	Astral dream speech	Astrals, dreamers, spirits
Draconic	Dragons ancient power	Dragons, kobolds, dragonkin	Celestial	Angels holy rites	Angels, saints, devas
Primordial	Elements raw force	Elementals, genies, giants	Duskmere	Shadows caverns spies	Drow, deepfolk, spies
Sylvan	Spirits magical beasts	Dryads, sprites, beasts	Elysian	Riddles ancient wisdom	Sphinxes, oracles, sages
MAGICAL			UNDEAD		
Eldritch	Forbidden arcane symbols	Mages, cultists, aberrants	Abyssal	Demons dark corruption	Demons, cultists, fiends
Gnaelyth	Fey gnome whimsy	Gnomes, fey, tricksters	Infernal	Devils binding contracts	Devils, warlocks, tyrants
Mechanus	Order logic design	Constructs, modrons, artificers	Gloomshaed	Ghosts dead whispers	Ghosts, shades, mediums
Runic	Runes binding magic	Runepriests, enchanter. giants	Necril	Death undead commands	Liches, necromancers, undead

4. COMPLEX TASKS				5. END OF SESSION	
FLOW		TASK TIME		END OF SESSION	
1	Calculate Estimated Time	Researching	15 – d4	1. Award XP	
2	Halfway Check	Crafting	15 – d6	2. Grant Level-Up if Worthy	
3	Failure: additional check-in Success: complete on time	General	15 – d8	3. Increase Mastery by 1	
		Enchanting	15 – 2d4	4. Communicate Downtime	
4	Final Check at Estimated Time	Minimum: 1 Refresh; Support: –5			

RESOLUTION & EXPLORATION										
Checks • Attempt Types • Awareness • Travel • Reputation										
1. ATTEMPTS & CHECKS					2. PROFICIENCIES					
DIFFICULTIES				ATTEMPT TYPES		ABILITY & PROFICIENCY				
Difficulty	DC	%	Time [H/M]	Type	Used When	TOU	Athletics • Balance • Hunting			
Easy	8	65%	12	Player	1 PC for 1 Task					
Average	12	45%	6	Party	N PCs for 1 Task		AGI	Evasion • Pilfering • Spellcraft		
Challenging	16	25%	3	Progress	N PCs for N Tasks		FOC	Investigation • Linguistics • Training		
Hard	20	5%	1	DC +10 per helper			REA	Alchemy • Artistry • Crafting		
Very Hard	24	<5%	0.5			BEL	Divination • Medicine • Religion			
RESULTS				CHECK TYPES			COO	Influence • Performance • Society		
Delta	Result	Director Use		Type	Roll	Tie				
≥ 5	Excel	Extra benefit or with great ease		Skill	d20 vs DC	Attempter				
—	Succeed	Near miss, possible minor impact		Impact	d20 vs d20	Opposer				
≤ 5	Falter	Cost, danger, or delay								

3. INFO & DETAILS			4. REPUTATION			5. CHECKLIST	
INFO LAYERS			SPECIAL REPUTATIONS			CONSIDERATIONS	
Layer	Purpose	Availability		Lawful	Unlawful	1	What is the intent?
Description	Obvious	Establish	Fame	Orderly	Moral	2	What is the approach?
Observations	Limited	Direct	Infamy	Disorderly	Immoral	3	Is it possible?
Evidence	Hidden	Reward		4	What happens with failure?		
DETAIL GUIDES			USING REPUTATION			5	Does Skill matter?
Detail	Weight	Use	Attempt	Rep Mod instead of Mastery Rank		6	Does Proficiency apply?
Color	Flavor	Add mood, texture, or style	Complete	+2 to Fundamental Quality		7	Do circumstances apply?
Curiosity	Intrigue	Invite attention or questions	Incomplete	−1 to Fundamental Quality (Min 0)			
Clue	Key	Point to action, danger, or truth					

6. AWARENESS			
AWARENESS			
Stat	Awareness	Question	Keys
TOU	Structures	What is the world like?	Terrain, stability, barriers, physical layout
AGI	Presence	Who or what is here?	Movement, ambush, nearby creatures
FOC	Details	What specifically exists?	Objects, marks, mechanisms, exact features
REA	Changes	What has been altered?	Tampering, tracks, damage, inconsistencies
BEL	Auras	What unseen forces exist?	Magic, spirits, sacred signs, corruption
COO	Impressions	What feelings or intentions remain?	Fear, hostility, grief, desire, unease

7. TRAVEL

RESPONSIBILITIES BETWEEN TRAVEL ENCOUNTERS								
Dreamers	Gain benefits of Sleep once		Navigators	ADV against getting lost				
Foragers	ADV for finding Rations		Scouts	ADV on Starting Distance				
Guards	ADV on Initiative		Trackers	ADV on finding paths, areas, tracks				
Laborers	Progress Complex Task by 2		Others	Complete 1 Downtime Activity				
MAX PACE BY TERRAIN			TRAVEL PACE		TRAVEL ENCOUNTERS			
Path Quality	DC	Max Pace	Trepid	+1 Encounter		Distance	#	Days
Maintained	—	Forced	Regular	—		Long	1	1d6 + 1
Traveled	8	Forced	Forced	+1 Exhaustion Intensity		Distant	2	2d6 + 2
Overgrown	12	Regular	Mounted	−1 Encounter		Remote	3	3d6 + 3
Untamed	16	Trepid						

Establish the situation first • Roll only when uncertainty and consequence both matter

1. INITIATIVE

Monsters	2 PCs	3 PCs	4 PCs	5 PCs	6 PCs	HIERARCHY STATUS BONUS		
1 – 5	1d8:4	1d8:4	1d8:4	1d8:4	1d8:4	Seasoned		+ d6
6 – 10	2d8:4	2d8:4	2d8:4	2d8:4	2d8:4	Elite		+ d8
						Legend		+ d10
11 – 15	—	3d8:4	3d8:4	3d8:4	3d8:4	SQUADS		
16 – 20	—	—	4d8:4	4d8:4	4d8:4	Type	Coordination	Attack
						Mob	Disorganized	2dN (D) × Dmg (R)
21 – 25	—	—	—	5d8:4	5d8:4	Platoon	Organized	2dN (A) × Dmg (R)
						Hive	Perfect unison	2dN × Dmg (R)
26 – 30	—	—	—	—	6d8:4	Swarm	Single entity	2dN × LB
N is the Squad Size								

2. DISTANCE, MOVEMENT, & COVERAGE

MELEE DISTANCES			SPEED	
Band	Distance	Movement	Sluggish	d4
Engage	0-0 ft	—	Moderate	d6
Close	1-5 ft	5 ft	Fast	d8
Near	6-10 ft	10 ft	Swift	d10
			Insane	d12
RANGE DISTANCES			COVERAGE	
Away	11-30 ft	20 ft	Minimal	≤ Away
Far	31-60 ft	40 ft	Partial	≤ Near
Very Far	61-100 ft	80 ft	Substantial	≤ Close
Closest Physical Threat				

3. SPECIAL CASES

IMPROVISED ATTACK			IMPOSSIBILITIES			
LB	Damage		Alteration	Stable		
2	d4			Creation	Confined	
3	2d6				Destruction	Necrotic
4	3d8					Motion
SHIELDING			Psychic	Mindless		
Super	4d6	d12r		Recovery	Unnatural	
Major	3d6	d10r				
Some	2d6	d8r				
Minor	1d6	d6r				

4. CONDITIONS

CONDITIONS	
Aspect	Mental or Physical
Form	State, Burden, or Blessing
Expression	Manner of impact (varies)
Duration	Next Wave • Round • Encounter • With Concentration
CONDITION RESOLUTION	
State	Impact Check
Burden	Trigger a Chain (–)
Blessing	Trigger a Chain (+)

5. SLEIGHT, STUNTS, & SPELL RESOLUTION

SLEIGHT & STUNT RESOLUTION	
Compare to DC On	Apply as Bonus
Vigor + Any Attack	If ≥ DC, apply effect after Attack
SPELL RESOLUTION	
Compare to DC On	Apply as Replacement
Vigor + Lower Mastery Tier	If ≥ DC, cast as High/Low
Use Roll + S-Action Mastery Rank for Hit	

6. STRUCTURE

COMPLEX ENCOUNTER OVERVIEW		ACTION RATE	
Before Encounter	1st Impressions • Starting Distance • Initiative	Melee	Action
Each Rounds	Planning (All) • 3 Waves • Update Situation	Range	Double
Each Wave	Basic • Single • Single	Quick	Single AND Single + [Basic]
After Encounter	Lesson Die • Victory • Progress • Treasure	Planned	Single AND Double + [Basic]
		Sleight	Single OR Double + [Basic]
		Stunt	Single OR Double + [Basic]
Basic if Mastery ≤ Action			

IMPROVISATION & DANGER

Impressions • NPC Intent • Encounters • Morale • Hazards • Mortality • Fall Damage

1. IMPROVISATION

1ST IMPRESSIONS					NOTICE (D10,10)		
Attitude	Combative	Guarded	Normal	Supportive	d10	1st Notice	Situation
Fearful	1 – 4	—	—	—	1	Monsters	Trading / Bargaining
Hostile	5 – 10	1 – 4	—	—	2	Monsters	Fighting over loot
Agitated	11 – 17	5 – 10	1 – 4	—	3	Monsters	Searching for something
Neutral	18 – 20	11 – 17	5 – 10	1 – 4	4	Monsters	Trapped
Friendly	—	18 – 20	11 – 17	5 – 10	5	—	Escorting a reluctant captive
Helpful	—	—	18 – 20	11 – 17	6	—	Resting, eating, or arguing
Protective	—	—	—	18 – 20	7	Party	Holding a funeral, feast, or ceremony
INSULTED BY (D6)				NPC INTENT (D12)			
d6	Insulted By			1	Take	7	Follow
1	Handling items without invitation			2	Protect	8	Get help
2	Addressing with improper formality			3	Escape	9	Warn
3	Blocking or lingering near an exit			4	Prove	10	Delay
4	Counting or inspecting payment immediately			5	Hide	11	Destroy
5	Offering advice without being asked			6	Bargain	12	Learn
6	Leaving a door, drawer, or container open					10	Party
							Transporting something unusual

2. MORALE & PURSUIT

MORALE RATING		CHECK MORALE IF...	
Band	Run DC		
Cowardly	8	First Blood	A side suffers meaningful harm
Steady	12	Leader Falls	A leader, champion, or symbol is defeated
Brave	16	Outmatched	The enemy realizes it cannot win directly
Mindless	—	Outnumbered	A group is significantly smaller than the Party
PURSUE IF...		<i>All creatures flee at 1 HP</i>	
Predator	8		
Ordered	12		
Rabble	16		

3. INSPIRATION

INSPIRATION USES
• Gain LB of THPs
• Gain LB of Temporary Vigor
• Gain ADV
• Impose D-ADV
• Reroll one die
• Move 10 ft
• Assist against a Condition

4. HAZARDS & MORTALITY

HAZARDS				HAZARD TRIGGER			FALL DAMAGE	
Risk	Disable	Visibility	Danger	d6,6	Trigger	Timing	≤ 10 ft	—
Trivial	8	High	Low	1 – 3	Mechanism	Long Delay	11 – 30 ft	1dN
Troubling	12	Low	Low	4 – 5	Pressure	Short Delay	31 – 60 ft	2dN
Threatening	16	High	High	6	Zone	Instant	61 – 90 ft	3dN
Terrifying	20	Low	High				91 – 120 ft	4dN
MORTALITY CHECK				INJURIES			121 – 150 ft	5dN
d12 + Kin Die + LB	Result			1 – 3	None		151 – 180 ft	5dN + 1N
1 – 9	Dies, No Moment			4 – 7	Bruised		181 – 210 ft	5dN + 2N
10 – 19	Dies + Moment			8 – 9	Bleeding		211 – 240 ft	5dN + 3N
20 – 29	1 Will + Unconscious			10 – 14	Sprained		≥ 241 ft	5dN + 4N
30+	1 Will + Conscious			15 – 18	Broken		<i>dN increase with landing danger</i>	
				19 – 20	Unconscious			

Use quick rolls to keep play moving • Escalate danger visibly before final consequence