

CORE RESOLUTION

Roll 1d100 vs. Skill %

Equal to or less than the skill = success. Greater = failure. **01–05 always succeeds; 96–00 always fails**, regardless of skill value.

Critical: roll $\leq$ one-tenth of the skill (round fractions up). **Fumble:** roll of 99–00 (skills over 100% fumble only on 00).

Four outcome tiers only: Fumble / Failure / Success / Critical — there is no separate "Special" tier.

DIFFICULTY GRADES

modify skill before rolling

GRADE	MODIFIER
Automatic	No roll needed
Very Easy	×2 skill (or +40%)
Easy	×1.5 skill (or +20%)
Standard	No change
Hard	÷½ skill (or –20%)
Formidable	÷½ skill (or –40%)
Herculean	÷10 skill (or –80%)
Hopeless	No attempt possible

OPPOSED & DIFFERENTIAL ROLLS

Opposed: both sides roll their skill; better success tier wins. Tied tiers → highest roll (still within success range) wins.

Differential (used for combat): margin between success tiers grants the winner 1–3 **Special Effects** (see Combat, p.3).

	VS CRIT	VS SUCCESS	VS FAIL	VS FUMBLE
Crit	—	Win 1	Win 2	Win 3
Success	Lose 1	—	Win 1	Win 2
Fail	Lose 2	Lose 1	—	—
Fumble	Lose 3	Lose 2	—	—

Skills over 100%: the top skill subtracts (its value –100) from everyone's skill in the contest, including its own.

CHARACTERISTICS

STR	physical strength; feeds Damage Modifier
CON	constitution; feeds Healing Rate, HP
SIZ	size/mass; feeds Damage Mod., HP, Height/Weight
DEX	agility; feeds Action Points, Initiative
INT	reasoning; feeds Action Points, Initiative
POW	willpower; feeds Magic Points, Luck Points
CHA	charisma; feeds Experience Modifier

Humans: 3d6 for STR/CON/DEX/POW/CHA; 2d6+6 for SIZ/INT.

DAMAGE MODIFIER

STR + SIZ

5 or less	–1d8
6–10	–1d6
11–15	–1d4
16–20	–1d2
21–25	+0
26–30	+1d2
31–35	+1d4
36–40	+1d6
41–45	+1d8
46–50	+1d10
51–60	+1d12
61–70	+2d6
Each +10 after	continue progression

OTHER DERIVED ATTRIBUTES

Action Points	INT+DEX: ≤12=1, 13–24=2, 25–36=3, +1 per further 12
Experience Mod.	CHA: ≤6=–1, 7–12=0, 13–18=+1, +1 per further 6
Healing Rate	CON: ≤6=1, 7–12=2, 13–18=3, +1 per further 6
Luck Points	POW: ≤6=1, 7–12=2, 13–18=3, +1 per further 6
Magic Points	= POW
Initiative Bonus	average of DEX and INT

STANDARD SKILLS		base % formula	
Athletics	STR+DEX	Insight	INT+POW
Boating	STR+CON	Locale	INT×2
Brawn	STR+SIZ	Native Tongue	INT+CHA
Conceal	DEX+POW	Perception	INT+POW
Customs	INT×2	Ride	DEX+POW
Dance	DEX+CHA	Sing	CHA+POW
Deceit	INT+CHA	Stealth	DEX+INT
Drive	DEX+POW	Swim	STR+CON
Endurance	CON×2	Unarmed	STR+DEX
Evade	DEX×2	Willpower	POW×2
First Aid	INT+DEX	Combat Style(s)	STR+DEX
Influence	CHA×2		

PROFESSIONAL SKILLS		culture/career-dependent	
Acting	CHA×2	Literacy	INT×2
Acrobatics	STR+DEX	Lockpicking	DEX×2
Art	POW+CHA	Lore (specific)	INT×2
Binding *	POW+CHA	Mechanisms	DEX+INT
Bureaucracy	INT×2	Meditation *	INT+CON
Commerce	INT+CHA	Musicianship	DEX+CHA
Courtesy	INT+CHA	Mysticism *	POW+CON
Craft	DEX+INT	Navigation	INT+POW
Culture (other)	INT×2	Oratory	POW+CHA
Devotion *	POW+CHA	Seamanship	INT+CON
Disguise	INT+CHA	Seduction	INT+CHA
Engineering	INT×2	Shaping *	INT+POW
Exhort *	INT+CHA	Sleight	DEX+CHA
Folk Magic *	POW+CHA	Streetwise	POW+CHA
Gambling	INT+POW	Survival	CON+POW
Healing	INT+POW	Teach	INT+CHA
Invocation *	INT×2	Track	INT+CON
Language (other)	INT+CHA	Trance *	POW+CON

* Magic skill pairs by discipline: Animism = Binding & Trance; Mysticism = Meditation & Mysticism; Theism = Devotion & Exhort; Sorcery = Invocation & Shaping.

PASSIONS		starting %
Person (romantic/familial)	30 + loved one's POW+CHA	
Person (platonic loyalty)	30 + own POW, subject's CHA	
Person (aversion)	30 + own POW, subject's CHA	
Organisation/group	30 + own POW+INT	
Race or species	30 + own POW×2	
Place	30 + own POW+INT	
Object/substance	30 + own POW×2	
Concept/ideal	30 + own POW+INT	

Rolled like a skill (1d100 vs. Passion %) to invoke heroic/reckless surges of will in relevant moments.

HIT POINTS BY LOCATION		CON+SIZ, humanoid		
LOCATION	1–10	11–20	21–30	
Leg (each)	1–2	3–4	5–6	
Abdomen	2–3	4–5	6–7	
Chest	3–4	5–6	7–8	
Arm (each)	1	2–3	4–5	
Head	1–2	3–4	5–6	

Ranges scale by CON+SIZ in bands of 5; each location gains +1 HP per further 5 points.

INITIATIVE & ROUND STRUCTURE

Initiative = 1d10 + Initiative Bonus

Highest acts first, descending; ties act concurrently.
Initiative penalty: total armour ENC ÷ 5, rounded up.
Surprise: −10 to initiative, flat-footed until your turn, first hit against you gains a bonus Special Effect.

Round = 5 seconds. **Cycle** = one pass through initiative order.
 Each character acts as many times per round as their **Action Points**.

ACTIONS

Default cost: **1 Action Point** per action.

Proactive Attack, Cast Magic, Move, Ready Weapon, Change Range, Mount, Outmanoeuvre — only on your own turn

Reactive Parry, Evade, Counter Spell, Interrupt, Ward Location — usable anytime you have AP

Free Assess Situation, Drop Weapon, Signal — no AP cost

ATTACK VS. DEFENSE — SEQUENCE

1. Attacker spends 1 AP, rolls Combat Style.
2. Defender may spend 1 AP to Parry/Evade, rolling their skill.
3. Compare as a Differential Roll (p.1) — better tier wins the margin.
4. The margin grants the winner 1–3 **Special Effects** (chosen freely, may stack where noted) — independent of whether damage lands.
5. If the attacker succeeded/critted, roll weapon damage + Damage Modifier; determine Hit Location.
6. If the defender succeeded/critted (parried), reduce damage per weapon Size comparison.

No parry available (no AP, or declined) = automatic failure, granting the attacker's Special Effects outright.

PARRY DAMAGE REDUCTION

by weapon Size

DEFENDER SIZE VS.	EQUAL/ BIGGER	1 SMALLER	2+ SMALLER
Result	All damage stopped	Half damage stopped	No damage stopped

Sizes run Small < Medium < Large < Huge < Enormous.

SPECIAL EFFECTS

selected examples

Bypass Armour	Attacker crits; stackable
Maximise Damage	Attacker crits; stackable
Bleed	Cutting weapons
Bash / Stun Location	Bludgeoning
Impale	Impaling weapons
Sunder	Axes, 2H weapons
Disarm Opponent	Off. or Def.
Trip Opponent	Off. or Def.
Choose Location	Pick the hit location
Circumvent Parry	Attacker crits
Force Failure	Opponent fumbles
Entangle	Entangling weapons

Full list runs ~40 named effects (p.100) covering offense, defense, and ranged-specific options.

HIT LOCATION

1d20, humanoid

1–3	Right Leg
4–6	Left Leg
7–9	Abdomen
10–12	Chest
13–15	Right Arm
16–18	Left Arm
19–20	Head

Mounted attacker vs. lower target: roll 1d10+10 instead, favouring upper locations.

DAMAGE RESOLUTION & WOUNDS

Order: Damage Modifier → magic adjustments → parry reduction (by Size) → subtract Armour Points at that location.

Minor Wound location HP still positive — a scratch, no real effect

Serious Wound location HP ≤ 0 — stunned 1d3 turns; failed Endurance vs. attack roll cripples the limb or (torso/head) knocks unconscious

Major Wound location HP negative by its own starting max — incapacitated, prone; failed Endurance = unconsciousness (limb) or instant death (torso/head)

CHARGING & KNOCKBACK

Charging: needs a full round of movement first; attack is one grade harder; Damage Modifier improves one step (two for quadrupeds); weapon Size effectively +1.

Knockback: triggers when raw damage (pre-parry/armour) exceeds the target's SIZ; target rolls Easy Acrobatics or Standard Athletics or falls prone, pushed back 1m per 5 points over SIZ.

CASTING BASICS

Requires: clear thought, a free hand for gesture, ability to vocalise, and (usually) sight of the target — losing any of these makes casting harder or impossible.

While casting: walking pace only, no Attack action, only Free/Reactive actions permitted.

Minor Wound while casting	Willpower check or spell one grade harder
Serious Wound	Willpower check: pass = one grade harder, fail = two
Major Wound	casting automatically fails
Mental domination	casting automatically fails

MAGNITUDE VS. INTENSITY

Magnitude: how hard the effect is to dispel. **Intensity:** the effect's raw power (e.g. Sorcery Intensity = one-tenth of Invocation skill). Neither changes with the casting roll's Difficulty Grade.

Magic from different disciplines never stacks; same-discipline effects with similar purpose don't stack either — the higher Intensity (or newer, on a tie) prevails.

MAGIC POINTS ECONOMY

Base attribute: **MP = POW**. Spending fuels spells/miracles/talents at a per-ability cost.

Self (default)	own MP, recovers with rest
Sacrifice	creature's POW (or 1d3/1d6/2d6/3d6+ by size)
Magical location/object	25/50/75/100% of MP attribute, per its Magical Strength
Veneration	25% (<100 worshippers) up to 100% (10,000+)

Only the single best available source counts per recovery period — sources don't stack. Recovery paced 1 MP/hour to 1 MP/week depending on setting. Running out (default): simply can't cast further, no extra penalty.

LEARNING NEW ABILITIES

DISCIPLINE	ABILITY	XP ROLLS	TIME
Folk Magic	Cantrip/Charm	3	1 week
Animism	Spirit	5	1 month
Mysticism	Talent	5	1 month
Sorcery	Spell	5	1 month
Theism	Miracle	5	1 month

A beginning magician knows 1 ability per full 20% (or part) of their governing magic skill.

THE FIVE MAGICAL DISCIPLINES

Folk Magic (Folk Magic, POW+CHA) — simple community-taught cantrips, limited effects, open to almost anyone; content varies by culture.

Animism (Binding & Trance) — builds relationships with spirits bound to the mortal world to work magic; teaches restraint and reciprocity with nature.

Mysticism (Meditation & Mysticism) — inner contemplation and philosophical insight channel power from within the self, not an external source.

Sorcery (Invocation & Shaping) — manipulates the mathematical/existential "laws" underlying reality directly; needs no gods or spirits, flexible but viewed with suspicion.

Theism (Devotion & Exhort) — miracles drawn from a worshipped deity via devotion; power scales with the strength of that relationship and matches the god's portfolio.

QUICK REMINDERS

- 01–05 always succeeds, 96–00 always fails, no matter the skill.
- Special Effects resolve independently of damage — you can win effects and still get hit, or vice versa.
- Armour reduces damage before Hit Points are touched; 0 AP = that armour location useless.
- A Combat Style is rolled like any Standard Skill (base STR+DEX) for both attack and parry.