



'Verses is a streamlined, open, & extensible Table-top Role-Playing Game system created by humanist science-fiction & fantasy author K. N. Brindle.

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v0.8.5 (Beta)

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Contributing

'Verses Core is open-source. Collaboration and **contributions** are welcome.

Version Notes

Version 0.8.5 (Beta)

- Open-source release



This version is a pre-release publication of the **'Verses Core** rules, for the purpose of review and feedback.

Various rules may change as feedback is received from readers and playtesters.

This version should be considered playable, but not yet stable for the purposes of expansion development.



Learn more about how **versions** in 'Verses Core work.

Previous Versions

0.8.4 (Beta)

- Added images for weapons

0.8.3 (Beta)

- Revamped home page for public release
- Various content and structural fixes

0.8.2 (Beta)

- Combined Basics and Tests tabs
- Added Animals & Vehicles section to Equipment tab
- Added downloadable "a part of the 'Verses RPG System" marks

- Added clarifying language to copyright statement

0.8.1 (Beta)


- Added sample expansion "Intoxication"
- Redesigned the Resources page

0.8.0 (Beta)

- first beta release

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Introduction to the Core Rules

The name 'Verses is short for Universes. By choosing this name for this game and its rules, I hope to evoke a sense of expansiveness and boundless possibility.

'Verses can also sound like “versus” which implies contest. One of the key features that distinguishes these rules from other table-top role-playing games (ttRPGs) is the active contesting of action. Whether as a knight or a starship pilot, one doesn't simply stand still and take what comes. Active defense is built into the way action plays out in the game.

Finally, it's no coincidence that a “verse” is writing that has metrics, rhythm, and rhyme. Poetry and song lyrics have always been ways that people tell each other stories, and stories are at the heart of any good ttRPG adventure. One could argue that the combination of story and metrics is at the very heart of role-playing games.

Goals of These Rules

When writing the rule system for this game, I started out with the following goals.

'Verses Should Be Fast

Game mechanics invariably manage to get in the way of quick and fun play, especially when players are in the middle of an action sequence. This is unavoidable really, since no matter what the rules are, they're going to be slower to resolve than some of the actions that players want their characters to take.

Having said that, I want these game rules to be as fast and as light as possible so that when things invariably do bog down, the GM and players can get back to moving at speed quickly.

Lightweight can mean a lot of things. In this case, I mean that wherever possible, I've made the rules simple and short. That means that players hopefully won't be spending a lot of time looking up rules or figuring out how they work.

It also means new players should be able to pick up the game quickly. Session Zeros can be short on character generation complexities and move on to Session One faster.

Moreover, the rules are meant to rhyme, so if you know how one mechanic works, you can figure out another and you'll probably be right.

'Verses Should Be Fun

There's nothing worse than having a cool, dramatic idea of how your character can solve a tricky problem, only to be told by the GM that the rules don't allow that. In 'Verses, the rules are always secondary to having fun and having those big dramatic moments. So these rules focus more on what's possible than what's

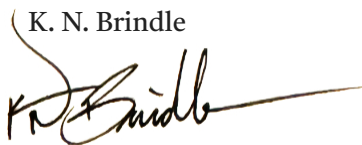
disallowed. Consider this an admonition to GMs to prioritize those big dramatic moments over rules debates.

'Verses Rules Should Be Expressive

Being expressive in a rules system means that many ideas, scenarios, and narratives can be explored and resolved with a small set of mechanics. Fewer rules are better than more rules. Simpler rules are better than complex. To my mind, an elegant system is one that solves as many problems as possible with as few moving parts as possible.

It also means that in some cases realism has been deliberately sacrificed in favor of narrative expression, speed, and fun. Before adding or adjusting a rule to make a mechanic more realistic, I have asked myself “will this make playing the game with friends more fun?”

I hope you enjoy playing 'Verses as much as I've enjoyed writing & playing it.

K. N. Brindle


Callout Conventions

Throughout these pages, the text of the 'Verses rules are annotated with various types of callouts. The following conventions are used to indicate different kinds of notes:



Notes that provide additional information or ideas.



Examples depicting moments from hypothetical games to illustrate rules.



"Footnotes" clarifying specific text indicated by an asterisk.



Notes of great importance or reiterating key elements of the rules.

What You Need

If you've played ttRPGs before, most of this section will be familiar to you (although you'll want to check out the section on [Dice](#)).

The Players & the Game Master

Before playing 'Verses, you'll want to figure out which part you want to play in the game. There are two main roles, and you'll need both to make the game work.

The Game Master

The Game Master (GM) is part author, part referee, and part director. The GM's responsibility is to organize and advance the story, keep track of the gameplay, referee rules and character actions, and most importantly, to make the game fun for the players.

The GM is not playing against the players. As a GM, you should aspire to make things challenging and dramatic for your players, not to kill off their characters or "win."

More information on how to GM a game in 'Verses is explored in [GMing a Game](#).

The Players

A player takes on the role of a character, decides what that character will do in various situations, interacts with other players, and helps to create exciting and rewarding storylines. If you want to focus on one character and play a part in a complex multi-faceted story, you should probably be a player.

While it's possible to play with only one player and one GM, you'll have the most fun with between three and six players.

Materials

Between the players and GM, at least one person will need a copy of these rules and any associated expansions in use. Aside from access to these rules, there are certain material components of play which will be needed to play the game.

A Comfortable Environment

Everyone should have a comfortable place to sit, room for their character sheets, notes, and dice, and should be close enough to each other to converse and see the map (if the GM is using one). A common place to play is a dining table.

Game sessions can last a few hours, so having drinks and snacks on hand is never a bad idea.

Character Sheets

While it's perfectly fine to write down character details on a scrap of paper or keep track of them on a digital device, many players will find that using a printed character sheet improves their experience of the game. A good character sheet emphasizes important details and organizes a character's abilities to make them easy to keep track of in Fast Action.



Character sheets and other supporting materials are available for download in [Resources](#)

Dice

Unlike many popular ttRPGs, 'Verses uses only six-sided dice (d6s), the kind typically used in common board games.



Each player and the Game Master (GM) should have access to at least 16 six-sided dice. While it's possible to share, each player having their own dice allows players to use the physical dice as tactile counters for tracking things like [Action Dice](#) and [Exhaustion](#).

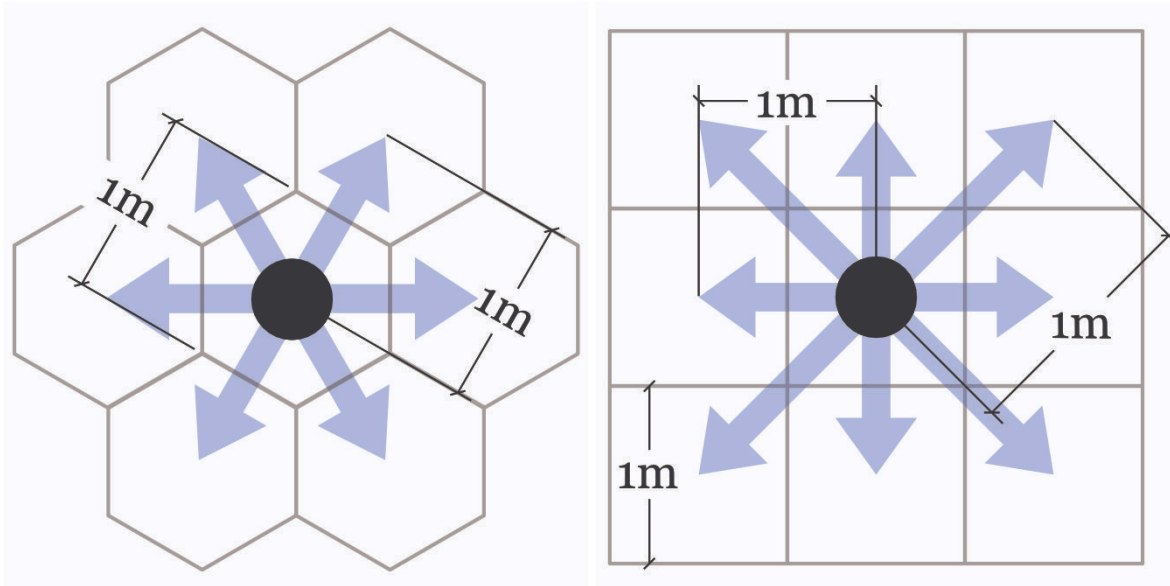
You'll be rolling many dice at once, so unless you have huge hands, you might want 12mm dice as opposed to the more common 16mm dice. Dice with pips (dots) are faster to read in the context of this game than dice with numerals. If you already have enough of these dice, there's no need for them to be matching, however some players enjoy using matching sets of dice, which are available for sale in a variety of colors and materials.

Map Grids & Miniatures

Physical maps and miniatures are not at all necessary, but they can provide a fun, tactile way to represent [Fast Action](#), allowing the GM and players to more directly visualize terrain and distances, and to formulate tactics.

If you choose to play using maps and miniatures, the following guidelines are suggested.

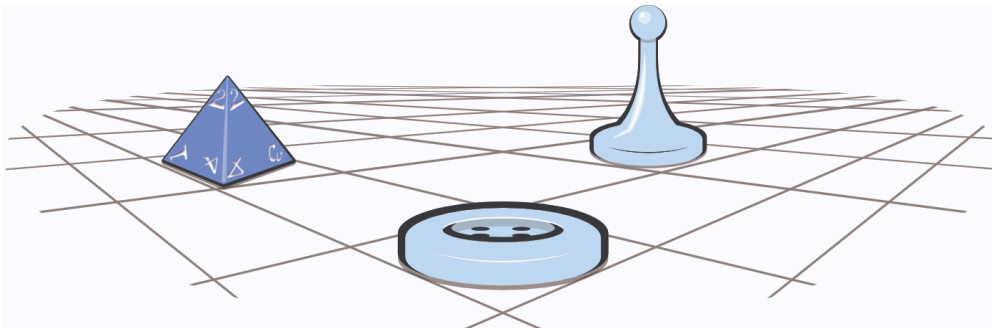
Use maps with 1 inch or 2.5cm hexagonal or square grids. Each hex or square represents one meter of distance. If using square grids, consider movement to any adjacent square (including diagonals*) as 1m of movement.



* Even though this way of determining diagonal distance is not mathematically accurate, unless everyone involved agrees that precisely measuring out distances is a fun way to spend time, stick with the simpler and faster approximation.

If you choose to use miniatures, use 28mm figures which are readily available in a wide variety of styles. There are even websites that allow you to design and 3D-print custom figures, although these can be expensive.

But your players don't need to invest in expensive minis. Represent characters and objects with whatever you have on hand that fits on the grid. Different colored dice, board game pawns, or even buttons and coins can serve as perfectly good character markers.



Basics

Fundamentals

The first and most fundamental rule of 'Verses is that all rules and mechanics are rooted in reality. The rules described throughout this site are all attempts at modeling the probabilities and outcomes of interactions. While in many cases these interactions deal with fantastical or speculative settings, the singular, root rule of 'Verses is this:

No rule should ever be read or interpreted as to prohibit something which is obviously possible.

While GMs will be required to improvise and rule on situations not explicitly covered in these rules, when doing so their rulings should always lean in favor of the possible. In fact, GMs are encouraged to override a written rule if they deem it contrary to their intuition of what is possible in a given situation. Ambiguous situations should always be ruled in favor of more possibility than less.

There are also some fundamental mechanics on which the game is built.

Objects & Actors

Throughout these rules, various entities are described as objects and actors.

Objects are the most fundamental components of the game world. Any given thing that is described by properties called Attributes and isn't typically separated into discrete objects is an object. A rock, a tree, a horse, its rider, and that rider's armor are all objects. An object's attributes determine how it behaves with respect to other objects and player and GM actions.

Actors* are a special kind of object. A game object that also possesses **Action Dice (AD)**, and might take a turn in Fast Action is called an actor. Generally, actors are biologicals (living beings), constructs (machines), or incorporeals (AIs, spirits, etc). Characters played by players or the GM are actors (and also objects!). Other examples of actors are animals, autonomous machines, vehicles, fey spirits, and AIs.

* It is worth noting that the word "actor" here is not used in the sense of an actor in a play, but rather as "one who takes action."

Rated Values

Object capabilities and task difficulties are measured using a rated value. In fact, most values described in these rules, aside from certain derived attributes, are measured this way. Rated values go from zero to five, with zero being the lowest and five the highest.

Rated Values

Value	Attribute Rating	Difficulty Rating
0	None (unallocated)	Trivial
1	Low	Easy
2	Typical	Typical
3	High	Difficult
4	Elite	Very Hard
5	Superior	Extreme

An object's core attributes can never be set to zero, although some conditions may temporarily reduce them to zero. Other values may be zero, which may indicate a complete lack of allocation or training for a skill or ability, or in the case of difficulty, a trivial task for which a test is unnecessary.



If you've played other ttRPGs, you may have rolled a die and added bonuses to its value, trying to roll higher than a target number. In other cases you might roll several dice together and add their values. While adding and subtracting aren't generally a barrier to play, it can slow down the game right when things are getting exciting!

'Verses avoids a lot of this kind of arithmetic in favor of an ability we all have called *subitizing*. When we subitize, we look at a number of things and immediately know how many there are without counting. Most people can subitize up to four things. To take advantage of this ability, most numbers in 'Verses are kept small. This helps make gameplay fast.

Dice Pools

Nearly all parts of gameplay in 'Verses involve rolling some number of dice all at once. These dice you roll together are called a dice pool.

Any die in the pool that rolls a **five** or a **six** counts as a success.

Sometimes one success is all you need. Sometimes you'll need more than one. The number of successes you need is called the success target and is abbreviated as #S. When you roll the dice, you will look at each die and count the total number of successes. If this count is equal to or higher than your success target, your roll was successful.












While both fives and sixes are considered successes, sixes are more important for some rules in Fast Action. When you're counting, count the sixes first, then the fives (this will be important when discussing certain game features such as [Action Chaining](#), [Cover](#), and [Armor & Shields](#)).

As the difficulty of the task increases, the success target will increase. To improve your chances of meeting the success target, you'll want more dice in your pool. The game rules will determine how many dice you can add to your dice pool.

Whenever a bonus or penalty affects a particular roll, the number given refers to a number of dice added or removed from the dice pool for that roll.



In the examples throughout these rules, whenever rolls of dice pools are depicted, successful dice are represented with   and non-successful dice as    .

Dice yet to be rolled are shown with no pips:   .

Action Dice (AD)

Action dice represent an actor's ability to act. Each actor in the game will have some number of action dice each round in a special pool called their AD pool. The AD pool size is determined by their attributes, abilities, and current condition.

One or more action dice from this pool are used to contribute to the dice pool for any given action. At least one action die must be spent on any given action, but more can be spent to improve the chance of success. Players decide how many action dice to spend on any given action. More AD spent on an action means a better chance of success, but fewer AD left over to spend on other actions in that round. Fewer AD spent on an action means a lower chance of success, but more AD to spend on other actions.

The way action dice are spent accounts for the number of actions an actor can take in a round, allowing an actor's player to choose how much effort is spent on any given action they take, and to balance that choice against how many actions they take.

Using action dice will be explored in more detail in the section on [Fast Action](#).

Exhaustion (EX)

Exhaustion saps an actor's ability to take action and impacts their effectiveness across all actions. When an actor suffers exhaustion, one or more action dice are removed from the AD pool (unspent if available, otherwise from spent action dice) and are said to be “bound in Exhaustion” or EX-bound.

Action dice which are EX-bound cannot be used in any rolls. An actor that has EX-bound all action dice can take no actions except one **Rest** action in a round.

Action dice can become EX-bound in a number of ways. Actors taking a significant amount of damage, being subject to certain status conditions, or using all action dice on the **Move** action in a single turn are some of the ways that action dice can be EX-bound.

EX-bound action dice can be unbound and returned to the AD pool through the Rest action. Some **abilities** may also offer other ways to release EX-bound action dice.

Technology Levels (TEC)

Within a particular game universe, Technology Level (TEC) gives players and GMs a rule-of-thumb for what skills and equipment are available to characters. Technology Levels are not intended to provide accurate fidelity across historical time periods and cultures, but rather to provide rough categories of availability for gaming convenience and story-telling. It is for this reason that technology examples and not date ranges are provided as examples.

Generally speaking, TEC provides an upper limit to available technology; That is, any skills or equipment at or below the society’s TEC is available to characters. In practice, GMs and particular expansions may limit or broaden this availability for story reasons, and availability of equipment may also be constrained by social conventions or legal sanctions.

Technology Levels

Value	Level	Examples
1	Ancient	Animal Husbandry, Herbalism, Swords, Bows & Arrows
2	Pre-Industrial	Gaslight, Microorganisms & Germ Theory, Muskets
3	Industrial	Steam-power, Mass Production, Electric Lights, Revolvers & Repeating Rifles
4	Modern	Genetics, Pharmacology, Solar System Exploration, Automatic Firearms
5	Future	—



Readers may note that *TEC 5: Future* is undescribed and unbounded. This is deliberate, in that these core rules are intended to remain unopinionated about what the future holds. Phasers and warp drive? Cold fusion and laser swords? Individual expansions that embrace future technologies are responsible for providing skills, equipment, and gameplay environments consistent with their universes.

Tests



The test is at the root of all game mechanics in 'Verses.

At its most simple, a test involves rolling as large a dice pool as possible to get the number of successes necessary to reach or exceed the test difficulty, or Success Target (# S).

The size of the pool of dice in a test is determined by the various capabilities of an actor, and how many action dice the actor has available and how many the player chooses to spend.

A player may choose to spend all action dice at once for a better chance at succeeding at a test.

A player may also choose to accept a lower chance of success to reserve some action dice for other actions or tests in the round.





With the dice pool assembled, all dice in the pool are rolled together and any dice which roll a  or  are counted as successes. The test is successful if the rolled number of successes is equal to or greater than the success target.



Throughout these rules, tests will be expressed using an "arrow notation" which places the formula for assembling the dice pool on the left of the arrow, and the success target and success effects on the right.

For example, this notation `SMR + #AD → 2S` describes a test which assembles a dice pool of the actor's Smarts attribute and some number of Action Dice with a success target of 2 successes.



Anders tries to punch Benny. Anders has 4 dice between applicable skills and AD to roll for the attack. The success target for most melee attacks is 1S. Anders rolls 4d6 against 1S, with    . Because Anders's roll has 1 success, the punch lands. But hitting Benny and causing him injury are two different things.

Contests

When a test is actively challenged (contested), both the initial actor and the challenging actor roll a pool of dice (the size of the pools are determined by the actors' capabilities and the situation). The number of successes of the challenging actor is subtracted from the number of successes of the initial actor. If the

result is positive and equal to or greater than the required number of successes, the initial actor wins the contest. Otherwise, the challenging actor wins.

When subtracting contested successes from the initial actor's roll, **remove sixes first**. This will be important when discussing certain game features such as **Action Chaining**, **Cover**, and **Armor & Shields**.



Contests are expressed using a similar arrow notation as regular tests, with the right side of the arrow representing the dice pool of the challenging actor.

For example, this notation: $SMR + \#AD \rightarrow SMR + \#AD$ describes a "battle of wits" (a contest between actors' Smarts attribute and some number of Action Dice).



Chida and Benny are sparring, and Chida attempts to shove Benny to the ground using a takedown move from her Grappling skill. Between attributes and skills, Chida has 5d6 to roll for the takedown, which has a success target of 2S. Benny tries to avoid being knocked down, but only has 3d6 to contest the attack.

Chida rolls and Benny rolls . Chida rolled 2 successes, but since Benny also rolled a success, Chida's successes are reduced to 1—under the 2S target for the move—and Benny manages to avoid Chida's takedown. Their struggle continues...


Continuous Tests

Some tests occur over time, or require focus to maintain their effects after a successful initial roll. These tests will indicate they are continuable with a “# C” after the success target like so: “3S 2C.” The number that precedes the C is the continuation target; the number of successes needed to maintain the success. If the number is omitted then it is assumed to be 1.

If the actor wishes to continue the effects of a continuous test, they must maintain the test. In **Fast Action**, an actor must spend at least 1AD to explicitly maintain a continuous test each round. If the actor is hit by an attack, they must also attempt to maintain the test. Outside of Fast Action, the GM or specific rules will determine how often the continuous test needs to be maintained.

To maintain the continuous test, the actor rolls the dice representing the skill or ability used in the original test plus at least 1AD (if the maintenance test is in response to damage, AD may be added but is not required). If this test fails to meet the necessary continuation target (# C) or the actor chooses not to maintain it, then the test and its effects end.



The number four airlock seal was damaged in a recent negative skip event. When the ship takes fire from pirates and begins evasive maneuvers, the seal lets go and the emergency bulkheads drop, trapping Jules in with her atmo slowly leaking out into space. Her only hope is that the manual pressure hatch control can put enough force on the seal to stop the leak. The manual control requires a low 1S Test against Toughness (TUF), and Jules has a typical (2) TUF. Since she's got to get it sealed, Jules uses all her effort, adding all 5AD to her 2 TUF for a 7d6 dice pool. She rolls , more than enough to succeed.

She pumps the manual lock lever and gets a good seal, but because of the damage, the GM rules that she'll need to hold the lever closed, or the leak will continue. Even in the tumbling, jarring zero-G environment, the Continuous Test is an easy 1C, so while her crewmates are busy running from pirates, Jules spends the next turns rolling 5AD + TUF for 7d6 to hold the lever down—being stuck, she has nothing better to do.

Someone else will have to fight off the pirates.



In this example, it's worth noting that Jules has to hold on to the lever with at least one hand to keep the airlock sealed, and there are no rules explicitly stating that this is part of the continuous test. She couldn't, for example, maintain the continuous test and also manipulate a two-handed machine... unless her species has more than two hands!

Players & GMs should recognize that no system of rules can possibly account for every conceivable situation that might arise, so it is left to the GM to identify moments like this and handle them sensibly.

Success Margins



Any test or contest will result in a Success Margin (SM).

While in some tests we simply care about the state of success or failure, often *how well* we succeeded (the SM) is important to understanding the outcome.

To calculate the success margin of a roll, subtract the success target from the total number of successes and add 1 (because equalling the success target counts as a success).

$$SM = 1 + ([\# \text{ of Successes}] - [\text{Success Target}])$$



Sklar and his crew are fleeing Cor Caroli L5 station in a stolen skip ship, but they're being pursued by local traffic control. Sklar is trying to increase the power output of the gravdrive in the hope of outrunning the law. The GM rules that the Power Systems skill applies here, with a high Target of 3S and an outcome of 10% more power per Success Margin. Sklar has training in Power Systems, and between his skill & attributes, he has 5d6 to roll. He also has 5AD to apply, so his total dice pool is 10d6. Sklar rolls 4 successes with  . This gives him a Success Margin of 2, so he manages to get an extra 20% power to the gravdrive by rerouting it from non-critical systems.

Dice Pool		Roll vs. 3S		Success Margin
	>		>	 
				1 + 1 = 2

Characters

Characters as Actors

Characters are actors that are playable either by players or the GM. Characters have their capabilities and limitations described through attributes, abilities, and skills.

The core attributes below provide a general description of an actor's capabilities.

The Core Attributes

Attribute	Abrv	Description
Smarts	SMR	Intelligence, memory, awareness, & other mental capabilities
Prowess	PRW	Dexterity, agility, & other fine-motor physical capabilities
Toughness	TUF	Strength, toughness, damage resistance, & related physical capabilities
Sociability	SOC	Personality, presence, & other social capabilities

Derived Attributes

In addition to the core attributes, actors also have derived attributes. As the name implies, these are derived from core attribute values using simple formulas. Below are the standard derived attributes for a human character, their descriptions, and formulas or values.

The Derived Attributes (Human)

Attribute	Abrv	Value
Action Dice	AD	3 + PRW
Connectedness	CN	10 + SOC
Health Points	HP	TUF × 5
Maximum Carry Weight	Max Carry	TUF × 15
Movement	MV	7m/AD
Skillfulness	SK	SMR × 5

For Other Species & Actor Types

The above listed formulas apply to human actors. Actors of different species may have different applicable formulas which will be defined in their stats blocks. If a species does not explicitly declare a formula for a derived attribute, use the above formulas.

Connectedness (CN)

Connectedness (CN) measures the actor's social affinity and their ability to make and maintain social connections.



In any game world, actors move among vast networks of strangers, friends, contacts, and acquaintances. Even when traveling, there's always a chance to run into an acquaintance. Depending on its nature, that chance meeting could be a happy coincidence or uncomfortable encounter.

When characters move through small or large populations, try to track down a contact, or want to keep a low-profile, the GM may call for a connectedness test to see if the characters encounter someone they know:

$$CN \rightarrow (10 - SOC)S$$

Depending on the reason for the test, the GM may choose to interpret the result in different ways. Is the character looking for a shady contact? Trying to avoid recognition? Randomly encountering a face from the past?

Another way this test can be used is to take the SM of the roll as an indication of the contact's disposition towards the character. Since actors with higher SOC will more easily have high success margins, higher or lower margins can be taken to mean the contact is more or less well-disposed towards the actor.

Health Points (HP)

Health Points (HP) indicate the overall health of the actor. HP is lost if the actor receives damage or disease. If HP is reduced to 0, the actor risks death or destruction. HP can be regained only through medical treatment or repair.

Maximum Carry Weight & Overloading

An actor's Maximum Carry Weight (Max Carry) is derived from their TUF attribute. This indicates the maximum amount of weight the character can consistently carry without incurring penalties to movement and agility.



While in practice, a human actor can lift an amount of weight up to $TUF \times 50 \text{ kg}$, any attempt to lift or carry weight more than twice the actor's Max Carry will bind 1 action die to exhaustion per round the weight is lifted or carried. There is also a distinct difference between lifting a weight and carrying it for any significant amount of time.

Although an actor may carry weight in excess of their Max Carry, they incur a penalty of -1 PRW for every 20kg (or part thereof) over that limit. This penalty impacts all attributes derived from PRW, so an overburdened actor will have reduced action dice and not be able to move as quickly, attack, parry, or dodge as well, and will face limits on other PRW-based capabilities.

Movement (MV)

Movement (MV) provides the distance in meters per AD that an actor can move during Fast Action.



It may seem counterintuitive at first that the Movement attribute doesn't go up with higher PRW. But remember that the movement attribute does not measure meters per second. It measures meters per Action Die (AD). AD increases with a higher PRW. But more AD does not mean more time per round. All rounds are 5 seconds long. More AD means less time per action.

So even though MV doesn't change in meters per AD as PRW goes up, overall movement speed per 5-second turn increases. We can see this in action in the following table:

Movement (MV) by AD, Second, & Round

PRW	AD	AD/second	MV (human)	m/second	Max m/Round
1	4	0.8	7m/AD	5.6	28
2	5	1.0	7m/AD	7.0	35
3	6	1.2	7m/AD	8.4	42
4	7	1.4	7m/AD	9.8	49
5	8	1.6	7m/AD	11.2	56

Based on these numbers, an actor with typical (2) PRW has a very respectable (for a novice) 100m sprint time of about 14.3 seconds, while one with a superior (5) PRW has an absolutely record-shattering time of just under 9 seconds.

This also means that while a faster actor might spend the same or more AD to move a similar distance as a slower actor, their movement is more efficient.



Holden has a typical PRW of 2, while Croy has trained himself to an elite PRW of 4. Suppose they both need to run 10m, take a shot with a handgun, and then run another 10m to cover. While Holden's first AD spent will get him most of the way, he must spend a second AD to get to 10m. Knowing that he has to run another 10m after the shot, he only has time for a quick pot-shot (1AD).

Croy's MV is the same as Holden (7m/AD), so they also spend 2AD to run the first 10m, but because they have a total of 8AD, that leaves them plenty of time to line up a good shot with 4AD (or even to spread those 4AD across multiple shots) before spending their last 2AD to run to cover.

Skillfulness (SK)

Skillfulness (SK) indicates an actor's maximum number of skills that can be allocated with refinement dice.

Abilities & Skills

Abilities and **skills** describe the specific knowledge, capabilities, and actions an actor can apply in skill tests and Fast Action. An actor gains an ability or skill by allocating one or more dice to it during creation or advancement. Dice allocated in this way represent specific training and time spent in practice. Some abilities can also be gained by using objects that grant specific abilities.

In discussion of skills and abilities, allocated dice refers to any dice that have been allocated to the specific skill or ability, regardless of how they were allocated.


The sections on **Abilities** and **Skills** provide additional information about how these capabilities interact and contribute to dice pools.

Creating Your Character

One of the hallmarks of characters in 'Verses is their relative mechanical simplicity. Core attributes, Abilities, and Skills all use the same 1–5 rated value scale, and the rules governing their use all essentially boil down to the fundamentals which have been described earlier in these rules.

The rules of 'Verses regulate how interactions between actors and objects resolve, but are not concerned with how or why they interact. This is left to the players and GM. For this reason, no effort is given within these rules to describe moral or motivational frameworks.

While GMs and players (and expansions) are free to establish their own preferred mechanisms for describing these aspects of characters, 'Verses provides the following framework for character creation.

 It is important to recognize that these rules exist without a particular setting or narrative background. These aspects of a game will be provided in a relevant expansion. As a “universe-agnostic” ttRPG system, the first step in character creation must be the identification of the game’s universe. With some exceptions (for example the adventures of a space-and-time-hopping bohemian professor and their companions), characters should exist within the tenor and mood—the terroir if you will—of their settings.

A Storytelling System for Character Creation

As a narrative game, it is fitting that individual stories form the basis for character creation and development. GMs and players are encouraged to begin their character creation journeys with a round of storytelling.

Who is your character? What motivates them? How do they (or do they?) fit into society? What are their personal strengths and quirks? What draws them to a life of adventure?

While some of a character’s story will be specific to a particular reality, and expansion authors or your GM may suggest prompts to answer, there are some universal experiences and moments that can reveal various dimensions of your character. Answering a few prompts from your character’s point of view can help to sketch out a story about who they are.

To use the following table, roll 1d6 to identify the table section, then roll 1d6 again to identify a row within that section. Repeat as desired.

Character Creation Prompts

Die 1	Die 2	Prompt
1	1	Describe a memorable event in your childhood.
	2	How did you learn or develop a key skill or ability?
	3	List 3–5 core values.
	4	"When I wake up, the first thing I want to do is..."
	5	What do you have most/least in common with your closest friend?
	6	Describe your ideal day.
2	1	Settling down for a rest, what thoughts come to mind as you stare out into the distance?
	2	"If I had enough money, I would..."
	3	How far is too far to help a friend? A stranger?
	4	Describe your worst/darkest moment.
	5	What is your favorite food?
	6	Is there a story behind your name?
3	1	What's the furthest you've ever been from home?
	2	Who is your role model?
	3	"One thing I find really interesting is..."
	4	Do you have any enemies?
	5	What do you have that is of great sentimental value?
	6	If you find yourself in a dark mood, what is the likely cause?
4	1	What is your best character trait?
	2	What would those who know you best write in your obituary?
	3	"When learning a new language, the first thing I want to know how to say is..."
	4	What is/was your relationship with your parents like?
	5	What are your hobbies?
	6	What are you afraid of?
5	1	How many siblings do you have?
	2	What are you most proud of?
	3	Do you get more angry at others, or at yourself?
	4	"The one thing I can't stand is..."
	5	What is your core belief about people?
	6	How do you wish to be remembered?
6	1	Do you follow the same beliefs you were raised in?
	2	Have you ever been in love?
	3	What is your favorite time of day?
	4	Have you ever been accused of a crime?
	5	"Nothing puts me in a better mood than..."
	6	Do you prefer to have a plan, or to wing it?

As a character narrative begins to take shape, your GM can help develop that story to fit it into the game world. How did your character meet the other player's characters? What choices and actions put your character on the path to the upcoming adventure? The more of these questions you have answers to, the closer you are to finalizing your character.

A Traits System for Character Creation

Another method players and GMs can utilize, either instead of or in addition to the narrative approach, is to identify a number of descriptive traits that capture the presence and personality of your character. These traits have no functional gameplay effects, but rather they provide players with a supportive framework for role-playing their character and determining how their characters might act in response to various situations and in different contexts.

These tables have been designed to enable random selection of one trait in each category from both Group A and Group B without contradictions. Players can choose from these tables, roll randomly, or arrive at descriptive traits on their own.

Character Traits Group A

1d6	Mental	Functional	Social	Physical
1	Clever	Alert	Awkward	Bulky
2	Error-prone	Careful	Confident	Heavysset
3	Intellectual	Careless	Helpful	Lithe
4	Thoughtful	Clumsy	Mischievous	Stout
5	Whimsical	Deliberate	Outgoing	Willowy
6	Witty	Graceful	Shy	Wiry

Character Traits Group B

1d6	Mental	Functional	Social	Physical
1	Absent-minded	Anxious	Aloof	Disheveled
2	Bookish	Calm	Decorous	Imposing
3	Naive	Carefree	Fickle	Polished
4	Resourceful	Excitable	Friendly	Scarred
5	Sensible	Fidgety	Loyal	Striking
6	Single-minded	Serene	Quirky	Unremarkable

Once you have identified eight traits, consider how these descriptors interact to reveal the nature of the character and their personality.

There are two major decisions that you'll make as part of character creation: Choosing a species and an archetype. The more developed your character narrative, the clearer these two choices should become.

Choosing a Species

The word *species* is used in the context of these rules as a broad categorization of actor types. Choosing a species sets a baseline for core and derived attributes and abilities, and opens up specific capabilities and characteristics. You can think of your character's species as determining what capabilities your character was born to.

When you choose a species, set the core attributes as specified. Players can choose to customize the species' baseline core attribute ratings by shifting one die from one attribute to another, reducing one attribute by one and increasing another by one.

Next, note down the formulas for derived attributes. The standard '**Verses Character Sheet**' reserves a place to write down these formulas for each standard derived attribute.

Finally, make note of any intrinsic abilities and allocate any dice provided by the species.

These base rules provide the definition for the **Human** species below. Additional species definitions may be provided in expansions.

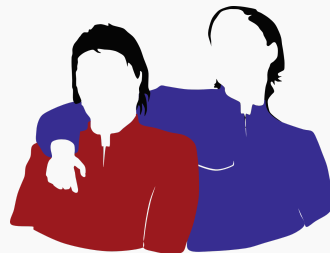
Human Species

Core Attributes

Type	Biological
Smarts	2
Prowess	2
Toughness	2
Sociability	2

Derived Attributes

Action Dice	3 + PRW
Connectedness	10 + SOC
Health Points	TUF × 5
Max Carry	TUF × 15
Movement	7m/AD
Skillfulness	SMR × 5



Languages

The actor has 1 die allocated to any *Language* » * skill. **Language » Common** is recommended.

Intrinsic Abilities


The actor has 1 die each allocated to any two Intrinsic Abilities. **Adrenaline Rush** and **Multitasking** are recommended.

Free Dice

The actor has 2 additional **Refinement Dice** to allocate.

Choosing an Archetype

Readers will notice a distinct lack of references to “character classes” in this section. That is intentional; There are no classes in 'Verses. Instead, players and GMs can utilize a mechanism called an archetype to aid in the structured elements of character creation. Archetypes are templates that capture a predefined starting point to set up a character that fits into the game world in a balanced and reasonable way.

 While archetypes provide a set of “rails” to help you quickly set up a character, they do not constrain your character past that moment of creation. Archetypes are a starting point only. It's always important for players and GMs to remember that archetypes are templates composed of suggested features.

GMs should feel free to create custom archetypes that they feel will fit better in their campaigns. Players should also feel free to diverge from the template provided by the archetype system if they feel strongly that their character has a good reason for a different set of capabilities.

It's always good to check in with your GM before any radical re-imaginings to make sure that the resulting character won't imbalance the game and can fit into the story the GM has planned.

Your character's archetype helps determine what capabilities your character learned and developed as they became who they are.

An archetype helps you specialize a character's capabilities, and represents the time and effort the character has spent in their life developing skills and abilities prior to the moment in which a player begins playing them. Archetypes provide suggestions on how capabilities should be allocated, a pool of dice to allocate, one or more programs of skills and abilities to choose from that align with the training that characters with that archetype might receive, and starting wealth and equipment.

As characters advance, archetypes also provide a suggested framework for directions in which the character can develop. But it is always important to remember that these are suggestions only.

No archetypes are provided in these core rules, because archetypes will always be specific to the game's world and setting.

Character Advancement

'Verses uses a narrative character advancement approach that is both simple and satisfying for players. At certain points in the campaign narrative and as determined by the GM, players are awarded advancement in the form of one or more dice which may be allocated by the player to enhance the capabilities of their characters.

When allocating a die to an attribute or capability, if the die represents a new ability or skill, that ability or skill starts at 1. If increasing an already allocated capability or attribute, the allocation increases the value by 1.

Players can allocate the dice to enhance their characters according to their chosen archetypes or in any other way they like. While players are limited only by the maximum rated value (5), capability prerequisites, and the type of die awarded, they are encouraged to make advancement choices part of their character's narrative arc.

There are two types of advancement dice a GM can award.

Refinement Dice

Refinement dice are the more common form of dice awarded in character advancement. Refinement dice can be applied to acquire or improve abilities and skills. These dice may be awarded at frequent intervals. It is common for characters to be awarded refinement dice on achieving key narrative milestones or after resolving major encounters.



At the end of a particularly challenging adventure, Priya's GM Jamie awards each member of the party 1 refinement die. Priya would love for her character Bratha to gain some magical abilities through the Channel Power ability, but after consideration and discussion with Jamie, realizes that as a swordswoman, there's no reasonable narrative to explain Bratha's sudden discovery of this newfound power.

Instead, she allocates the refinement die to the ability Pain Tolerance—she's been wounded enough in recent battles that it makes sense she is starting to shrug off minor wounds—giving her 1 die in that ability. However, Priya makes a mental note to have Bratha start paying more attention to her Spellweaver companion, hoping to pick up a thing or two for next time.

Core Dice

Core dice are used to enhance one of the four core attributes. Because these attributes affect capabilities across multiple skills and abilities, improving core attributes requires significant investment in training and improvement. Core dice are rarely awarded and represent a huge degree of character advancement. A core die might be awarded upon completion of an entire campaign or a major narrative arc that spans multiple adventures.



Through long journeys and many adventures, Tammaren and his group of worthy adventurers have finally tracked down the Necromancer that has haunted the southern region of Baranai for the last hundred years. The battle was fierce and very nearly deadly for them all, but at long last the Necromancer was cast down and devoured by his shadowy minions.

As the party rests and recovers from their wounds, the GM awards each player 1 core die for completing the months-long campaign to destroy the Necromancer. As the party's healer, researcher, navigator, and interpreter, Tammaren's core die goes to increasing his Smarts by 1. As the root default of most of his skills, this increase of 1 die is felt across nearly every action Tammaren will take moving forward. It also increases his Skillfulness derived attribute, expanding his ability to allocate more skills in the future.

In some cases, a player receiving a Core Advancement Die may choose not to increase a core attribute in favor of one or more skills or abilities. In such cases, the player rolls 1d6, counting a roll of 1 or 2 as a 3. The player may allocate the resulting number of refinement dice instead of the single core die.



Peele, another member of the party, has focused her training almost exclusively on the use of her swords. In lieu of allocating the die to a core attribute (an increase to Prowess would add only 1 extra die to her sword attacks), she chooses to devote the additional training to her swordsmanship.

She rolls 1d6 with a resulting 3. This counts as 3 refinement dice, which she allocates to the Two-Weapon Fighting skill. This increases each attack's dice pool by 3d6, and also allows her to chain up to three more attacks with her swords.

Measuring Character Advancement

It can be useful occasionally to be able to compare character advancement or the overall magnitude of character capability. In the absence of “levels” or other structured hierarchy of character advancement, it is useful to record the number of Core and Refinement Dice awarded and allocated in character advancement.

These may be recorded individually on the character sheet, and when referenced for purposes of comparison are written as:

2, 3

The first value represents Core dice and the second Refinement dice. Adventure modules in particular will often list a recommendation for characters' minimum dice allocation to avoid overwhelming player characters with challenges they are unable to meet. Such minimum recommendations are written as:

2+, *

...meaning "At least 2 core dice and any number of refinement dice," or:

2+, 5+

...meaning "at least 2 core dice and 5 refinement dice."

Recommendations may also specify a range of character allocation, written as:


2-4, 0-5

...meaning "between 2 and 4 core dice and up to 5 refinement dice, inclusively."


Abilities

Abilities are discrete features that enable actors to perform actions or produce effects. Abilities may be intrinsic (innate) or extrinsic (an external or additional system added to the actor).

Intrinsic abilities are gained by allocating **refinement dice**.

 Teyo has been training intensely, working to build up her physical conditioning. She is now able to use **Physical Conditioning**, an ability that allows her to recover from exhaustion more easily.

Extrinsic abilities must be added by acquiring objects which provide new or enhanced abilities. Any intrinsic ability may also be extrinsic. Depending on the game world, such objects might be anything from magic rings to night-vision goggles to nanotechnology implants.

 Jakob has purchased an AdrenoSpark, a biomechanical implant that will allow him to manage exhaustion. He can activate it by spending Action Dice, but it needs time to recharge between uses.

List of Abilities

The following list of abilities is intended to be usable across any genre and game world. Individual expansions will provide additional abilities relevant to their setting.

Action Autopilot

intrinsic for **biologicals** **constructs** **incorporeals**

You're so single-minded, sometimes you even forget what you're doing.

Allocated dice may be added to any maintenance rolls for Continuous Tests.

Adrenaline Rush

intrinsic for **biologicals**

It's a real pick-me-up when things go right.

Immediately after any successful test with a SM of 4 or higher, unbind a number of EX equal to the number of allocated dice plus 1.

Catlike Grace

intrinsic for biologicals

You may not have nine lives, but not for lack of trying.

Allocated dice may be added to the dice pool for any **Dodge** actions or any tests involving PRW to maintain balance or accomplish a full-body athletic task (does not include attacks or parries).

The AD cost of rising from the **Prone** state is reduced by the number of allocated dice, to a minimum of 1AD.

Charming Demeanor

intrinsic for biologicals

*You **look** like a friendly person, at least.*

Apply any allocated dice to any test involving SOC except attempts to intimidate or frighten a target.

Desperate Rally

intrinsic for biologicals

You're not going down without a fight.

When HP is reduced to equal to or less than the number of allocated dice, all EX is unbound.

While HP is equal to or less than the number of allocated dice, allocated dice may be added to any actions during Fast Action.

Eagle Eyed

intrinsic for biologicals constructs incorporeals

You can spot an eagle a mile away.

Add any allocated dice to any **Watch** action, any attacks at a range of greater than 20 meters, and any non-attack tests involving vision or visual acuity.

Healthy Immunity

intrinsic for biologicals

All that vitamin-C has really paid off.

Add any allocated dice to any tests to resist the **Sickened** condition.

Allocated dice may be added to any **Survival Roll**.

Heightened Metabolism

intrinsic for biologicals

Your body works overtime so you don't have to.

Any allocated dice may be used in addition to or in place of action dice. Once used in this way, allocated dice are treated as EX-bound until they are recovered through the **Rest** action.

Allocated dice that are not EX-bound may be added to any **Survival Roll**.

Intense Concentration

intrinsic for biologicals incorporeals

Sometimes you get lost in your own tunnel vision.

Apply any allocated dice to any maintenance rolls for Continuous Tests involving SMR.

Outside of Fast Action, actors may apply two times the allocated dice to any Test or Contest involving SMR. Using this feature binds 1 EX.

Intimidating Demeanor

intrinsic for biologicals

You have resting brute face.

Apply any allocated dice to any influence actions attempting to intimidate a target.

Jack of All Trades

intrinsic for biologicals incorporeals

You have managed to distill "Beginner's Luck" down to an art form.

Whenever attempting to use an unallocated skill, any allocated dice may be added to the dice pool.

Lightning Fists

intrinsic for biologicals constructs

Sting like a bee, but more than once.

Add any allocated dice to unarmed attacks and parries.

Multitasking

intrinsic for biologicals incorporeals

You're very good at spinning plates and juggling geese.

During Fast Action, use any allocated dice in place of an equivalent number of unbound AD for the **Maintain a Test** action, or for any Test or Contest involving SMR.

Outside of Fast Action, actors are unaffected by distractions for any Test or Contest involving SMR.

Pain Tolerance

intrinsic for biologicals

A little pain never hurt anyone.

If you are hit by an attack while maintaining a Continuous Test and you take no HP damage, you do not have to make a maintenance roll.

When injured, 1AD is EX-bound only if the amount of damage taken is higher than TUF + allocated dice, instead of TUF alone.

Perfect Pitch

intrinsic for biologicals constructs incorporeals

You always manage to hit the note right on the head.

Allocated dice may be added to any test involving musical abilities or vocal imitation.

Physical Conditioning

intrinsic for biologicals

You've worked hard to be in the best shape of your life.

Using all AD for the Move action in one turn does not EX-bind AD.

Allocated dice may be added to the dice pool for any Rest actions.

Allocated dice may be added to any Survival Roll.

Quick Reflexes

intrinsic for biologicals

Your hands have a mind of their own.

Allocated dice may be added to the dice pool for any **Parry** or **Use** actions or tests involving PRW for fine-motor tasks (including attacks).

Spatial Sensitivity

intrinsic for biologicals constructs

You've got a knack for choosing the right-sized container for your left-overs.

Allocated dice may be added to tests involving navigation, volume estimation, and indirect attacks.

Allocated dice may also be applied to tests of the skill **Method of Loci**.

Social Butterfly

intrinsic for biologicals constructs

You make friends like other people make footprints.

Allocated dice may be added to tests involving Connectedness (CN).

Sturdy

intrinsic for biologicals constructs

Your body is built like a tank.

Add allocated dice to TUF for purposes of HP calculation.

Tactical Awareness

intrinsic for biologicals incorporeals

Your instincts help you to pick your moment.

After all actors in fast action have rolled for turn order, the actor can spend any number of allocated dice to increase or decrease their position in the turn order by one position per die.

Temporal Sensitivity

intrinsic for biologicals constructs incorporeals

Wait for it...

Allocated dice may be added to tests that involve precise timing or estimating the passage of time, including tests of Music, Strategy & Tactics, and weapon attacks against moving targets at ranges greater than 30m.

Uncanny Luck

intrinsic for biologicals incorporeals

You have a knack for making things just work out.

When any dice pool is rolled, the actor may re-roll a number of resulting 1s equal to the number of allocated dice one time, using whatever value results from the re-roll.

Skills

About Skills

Skills refine an attribute, ability, or a more general skill to enable an actor to accomplish specific tasks. The maximum number of skills an actor may allocate is given by the **Skillfulness** derived attribute.

Skill Defaults

The attribute, ability, or more general skill which a skill refines is called the skill's default. When building a dice pool to test a skill, the pool is assembled from all allocated dice for the skill plus the pool that would be used if the actor was using the skill's default. If use of a skill is composed with other skills in a single action and would result in a particular default appearing more than once in the pool, the default's allocation is only added once. In discussion of a given skill, skill dice refers to this assembled pool.



The skill "Stellar Navigation" and its chain of defaults are defined as:

Stellar Navigation

difficulty: 2 default: Skill *Ship Systems*

Ship Systems

difficulty: 2 default: Attribute *SMR*

Smarts (SMR)

Anders takes over the navigation station from Jens who is injured. Anders needs to succeed at a test of their Stellar Navigation skill to be able to manage the system. The GM rules that the task is of typical difficulty, requiring 2 successes.


Anders has a typical SMR (2) and has allocated 1 die in the skill Ship Systems and 1 die in the skill Stellar Navigation. For the test, Anders collects the following skill dice into the test's dice pool and adds their 5AD:

<u>Stellar Navigation</u>	>	<u>Ship Systems</u>	>	<u>Smarts</u>	+	<u>Action Dice</u>	=	<u>Dice Pool</u>
■		■		■ ■		■ ■ ■ ■ ■		■ ■ ■ ■ ■
	+		+					■ ■ ■ ■ ■

Their pool of 9d6 gives them a 86% chance of success.


Attempting Unallocated Skills

Unless stated otherwise, a skill without any allocated dice can still be used by applying the test to the indicated default or its nearest ancestor default. However, when doing so, the difficulty of the unallocated skill and any unallocated defaults are subtracted from the resulting dice pool.

 In the same situation, Gemma might have tried to take over for Jens. But Gemma hasn't learned the Stellar Navigation skill. Still, Gemma can use her general knowledge of Ship Systems to try anyway. For the test, Gemma collects the following dice into the dice pool:

Ship Systems	>	Smarts	+	Action Dice	+	Navigation Difficulty	-	Dice Pool
■		■ ■		■ ■ ■ ■ ■		■ ■		= ■ ■ ■ ■ ■ ■

However, because Gemma has not trained the Stellar Navigation skill, she must subtract 2 dice from her pool (Stellar Navigation has a difficulty of 2), resulting in a pool of 6d6. Because the task is still typical difficulty, her chance of success is much lower, but still a respectable 65%.

 Padma has no knowledge of Stellar Navigation *or* Ship Systems. If she tried to take over navigation, her dice pool would rely only on 2 (typical SMR) + 5AD. Worse, because of her lack of knowledge, this meager pool is reduced by 4 (2 + 2: both Stellar Navigation and Ship Systems have difficulties of 2).

Smarts	+	Action Dice	-	Stellar Navigation difficulty	-	Ship Systems difficulty	=
■ ■		■ ■ ■ ■ ■		■ ■		■ ■	
Dice Pool							
■ ■ ■							

Her resulting pool is 3d6 and has a success probability of only 26%. As smart as she is, she has a pretty low chance of figuring it out in the clutch, and she's probably better off letting the autopilot handle things.

Root Defaults

A skill's root default is always an attribute or ability. If a skill's default is another skill, look at that skill's default. Repeat this process until the default is not a skill. That default is the root default.



The Root Default of the Stellar Navigation skill is Smarts (SMR).

Stellar Navigation

difficulty: 2 default: Skill *Ship Systems*

Ship Systems

difficulty: 2 default: Attribute *SMR*

Smarts (SMR)

A skill whose root default is an ability may not be allocated or used without allocating at least one die to the ability. A skill with an attribute as its root default may not be allocated or used unless that attribute has at least 1 as its value.



There are temporary conditions which may impart penalties against core attributes. While an attribute is reduced below 1, any skills with that attribute as their root default cannot be used until the attribute is raised above 0.



Deena is a beginning Lifecaller. He wants to learn the Call Flame skill:

Call » Flame

difficulty: 2 default: Ability *Channel Power*

Because this skill's default is the ability Channel Power, he must have at least 1 die allocated to the ability before he can attempt calling flame.

Prerequisites

Skill defaults are always considered prerequisites to learning a skill. Some skills have other prerequisites in addition to their listed default. A skill's default and all listed prerequisites must be allocated with at least 1 die before the skill may be allocated.



Shaunda wants to learn the skill Pharmacology:

Pharmacology

difficulty: 3 default: Skill *Biology*

prereq: *Chemistry*

She has two dice allocated in its default: Biology. But Pharmacology lists Chemistry as an additional prerequisite, and she doesn't have that skill. Before she can allocate a die to Pharmacology, she must first allocate at least one to Chemistry to meet the prerequisite.

If she tries to use the Pharmacology skill unallocated, she would have to subtract 3 from her dice pool (because while Chemistry is a prerequisite, it is not a default and doesn't count against her).

Repeatable Skills

Some skills are repeatable. A repeatable skill is one that may be allocated more than once at different rated values for individual specializations. Repeatable skills are listed with either explicit specializations or with a description of the type of specialization or area of focus following a double-chevron (»).

Repeatable skills may be referenced in this text either in their specialized forms or as general categories. Language » English refers to a specialized form, while Language » * refers to a general category.

Repeatable skills cannot be allocated as unspecialized. If a repeatable skill is referenced with a relevant specialization, that specialized skill takes precedence over the more general form.



The Language skill is repeatable because it must be allocated individually for each language learned. Language » English is a different skill than Language » Japanese and these two skills must be allocated separately. The Linguistics skill lists its default as Language » *. This means that the Linguistics skill (the study of languages) has any single language as its default and prerequisite.



The Driving skill is also repeatable. However, in skill listings it will not be enumerated for every possible kind of vehicle. Instead, its specialization is listed as “1 type of animal-drawn vehicle” and may be allocated individually for each vehicle type that the actor chooses to learn. At allocation, the player must choose the specialization. An actor may allocate this skill as Driving » Chariot or Driving » Cart. When referred to as a category, these skills will be named Driving » *.

Skill Technology Levels

The following lists of skills are divided by the Technology Level (TEC) in which they are initially relevant. Remember that Technology Levels are not intended to simulate historically accurate reenactments or to survive precise examination from a historical or cultural lens. They are guides to facilitate fast, fun gameplay in pseudo-historical and speculative future settings.

Typically, skills listed at any given Technology Level are available at that level and above. Some exceptions to this may be made if a particular skill is anachronistic enough in higher Technology Levels that it is no longer well understood, but these cases will be stated in individual expansions.

General Skills

Skills in the General category are available across all Technology Levels. When allocated for an actor in a particular setting, the skills in this section reflect the knowledge and techniques relevant to the era represented by the setting's Technology Level.

When allocated within a game setting which is not constrained to a single Technology Level, these skills should be considered to have an additional level of specialization: The Technology Level which the skill's knowledge domain covers.

As an example, Chemistry as understood by a scientist in the 14th century (TEC 1) is not the same skill as Chemistry as understood by a scientist in the 21st (TEC 4). The theories, nomenclature, understandings, expectations, processes, and tooling possessed by the two scientists are vastly different, and neither would be at home or likely even competent in the laboratory of the other.

Actors may attempt to apply their knowledge to the situation, but the disparity between their training and the future or historical context they find themselves in causes significant difficulty.

To model the difficulties that would be experienced by an actor in these cross-era situations, tests involving General Skills receive a penalty equal to the difference between the Technology Levels of the actor's allocated skill and that of the era the actor finds themselves in.

Additionally, if the test involves technology or processes that are anachronistic or unfamiliar to the actor due to Technology Level disparities, the GM may rule that the actor must subtract the skill's difficulty from the test's dice pool.



The Professor and her companion Harry are traveling in her Space-Time Box. Harry, who was born in the year 1985 (TEC 4: Modern era) is a medical doctor, and has the skill Medicine (difficulty: 5, default: Skill Biology, Prereq: Chemistry).

The Professor's ship isn't very reliable, and by random chance they materialize on a mysterious and deserted space station in the distant future (TEC 5: Future era). The Professor has been injured in the landing, and they've both been locked out of the ship.

While exploring the station on his own, Harry finds what he thinks is a medical kit. He rushes back to where he left The Professor, but when he opens the kit he finds an inscrutable array of strange equipment.

Unfortunately for them both, in this era Harry's medical skill is severely outdated and he can't make heads or tails of the future medical technology. He realizes he is going to have to make his best guess and hope he doesn't wind up killing The Professor and stranding himself in this space and time.

Harry's an accomplished doctor, with 3 dice allocated to the Medicine skill, 3 dice in Biology, and an SMR of 3. With his 5AD and the medkit's +1, he's starting with an excellent dice pool of 15d6.

Medicine	>	Biology	>	Smarts	+	Action Dice	=	Dice Pool
■ ■ ■		+ ■ ■ ■		+ ■ ■ ■		+ ■ ■ ■ ■ ■		= ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

But the difference in Technology Level in these futuristic surroundings means he begins his Medicine test at -1 die (TEC 5 - TEC 4). In addition, because he's not at all familiar with the futuristic medkit, he'll be at an additional -5 (the Medicine skill's difficulty).

Skill Dice + AD	-	TEC Difference	-	Medicine Difficulty	=	Dice Pool
■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■ ■		- ■		- ■ ■ ■ ■ ■		= ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Still, with his remaining 9d6 he stands a reasonable 62% chance of reviving the Professor.

Actors with more modern native Technology Levels may choose to learn anachronistic skills from a historical lens. Starting at the Pre-Industrial (TEC 2) level, the skill **Historical Skill » *** may be allocated and specialized with a specific General skill.

If this skill is allocated, when a test involves applying the specialized skill in a historical context (historical from the actor's frame of reference), the test is not subject to the skill difficulty penalty, and the Historical Skill's skill dice may be applied to the test to offset the Technology Level differential penalty.



On their next journey, The Professor and Harry arrive in the Middle Ages (TEC 1: Ancient era). During their adventures, Harry tries to use his knowledge of chemistry (1 die allocated to Chemistry) to improvise an explosive to break open a locked door. The GM has ruled he needs 3 successes to make a compound powerful enough to blow the iron lock.

With his 4 skill dice and 5AD, his dice pool is 9d6, but he needs actual chemical materials to work with.

$$\begin{array}{rcccl}
 \text{Chemistry} & > & \text{Smarts} & & \text{Action Dice} & & \text{Dice Pool} \\
 \hline
 \square & + & \square\square\square & + & \square\square\square\square & = & \square\square\square\square\square \\
 & & & & & & \square\square\square\square
 \end{array}$$

He's made friends with a local tinkerer who has access to what passes for a chemistry lab in this timeframe, but 20th century chemistry has come a long way since, and even the names of elements and chemicals are radically different.

Because of these differences and the need to utilize what he has to hand, Harry would have both a -3 penalty due to the Technology Level difference (TEC 4 - TEC 1), and a -3 penalty because of the vastly different lab conditions (Chemistry is a difficulty 3 skill), leaving him with only 3d6. That would be only a 4% chance of 3 successes.

Luckily, Harry had previously made a bit of a hobby of historical chemistry practices, and has allocated 1 die in Historical Skill » Chemistry. Applying this skill neutralizes the -3 skill difficulty penalty, and while he still takes the penalty from the Technology Level difference, he can apply his historical knowledge to the work, adding the 1 die in historical chemistry to the pool for a total of 7d6 and a 43% chance of success; vastly better odds.

$$\begin{array}{rcccl}
 \text{Skill Dice + AD} & & \text{Historical Skill » Chemistry} & & \text{TEC Difference} & & \text{Dice Pool} \\
 \hline
 \square\square\square\square\square & + & \square & - & \square\square\square & = & \square\square\square\square \\
 \square\square\square\square & & & & & & \square\square\square
 \end{array}$$

List of Skills

General Skills

Skills in this category are available across all Technology Levels. When allocated for an actor in a particular setting, the skills in this section reflect the knowledge and techniques relevant to the era represented by the setting's Technology Level.

Assassination

difficulty: 3 default: Attribute *PRW*

Knowledge and understanding of the subtle application of lethal attacks against biological actors appropriate to the current era.

The actor must have a basic understanding of the target's anatomy & biology if the target is of a different species. This may be determined by the GM based on the prevalence of knowledge of that species and the nature of the attack, or if the actor has other related skills applicable to that species such as First Aid or Biology.

If the actor has spent all available AD on the Watch action directed at a particular biological actor, and within 1 minute then spends all AD on an attack against that actor, any allocated dice may be added to the attack action, and for that attack all successes bypass any armor as if they were sixes.

Biology

difficulty: 3 default: Attribute *SMR*

Knowledge and understanding of biological sciences appropriate to the current era.

Chemistry

difficulty: 3 default: Attribute *SMR*

Knowledge and understanding of chemical sciences appropriate to the current era.

Dance

difficulty: 3 default: Attribute *PRW*

Training in a variety of culturally-relevant dance styles. Skill may be used directly to resolve tests of dance performance, and skill dice may be added to Dodge actions.

Engineering

difficulty: 3 default: Attribute *SMR*

Knowledge and understanding appropriate to the current era of engineering, and for both Stabilizing and Healing a damaged machine or construct actor. The tools and consumable supplies used for constructs, which vary by the type of construct are described below.

Engineering Tools & Supplies

Object Type	TEC	Example	Tools	Supplies
Wooden	1	Wagon, Catapult	Wheelwright's Tools	Woodworking
Forged	1	Wood stove, Siege tower	Smith's Tools	Blacksmithing
Fabricated	3	Bicycle, Steam engine	Machinist's Tools	Steelworking
Electronic	4	Electric car, Computer	Electrician's Tools	Electrical

Espionage

difficulty: 2 default: Skill *Strategy & Tactics*

Knowledge and techniques related to spycraft appropriate to the current era.

This skill applies to any tests to evaluate the security of organizations and systems and how to breach them, methods and practices for covert operation “in plain sight,” and establishing and “running” operative networks.

First Aid

difficulty: 2 default: Attribute *SMR*

Knowledge and techniques appropriate to the current era for Stabilizing an injured biological actor.

History » 1 Society or 1 TEC

difficulty: 2 default: Attribute *SMR*

Knowledge of history and historical contexts relating to the society or historical era of the skill's specialization.

Jury-Rigging

difficulty: 2 default: Attribute *SMR*

Knowledge and understanding appropriate to the current era for Stabilizing a damaged machine or construct actor.

Linguistics

difficulty: 3 default: Skill *Language* » *
prereq: *Research Methods*

Knowledge and understanding appropriate to the current era of the evolution and interrelation of languages. Skill dice are applied to any test to determine the identity and history of an unknown language.

Skill dice may also be added to rolls to offset difficulty penalties involved in use or understanding unallocated language skills.

Lock Picking

difficulty: 2 default: Attribute *PRW*

Knowledge and understanding appropriate to lock designs of the current era, and how they can be defeated. Skill dice are applied to any test to defeat a lock of known type, given appropriate or improvised tools.

When using improvised tools, subtract 1 die from attempts to defeat locks. On a failure with no successes, the improvised tool breaks.

Medicine

difficulty: 5 default: Skill *Biology*
prereq: *Chemistry*

Knowledge and understanding appropriate to the current era for both Stabilizing and Healing an injured biological actor.

Pharmacology

difficulty: 3 default: Skill *Biology*
prereq: *Chemistry*

Knowledge of drugs and medications, their interactions and toxicology, and uses in medicine.

Allocated dice may be added to any Healing tests, and to any tests utilizing the Poisons skill.

Physics

difficulty: 3 default: Attribute *SMR*

Knowledge and understanding of physics appropriate to the current era.

Poisons

difficulty: 2 default: Skill *Biology*
prereq: *Chemistry*

This skill covers the identification, preparation, and application of poisons appropriate to the current era.

The actor must have a basic understanding of the target's anatomy & biology if the target is of a different species. This may be determined by the GM based on the prevalence of knowledge of that species and the nature of the attack, or if the actor has other related skills applicable to that species such as *First Aid*.

Research Methods

difficulty: 2 default: Attribute *SMR*

Knowledge and understanding of research methods used in the current era.

Strategy & Tactics

difficulty: 2 default: Attribute *SMR*

Knowledge of decision-making in warfare appropriate to the current era.

This skill applies to any tests to evaluate terrain and identify points of strategic and tactical significance, identify moments of tactical opportunity and how to exploit them, and to weigh comparative strengths and weaknesses between opposing forces.

Ancient Skills (TEC 1)

All **General skills** are available at this level.

Acting

difficulty: 2 default: Skill **Oration**

Skill in dramatic performance of alternate personalities, emotions, or motivations, and the ability to be convincing in such settings. Skill points can be added to attempts to Influence/Charm an actor.

Animal Training » 1 type of animal

difficulty: 3 default: Attribute **SMR**

Training an animal, such as an animal mount, to behave in specific ways and to accept and obey commands as described in **Animal Training**.

Training requires an investment of time and repetition. The time required to train a specific animal skill varies by the skill's level of difficulty. In game terms, 1 full week (spending several hours each day of the week) must be spent per level of difficulty. At the end of each such week of training, the trainer must succeed in the following test or begin that week's training again:

$$\text{Skill} + \#AD \rightarrow (8 - [\text{Animal's SMR} + \text{SOC}])S$$

This skill may also be used in a contested attempt to calm or command an animal which has not been trained, with a success margin determined by the GM representing the difficulty incurred by the animal's contextual disposition towards the actor. In such a situation, the animal will contest the skill with its own Smarts + Sociability.

Argument & Debate

difficulty: 2 default: Attribute **SOC**

Rhetorical skills for convincing or persuading listeners to a particular point of view or to take a particular action. Skill may be used on its own to resolve tests of persuasion, and skill dice may be added to any attempts to Influence/Charm an actor.

Armor » Heavy

difficulty: 3 default: Attribute *PRW*

Training in movement and fighting in heavy armor. Skill points may be added to Dodge actions while wearing heavy armor. At allocations of 4, an armor's PRW penalty is reduced by 1. At allocations of 5, PRW penalty is reduced by 2.

Armor » Light

difficulty: 1 default: Attribute *PRW*

Training in movement and fighting in light armor. Skill points may be added to Dodge actions while wearing light armor.

Armor » Medium

difficulty: 2 default: Attribute *PRW*

Training in movement and fighting in medium armor. Skill points may be added to Dodge actions while wearing medium armor.

Armor » Shields

difficulty: 2 default: Attribute *PRW*

Training in movement, fighting, and defensive techniques while using a shield. Skill points may be added to Parry actions for shields with the Parry feature.

Athletics

difficulty: 2 default: Attribute *PRW*

Training in a variety of gross-motor skills. Skill may be used directly to resolve tests of general athletics, and skill dice may be added to Dodge actions.

Bluffing & Tells

difficulty: 2 default: Attribute *SOC*

Spotting “tells” of others attempting to lie or bluff, and convincingly lying or bluffing others. Skill may be used on its own to resolve contests to trick, bluff, or persuade, and skill dice may be added to any attempts

to Influence/Charm or Influence/Intimidate an actor or to contest attempts from others, and when taking the Watch action to detect deception.

Charm & Persuasion

difficulty: 2 default: Attribute SOC

Knowledge of psychological and motivational frameworks involved in decision-making and how they can be manipulated to sway others to taking a particular point of view.

Skill dice may be added to any attempts to Influence/Charm or persuade an actor, or to contest attempts from others.

Drawing

difficulty: 2 default: Attribute PRW

Artistic or realistic depiction of figures, scenes, or ideas in a two-dimensional format with pencil, ink, charcoal, or similar media.

Skill dice may be applied to any tests to create a drawing of artistic merit or a convincing depiction of a subject, or to estimating the historical significance, artistic merit, or monetary value of a given drawing.

Skill dice may also be added to attempts at artistic forgery of drawings or documents.

Driving » 1 type of animal-drawn vehicle

difficulty: 2 default: Attribute PRW

Controlling and basic end-user maintenance of an animal-drawn vehicle.

Skill may be applied to tests for attempts to command the animals involved in maneuvering the vehicle in normal circumstances or in combat as long as the animals are trained for such conditions.

Grappling

difficulty: 2 default: Skill **Unarmed Combat**

A specialized form of **Unarmed Combat** focused on grappling, throwing, and immobilization. Actors with this skill can make use of various moves designed to immobilize and control another actor. The following table lists the success targets and resulting outcomes for each move.

The actor being targeted may contest the move with PRW and their own Grappling skill if allocated.

PRW + Skill → PRW [+ Skill]

Grappling moves are Chainable and are all treated as the same action type for the purposes of Action Chaining, so an actor may chain together a Clinch, Takedown, and Submission. All dice allocated to this skill are counted as the Chain Limit when chaining grappling moves.

Some grappling moves are continuable. Continuations are contested in the same way as the original move.

For the Submission and Choke moves, the actor must have a basic understanding of the target's anatomy if the target is of a different species. This may be determined by the GM based on the prevalence of knowledge of that species and the nature of the Grappling training, or if the actor has other related skills applicable to that species such as **First Aid** or **Biology**.

In some cases, a species' biology and morphology may increase or decrease the success targets of various grappling moves. Such changes will be discussed in the species details.

Grappling Attacks (Humanoid)

Move	Test	Hands	Features*	On Success
Clinch	2S C	2	Unhanded(-2)	Target has 1 of the following (attacker's choice): <ul style="list-style-type: none"> the Immobilized(hands, body) the Immobilized(legs) condition
Takedown [†]	2S	1	Unhanded(-2)	Target has the Prone condition
Throw [†]	2S	2	Unhanded(-1)	Target is (all of the following): <ul style="list-style-type: none"> thrown 1m/SM in a direction chosen by the attacker receives 1(c)HP/SM damage has the Prone condition
Submission [‡]	2S C	1	Unhanded(-1)	Target has the Prone & Immobilized condition
Choke [‡]	2S C	1		Target has the Immobilized condition If continued for: <ul style="list-style-type: none"> 2 rounds, target has the Unconscious condition 3 rounds, target has the Moribund condition 4 rounds, target dies

* Features are detailed in the Features are detailed in the **Weapon Features** table.

† The target must not have the **Prone** condition.

‡ The actor must have a basic understanding of the target species' anatomy.

Herbalism

difficulty: 3 default: Attribute *SMR*

Knowledge required for identification and collection of natural herbs (and occasionally minerals and animal derivatives) and their preparation and application in healing. The skill may be used directly to test the actor's ability to forage and prepare natural ingredients.

Allocated dice may be added to any Stabilization or Healing tests.

Intimidation

difficulty: 2 default: Attribute *SOC*

Knowledge of psychological frameworks related to power dynamics and fear, and how they can be manipulated to induce compliance.

Skill dice may be added to any attempts to Influence/Intimidate or persuade an actor, or to contest attempts from others.

Language » Common

difficulty: 3 default: Attribute *SMR*

The ability to speak, understand, read, and write the lingua franca that is spoken in the character's society.

Language » Sign Language

difficulty: 3 default: Attribute *SMR*

The ability to sign and understand the most common system of sign language that is used in the character's society.

Language » 1 language

difficulty: 3 default: Attribute *SMR*

The ability to speak, understand, read, and write the language of the skill's specialization.

Marksmanship

difficulty: 3 default: Skill *Weapons » any ranged weapon type*

If spending 4 or more AD on an attack using a ranged weapon with an allocated skill, add all allocated dice to the attack's dice pool.

Mathematics

difficulty: 3 default: Attribute *SMR*

Knowledge and understanding of theory and application of mathematics. The skill may be used directly to test the actor's ability to understand and solve math problems.

Any allocated dice may also be added to the dice pool for any test of Engineering or Physics.

Method of Loci

difficulty: 4 default: Attribute *SMR*

Using spatial memory techniques (aka: "the Mind Palace") to store and recall memories with a high degree of accuracy and fidelity. The difficulty of a given test of memory is determined by the GM based on such factors as the obscurity of the memory, the conditions in which it was experienced, the time since the memory was stored, and whether or not the experience was deliberately and intentionally "stored" using this skill.

The difficulty of storing a given memory is typically considered trivial and a test is unnecessary, although the GM may determine that circumstances demand a test to store a memory under extreme conditions, especially when attempting to use this skill unallocated. In these cases, the GM will determine the test difficulty.

Method of Loci techniques are not capable of retrieving memories of events prior to when the skill was allocated or first attempted.

Music

difficulty: 3 default: Attribute *PRW*

Knowledge and theory of music and musical performance. Includes culturally appropriate knowledge of reading musical notation.

Musical Instrument » 1 type of musical instrument

difficulty: 3 default: Skill *Music*

Techniques of musical performance using the specified instrument type. The skill may be used directly to test the actor's ability to play the instrument type in a professional manner.

Instrument type declarations may be inclusive of related families of instruments. For example, the skill Musical Instrument » Saxophone applies equally to alto, tenor, soprano, and baritone saxophones.

Nautical Navigation

difficulty: 3 default: Attribute *Navigation*

Way-finding on open water using charts, compass, and known celestial markers. As with **Navigation**, skill dice are used directly in attempts to establish current position and to navigate open water without visible landmarks.

In addition to skill dice, if available to the actor, the following tools add their Operational Level (OL) to the dice pool of any of the described tests.

Nautical Navigation Tools

Tool	Tool OL
Charts (typical or good quality)	2
Charts (rudimentary or poor quality)	1
Magnetic Compass	1
Nautical Sextant	2

Navigation

difficulty: 2 default: Attribute *SMR*

Way-finding on or over land using a map and compass (orienteering), by known celestial markers (celestial position-fixing), or by best guess (dead reckoning).

Skill dice are used directly in attempts to establish the actor's current position relative to known landmarks, to navigate successfully to a known goal location or waypoint, or to estimate a current position based on a known position and direction, speed, and time of travel.

In addition to skill dice, if available to the actor, the following tools add their Operational Level (OL) to the dice pool of any of the described tests.

Land Navigation Tools

Tool	Tool OL
Magnetic Compass	2
Map (typical or good quality)	2
Map (rudimentary or poor quality)	1

Oration

difficulty: 2 default: Attribute *SOC*

Public speaking and the ability to project one's voice with clarity and diction to an audience.

Skill may be used on its own to resolve tests of public speaking, and skill dice may be added to any attempts to Influence/Charm one or more actors that can hear the speaker's voice.

Painting

difficulty: 3 default: Attribute *PRW*

Artistic or realistic depiction of figures, scenes, or ideas in a two-dimensional format with paint or similar media.

Skill dice may be applied to any tests to create a painting of artistic merit or a convincing depiction of a subject, or to estimating the historical significance, artistic merit, or monetary value of a given painting.

Skill dice may also be added to attempts at artistic forgery of paintings.

Pick-Pocketing

difficulty: 4 default: Skill *Sleight of Hand*

Skill dice are applied to any tests involving surreptitiously removing or placing objects in another actor's pockets, pouches, or other location considered to be within the actor's "personal space" without that actor being aware of the action.

Tests of this skill may be contested with the Watch action.

Riding » 1 type of animal mount

difficulty: 2 default: Attribute *PRW*

Riding of a trained animal mount.

Skill may be applied to tests for attempts to maneuver the mount while basic riding or in combat as long as the animal is trained to such conditions.

Sculpture

difficulty: 3 default: Attribute *PRW*

Artistic or realistic depiction of figures, subjects, or abstract ideas in a three-dimensional format with clay, found objects, or similar media.

Skill dice may be applied to any tests to create a sculpture of artistic merit or a convincing depiction of a subject, or to estimating the historical significance, artistic merit, or monetary value of a given sculpture.

Skill dice may also be added to attempts at sculptural forgery.

Singing

difficulty: 2 default: Skill *Music*

Techniques of vocal musical performance. The skill may be used directly to test the actor's ability to sing in a professional manner.

Allocated dice may also be added to tests of *Oration*.

Sleight of Hand

difficulty: 3 default: Attribute *PRW*

Techniques and skills to covertly manipulate objects. Skill dice are applied to any tests involving palming or concealing objects that can be held in the hand, utilizing or manipulating larger objects without being observed, and misdirecting observers to prevent them from noticing one's actions.

Tests of this skill may be contested with the Watch action.

Stealth & Skulking

difficulty: 2 default: Attribute *PRW*

Skill dice are added to any attempts to move silently or avoid being observed. Tests of this skill may be contested with the Watch action.

Skill dice may also be added to any Watch action to detect covert movement.

Two Weapon Fighting

difficulty: 3 default: Attribute *PRW*
prereq: *Weapons* » *

Fighting with two weapons simultaneously. The actor must have allocated at least one die to the skill for each weapon and must have free hands to wield both weapons.

Any allocated dice may be added to any attacks or parries with either weapon.

If either weapon has the Unhanded feature, the indicated penalty is reduced by the number of allocated dice to a minimum of 0.

If both weapons have the Fast feature, the actor may choose either weapon to use for a riposte when a successful parry enables a riposte, regardless of which weapon was used to parry.

If at least one of the weapons has the Chainable feature, both weapons count as Chainable with the same action type, and can participate in an action chain as long as their use is alternated. All dice allocated to this skill are added to the Chain Limit when chaining attacks with either weapon.

Unarmed Combat

difficulty: 1 default: Attribute *PRW*

Training in combat using punches, kicks, and other parts of the body. Unarmed attacks are treated as weapons as described in the following table. Unarmed attacks are Chainable, and are all treated as the same action type for the purposes of Action Chaining, so an actor may chain together multiple Punches, Kicks, and Headbutts, etc. All dice allocated to this skill are counted as the Chain Limit when chaining unarmed attacks.

Unarmed Combat Attacks (Humanoid)

Attack	Test	HP/SM	Hands	Features*
Punch	1S	1(c)	1	Fast Parry(1)
Kick [†]	2S	2(c)	0	
Headbutt [‡]	2S	1(c)	0	
Body Check [§]	1S	1(c)	0	

* Features are detailed in the **Weapon Features** table.

† Actor must have 2 legs free of **Immobilized** condition

‡ Actor must have head free of **Immobilized** condition.

§ Actor must be free of **Immobilized** condition.

Weapons » Axes

difficulty: 3 default: Attribute *PRW*

Use of an axe or similar tool as a weapon of fighting and warfare.

If the axe has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the axe.

Weapons » Bludgeons

difficulty: 1 default: Attribute *PRW*

Use of any blunt striking tool as a weapon of fighting and warfare.

If the weapon has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the weapon.

Weapons » Bows

difficulty: 3 default: Attribute *PRW*

Use of bows as weapons of war or hunting.

The number of AD required to reload between shots is reduced by the number of allocated dice, to a minimum of 1AD.

Weapons » Crossbows

difficulty: 2 default: Attribute *PRW*

Use of crossbows as weapons of war or hunting.

The number of AD required to reload between shots is reduced by the number of allocated dice, to a minimum of 1AD.

Weapons » Hand Grenades

difficulty: 1 default: Attribute *PRW*

Knowledge of the functioning of thrown incendiary and explosive devices, and the skill of accurate throwing.

Weapons » Polearms

difficulty: 3 default: Skill *Staves*

Use of polearms (typically 3–4 meters in length) in fighting and warfare, including formation maneuvers.

If the polearm has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the weapon.

Weapons » Short Blades

difficulty: 2 default: Attribute *PRW*

Use of short blades and swords (typically less than 1 meter in length) in fighting and warfare.

If the blade has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the blade.

Weapons » Staves

difficulty: 1 default: Attribute *PRW*

Use of short polearms and staves (typically 2 meters or less in length) in fighting and warfare.

If the weapon has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the weapon.

Weapons » Swords

difficulty: 3 default: Attribute *PRW*

Use of swords approximately 1–2 meters in length for fighting and warfare.

If the sword has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the sword.

Pre-Industrial Skills (TEC 2)

All **General** and **Ancient (TEC 1)** skills are available at this level.

Historical Skill » 1 General Skill

difficulty: 3 default: Attribute *SMR*

A historical lens into knowledge and understanding of the specified General Skill as understood in previous eras.

For scientific and medical skills, this includes an understanding of the evolution of domain knowledge as well as any limitations or misunderstandings in that knowledge from previous eras, as understood from the frame of reference of the actor's native era.

For engineering and repair skills, this includes understanding of the workings of era-appropriate machinery, available tooling, and its use in repair, even if such machinery is no longer available or in use in the actor's native era.

When operating in a Technology Level context less than the actor's native level, tests involving the specialized General skill are not subject to the skill difficulty penalty, and any allocated dice may be added to the test pool.

Weapons » Muzzle-Loading Firearms

difficulty: 2 default: Attribute *PRW*

The use and maintenance of muzzle-loading firearms.

The number of AD required to reload between shots is reduced by the number of allocated dice, to a minimum of 1AD.

Industrial Skills (TEC 3)

All **General**, **Ancient (TEC 1)**, and **Pre-Industrial (TEC 2)** skills are available at this level.

Piloting » *1 type of mechanical vehicle*

difficulty: 3 default: Attribute *PRW*

Controlling and basic end-user maintenance of a mechanical vehicle.

Skill may be applied to tests for attempts to maneuver the vehicle in normal circumstances or in combat as long as the vehicle is fit for such conditions.

Weapons » Firearms

difficulty: 2 default: Attribute *PRW*

The use and maintenance of breech-loading or tubular-magazine firearms.

The number of AD required to reload between shots is reduced by the number of allocated dice, to a minimum of 1AD.

Modern Skills (TEC 4)

All **General**, **Ancient (TEC 1)**, **Pre-Industrial (TEC 2)**, and **Industrial (TEC 3)** skills are available at this level.

Information Security

difficulty: 4 default: Skill *Programming*

Programming

difficulty: 4 default: Attribute *SMR*

Weapons » Modern Small Arms

difficulty: 2 default: Attribute *PRW*

The use and maintenance of modern small arms.

The number of AD required to reload is reduced by the number of allocated dice, to a minimum of 1AD.

If the weapon has the Chainable feature, all dice allocated to this skill are counted as the Chain Limit when chaining attacks with the weapon.

Fast Action & Damage

Fast Action

The Structure of Fast Action

Throughout the game, players will declare the actions of their characters. The GM's role is to mediate between character actions, NPC actions, story events, and resolutions so that everybody has fun and a cool story unfolds. When things get tense and split-second actions determine what happens, then the game has stepped into what is called *Fast Action*.

In Fast Action, players take turns declaring and resolving the actions their characters take. The turn-based sequence of Fast Action allows for an organized and lightweight simulation of actions, attacks, and active defenses that all take place more or less simultaneously, and ensures that no single player or actor monopolizes the action.

Time

During Fast Action, time is divided into rounds and turns. Actors take turns acting in the round, with each actor that is engaged in fast action taking some number of actions on their turn, determined by their use of their AD pool.

It is important, especially for GMs, to understand how the abstraction of rounds and turns in the game world of the characters relates to time in the real world of the players. While a round represents 5 seconds of game world time, with subsequent rounds running after one another in sequence, a turn does not represent sequential time in the same way.

A turn is a useful abstraction that represents a given actor's decisions and actions within the round. Turns are played out in turn order not because that strictly represents how events occur, but for the convenience of the players and GM.

Turns are a combination of simultaneous and sequential events. An actor might, on their turn, shoot one arrow, draw and nock a second, then shoot the second arrow. These are sequential actions. Simultaneously, the target of that second arrow might see the actor drawing and aiming, and dodge out of the way, attempting to spoil the shot. It is for this reason that certain actions may be performed before or after an actor's turn in strict turn order: the target may spend AD (if they have any unspent) to dodge the attack even if it is not yet their turn.

Action Dice Pool

Each actor begins a round of fast action with a number of dice in their Action Dice (AD) pool. An actor's AD pool is determined by various factors including their Prowess and their exhaustion status.

A human actor with typical PRW and no additional abilities or status effects will have 5 AD per round.

Determining Turn Order

At the beginning of fast action, all involved actors roll all dice in their AD pools (that have not been **EX-bound**) to determine the order in which they will take their turns, from highest number of successes to lowest. Ties in the number of successes are resolved by comparing the number of sixes in the roll. If this count is also tied, the number of fives is compared, then fours, and so on. If the numbers match at each level (ie: if the rolls are identical), the tied actors re-roll.

After determining the turn order, rolled ADs are returned to the AD pool.

Each Turn

Actors take turns in the order determined, proceeding in turn and repeating for each round until fast action ends. For each turn, a player or GM declares and resolves the actions their actor will take, as long as the actor has AD to spend on those actions.

Action Tests

Most actions use a test to determine success or failure. The test's dice pool is made up of some number of AD and other dice determined by the action. These actions will always specify a base Success Target.




Benny is in zero-G and is trying to catch a stray wrench that wasn't stowed properly before it can do any damage to the ship's engines. At the speed it's traveling, the GM decides that catching the wrench has a base Target of 3S. Benny knows that the odds of success are low, so he takes care to line himself up for the catch. Benny spends his whole turn (5AD) to improve the odds, which are represented by 2 (typical PRW) + 5AD for a dice pool of 7, giving Benny a 43% chance of catching the wrench.

Some actions can be successful at a distance, but become harder as range increases. These actions will specify their base success target along with its effective distance, and a number of additional distances. Each additional distance represents an increase of 1 to the base target, with the last distance indicating the maximum range.




The Short Bow lists its base target as: 2S@10m,20,30,40,50. This means that the base target is 2 successes up to 10m, 3S up to 20m, 4S up to 30m, 5S up to 40m, and 6S up to 50m. The weapon is not effective past 50m.

Some actions can be successful at a given range, but become harder as range *decreases*. These actions will be specified much like the example above, but with the range values decreasing. The first value is the optimal range, and each shorter distance represents an increase of 1 to the base target, with the last distance indicating the minimum range.

 The Halberd is a 4 meter long polearm with an axe-like blade at the end. Typically used in formation fighting against cavalry, it is a powerful weapon in specific circumstances, but because of its long shaft, it cannot be used effectively at very short ranges such as face-to-face. Its success target is listed as: 2S@3m,2

This can be read as, “requires 2 successes against targets at 3m, 3 successes against targets at 2m, and is otherwise ineffective.”


Most actions have degrees of outcome, and will specify their resulting effects in terms of a Success Margin.

 A Flintlock Pistol does more damage to its target with a more accurate shot. It lists its damage as: 2HP/SM. Benny fires a shot with the pistol at a guard. Because of the guard’s distance from Benny, the success target is 2S. Between Benny's PRW, skill with pistols, and his AD, Benny rolls 9d6 with 3 successes, giving him a SM of 2. The guard is hit and takes 4HP damage.

Action Cost

On each turn, a player may choose any number of available ADs to use in one or more actions. Actions may have either a minimum or per-unit AD cost.

Minimum AD cost is indicated by the notation #AD with # equaling the minimum number of AD that can be spent on the action. Overspending AD on this type of action improves the character's chance of success.

 Anders begins their turn with 5AD. They choose to shoot at The Midnight Lady with their weapon, which has a cost of 1AD per burst. They spend the 1AD and take the snapshot but miss. With 4AD left, they choose to aim a bit more carefully, spending 3AD on their next shot. With the extra dice from their AD pool, their second burst hits.

Per-unit cost is indicated by [unit]/#AD. If the number is omitted from the cost, it is assumed to be 1. AD spent on these actions provides the given unit of action per AD. AD cannot be partially spent. A per-unit cost is spent in increments specified in the cost, even if some of the unit goes unused.



Anders's movement is 7m/AD, and there's a doorway 5m away. After their second successful shot, they spend their last remaining AD to run through the doorway to take cover from The Midnight Lady's expected retaliation.

Unspent AD are never carried over into the next round and are considered to have been spent in the **Watch** action. At the end of the round, all spent AD that have not been EX-bound are returned to the actors' AD pool for the next round.

Ending Fast Action

Fast Action continues to play out round by round until the conditions that resulted in Fast Action have ended. This can occur through the player characters defeating (or being defeated by!) their foes, by negotiating an end to hostilities, by an emergency situation being resolved, or some other event the GM determines.

Action Chaining

Some actions are chainable. Chainable actions allow successes in one action to influence subsequent actions of the same type.

When an actor succeeds at an action that is chainable, any dice showing a six from the successful roll can be reused in the dice pool for another action of the same type, as long as the subsequent action follows immediately after the previous one, and the actor can continue to chain that action.

Action chaining is limited by the actor's chain limit for that action type and by available AD. The actor's chain limit for a given action type is the number of dice allocated to the capabilities that enable chaining of the relevant action type. An actor must have at least 1AD available to spend for each chained action after the initial action. Actions cannot be chained across rounds.



The first chainable action counts towards the actor's chain limit, so for example, an actor with the Unarmed Combat skill cannot chain punches and kicks until they have allocated at least two dice to the skill.



Tam has trained for years and has an Unarmed Combat skill of 2 and a Grappling skill of 3. As he tries to sneak into Lord Periman's keep, he takes a corner too fast and finds himself face-to-face with a house guard.

Tam manages to move first in the turn order, and lashes out with a punch. His roll is : three successes for 3 damage. But Tam isn't finished yet.

He chains a second punch to the first. Using only 1AD, he would normally have 6d6 again. But since two of the previous successes were 6s, he can roll 8d6 (2 from Unarmed Combat, 3 from PRW, 1AD, and 2 chained from the previous attack). His second punch is a lucky , doing 5 damage.

Tam's at his chain limit for unarmed attacks, and he doesn't want to bring the rest of the household guards with the noise of a battle, so he switches tactics to grappling.

With a Grappling skill of 3, the skill's default, and his PRW, he has eight skill dice to roll, and he's still got 4AD left. He lunges forward for a Clinch, spending 2AD and rolls 10d6 with . The guard has a PRW of 2, and hasn't trained in Grappling, so the best he can do is contest with , negating one of the sixes, but leaving Tam with a 6 and a 5.

Two successes are all Tam needs, and he's now immobilized the guard's arms and body. He chains from the Clinch to a Takedown attack, spending only 1AD but with the six from the previous roll he has another 10d6. This time the roll is . The guard struggles, but with his roll of fails to get free.

The guard is on the ground (prone) and Tam has three successes to chain into his next move. He drops and tries for a choke-out. With his last AD, skill dice, and 3 dice chained from the previous attack, he's got 12d6. He rolls , and the guard struggles to break free with a lucky , but it's not enough and the guard is fully immobilized as Tam gets him in a choke hold. If he can hold it for another few seconds, the guard will be unconscious and Tam can get on with his infiltration.

Actions


Available actions are determined by the type of actor (biological, construct, or incorporeal) and its capabilities. A non-exhaustive list of common actions and their definitions are listed here:

Await

A special case of the **Watch** action.

The player declares an action or combination of actions to perform when a declared trigger event occurs. The actor must reserve enough AD to perform the deferred actions. The trigger must be specific and clear enough for the GM to judge the moment the trigger is met (“when I say so,” does not count).

When the trigger occurs, the declared actions are played out, even if it is not this actor’s turn. If the trigger has not occurred by the actor’s next turn, then the actor may continue Awaiting or choose a different course of action, but the AD reserved in the previous turn are not carried over into the new turn.

 Anders is facing down a boarding action. They’ve taken cover at the end of the passage to engineering, and are hunkered down waiting for the pirates to come through the hatch. On Anders’s turn, they declare that they intend to take the Await action, waiting for the first pirate to come into range. When that happens, Anders will fire two shots on the first pirate. They reserve 5AD for this action, divided into one pool of 2AD for each shot. After two shots, they’ll spend their last AD to duck behind the bulkhead for cover.

The GM rules this is specific enough, and moves on to the next actor’s turn.

When the pirates make their move, the GM resolves Anders’s declared actions immediately after the pirates meet the trigger criteria. Anders’s first shot misses, but their second hits, and the first pirate is down. Anders takes cover as the pirates continue their rush down the passage.

Dodge

A special case of the **Await** action.

One or more AD may be spent at any point in the round to actively avoid attacks or injury. Any AD spent on this action are reserved to actively contest any attack or potential injury for the rest of the round.

To dodge, roll PRW + #AD to contest the attack roll.

Any AD spent in this manner cannot be used for other actions on your turn. Action dice reserved for reactions in the Await action cannot be spent in this way, unless they are specifically reserved for dodges or parries.



As the pirates force their way up the passage, Anders realizes they'll have to leave cover or be caught. The ladder to the main deck is across the passage, so Anders dashes out from cover and through the line of fire. They spend 1 AD to run, and 4 AD on the dodge action.

Two shots ring out as Anders crosses the passage. The first shot rolls with 2 successes, the second with 1. Anders rolls 4d6 (PRW + 2AD) with 2 successes to dodge the first shot, and 4d6 (PRW + 2AD) with 3 successes dodging the second.

Influence

Attempt to influence the behavior of one or more actors through either charm or intimidation.

Charm

Charm one or more actors that are not already enemies using SOC + SMR + other relevant capabilities. Each target of charm can actively resist individually using the same capabilities.

SOC + SMR + #AD → SOC + SMR

If all successes are 6s, any actor which fails to resist the charm has the Charmed condition for a number rounds equal to the success margin.

On a successful charm and while the target has the charmed condition, the charming actor may request a favor from the charmed actor. The favor must be in a language the actor can understand, must be achievable by the actor, and must not directly or indirectly harm the actor or their allies.

Favors requested after the initial charm and while the actor is charmed may be resisted with a straight SOC test against 1S. Success does not end the condition, but allows the actor to refuse the request.

Intimidation

Intimidate one or more actors using SOC + TUF + other relevant capabilities. Each target of intimidation can actively resist the intimidation individually using the same capabilities.

SOC + TUF + #AD → SOC + TUF

If all successes are 6s, any actor which fails to resist the intimidation has the Afraid condition for a number of rounds equal to the success margin.

On a successful intimidation and while the target has the afraid condition, the intimidating actor may issue a command to the intimidated actor. The command must be in a language the actor can understand, must be achievable by the actor, and must not directly or indirectly harm the actor or their allies.

Commands issued after the initial intimidation and while the actor is afraid may be resisted with a straight SOC test against 1S. Success does not end the condition, but allows the actor to refuse the command.

Maintain a Test

An action to maintain a **continuous test**. The test being maintained determines the base dice pool for this action. One or more AD must be spent to maintain the test.

Move

Expend one or more AD to move a number of meters indicated by the MV attribute. Spending all available AD in a turn on the Move action will EX-bind 1AD.

Parry

A special case of the **Await** action.

While wielding one or more weapons with the Parry feature to which skill the actor has allocated dice, one or more AD may be spent at any point in the round to deflect an attack made by a weapon with the **Parry** feature. Any AD spent in this manner cannot be used for other actions on your turn (except a **Riposte**). Any AD reserved for reactions in the Await action cannot be spent in this way, unless they are specifically reserved for dodges or parries.

To parry, roll Skill + #AD to contest the attack roll.


Parry Rating


Parrying against a weapon with a higher parry rating incurs additional effort in the form of a minimum AD cost for the parry. The minimum AD for a parry against a higher parry rating is:

$$1 + (\text{Attack Parry Rating} - \text{Defense Parry Rating})$$



Jee is facing off against a mercenary warrior who's wielding a longsword and shield. Jee draws his sword and sets his feet. The merc advances and strikes.

The merc rolls 8d6 with  for 4 successes, well above the 1S he needs. With 4 successes, it's a brutal attack.



Jee's rapier has a parry rating of 2, 1 less than his opponent's longsword. He parries the strike, and must spend a minimum of 2AD (1 + 3 - 2) along with his 1 die in Weapons » Swords skill and its default PRW of 2 for 5d6. The roll is , and his three successes leave the merc with only one success, for a partial parry. Luckily, Jee is wearing armor so he avoids any damage from the strike.



Riposte

Weapons that have both the **Fast** and **Parry** properties allow chaining a fast counter-attack known as a riposte immediately after some parries.

On a fully successful parry—one that negates all successes of the attack—with at least one die rolling a 6, the defender may immediately riposte with the same weapon using the rules for Action Chaining.



The mercenary attacks again with his remaining 2AD, making an attack of 6d6, and a roll of  .

Jee parries again, spending 2AD for 5d6. The roll is . The parry counters all of the attacker's successes. Since his rapier is Fast, he is able to riposte immediately, attacking with 1AD and chaining the two 6s from the parry for 6d6. Jee's riposte comes up , for a staggering 6HP damage.

The merc falls back, and Jee closes in for the kill.

Rest

The actor rests. One or more AD is spent to rest and unbind EX. Certain effects may restrict an actor's ability to take the rest action.

The success target for the rest action is the number of AD that are EX-bound. On a successful test, 1EX per SM is unbound. Unbound AD are returned to the AD pool as unspent AD.

TUF + #AD → (#EX)S (1EX Unbound)/SM



Jee wipes his sword clean after taking down the mercenary. He's wounded and exhausted after a tricky bit of swordwork. There's another merc running up the path, so Jee takes a moment to catch his breath.

He's got 2AD that are EX-bound. Jee takes the Rest action, spending a full turn (his remaining 3AD) plus his TUF of 2. With 5d6, he rolls 3 successes, just enough to unbind the 2AD.

He takes a deep breath and with renewed vigor, jogs forward to engage the new enemy.

Use

Use an item, ability, skill (including attacks), or system in some fashion as described by its function. AD cost is determined by the associated test.

Watch

Spend 1 or more AD observing the environment, situation, and other actors' actions. Any AD spent on this action plus the actor's SMR and any other capabilities relevant to perception are used to actively contest any attempts at subterfuge by other actors.

The GM may perform this contest secretly, with the watching actor becoming aware only if they win such a contest.

Special Attack Rules

Two special cases of attacks involve modified rules.

Indirect Attacks

Indirect attacks such as thrown hand grenades often produce damage over an area, and any objects within that area may receive damage. Indirect attacks will be indicated by “(indirect)” following the test’s range specifier.

Because the center of that area is typically reached by throwing or shooting which requires a skill test—and because misses have a greater potential to harm allies or innocents—indirect attacks are handled in a different way than direct attacks.

To make an indirect attack, the actor chooses the target location and makes a Test of the appropriate skill, such as the **Weapons » Hand Grenades** skill, with the success target based on range to that location in the usual way.

If the test fails and the attack misses its mark, the following method is used to determine where the center of the damage area actually lands:

1. First, set aside any successes.
2. From the remaining dice, compare the number of 1s and 2s. If they are equal, disregard. Otherwise, look up the count of the highest number of these die values in table 15 and note the indicated direction.
3. Repeat step 2 with 3s and 4s.
4. Starting from the desired target location, find the offset for the actual location in each direction noted in steps 2 & 3 with the following formula:

$(5 - \text{\#SUCCESES}) \text{ meters}$

Indirect Attack Miss Direction

Die Value	Relative Direction	Illustration
1	Too Near	
2	Too Far	
3	Wide Right	
4	Wide Left	



Ambrose is trying to throw the Holy Hand Grenade at the Beast. He marks the target in his mind, pulls the pin, counts to five (“three sir!”), and throws.

At the current range, the success target is 3S. Ambrose rolls 8d6 with

Because he only rolls two successes, he misses his mark. But where does it land?

There are more 2s than 1s, and more 4s than 3s in the roll. Looking up 2 in table 15, we find that the throw went too far. Looking up 4, we find it also went wide left. With 2 successes, the throw missed by 3m (5 - 2) in each direction.

The Holy Hand Grenade explodes 3m behind and to the Beast’s right (Ambrose’s left). Luckily, since it has an explosive radius of 4m, the Beast still takes some damage.

Sustained Attacks

Sustained attacks occur when a weapon or attack repeats or streams continuous damage without additional direct action by the actor. An example of such an attack is sustained fire from a fully-automatic firearm or a spray of flame from a magical spell. Sustained attacks allow the attacker to dramatically increase damage inflicted on a target, or to spread damage across multiple targets in a single action. Weapons or capabilities which can perform sustained attacks are indicated with the **Sustainable** feature.

In a sustained attack, additional dice called Sustain Dice are added to an attack's dice pool, representing the continuing action of the damage. To perform a sustained attack, the actor must declare the number of sustain dice that will be added to the attack's dice pool. With the assembled pool including sustain dice, the attack is resolved normally.

Two factors determine the number of sustain dice that can be added to an attack.

1. Each sustain die added to the attack incurs a sustain cost. Any sustainable attack will list its sustain cost, often in the form of units of ammunition, fuel, or some other limiting factor. To determine the maximum possible sustain dice for an attack, divide the total available units by the attack's sustain cost. The number of sustain dice used in the attack cannot exceed this number.
2. For each AD spent on the attack, a number of sustain dice equal to the attack's sustain rate can be added, as long as the total number does not exceed the maximum calculated by sustain cost.



Seeja is tracking a target she's injured and has him cornered in a narrow defile. She knows he's hiding somewhere in the underbrush from his blood trail, and she needs to finish him off before he can regroup and counter-attack.

Seeja crouches down and flips her rifle to full-auto mode. She eyes the likeliest group of bushes and as soon as she spots movement in them, she fires a sustained burst, emptying her magazine.

Her assault rifle has the Sustainable feature with a 4 sustain rate and a sustain cost of 3 shots.

The weapon's magazine holds 30 shots, so the most sustain dice she can add is 10 ($30/3$).

Even though she's spending all 5AD on the shot and based on the weapon's sustain rate that would result in 20 sustain dice (5×4), the magazine will be empty at 10 so that's all she can add. Her base pool is 10d6 (PRW + Skill + 5AD), but with the 10 sustain dice she has a whopping 20d6.

Because the target is behind full cover, her success target is 7S. Even so, her full-auto burst gives her 9 successes and a 3 success margin for 12HP.

The enemy probably didn't survive. Still, she closes in cautiously to make sure.

Sweeping Attacks

A sustained attack may be swept across multiple targets, spreading its damage among them. In order to do so, the arc or "sweep" of the attack must be declared along with the number of sustain dice. If a sustained attack is declared with a sweep and the attack specifies a ranged success target, the attack's success target is

determined based on the average (the mean, though GMs are encouraged to approximate to keep things moving fast) of the range to objects within the sweep.

A sweeping sustained attack is considered continuous throughout its declared arc of sweep, so an actor cannot selectively target within the swept area (for example, to exclude allies). If the attack is also Chainable, exclusions can be achieved by chaining multiple sweeps.

If the declared attack includes a sweep, the resulting total damage is divided equally between any objects within the swept area so long as those objects are within the attack's effective range.

As with **Area Damage**, an actor who is within the area of the sweep, is aware of the impending damage, and has reserved 1 or more AD for the **dodge** action may attempt to reduce the received damage. The actor rolls dice as usual for a dodge, and subtracts the number of successes from the share of damage they would have received (one point of damage reduced for each success).



Thanmore is surrounded by Shades and backed up against a wall. He's killed a few with his sword, but the 3 left are confident of a kill this night.

Thanmore sets his feet. He isn't dead just yet. Calling on the power of the In-between, he sweeps his hand in an arc encompassing the Shades and Calls Flame.

Between his Skill dice and 2AD, he has a base pool of 9d6. Calling will EX-bind 3AD, but this is his last chance. Call » Flame is Sustainable, with a Sustain Rate of 3 and a Cost of 1EX/3. He can afford to bind 2 additional exhaustion dice, so he sustains the flame as long as he can, adding 6 sustain dice for a total pool of 15d6.

The larger pool gives him 6 successes, for a success margin of 5. At 3HP/SM, the called flame does a total of 15HP, spread across the three Shades—Just enough to kill them all.

It's a good thing too, as sustaining the flames cost Thanmore an additional 2EX. With only 1AD left unbound, he's exhausted and desperately needs a minute to catch his breath.

Damage & Recovery

Injury, Damage, & Death

When a biological actor is injured, their HP is reduced by some amount. Unless otherwise stated, a biological actor will also bind 1EX each time they take an amount of damage higher than their TUF in a single blow.

Some kinds of actors, particularly constructs, may have several subsystems with their own HP. Rules for if and how damage may propagate from one subsystem to another will be provided in descriptions of those actors.

Damage Types

Damage received by an object is classified by type. Damage types provide additional information to aid in counting damage against object materials based on their resistances. 'Verses defines the following base damage types:

Damage Types

Type	Abrv	Description	Example
Ballistic	b	High-energy impacts	Bullets, explosive shrapnel
Crushing	c	Blunt-force trauma	Fists, maces
Puncturing	p	Penetrating trauma	Arrow points, darts, pickaxes
Reactive	r	Energetic & chemical reactions	Burning, electric shock, acid
Slashing	s	Lacerating trauma	Blades, broadhead arrows


Toughness & Damage Resistance

Many materials are resistant to certain damage types. When a material is resistant to a type of damage, an amount of damage equal to the material's TUF is absorbed from any single application of that type. Damage that is absorbed is not counted against the object's HP.

Some objects such as armor may transform one damage type into another. In these cases, damage type resistance will be listed with a double arrow as "s ⇒ c" which is read as "resists slashing damage and transforms any remaining damage into crushing damage." The damage type on the left side of the double arrow is the resisted type. Any damage not absorbed by the object's TUF is then converted into the damage type on the right side of the double arrow, and passed on to the next object in line.

All biological actors are resistant to Crushing (c) damage. When receiving such damage, the damage is reduced (absorbed) by the actor's TUF attribute.



Anders tries to punch Benny, spending 1AD. Anders has allocated 1 die to the skill Unarmed Combat (difficulty: 1, default: Attribute PRW) and their PRW is high (3). Anders rolls 5d6, with . Because Anders's roll has 2 successes, they make contact with Benny and their punch does 2(c)HP. But because the punch does crushing (c) damage and Benny has a typical (2) TUF, Benny's toughness absorbs the punch and his HP is not reduced.

In some cases, it may be important to know the HP of portions of objects based on their material. For example, if an actor takes cover behind a cement wall, it probably doesn't help to know the HP of the whole building, but it would be important to know the HP of a portion of wall.

Below is a list of various common materials and their typical HP per 100 cubic centimeters, as well as their resistances to different damage types.

HP & Resistance of Common Materials

Material	HP/100cm3	TUF	Resistances
Aluminum	4	3	c, p, r, s
Cement	5	3	b, c, p, r, s
Flesh	*	*	c
Glass	1	5	r
High-strength Composites	20	5	b, c, p, r, s
Plasterboard Walls	2	2	c, p, r, s
Plastic	2	2	c, s
Steel	8	4	b, c, p, r, s
Stone	6	4	b, c, p, r, s
Titanium	10	5	b, c, p, r, s
Wood	2	3	b, c, p, r, s

* see the discussion of Core & Derived Attributes in [Characters as Actors](#)

Object Damage

Non-actor objects can also have HP. Table 18 provides a rule-of-thumb estimate of object HP by approximate size, although many additional factors such as material and condition will contribute to determining object HP.

If an object's HP is reduced to 0, it is destroyed or scrapped.

Object HP by Size

Size	HP	Example
Tiny (~5cm ³)	1–3	A shot glass.
Small (~150cm ³)	3–9	A portable computer.
Medium (~0.5m ³)	8–12	A piece of furniture.
Large (~1m ³)	10–25	A refrigerator.
Huge (~5m ³)	20–100	A large boulder the size of a small boulder.

Area Damage

Indirect weapons such as hand grenades and magical fireballs often inflict damage across an area surrounding their location. Area damage is expressed in terms of a range much like ranged attack success targets.

12 (b) HP@2m, 3, 4

In the case of area damage, the damage value decreases by 1 at each range mark, and beyond the last range value no damage is inflicted. The above is read as, “Imparts 12 ballistic damage up to 2m away, 11 up to 3m, and 10 up to 4m.”

An actor who is within the area of damage, is aware of the impending damage, and has reserved 1 or more AD for the dodge action may attempt to reduce the received damage. The actor rolls dice as usual for a dodge, and subtracts the number of successes from the damage received (one point of damage reduced for each success) before any damage is applied.

Actor Destruction & Death

When an actor’s HP is reduced below 1, they receive the **Moribund** condition. While moribund, the actor may not take any actions, make any movements, or interact with other actors, and can only make survival rolls.

If an unconscious actor with zero HP takes additional damage, they regain the Moribund condition.

Survival Roll

While in Fast Action, on each turn the moribund actor must make a survival roll. To do so, roll TUF + all available AD + any applicable capabilities. The outcome of a survival roll is determined by the number of successes:

Survival Roll Outcomes

# Successes	Result
6 - TUF	Actor is no longer Moribund, but HP is still zero and they remain Unconscious
1+	Actor survives the turn, but is still moribund
0	Actor dies

Special Status Conditions

In addition to damage and exhaustion, the following conditions apply to actors in special situations and impart specific effects above and beyond damage and exhaustion. 'Verses Expansions may define additional conditions specific to individual game worlds.

Afraid

An actor with the afraid condition has their AD reduced by 1, and any SMR-related tests are at -2 dice for the duration. The actor can not willingly move closer to the source of their fear, unless at that source's command, and cannot attack it.

Attempts to resist an instruction that is the result of the influence action made by the source of the actor's fear are limited to the actor's SOC attribute, with no additional dice.

Charmed

An actor with the charmed condition has their AD reduced by 1, and any SMR-related tests are at -2 dice for the duration. The actor can not willingly move further from the source of their charm unless at that source's command.

Attempts to resist an instruction that is the result of the influence action made by the source of the actor's charm are limited to the actor's SOC attribute, with no additional dice.

Immobilized

An actor with the immobilized condition is unable to use or move part or all of their body. When partial, the condition name will be followed by the list of immobilized parts in parentheses. If the condition is written with no details, the actor is fully immobilized.

While fully immobilized, the actor cannot use AD for any action except the **Rest** action or attempts to challenge the immobilization (for example, when grappling).

While any parts of the actor are immobilized, the actor may not use those parts in any action or skill, including attacks and parries.

Moribund

Occurs when a biological actor is at zero HP but before death, or when a construct or incorporeal actor is no longer functional but not yet destroyed.

An actor with the moribund condition may not take any actions except **Survival Rolls**. Actors with the moribund condition are also **Unconscious**.

Prone

The actor's body is flat on the ground or floor. The actor receives the benefits of partial obstructive cover at ranges greater than 10m. When prone, an actor may not take the dodge or parry action or use any two-handed melee weapon, and are -1 die to any melee attacks. Biological actors receive +1 die to any rest actions when prone.

Rising from prone requires $(5-PRW)AD$ for biological actors.

This condition is not applicable to some constructs and all incorporeals.

Sickened

Occurs when a biological actor is affected by illness or poison, or when a construct or incorporeal actor is affected by an analogous effect (such as corrosion for a construct).

An actor with the sickened condition has their AD reduced by 3 and binds 1AD to EX every round, unless they spend at least 1AD on the **Rest** action for the duration of the condition.

Stunned

An actor with the stunned condition has their AD reduced by 4 and all PRW and SMR-related tests are at -2 dice for the duration. An actor with this condition may not take the **Watch**, **Await**, **Dodge**, or **Parry** actions.

Unconscious

Occurs when a biological actor is unconscious, or when a construct or incorporeal actor is affected by an analogous effect such as a construct being powered down.

An actor with the unconscious condition has zero AD for the duration. Biological actors with the unconscious condition are also **Prone**. While unconscious, the actor may not take any actions, make any movements, or interact with other actors.

Another actor may attempt to awaken the unconscious actor with $SOC + \#AD \rightarrow 4S$

Healing & Repair

Actors that have received damage can recover HP through healing or repair. Which approach is applicable depends on the nature of the actor. Typically, healing applies to biologicals, while constructs are repaired. For simplicity, both approaches in these rules will be referred to in terms of healing biological actors. Check individual capability descriptions for details on which actor types are applicable.

The actor performing the healing will be referred to as the healer, and the actor receiving healing will be referred to as the patient. In some cases, these may be the same actor.

Broadly, there are two types of treatment for an actor that has been injured: stabilization and healing. Both approaches utilize consumable material components and have different advantages and disadvantages.

Stabilizing


Stabilizing is the act of preventing death and providing immediate and short-term treatment for injuries. This may be referred to as first aid, field medicine, or (for constructs) jury-rigging repairs. The amount of healing possible by stabilizing is limited, but it has the advantage of being able to be done in brief moments during Fast Action, when more effective medical approaches would require too much time.

To stabilize an injured patient, the healer uses consumable healing supplies along with a skill which allows for stabilization of the given type of actor. On a successful test of that skill, the patient recovers 1HP per success margin up to the number of consumable supplies used. An amount of supplies equal to the number of #AD spent is consumed in the process.

Skill + #AD → 2S 1HP/SM

If the patient is Moribund, on successful stabilization the condition is ended and the patient becomes merely unconscious.



Phon and Jee are engaged with a group of brigands. Phon has taken some hits and is down 8HP. Jee holds off the last two, giving Phon a chance to fall back where the third member of the party, Aleth, has been supporting them with her bow. Phon makes it to Aleth on his turn, and on Aleth's turn she drops her bow and uses 3AD + 2 dice from her First Aid skill + 2 SMR for a pool of 7d6. She rolls four successes  for a success margin of 3. Her field kit has 5 points of medical supplies (bandages and poultices), so she is able to heal Phon for 3HP. He's still injured, but ready to get back in the fight.

Healing

Healing involves the recovery of substantial HP, potentially up to the actor's maximum health points. Healing requires investment of time and supplies, and is not typically done during Fast Action.

While not required, use of tools and facilities (Tools) improve the healer's chances of significant success. On success, the patient recovers HP in the amount of the skill's allocated dice per success margin. While the patient is still injured and while consumable supplies are still available, the test is continuable with a continuation roll each day. The patient continues to recover HP based on the success margin for each continuation, using the same formula as the original test.

For the initial test and for each continuation, a number of supplies equal to the #AD spent is consumed.

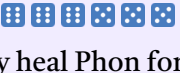
```
Skill + Tools + #AD → 3S 2C [Allocated Dice]HP/SM
```

Healing can also end specific status conditions on affected actors. A patient with the Sickened, Stunned, or Moribund condition who receives healing also has these conditions removed.

If more than one patient is present during the interval for healing, resulting HP recovery may be divided between the patients.

With the brigands defeated, the party returns to the nearby village to claim the bounty and get Phon some medical care. The village healer takes him into their shop and prepares to heal his wounds.



The healer has 3 dice allocated to their Medicine skill. Their shop also counts as a 4 OL facility. Adding in their 5AD, they have a dice pool of 12d6. They spend one day and roll . With a success margin of 4 and 3 dice allocated to Medicine, they heal Phon for $4 \times 3 = 12\text{HP}$ —more than enough to bring him up to full health—and the healing consumes 5 units of medical supplies.

The only question now is if the bounty the party earned is enough to pay for the healer's services...

Tools & Consumables

Healing and repair skills make use of consumable supplies and reusable tools and facilities. Specific items, facilities, or services for appropriate TEC levels will be listed in the items lists in these rules or in expansions.

Tools are listed with an Operational Level (OL). The OL represents the number of dice which the tool contributes to the dice pool when used in a healing test. The following table lists the operational levels and

examples of such tools:

Healing Tool Examples by Operational Level (OL)

Tool OL	Healing Tools/Facilities	Repair Tools/Facilities
1	Doctor's bag	Toolbox
2	Paramedic's equipment	Tool cart
3	Ambulance	Machinist's tools
4	Medical clinic	Workshop
5	Hospital	Repair bay

Cover, Armor, & Shields

When an actor partially or fully interposes an object or another actor between themselves and an attacker, they are said to be taking cover. Cover may be Full or Partial, and may be Obstructive, Protective, or both. Although cover may be used in situations outside of combat, for the purposes of the definitions below, the terms Target (the actor taking cover) and Attacker (the actor from which the target is taking cover) will be used.

Full & Partial Cover

A target is behind full cover from an attacker if the attacker has no direct line-of-sight to any significant part of the target for the entire Round. “Significant part” will be defined in context by the GM, but for a biological actor it generally means a full limb, the trunk of the body, or the head. An actor standing behind a wall with only the toe of one boot sticking out is in full cover. However if the actor moves partially or fully from behind the wall to take an action—even for only part of their turn—thereafter they have only Partial cover for the rest of the round.

If one or more significant parts of the target is behind cover but the target does not qualify for full cover, that target is in partial cover.

Obstructive Cover

Obstructive cover blocks visibility along line-of-sight. A target taking obstructive cover is not protected from damage by that cover, but the cover makes the target more difficult for the attacker to see or hit. Obstructive cover might be a paper screen, fog, or hiding in tall grass.

If obstructive cover is full, the attacker’s success target is increased by +5S. If partial, the attacker’s success target is +2S against targets at a range of 3m or more. Partial obstructive cover does not provide any benefits at ranges less than 3m.

Protective Cover

Protective cover blocks or absorbs a significant amount of force or energy projected along line-of-sight from attacker to target, and thus reduces the effects of an attack on the target. It does not make the target harder to hit unless it is also obstructive. Protective cover might take the form of bullet-resistant windows, a force field, or using an enemy (or friendly!) as a shield.

A target hiding behind an opaque wall is in both protective and obstructive cover.

When a target is behind protective cover, some amount of the damage (or other effects) of the attack is absorbed by the cover, depending on the **damage type** and **cover material**.

If the target is behind full cover, all damage that would have impacted the target is instead applied to the cover material with any damage not absorbed by the material's TUF or HP passed through to the target.



Seeja ducks down behind a low stone wall to take cover from an enemy sniper. The sniper saw her take cover, but can't now see her at all because she is behind Full Obstructive cover. Since the wall is stone, it's also Protective against his bullets.

Nonetheless, he takes aim and tries for a lucky shot at where he thinks she is. At the current range, his shot would normally be 3S, but because of the full cover, that's now 8S! Luckily for the sniper, his PRW is a staggering 4 and he's invested 3 dice in his Weapons » Modern Small Arms skill. That puts his total pool at 14 (PRW + Weapons » Modern Small Arms + 7AD). He takes aim and rolls 8 successes—an amazing shot that does the base 4(b) damage.


Because Seeja is behind full protective cover, that damage all applies first to that cover. The stone wall resists ballistic damage and has a TUF of 4, so it absorbs all the damage of the shot. She recoils from the sound of the bullet impact inches from her face, and starts to rethink her position...

If the target is behind Partial cover, only rolls of six apply towards damage to the target. When counting successes towards the target and SM, all sixes are counted first, then fives. The dice making up the initial success threshold must all be sixes in order to count its damage against the target.

All damage resulting from fives is applied to the cover material first, and passed on to the target only if resisted damage exceeds the material's TUF or if unresisted damage exceeds the **material's HP**.



Seeja makes a dash uphill, closing in on where she thinks the sniper is hiding while keeping the wall between them. Peeking over the last rise, she sees him crouching behind a scrubby tree. He hasn't spotted her yet.

He's in range of her automatic rifle with a 2S target, but the tree gives him partial cover. Between her PRW, AD, and skills, she has a dice pool of 12d6. The tree is partial obstructive cover, and at 30m, it adds 2S to her target, for a total of 4S. She fires off a burst, rolling a lucky . The tree is also partial protective cover, so although she hit her target, some of the damage will be absorbed by the tree.

She counts the initial success with the four 6s, and has an additional success with the 5. This is a total of 8 damage (4(b)HP/SM), and because the initial success is all 6s, 4 HP of the damage hits the sniper directly in an exposed arm, and 4 hits the tree. But although the tree (wood) has resistance to ballistic damage, it's TUF is only 3. The 4th point of damage makes it through the tree to hit the sniper.

He takes 5(b)HP damage and scrambles back deeper into the treeline. Seeja closes in for the kill...

Armor & Shields

Armor and Shields are a special case of cover with the following properties

Both Armor & Shields:

- Have a TUF rating and a set of damage type resistances based on their material and construction.
- Always provide Partial* Protective Cover and absorb damage according to those rules.



Even a full suit of plate armor must have gaps and less protected or unprotected areas to allow the wearer to move, and these areas can potentially be penetrated

- If worn or wielded without the appropriate skills allocated, impose a penalty to all PRW-related tests equal to the respective skill difficulty.

Armor:


- Is always assumed to be interposed between the wearer and an attack.
- Based on its weight, may incur a penalty against the wearer's PRW.
- Based on its material and composition, may transform certain damage types for any unabsorbed damage before it is passed on to the wearer.

Shields:


- Are assumed to be interposed so long as the shield-bearer can see the attacker or the attack.
- Can be used to actively parry attacks by weapons with the **Parry** feature, if the shield has the Parry feature.



Jaye has been beset by footpads in a narrow alley. She's wearing her trusty mail shirt under her tabard, but as she quickly glances around, she sees the glint of blades closing in.

One attacker dashes forward and slashes with a sword, rolling  succeeding with a 2SM for 6(s)HP. Jaye's chainmail is:

Her armor resists slashing damage and absorbs 4(s) thanks to its toughness. The flexible steel rings bunch around the blade's edge, transforming the remaining 2(s) to 2(c) which is passed on to Jaye's ribs. Luckily, she's got a TUF of 2 and resistance to crushing damage, so while the blow hurts, she doesn't take any damage.

Just as she's regrouping from the blow and looking for a way out, there's a snap from the darkness and a fierce pain takes her in the thigh. Another footpad has shot her with a crossbow. The attack does 3(p)HP. Unfortunately for her, the roll was . Since the success is a 6, it bypasses the partial cover of her armor: the bolt hits just below her mail and she takes the full brunt of the puncturing damage. Since the bolt's damage exceeds her TUF, she also binds 1EX.

She's now regretting taking this shortcut.

Equipment

About Equipment

This section provides lists of items that can be used in many different game worlds. The items in these lists are grouped by society Technology Level (TEC). This value can be used by GMs & expansion designers to determine what items are available based on the maximum level of technology of the game world or society in which the characters exist.

It is also reasonable for GMs and expansion designers to consider the society through which the characters move when considering equipment availability. Are weapons acceptable (or legal) to purchase or carry in public? How will people react to an individual wearing a ballistic vest (or full plate armor!) walking down a crowded street?

The following information on weapons, armor, and items should be considered representative examples to facilitate play in various settings. It is expected that GMs (and players in cooperation with their GMs) will interpolate and extrapolate these lists into additional items as needed to fully populate the game world with detail and nuance.

That a particular weapon or piece of equipment is not included within this section is not a verdict on its inclusion in a particular 'Verses universe.

Currency & Values

In the following lists of equipment, prices and values are given with no currency units. These generic lists allow use across various game worlds. The values listed are consistent with each other, and designed to be used as-is with any currency unit, whether it is gold pieces, dollars, or universal credits. If a given world's currency is out of scale with these values the GM can simply apply a constant scale or manually adjust the prices.

Weapon Features

Each weapon in the following listings indicates the number of free hands required to wield it in the Hands column. In addition to the Hands property, weapons may have the following features.

Weapon Features

Feature	Description
Chainable	Attack actions with this weapon can be chained. A full parry of an attack by the target counts as a failure for the purpose of Action Chaining .
Fast	This weapon is capable of chaining a Riposte action immediately after a successful Parry.
Magazine(#)	The number of shots that can be fired between reloads.
Parry(#)	When wielded, this weapon enables the Parry action against attacks from other weapons with the Parry feature. The value indicated is the Parry Rating .
Reload(#AD)	Requires spending the indicated number of AD to reload. These AD may be divided between rounds. Associated skills may reduce the number of AD required to reload. If the weapon also has the <i>Magazine</i> property, then the weapon is reloaded when the magazine is empty or before, otherwise it must occur after each shot.
Slow(#AD)	This weapon is heavy, bulky, or otherwise slow to wield. The indicated number of AD is a minimum for any attack with this weapon.
Sustainable(,#,#)	Attacks with this weapon are Sustainable . The first value is the Sustain Rate. The second is the Sustain Cost in terms of the weapon's ammunition. These values together are reflective of the weapon's rate of fire.
Throwable(@)	Can be thrown. Ranged success targets for throwing follow this feature declaration.
Unhanded(-#)	This weapon may be wielded with 1 hand fewer than specified at the cost of the indicated dice penalty on attacks. This penalty does not apply when thrown.
Unwieldy	This weapon is difficult to carry and maneuver due to its size. This may affect actor movement and other actions in tight spaces at the GM's discretion.

Weapons Lists

Ancient Weapons (TEC 1)

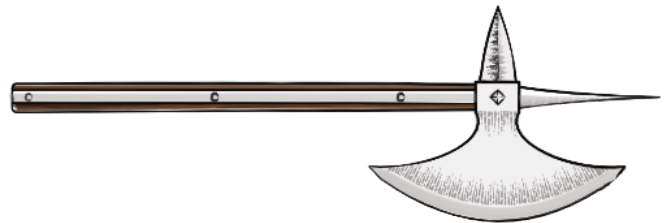
Axes

Axes are used with the **Weapons » Axes** skill.

Battle Axe

TEST: 1S HP/SM: 3(s) HANDS: 1 Chainable Parry(3) WT: 3kg VALUE: 300

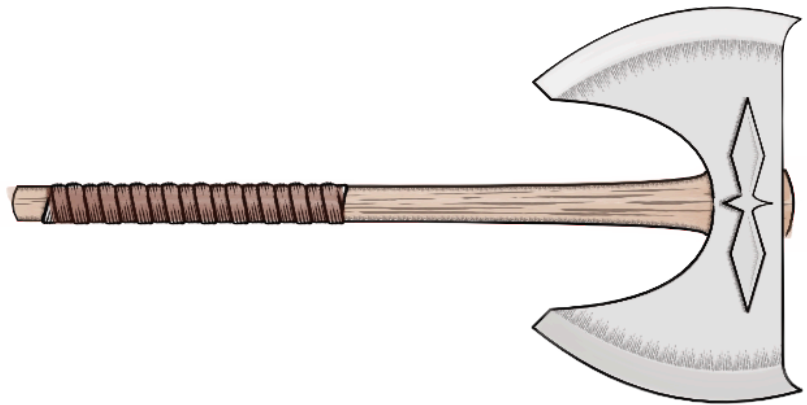
A long-handled war axe designed for cleaving.



Great Axe

TEST: 2S HP/SM: 4(s) HANDS: 2 Slow(3AD) WT: 6kg VALUE: 600

An extremely large axe designed for cleaving armor and inflicting heavy wounds.



Hand Axe

TEST: 1S HP/SM: 2(s) HANDS: 1 Chainable Parry(2) Throwable(2S@2m,5,8) WT: 500g VALUE: 50

A small hatchet-like axe for single-hand use and balanced for throwing. When thrown, attack is not chainable.



Bludgeons

Bludgeons are used with the **Weapons » Bludgeons** skill.

Truncheon

TEST: 1S HP/SM: 2(c) HANDS: 1 Chainable Fast Parry(2) WT: 300g VALUE: 30

Any stick, baton, or weighted rod used as a blunt weapon.



Mace

TEST: 1S HP/SM: 3(c) HANDS: 1 Parry(2) WT: 2kg VALUE: 50

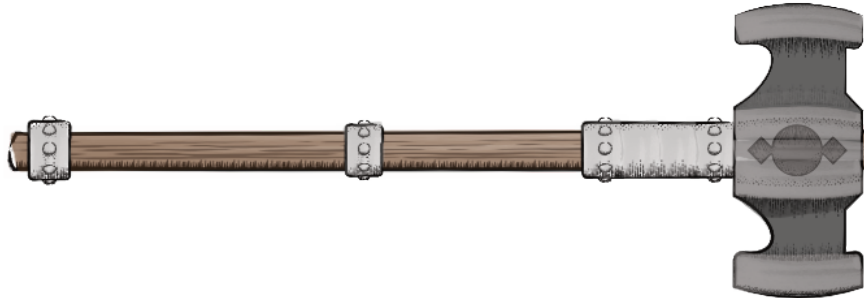
A rod with a heavy weighted or spiked head.



Maul

TEST: 1S HP/SM: 4(c) HANDS: 2 Slow(3AD) WT: 9kg VALUE: 80

A heavy sledge or war hammer.



War Hammer

TEST: 1S HP/SM: 3(c) HANDS: 1 Parry(3) WT: 3kg VALUE: 200

A hammer made for attacking armored foes.



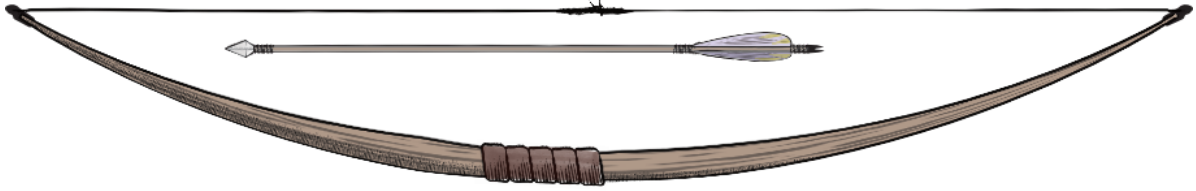
Bows

Bows are used with the [Weapons » Bows](#) skill.

Long Bow

TEST: 2S@10m,30,50,70,90 HP/SM: 2(p) HANDS: 2 Reload(4AD) WT: 1kg VALUE: 400

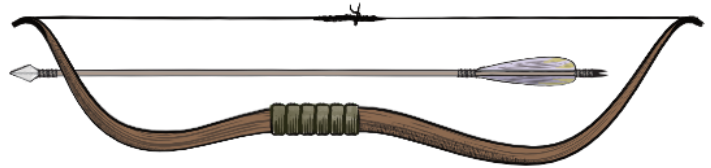
A bow with long limbs for increased range and power.



Short Bow

TEST: 2S@10m,20,30,40,50 HP/SM: 2(p) HANDS: 2 Reload(4AD) WT: 800g VALUE: 200

A bow with short limbs ideal for firing from horseback or in tight quarters.



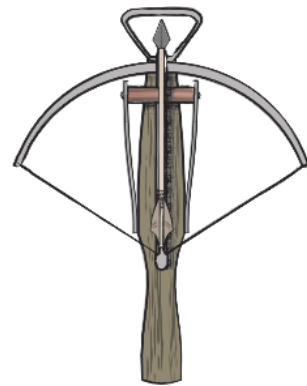
Crossbows

Crossbows are used with the **Weapons » Crossbows** skill.

Crossbow

TEST: 1S@15m,35,50,70,90 HP/SM: 2(p) HANDS: 2 Reload(10AD) WT: 3kg VALUE: 300

A bow assembly mounted in a rifle-like grip with a trigger and a winch & pulley system for drawing the bow limbs.



Hand Crossbow

TEST: 1S@5m,10,15,20 HP/SM: 2(p) HANDS: 1 Reload(8AD) WT: 1kg VALUE: 200

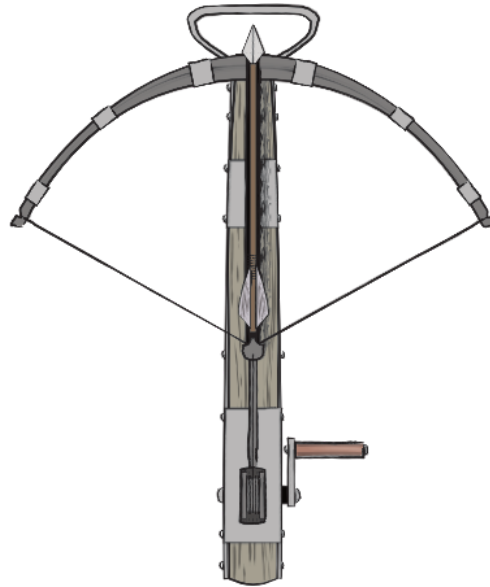
A small crossbow designed for single-hand use and short ranges.



Heavy Crossbow

TEST: 1S@20m,40,70,90,110 HP/SM: 3(p) HANDS: 2 Reload(12AD) WT: 8kg VALUE: 500

A large crossbow with heavy bow limbs and a heavier draw weight for increased range & power.



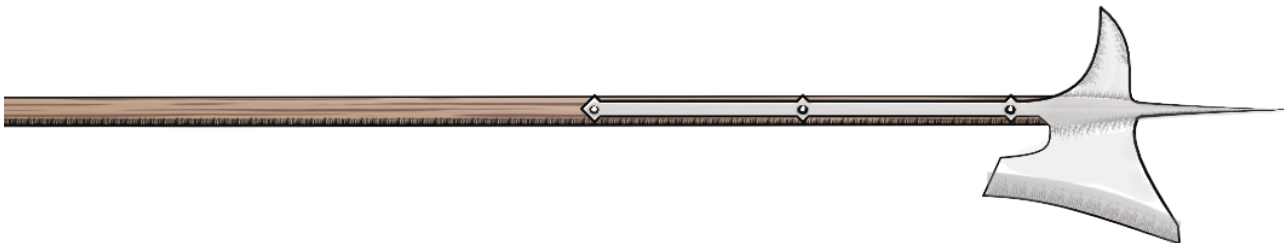
Polearms

Polearms are used with the **Weapons » Polearms** skill.

Halberd

TEST: 2S@3m,2 HP/SM: 3(s) HANDS: 2 Parry(3) Unwieldy WT: 7kg VALUE: 400

A long polearm with an axe head.



Pike

TEST: 1S@3m,2 HP/SM: 2(p) HANDS: 2 Parry(3) Unwieldy WT: 5kg VALUE: 300

A long polearm with a spearpoint.



Short Blades

Short Blades are used with the **Weapons » Short Blades** skill.

Dagger

TEST: 2S HP/SM: 1(s) or 1(p) HANDS: 1 Chainable Fast Parry(1) Throwable(2S@2m,4,6) WT: 500g VALUE: 40

A short blade balanced for thrusts, slashes, & throwing. A dagger always produces puncturing (p) damage when thrown. When thrown, attack is not chainable.



Short Sword

TEST: 1S HP/SM: 1(s) or 2(p) HANDS: 1 Parry(2) WT: 1kg VALUE: 200

A double-edged sword for thrusts & slashes.



Smallsword

TEST: 1S HP/SM: 1(p) HANDS: 1 Chainable Fast Parry(2) WT: 600g VALUE: 170

A short, light dueling sword similar to a small rapier with a sharp point for thrusting.



Wakizashi

TEST: 1S HP/SM: 2(s) or 2(p) HANDS: 1 Chainable Parry(2) WT: 800g VALUE: 700

A curved, single-edged sword designed for slashing & often paired with a katana.



Staves

Staves are used with the **Weapons » Staves** skill.

Naginata

TEST: 2S HP/SM: 3(s) or 2(p) HANDS: 2 Chainable Fast Parry(2) Unhanded(-2) WT: 3kg VALUE: 800

A short polearm with a curved blade on one end.



Quarterstaff

TEST: 1S HP/SM: 2(c) HANDS: 2 Chainable Parry(3) Unhanded(-2) WT: 2kg VALUE: 50

A short polearm or staff.



Spear

TEST: 2S HP/SM: 2(p) HANDS: 2 Parry(2) Throwable(1S@5m,10,15,20) Unhanded(-1) WT: 1kg VALUE: 80

A short polearm with a spearpoint.



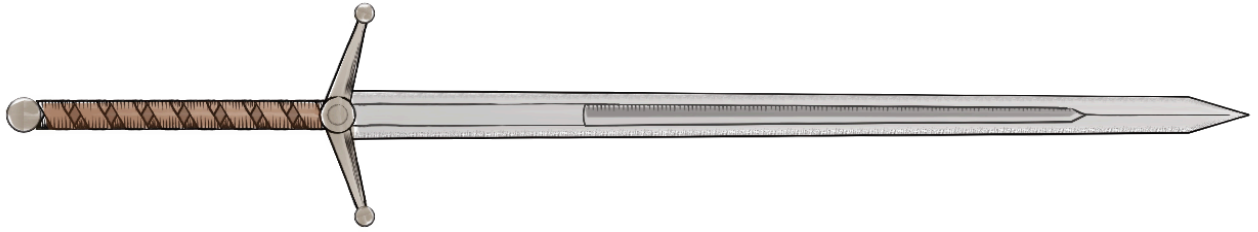
Swords

Swords are used with the **Weapons » Swords** skill.

Claymore

TEST: 2S HP/SM: 4(s) HANDS: 2 Slow(3AD) WT: 3kg VALUE: 1,200

A very large two-handed sword capable of great sweeping slashes.



Katana

TEST: 1S HP/SM: 3(s) or 3(p) HANDS: 1 Chainable Parry(3) WT: 1kg VALUE: 1,200

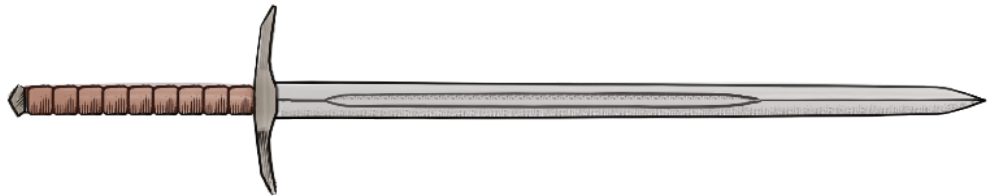
A curved, single-edged long-bladed sword designed for slashing attacks.



Longsword

TEST: 1S HP/SM: 3(s) or 2(p) HANDS: 1 Parry(3) WT: 2kg VALUE: 400

A broad, long-bladed sword fit for thrusting & slashing attacks.



Rapier

TEST: 1S HP/SM: 2(p) or 1(s) HANDS: 1 Chainable Fast Parry(2) WT: 1kg VALUE: 600

A slender, long-bladed sword designed for thrusting & slashing attacks.



Hand Grenades

Hand Grenades are used with the **Weapons » Hand Grenades** skill. All grenade attacks are indirect.

Greek Fire Jar

TEST: 1S@3m,5,7,10 AREA DAMAGE: 5(r)HP@1m,2 WT: 800g VALUE: 40

A ceramic or glass jar filled with napalm-like incendiary, thrown with a lit cloth wrapping. On impact, the jar breaks and the contents are ignited by the flaming cloth.



Iron Bomb

TEST: 2S@3m,5,7,10 AREA DAMAGE: 8(b)HP@1m,2,3

WT: 1kg VALUE: 60

An iron shell filled with gunpowder primed with a fuse.



Pepper Bomb

TEST: 1S@2m,5,10,15

WT: 200g VALUE: 20

A small explosive charge that spreads a cloud of fine powder that irritates the eyes and nose. On detonation, all actors in a 3m diameter circle have the **Sickened** condition for 1 round/SM.



An actor who is within this radius, is aware of the impending attack, and has reserved 1 or more AD for the dodge action may attempt to reduce the duration of the condition. The actor rolls dice as usual for a dodge, and subtracts the number of successes from the number of rounds determined by the attack's success margin (one round less for each success).

Pre-Industrial Weapons (TEC 2)

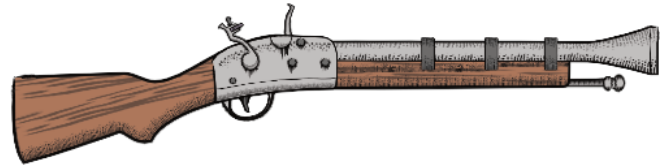
Muzzle-Loading Firearms

These weapons are used with the **Weapons » Muzzle-Loading Firearms** skill.

Blunderbuss

TEST: 1S@3m,6,10 HP/SM: 2(b) HANDS: 2 Reload(8AD) Unhanded(-3) WT: 4kg VALUE: 400

A muzzle-loading smooth-bore long gun designed to fire multiple small lead balls in a single shot.



Dragon

TEST: 1S@2m,5,9 HP/SM: 2(b) HANDS: 1 Reload(8AD) WT: 1kg VALUE: 300

A muzzle-loading smooth-bore handgun designed to fire multiple small lead balls in a single shot.



Flintlock Pistol

TEST: 1S@2m,5,10,15,20 HP/SM: 2(b) HANDS: 1 Reload(12AD) WT: 1kg VALUE: 300

A muzzle-loading smooth-bore handgun.



Musket

TEST: 1S@5m,15,30,50,75,100 HP/SM: 3(b) HANDS: 2 Reload(12AD) WT: 5kg VALUE: 500

A muzzle-loading smooth-bore long gun.



Pistol Cutlass

WT: 2kg VALUE: 500

Pistol: TEST: 1S@2m,4,8,10 HP/SM: 2(b) HANDS: 1 Chainable Reload(12AD)

Blade: TEST: 2S HP/SM: 2(s) or 1(p) HANDS: 1 Chainable Parry(2)

A hybrid muzzle-loading pistol and short sword. This weapon requires both **Weapons » Muzzle-Loading Firearms** and **Weapons » Short Blades** skills to use both aspects. This weapon's two attack methods are chainable with each other (ie: stab with blade + shoot pistol).



Staves

These weapons are used with the **Weapons » Staves** skill.

Bayonet (mounted)

TEST: 1S HP/SM: 3(p) HANDS: 2 Chainable Parry(2)

WT: 1kg VALUE: 50

A spike or thrusting blade mounted on the end of a long gun.



Hand Grenades

Hand Grenades are used with the **Weapons » Hand Grenades** skill. All grenade attacks are indirect.

Bottle Grenade

TEST: 2S@4m,7,12,20 AREA DAMAGE: 6(b)HP@0m,1,2

WT: 700g VALUE: 50

An improvised grenade made with a glass bottle, black powder, and metal fragments, fused with a lit cloth.



Industrial Weapons (TEC 3)

Firearms

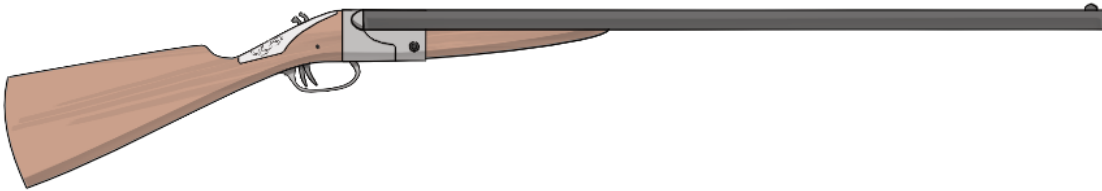
These weapons are used with the **Weapons » Firearms** skill.

Double-Barrel Shotgun

TEST: 1S@4,8,15,20 HP/SM: 3(b) HANDS: 2 Magazine(2) Reload(2AD/shot) WT: 3kg VALUE: 200

When firing both barrels: HP/SM: 6(b)

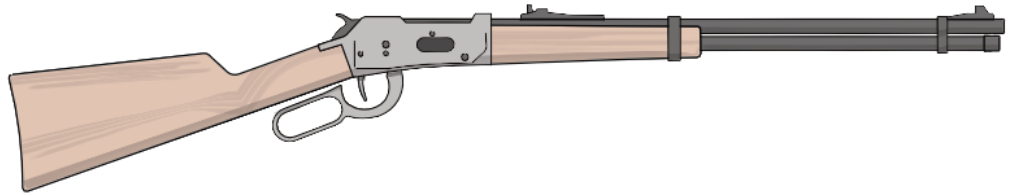
A break-action shotgun with two barrels holding two shells, and a double trigger, allowing a rapid-fire double-shot. When firing both barrels, this must be declared prior to the test.



Lever-Action Rifle

TEST: 1S@20,50,100,250,500 HP/SM: 3(b) HANDS: 2 Magazine(12) Reload(3AD/shot) WT: 4kg VALUE: 200

A long-barreled firearm with sights for long-range shooting and a trigger guard lever that cycles cartridges from a tubular magazine.



Revolver

TEST: 1S@2,4,8,15,30 HP/SM: 2(b) HANDS: 1 Magazine(6) Reload(6AD) WT: 1kg VALUE: 300

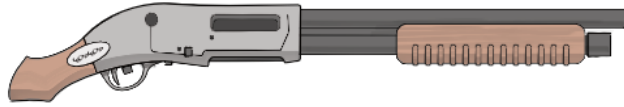
A single-action handgun with cartridges loaded in chambers in a revolving cylinder.



Sawed-off Shotgun

TEST: 1S@3,5,7,10 HP/SM: 3(b) HANDS: 2 Magazine(4) Reload(3AD/shot) Unhanded(-2) WT: 2kg VALUE: 250

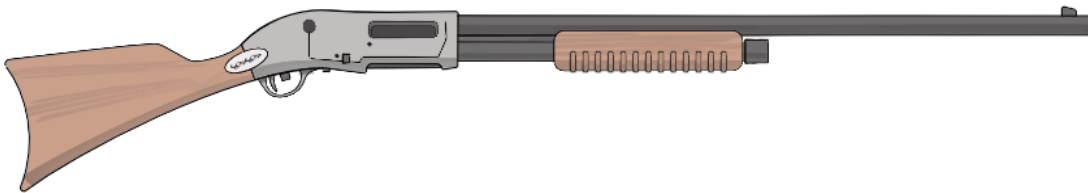
A shotgun with a shorted barrel & stock for concealment & handling in close quarters. Requires a minimum of 2 hands to cycle between shots.



Shotgun

TEST: 1S@4,8,15,20 HP/SM: 3(b) HANDS: 2 Magazine(8) Reload(3AD/shot) WT: 3kg VALUE: 300

A smooth-bore pump-action firearm with a tubular magazine. Typically loaded with scattering shot for a spread pattern. Requires a minimum of 2 hands to cycle between shots.



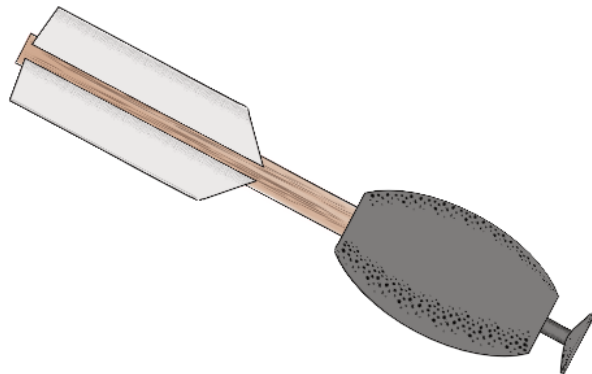
Hand Grenades

Hand Grenades are used with the **Weapons » Hand Grenades** skill. All grenade attacks are indirect.

Ketchum Grenade

TEST: 2S@4m,7,12,15 AREA DAMAGE: 8(b)HP@0m,2,5,8 WT: 1.5kg VALUE: 60

An oval iron body with a finned tail for flight stability and a percussion cap igniter on the nose.



Modern Weapons (TEC 4)

Modern Small Arms

These weapons are used with the **Weapons » Modern Small Arms** skill.

Assault Rifle

TEST: 1S@20,50,100,250,500 HP/SM: 3(b) HANDS: 2

Chainable Magazine(30) Reload(3AD) Sustainable(4, 3) Unhanded(-3)

WT: 3kg VALUE: 1,200

A long-barreled automatic firearm designed for military use.



Handgun (large caliber)

TEST: 1S@2,4,10,20,50 HP/SM: 3(b) HANDS: 1 Magazine(9) Reload(3AD) WT: 1kg VALUE: 600

A large-caliber semi-automatic handgun.



Handgun (small caliber)

TEST: 1S@2,4,8,15,30 HP/SM: 2(b) HANDS: 1 Chainable Magazine(15) Reload(3AD)

WT: 800g VALUE: 500

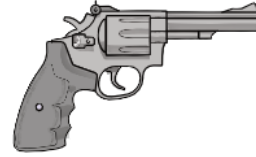
A semi-automatic handgun.



Revolver

TEST: 1S@2,4,8,15,30 HP/SM: 2(b) HANDS: 1 Magazine(6) Reload(6AD) WT: 1kg VALUE: 300

A single-action handgun with cartridges loaded in chambers in a revolving cylinder.

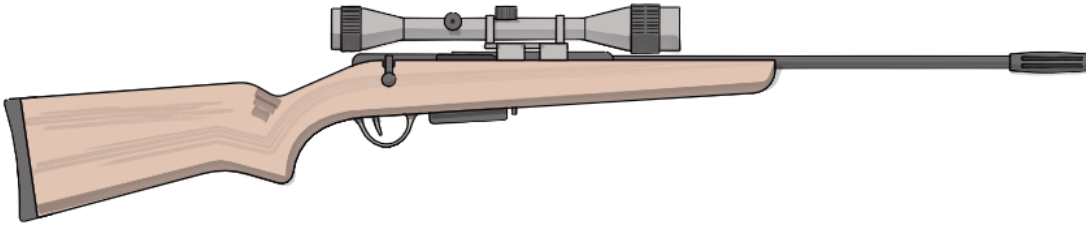


Rifle

TEST: 1S@20,50,100,250,500 HP/SM: 3(b) HANDS: 2 Magazine(6) Reload(3AD)

WT: 4kg VALUE: 200

A long-barreled firearm with sights for accurate long-range shooting.

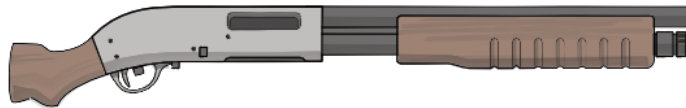


Sawed-off Shotgun

TEST: 1S@3,5,7,10 HP/SM: 3(b) HANDS: 2 Magazine(4) Reload(3AD/shot) Unhanded(-2)

WT: 2kg VALUE: 250

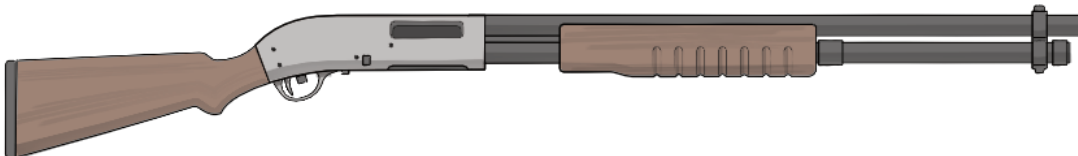
A shotgun with a shorted barrel & stock for concealment & handling in close quarters. Requires a minimum of 2 hands to cycle between shots.



Shotgun

TEST: 1S@4,8,15,20 HP/SM: 3(b) HANDS: 2 Magazine(8) Reload(3AD/shot) WT: 3kg VALUE: 300

A smooth-bore pump-action firearm with a tubular magazine. Typically loaded with scattering shot for a spread pattern. Requires a minimum of 2 hands to cycle between shots.



Submachine Gun

TEST: 1S@5,15,30,50,80,200 HP/SM: 2(b) HANDS: 2

Chainable Magazine(30) Reload(3AD) Sustainable(5,3) Unhanded(-1)

WT: 3kg VALUE: 1,500

A compact automatic firearm designed for close quarters combat.



Military Shotgun

TEST: 1S@5,10,18,25 HP/SM: 3(b) HANDS: 2 Magazine(5) Reload(3AD) Unhanded(-3)

WT: 4kg VALUE: 800

A magazine-loaded semi-automatic shotgun often used in breaching & urban warfare.



Hand Grenades

Hand Grenades are used with the [Weapons » Hand Grenades](#) skill. All grenade attacks are indirect.

Stun Grenade

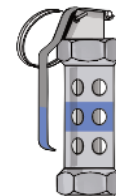
TEST: 1S@5m,10,25,40

WT: 400g VALUE: 80

Produces a blinding burst of light & a loud bang to disorient targets during breaching.

On detonation, all actors in a 4m radius circle have the **Stunned** condition for 3 rounds.

An actor who is within this radius, is aware of the impending attack, and has reserved 1 or more AD for the dodge action may attempt to reduce the duration of the condition. The actor rolls dice as usual for a dodge, and subtracts the number of successes from the number of rounds determined by the attack's success margin (one round less for each success).



Frag Grenade

TEST: 1S@5m,10,25,40 AREA DAMAGE: 10(b)HP@5m,7,10,13,15

WT: 400g VALUE: 100

A defensive grenade that explodes in ballistic fragments.

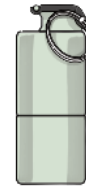


High-Explosive Grenade

TEST: 1S@5m,10,25,40 AREA DAMAGE: 12(b)HP@2m,3,4

WT: 300g VALUE: 120

An offensive grenade that produces lethal concussive force in a small radius.



Ammunition

Weapons with the **Reload** feature require ammunition. The following table lists common ammunition types across all TEC levels with their associated weapons, any applicable damage bonuses, a per-shot weight (rounded to the nearest 10g), and a per-shot value.

Damage bonuses for ammunition are applied once per attack, not per success margin.

Ammunition (all TEC levels)

Type	Weapons*	Dmg+	Wt Ea.	Value Ea.
<i>Ancient (TEC 1)</i>				
Arrow	Bows	—	20g	1
Bolt	Crossbows	—	20g	1
Broadhead Arrow	Bows	+2(s)	30g	3
Broadhead Bolt	Crossbows	+2(s)	30g	3
<i>Pre-Industrial (TEC 2)</i>				
Buck & Ball Load	Blunderbuss, Dragon	+1	50g	2
Lead Ball	Musket, Flintlock Pistol	—	10g	1
Lead Shot	Blunderbuss, Dragon	—	40g	1
Minié Ball	Musket, Flintlock Pistol	+2	30g	3
<i>Industrial (TEC 3)</i>				
Buckshot Shell	All Shotguns	+3	50g	3
Bullet	All Rifles, All Handguns, Revolver, Submachine Gun	—	10g	1
Shot Shell	All Shotguns	—	40g	2
<i>Modern (TEC 4)</i>				
Armor-Piercing Bullet	Assault Rifle, Rifle	+4	20g	4
Bean Bag Shell	All Shotguns	⇒c [†]	20g	12
Hollow-Point Bullet	Assault Rifle, Rifle, All Handguns, Revolver, Submachine Gun	+3	10g	2
Slug Shell	All Shotguns	+6	30g	5

* Weapons listed are general categories only. No attempt is made to differentiate various calibers, cartridge types, gauges, load weights, arrow length, or any other fine-grained distinctions between ammunition varieties that might impact their compatibility with specific weapons. That way lies madness.

† A “less lethal” round. When fired, this ammunition converts all weapon damage to Crushing (c) damage.

Armor Lists

Ancient Armor (TEC 1)

Light Armor

This armor is used with the **Armor » Light** skill.

Boiled Leather

TUF: 2 RESISTANCE: s ⇒ c, r, p

WT: 2kg VALUE: 80

Leather armor that has been hardened in boiling water or wax.

Jack of Plate

TUF: 2 RESISTANCE: (s, p) ⇒ c, r

WT: 7kg VALUE: 200

A shirt of small metal squares sewn between layers of cloth.

Leather

TUF: 1 RESISTANCE: (s, p) ⇒ c, r

WT: 3kg VALUE: 50

Thick flexible leather.

Medium Armor

This armor is used with the **Armor » Medium** skill.

Lamellar

TUF: 3 RESISTANCE: (s, p) ⇒ c

WT: 10kg VALUE: 200

A series of metal, bone, or wood rectangular “scales” laced together into horizontal rows.

Mail

TUF: 4 RESISTANCE: s ⇒ c, p

WT: 10kg VALUE: 600

A multitude of steel rings linked together into a fabric.

Scale

TUF: 2 RESISTANCE: (s, p) ⇒ c, c, r

WT: 8kg VALUE: 650

Individual small hard plates sewn onto a backing of leather or fabric.

Heavy Armor

This armor is used with the **Armor » Heavy** skill. If attempting to wear without the allocated skill, the noted penalty is applied to the actor's PRW.

Laminar

PRW PENALTY: -1 TUF: 4 RESISTANCE: (s, p) ⇒ c, c, r WT: 15kg VALUE: 800

Horizontal bands of metal plates overlapping in rows. Arms are armored with **vambraces**.

Plate

PRW PENALTY: -2 TUF: 5 RESISTANCE: (b, s, p) ⇒ c, c, r WT: 16kg VALUE: 1,500

Solid plates of metal affixed to a leather or mail substrate. Arms are armored with **vambraces**. When carried and not worn, effective weight is 20kg.

Shields

Vambraces

TUF: 2 RESISTANCE: — HANDS: — Parry(1) WT: 600g VALUE: 30

Reinforced splinted or plated leather buckled to the forearms & used to deflect attacks. **Laminar** and **Plate** armor include vambraces as part of the armor.

Buckler

TUF: 1 RESISTANCE: s, p HANDS: 1 Parry(2) WT: 1kg VALUE: 50

A very small round shield held in the hand and used to parry.

Medium Shield

TUF: 3 RESISTANCE: s, p, c HANDS: 1 Parry(3) WT: 3kg VALUE: 100

A round, kite, or oblong shield of reinforced wood strapped to the arm.

Large Shield

PRW PENALTY: -1 TUF: 5 RESISTANCE: s, p, c, r HANDS: 1 Unwieldy WT: 8kg VALUE: 200

A full-height rectangular shield that can provide significant cover at the cost of agility.

Pre-Industrial Armor (TEC 2)

Medium Armor

This armor is used with the **Armor » Medium** skill.

Leather Drover Coat

TUF: 2 RESISTANCE: (s, p) ⇒ c, r

WT: 3kg VALUE: 200

A long coat made of rough, heavy leather.

Heavy Armor

This armor is used with the **Armor » Heavy** skill. If attempting to wear without the allocated skill, the noted penalty is applied to the actor's PRW.

Anti-Ballistic Brigandine

PRW PENALTY: -2 TUF: 3 RESISTANCE: (b, r, s, p) ⇒ c

WT: 15kg VALUE: 800

Thick metal plates affixed to a leather foundation.

Industrial Armor (TEC 3)

Medium Armor

This armor is used with the **Armor » Medium** skill.

Infantry Vest

TUF: 2 RESISTANCE: (b, p) ⇒ c

WT: 2kg VALUE: 50

Steel plates sewn into a standard vest.

Heavy Armor

This armor is used with the **Armor » Heavy** skill.

Cavalry Vest

TUF: 3 RESISTANCE: (b, p) ⇒ c

WT: 4kg VALUE: 150

Thick steel plates sewn into a standard vest.

Modern Armor (TEC 4)

Light Armor

This armor is used with the **Armor » Light** skill.

Leather Jacket

TUF: 1 RESISTANCE: (s, p) \Rightarrow c, r	WT: 2kg VALUE: 50
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A simple & fashionable leather jacket.

Medium Armor

This armor is used with the **Armor » Medium** skill.

Flack Jacket

TUF: 2 RESISTANCE: (b, s, p) \Rightarrow c, r	WT: 4kg VALUE: 70
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A torso armor designed to reduce injury from ballistic fragments.

Soft Ballistic Vest

TUF: 3 RESISTANCE: (b, s) \Rightarrow c, r	WT: 2kg VALUE: 500
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A composite torso armor that strikes a balance between comfort and anti-ballistic coverage.

Heavy Armor

This armor is used with the **Armor » Heavy** skill. If attempting to wear without the allocated skill, the noted penalty is applied to the actor's PRW.

Hard Ballistic Vest

PRW PENALTY: -1 TUF: 4 RESISTANCE: (b, s, p) \Rightarrow c, c, r	WT: 5kg VALUE: 1,500
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A ballistic vest with metal plates providing extra coverage at critical points.

Bomb Suit

PRW PENALTY: -3 TUF: 8 RESISTANCE: (b, r, s, p) ⇒ c, c

WT: 20kg VALUE: 5,000

A heavy, full-coverage suit used by bomb-disposal experts. When carried and not worn, effective weight is 30kg.

Item Lists

Ancient Items (TEC 1)

Backpack

WT: 1kg VALUE: 20

Item storage that can be strapped to the back. Loops and rings allow strapping additional equipment to the outside.

Bandage

EACH WT: 50g VALUE: 1

Consumable healing supplies.

Bedroll

WT: 1kg VALUE: 20

A mat and blanket for sleeping rough.

Blacksmithing Supplies

EACH WT: 2kg VALUE: 10

Consumable healing supplies.

Healer's Kit

WT: 1kg VALUE: 80

A set of portable Healing tools (OL 2) for use with the Medicine skill.

Pouch

WT: 50g VALUE: 2

A soft leather or waxed canvas pouch for storage of coins, bowstrings, or other small items.

Pouch, Large

WT: 150g VALUE: 3

A roomier pouch of leather or waxed canvas for more storage.

Quiver

WT: 300g VALUE: 20

A container for carrying arrows or crossbow bolts, typically worn at the belt or on the back. Typically holds 20 arrows or, bolts, although may be designed to be more compact or more spacious.

Rope

PER METER WT: 500g VALUE: 1

Suitable for securing cargo, climbing, or harnessing animals.

Smith's Tools

WT: 10kg VALUE: 300

A set of portable Healing tools (OL 2) for use with the Engineering skill.

Waterskin

WT: 800g VALUE: 5

A waxed leather pouch with a stopper for carrying water. Weight listed is when filled.

Wheelwright's Tools

WT: 6kg VALUE: 200

A set of portable Healing tools (OL 2) for use with the Engineering skill.

Woodworking Supplies

EACH WT: 1kg VALUE: 3

Consumable healing supplies.

Animals & Vehicles

Ancient Animals & Vehicles (TEC 1)

Trained Animals & Mounts

Throughout the ages, various animals have been domesticated and trained to be companions and workers. The following lists some examples of these animals and how they operate as actors within a game.

Mounts are animals which have been trained to obey commands of an actor. As animals, they are themselves biological actors, and have both attributes and Action Dice, and may obey or refuse commands, depending on their capabilities and training. Typically, a player character's animal mount will be controlled by the GM, according to the player character's commands and the context.

Core attributes listed here represent an average animal. Individual animals may vary by up to two core dice (either less or more), representing variations in animal health, capability, and intelligence.

Dog

Core Attributes

Type	Biological
Smarts	2
Prowess	2
Toughness	2
Sociability	3

Derived Attributes

Action Dice	3 + PRW
Connectedness	10 + SOC
Health Points	TUF × 3
Max Carry	TUF × 5
Movement	10m/AD
Skillfulness	SMR × 2



Attacks

Attack	Test	HP/SM	Notes
Bite	PRW + 1AD → 1 S C	1(p)	While continued, targeted limb is Immobilized

Intrinsic Abilities

A typical dog has 1 die allocated to **Desperate Rally** in addition to the following ability:

Scent Tracking (4 dice): All dice are added to any attempts to track or distinguish objects by scent.

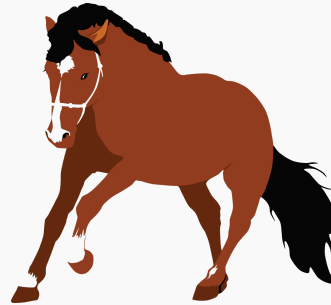
Horse

Core Attributes

Type	Biological
Smarts	2
Prowess	2
Toughness	3
Sociability	2

Derived Attributes

Action Dice	3 + PRW
Connectedness	3 + SOC
Health Points	TUF × 4
Max Carry	TUF × 50
Movement	14m/AD
Skillfulness	SMR × 1



Attacks

Attack	Test	HP/SM	Notes
Bite	PRW + 1AD → 1S	1(c)	
Kick	PRW + TUF + 3AD → 2S	3(c)	May only be directed at targets behind

Requires War Mount training

Trample	PRW + TUF + 2AD → 1S	5(c)	Move 3m towards target before attack
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Value

The value of a horse is typically determined by its core attributes and its training. As with all actors, a horse's core attributes may vary.

Horse Value by Core Dice & Training

Training	-2 Core Dice	-1 Core Dice	Average	+1 Core Dice	+2 Core Dice
Labor Animal	100	200	300	350	—
Rider's Mount	300	600	800	1,000	1,500
War Mount*	—	1,000	1,200	1,400	2,000

- This mount is trained with both **War Mount** and its default **Rider's Mount**.

Intrinsic Abilities

A typical horse has 2 dice allocated to **Physical Conditioning**.

Animal Training

Mounts are animal actors which are trained to accept a rider. The following skills may be allocated for animal mounts through various training mechanisms typically involving repetition and reinforcement. Mounts are most likely to be acquired with training already in place, but the **Animal Training » *** skill may be used to train mounts to additional skills.

Labor Animal

difficulty: 2 default: Attribute *TUF*

The animal is trained to work as a pack animal or to pull vehicles or tools (such as a cart or plow), and to take commands from an actor. An animal trained in this skill may pull a vehicle with a total laden weight up to two times its Max Carry weight without incurring a PRW penalty. Animals trained in this skill also are able to work in teams without distraction.

The commanding actor uses SOC and spends 1AD to issue each command to the animal. These commands can generally be considered to be obeyed without resorting to tests, unless the command is to attempt an action which is especially difficult or dangerous. When necessary, the animal's allocated dice for this skill are added to the commanding actor's dice pool for any tests involving the actor's control of the animal's actions.

If attempting to command the animal to a difficult task (for the animal), the actor must succeed at the following test, which the animal may contest with its own Smarts:

SOC + Animal's Trained Skill → [Task Difficulty]S

If attempting to command the animal to a task which the mount perceives as *dangerous*, the rider must succeed at the following test, which the animal will contest with its own Smarts and Toughness:

SOC + Animal's Trained Skill → Animal's SMR + TUF

Rider's Mount

difficulty: 2 default: Attribute *PRW*

The animal is trained to accept a rider and obey commands given by their rider. This skill does not include combat maneuvers.

The riding actor uses the **Riding** » * skill specialized in this animal type, and spends 1AD to issue each command to the mount. These commands can generally be considered to be obeyed without resorting to tests, unless the Riding » * skill is unallocated or the command is to attempt an action which is especially difficult or dangerous. When necessary, the animal's allocated dice for this skill are added to the rider's skill dice for any tests involving the rider's control of the animal's actions.

If attempting to command the animal to a difficult task (for the mount), the rider must succeed at the following test, which the animal may contest with its own Smarts:

Rider's Skill + Animal's Trained Skill → [Task Difficulty]S

If attempting to command the animal to a task which the mount perceives as *dangerous* such as moving towards threats or the **Dodge** action, the rider must succeed at the following test, which the animal will contest with its own Smarts and Toughness:

Rider's Skill + Animal's Trained Skill → Animal's SMR + TUF

Tracker

difficulty: 2 default: Ability *Scent Tracking*

Animals capable of tracking by scent can be trained to do so on command. The animal needs direct access to an object or other source for the scent they are to follow. The GM will determine the difficulty of the tracking test and its continuation based on environmental conditions and the age of the scent trail. The initial success target represents the difficulty of finding the trail, with the continuation difficulty representing the challenge of tracking the trail.

War Mount

difficulty: 4 default: Skill *Rider's Mount*

The animal is trained to operate under combat conditions, including offensive and defensive maneuvers. War Mount trained animals are also able to pull a two-wheeled cart such as a chariot up to two times their Max Carry weight without incurring a PRW penalty. Animals trained in this skill are also able to work in teams and in close-quarters to frightening or dangerous conditions without distraction.

The riding actor uses the **Riding » *** skill as with the **Rider's Mount** skill. Difficult and dangerous tasks are not contested by mounts trained in this skill.

Skill dice are used for any attacks and added to any **Dodge** actions the mount is directed to perform.

Vehicles

Though exceptions may be made within individual expansions, from the perspective of these core rules, vehicles in the Ancient (TEC 1) era are exclusively animal-powered. The following list of vehicles (as with all item lists) are to be taken as examples and suggestions. GMs and expansions may limit, override, or expand these as necessary.

All vehicles within this list are operated by using the **Driving » *** skill specialized with the stated vehicle type. Although these listings specify a speed (in kilometers per hour) and Movement (in meters per action die), animal-drawn vehicles are always limited by the Movement derived attribute of the animals pulling them, as well as the net weight they are carrying.

Cart

TYPE: Cart	SPEED: 10km/h	MV: 3m/AD	CARGO: 1m ³	WT: 100kg	VALUE: 200
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A simple two-wheeled vehicle pulled by an animal and designed for hauling cargo. A typical cart has room for one driver and one passenger, as well as cargo.

Chariot

TYPE: Cart	SPEED: 65km/h	MV: 18m/AD	TUF: 3	RESISTANCE: (s,p,r)⇒c	WT: 150kg	VALUE: 800
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An armored war cart designed to be driven at high speed while standing. The chariot provides partial protective cover for one driver and one passenger.

Coach

TYPE: Carriage	SPEED: 10km/h	MV: 3m/AD	CARGO: 2m ³	WT: 700kg	VALUE: 3,000
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A large four-wheeled carriage with a fixed roof for storage and room for several passengers to travel in comfort. A coach can carry up to six passengers in comfort, and up to nine in cramped quarters (with one riding beside the driver).

Four-Wheeled Carriage

TYPE: Carriage	SPEED: 12km/h	MV: 4m/AD	CARGO: 0.25m ³	WT: 400kg	VALUE: 1,000
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A four-wheeled carriage with an awning-type roof and room for up to four passengers to travel in comfort, and up to seven in cramped quarters (with one riding beside the driver).

Two-Wheeled Carriage

TYPE: Cart	SPEED: 16km/h	MV: 5m/AD	CARGO: 0.25m ³	WT: 300kg	VALUE: 800
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A small carriage with a collapsible awning-type roof and cushioned seats for up to two passengers to ride in comfort or three in cramped quarters.

Wagon

TYPE: Carriage	SPEED: 10km/h	MV: 3m/AD	CARGO: 4m ³	WT: 500kg	VALUE: 600
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A four-wheeled vehicle designed for hauling a large amount of cargo. A typical cart has room for one driver and one passenger, although more passengers can ride in the box in relative safety, if not in comfort.

GMs & Contributors

GMing a Game

Balancing Combat Encounters

Players and GMs who are not new to ttRPGs will have noticed the low scale of health points, and may be surprised at the apparent fragility of actors. This is an intentional part of the game design of 'Verses. That an actor may be killed or incapacitated by a very small number of weapon strikes is both realistic, and provides for truly fast and cinematic action.

Combined with the role that active defensive actions play in Fast Action, this creates a situation where balancing an encounter to ensure fun for your players works differently from other ttRPG systems. A balanced encounter relies less on the overall power or challenge of particular enemies and more on the dynamic, turn-by-turn actions of the enemy and the players' characters.

As the GM, by adjusting the way you play enemies and NPCs you can create for players a sense of power and superiority as they fight their way through waves of minions, or of danger and challenge as they face off against the Big Bad. Both are effective ways to engage players in the action. A good GM should be able to balance these tensions and make each session fun and exciting for the players.

When you're trying to make your players feel powerful and capable, playing enemies more passively, with few parries and dodges and no survival rolls, will allow players to dispatch enemies quickly and with great aplomb.

When you want to ramp up the danger and give them a challenge, playing enemies with more active defensive moves will stretch out the encounter, as players will be forced to coordinate and make their actions count.

It is important for GMs to be sensitive to the mood of the players and to be ready to shift the tone of an encounter to maximize everyone's fun. This is the primary challenge of GMing a combat encounter—You can make your players feel like heroes when they need to.

This does not mean that characters can't be put in mortal danger. The tensions of real stakes in an encounter is a powerful counterbalance to those heroic feelings, and like the narratives of your favorite action movies, the contrast between these two feelings is what drives the story forward.

Remember that your role as GM is not to play against the players, but to create situations that make them feel like the heroes of their own story. That feeling requires that sometimes they are indomitable, and sometimes they're pushed to the limits of their abilities.

Society as an Object

It can be useful in certain cases to think of a society itself as an Object in the game. By modeling a society in terms of the following core attributes, a GM can apply attribute tests to rapidly improvise NPC responses to unexpected character actions in cases where characters interact with the society at large.

Society Core Attributes

Attribute	Abrv	Description
Justice	JST	The degree to which societal systems function for the benefit of all vs. a select few.
Social Mobility	MOB	How easily members of the society can traverse class & social status boundaries.
Technology Level	TEC	The maximum level of technology available.
Tolerance	TOL	Level of social acceptance of individual variance from social conventions.

Other Attributes

While the above core attributes measure various properties of the society at large, there are some traits of subgroupings within societies that are relevant.

Currency

Currencies will be specific to a given society, and sometimes to a given subgroup. These might be gold pieces, dollars, or credits. Or all three. All prices for items and services within these rules are given in terms of a generic, unitless “base” currency for ease of use with any relevant currency of the specific society.

Population

Population is a measure of specific geographical areas within the society. There will generally be many population areas within a society. Population Size (POP) measures the scale of the area, with 1 representing a small hamlet or village and 5 a sprawling metropolis.

The GM may choose to adjust a character’s Connectedness test based on the size of the population, how often the characters have visited, and the nature and ease of travel within the game world. Such an adjustment might look like this:

$$CN + POP + \# \text{ of Recent Visits} \rightarrow (10 - SOC)S$$

Social Responses

GMs may use a society's attributes along with subjective ratings of a character's behaviors to help determine the type of response a character receives from representatives of that society in various situations.

Each of the following situations produces a contest between factors in the character's favor and factors acting against the character. If the contest resolves with more successes in the character's favor, the societal response is more positive for the character. If there are more successes against the character, then the response is more negative.

Tables with suggested scales for ranking non-attribute factors follow this section.

First Impressions

The likelihood that a character makes a positive first impression on a given member of a society can be approximated with the character's SOC, a subjective estimate of the character's apparent wealth, and the society's TOL and MOB acting in the character's favor, and the society member's wealth, social rank, and a subjective estimate of the degree to which the character deviates from the society's established social norms acting against them.

$$\begin{array}{c} \text{In the Character's Favor} \\ \hline \text{SOC} + \text{Apparent Wealth} + \text{TOL} + \text{MOB} \end{array} \quad \text{vs} \quad \begin{array}{c} \text{Against the Character} \\ \hline \text{Representative's Wealth} + \text{Social Rank} + \text{Deviation from Social Norms} \end{array}$$

Behavioral Aberrations

If a character behaves in a manner that violates the norms of a society, the severity of the society's response (up to and including legal sanctions) may be approximated by a contest between the character's SOC and society's TOL on one side, and a subjective estimate of the degree to which the character deviates from the society's established social norms plus one on the other.

$$\begin{array}{c} \text{In the Character's Favor} \\ \hline \text{SOC} + \text{TOL} \end{array} \quad \text{vs} \quad \begin{array}{c} \text{Against the Character} \\ \hline 1 + \text{Deviation from Social Norms} \end{array}$$

Legal Violations

If a character behaves in a manner that violates the legal standards of a society, the severity of the society's response (up to and including legal sanctions) may be approximated by a contest between the character's CN and society's TOL and JST on one side, and a subjective representation of the degree of violation, and a subjective estimate of the degree to which the character deviates from the society's established social norms on the other.

$$\begin{array}{c} \text{In the Character's Favor} \\ \hline \end{array} \quad \text{vs} \quad \begin{array}{c} \text{Against the Character} \\ \hline \end{array}$$

CN + TOL + JST

vs Degree of Character's Legal Violation + Deviation from Social Norms

Factor Ratings

The following tables are a guide to determining subjective ratings for the social factors described. Where possible, these descriptions are provided in as culturally neutral language as possible. Where this is not feasible (especially in examples), the language used is from the author's cultural frame of reference.

Apparent Wealth Ratings

Rating	Description
0	Impoverished; Tattered clothing, no or severely worn shoes, no items of any worth visible
1	Poor; Clothed and fed, but barely. No items of luxury visible, and clothing may be second hand or hard-used
2	Proletariat; Clothed and well fed. Items have seen use, but are well maintained
3	Prosperous; Clothing and items are of high quality, and one or more luxury items visible
4	Wealthy; Clothing and items are highest quality and look new
5	Opulent; Ostentatious & conspicuous displays of wealth and luxury

Actual Wealth Ratings

Rating	Description
0	Impoverished; No money available, minimal items of any value, unhoused
1	Poor; Meager money available, few items of value, precariously housed
2	Proletariat; Some money available, few items of quality or luxury, stably housed
3	Prosperous; Money is available as needed, most items of quality or luxury, securely housed
4	Wealthy; Items of quality & luxury obtained without concern for cost, multiple homes
5	Opulent; Wealth is effectively unlimited

Social Rank Ratings

Rating	Description
0	None; Fully excluded from society
1	Low;
2	Typical;
3	High;
4	Elite;
5	Ruling; Dominant social rank

Social Norms Deviation

Rating	Description	Example
0	None	
1	Quirky	Wearing clashing colors or anachronistic clothing
2	Moderately Deviant	Explicit swearing in public, unusually raucous behavior
3	Minorsly Offensive	
4	Highly Offensive	
5	Heinously Offensive	

Legal Violation Ratings

Rating	Description	Example
0	None	
1	Minor violation	Jaywalking
2	Major violation	Shoplifting
3	Minor crime	Burglary
4	Major crime	Murder
5	Heinous crime	Mass murder

Writing 'Verses Expansions

Made to be Expanded

As deliberately hinted at by its title, the 'Verses RPG is designed to be expanded across universe, genre, and game style. These rules provide the core rules that apply to any universe, but hopefully there will be fans of this system who will develop and publish their own expansions and their own universes to explore.

Naming & Referencing Expansions

Expansions to 'Verses may take a number of forms. A given expansion may define additional or alternate rules, expand on existing game worlds, describe pre-written adventures or campaigns, and even define entirely new universes in which to play.

To provide clarity to players and GMs, the following naming conventions are suggested for all expansions:

Expansion Naming Conventions

Type	Description	Example
Adventure	Provides the background, setup, storyline, goals, NPCs, and rewards necessary for a GM and players to play within a given 'Verses Universe.	The Darker Well, a Spellweavers Adventure
Rules Module	A set of related additions or alterations to the 'Verses rules, as well as any supporting information, items, or actor capabilities made possible by the rules changes. Typically dependent only on the core 'Verses rules, although Rules Modules may modify other Rules Modules.	Intoxication, a 'Verses Rules Module
Universe	A self-contained expansion defining a world of play, dependent on the core 'Verses rules, and may reference or include rules expansions & adventures.	Spellweavers, a 'Verses Universe
World Expansion	Additional material that expands on a specific 'Verses Universe, enabling new ways to play and may provide new environments, species, archetypes, and capabilities to explore within that Universe. Dependent on a given 'Verses Universe and may reference or include rules expansions & adventures.	The In-Between, a Spellweavers Expansion

Making Your Own 'Verse

You can build upon the core rules and available 'Verses Expansions to build your own universe. Writing your own adventure or campaign within the world of a 'Verses Expansion is a form of making your own

'Verse. The difference between a custom campaign and a whole game world is merely scale and detail of worldbuilding.

Versioning

It is expected that the rules within 'Verses Core will change over time as new features are developed, game balance is refined, and feedback is incorporated. In order to demarcate and clarify these changes, and to prevent confusion between expansion authors, GMs, and players, 'Verses Core is released under the following *semantic versioning** system:

1 . **0** . **0**
Major Minor Patch

Major version

This number increases by one when a new edition is published containing rules or balance changes which alter or invalidate rules in a way which is expected to be incompatible (ie: to "break compatibility") with expansions published for the previous *Major* version.

Whenever a new *Major* version is released, the previous *Major* version will be archived at its highest total version and will continue to be available for reference and continued use by expansions that were designed against it.

Minor version

This number increases by one when a new version is published with rules or balance changes which alter rules in a way which is compatible with the previous version (ie: "backwards-compatible"). Expansions published for the previous version should not generally need changes to continue functioning on top of the 'Verses Core rules.

The *Minor* version component resets to 0 whenever the *Major* component is incremented.

Patch version

This number increases by one when a new version is published with text changes, errata, or clarifications which do not impact the functioning of the 'Verses Core rules. No impact on expansions is expected from these changes.

The *Patch* version component resets to 0 whenever the *Major* or *Minor* component is incremented.

* Learn more about [Semantic Versioning at semver.org](https://semver.org).



Expansions should consider and document which version of 'Verses they are meant to be compatible with. Where possible, *Major* version updates will include information explaining how expansion authors can migrate their existing expansions to work with the new version.

Contributing

'Verses Core is open-source. Collaboration and **contributions** are welcome.

Fundamental Mechanics

Writing a fun and successful expansion for any game system requires an additional level of understanding of the fundamental mechanics than is needed for playing the game. The following section explores some of the philosophical and mathematical underpinnings of the 'Verses rules.

Attributes: The Central Framework

The use of the word Core to refer to the four primary attributes (of biological actors) is not accidental. These attributes and the way they fit into the fundamental test mechanics of the game are core to the way the game's relationship with probabilities and test resolution functions.

In a very real way, everything beyond the core attributes and the test mechanic are specialization and refinement to add color and detail to what is a perfectly functional blueprint. It is possible to conceive of an expansion designed for a kind of gameplay that uses nothing more than a subset of core attributes (for example: TUF & PRW) and the Test mechanic to build a strategy game which represents maneuvers and skirmishes of armies at such a “zoomed out” scale that an entire platoon of soldiers is represented by a single actor.

Core attributes are not considered inviolate for modification by expansion writers, but careful consideration should be taken before adding or altering core attributes, as the indirect effects of such changes can be wide and varied.

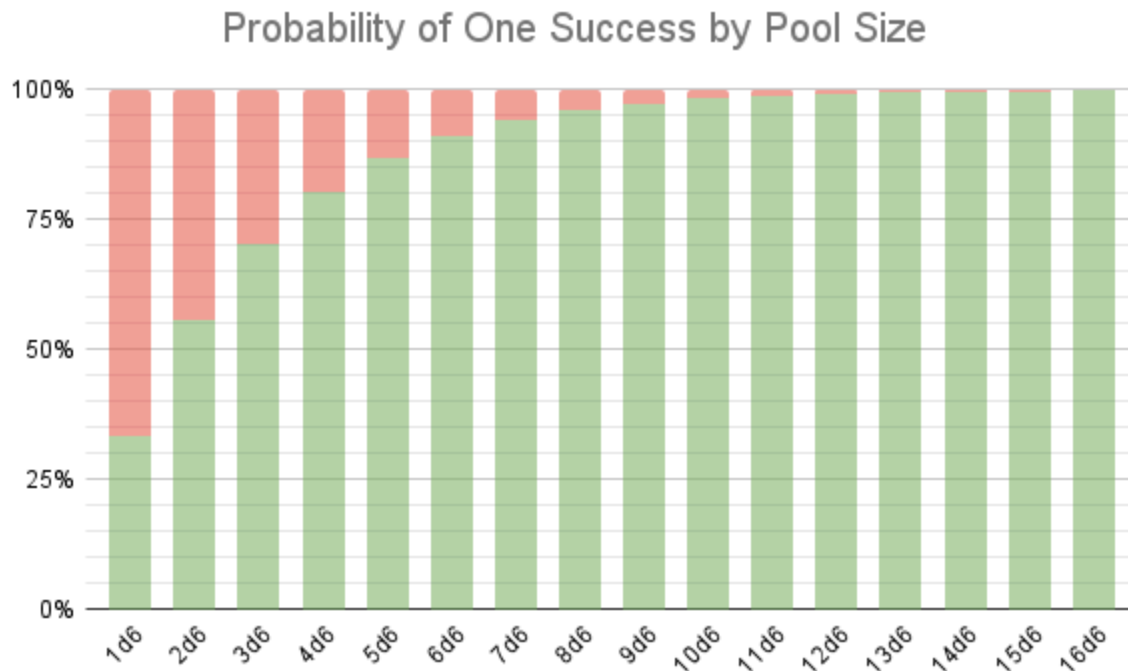
Tests & Probability

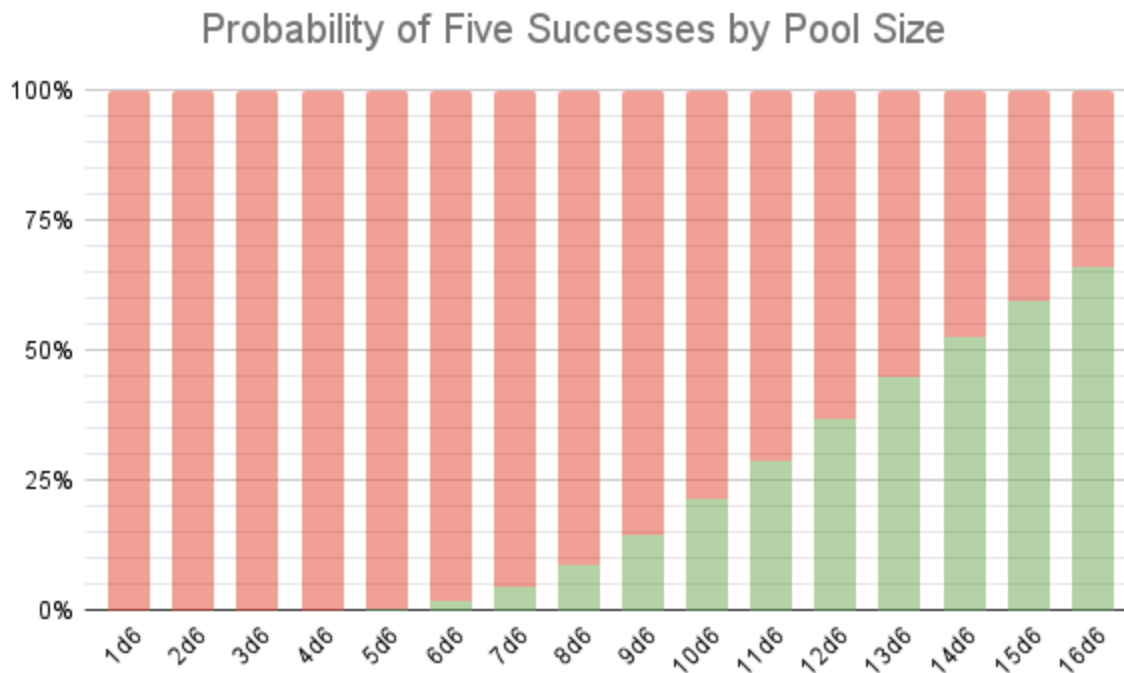
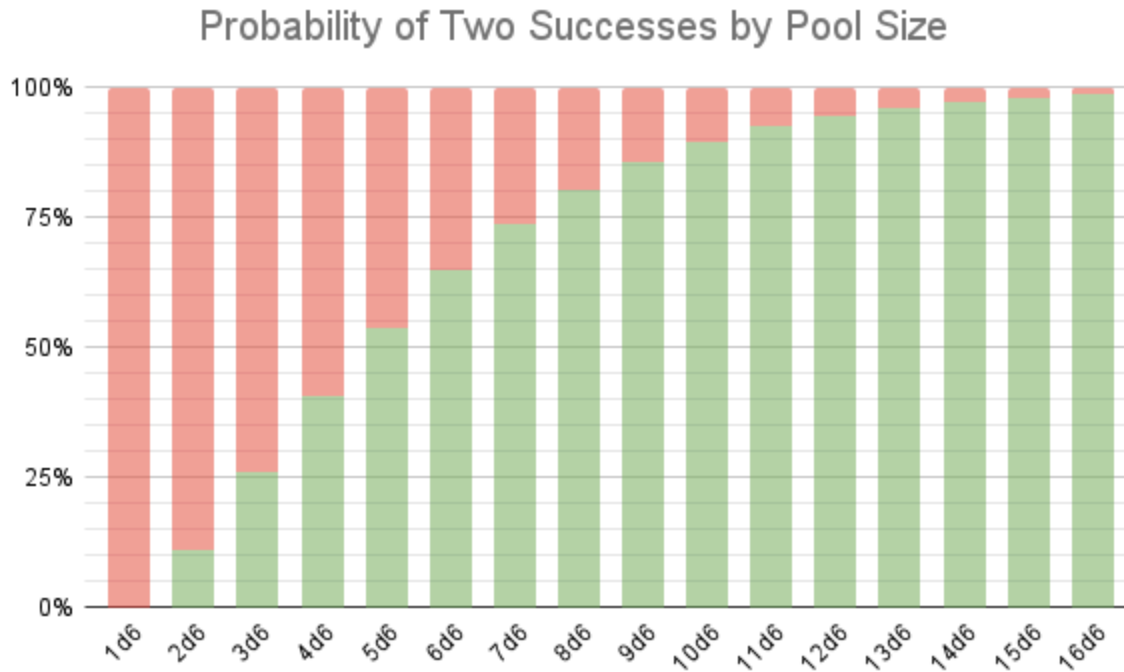
To achieve the right balance of fun, speed, and expression in an expansion that enables new ways of playing, it is helpful for expansion designers to have a deep understanding of test balance and the probabilities involved in the 'Verses dice pool system.

The minimum and maximum ranges of Rated Values are intentionally kept narrow on the theory that small numbers are easier to reason about. Because Success Targets rarely exceed 5, the primary mechanism for modulating success probability of player and NPC actions is by increasing or restricting dice available to

the pool. Abilities and Skills typically add opportunities to increase dice in pools. Other existing mechanisms exist to restrict pool size.

If you're coming from a system that uses linear probability (where each increase in a die value represents a fixed percent improvement), it's important to understand just what an increase from 1S to 2S to 5S means. To clarify this, compare the charts below which show the probabilities of achieving 1, 2, and 5 successes with different sized dice pools.





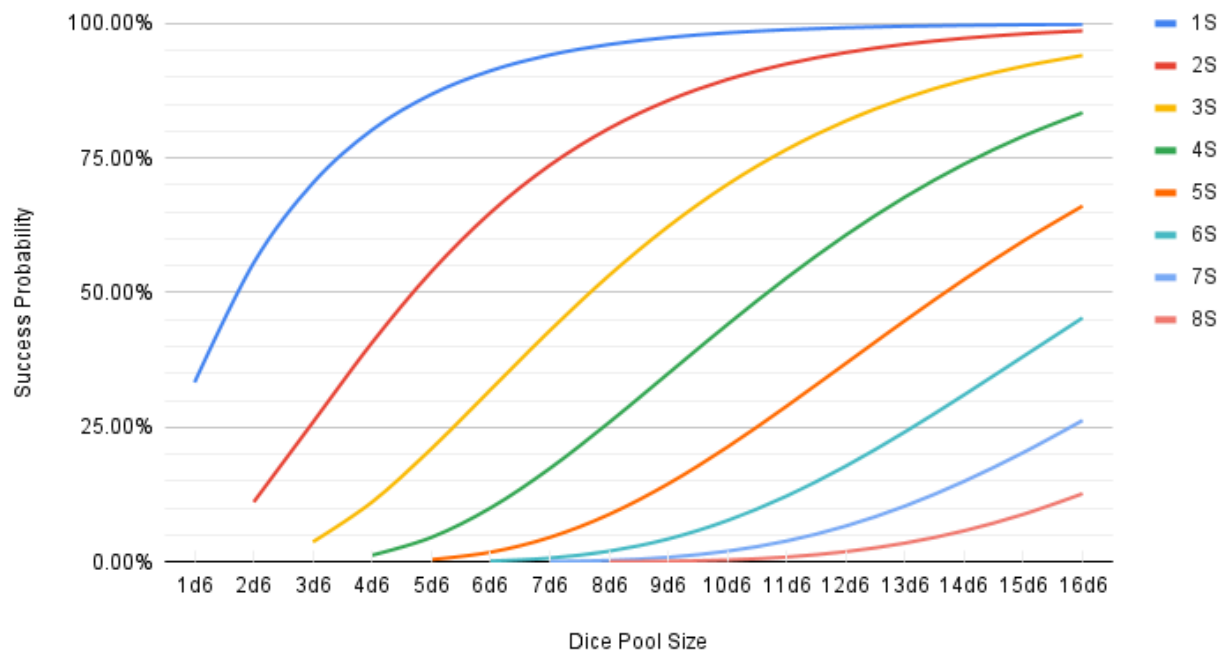
Note that the differences at the minimum extremes are dramatic: There's a 33% chance of 1 success with 1d6, an 11% chance of 2 successes with 2d6, and less than 0.5% chance of 5 successes with 5d6. Obviously, one cannot achieve 5 successes with less than 5d6. These results represent the truism that training a skill makes easy tasks much more likely, and difficult tasks possible.

The practical effect of this mechanic is that nonlinearity (or the diminishing returns) of training is modeled by the dice probabilities, not baked into task difficulty. Task difficulty and capability increases can easily be mapped to linear increases in values.

In other words: Going from 1 die to 2 does not make an actor twice as capable. Going from 1 to 5 does not make them five times as capable. One can see this represented in the charts above. The second bar (representing a test of 2d6 → 1S) increases from 33% to 55%. Adding a 3rd die brings us to a 70% chance of success and 5d6 → 1S has just 87% chance of success. The additional dice in the pool represent ever-decreasing degrees of improvement.

The following combined chart shows probability values for up to 8S tests for dice pools from 1d6 to 16d6. Rules Module designers should develop an understanding of the relationship between test difficulty and pool size.

Test Success Probability by Pool Size



There are a variety of online tools available to explore probability distributions that result from different sized dice pools and different success targets.



One free tool available online is the [AnyDice Probability Calculator](#). It allows for complex simulations of dice rolls and calculation of probabilities. The following AnyDice function executes a Test and outputs the success probability.

```
function: test DICEPOOL:n against SUCCESSTARGET:n {  
  result: DICEPOOL d (d6 >= 5) >= SUCCESSTARGET  
}  
  
\ Test a Dice Pool of 8 against a Success Target of 3: \  
output [test 8 against 3]
```

The result of the above command will be to list out two percentages for the roll: 0: 46.82% which represents the probability of failure, and 1: 53.18% which represents the probability of success.

Action Dice & Exhaustion as a Limitation

Many ttRPG rule systems utilize specific mechanisms like slots and points to limit and balance character features and abilities. Expansion designers are encouraged to avoid inventing new mechanisms to limit character features and instead utilize existing mechanics.

Exhaustion (EX-binding of AD) is one of these fundamental mechanics that is specifically designed to limit actions for balance, and utilizing its rules for new abilities means that those abilities will compose seamlessly with existing core mechanics for exhaustion and recovery without any extra work.

For examples of how EX-binding may be applied as a limiting factor for character features, take the spellcasting abilities of the Spellweaver and the Lifecaller archetypes from the Spellweavers sample expansion.


These two capabilities apply EX-binding in different ways, but both approaches scale with feature complexity and compose with each other and with other system rules in a way that is natural and easy to understand for players and GMs alike.

Abilities vs Skills

When considering whether a new capability is best represented in your expansion as an Ability or a Skill, the main distinction is whether or not the capability can be learned, and therefore attempted without dice allocation. A capability which may be learned by training, observation, or trial and error—one that may be developed over time from nothing to expertise—is a Skill.

A capability that is inherent to an actor—whether intrinsic or extrinsic—is an Ability.


Intoxication, a 'Verses Rules Module

 This Rules Module is presented both as an example of Rules Module design and as a functional expansion to the 'Verses rules, enabling players to include alcohol and its effects in a 'Verses game.

Module Properties


License

This 'Verses Rules Module is released under the same **CC BY 4.0** licenses as the **'Verses Core v1** rules.

 Stating how your expansion is licensed helps others understand what obligations they are under when using your work. In this case, the expansion is published as part of the core rules, so this isn't strictly necessary, but for other expansions, providing a clear statement of authorship, copyright, and license is important.

Compatibility

This module is compatible with **'Verses Core v1**.

 Declaring compatibility is important to avoid frustrating players and GMs with rules that don't work. In this section, state the version of 'Verses Core your expansion is meant for.

Dependencies & Limitations

 If your expansion assumes other expansions or rules modules are in play, state them here.

This module has no dependencies except the **'Verses Core** rules.

The following rules apply to human species actors. Other species may have other metabolic reactions to consuming alcohol.

Alcohol

i Set the stage and explain why GMs and players should add your expansion into their play.

Alcohol has been made by humans for thousands of years and consumed for its desirable effects on the brain and nervous system for as long. However, alcoholic intoxication also negatively impacts human neurocognitive functions and health, up to including death.

The **Therapeutic Safety Index** measures the ratio between a lethal dose and effective dose of a substance. The TI_{safety} of alcohol (ethanol) is 10:1. This represents a highly dangerous and narrow window between the amount of alcohol that can produce desirable effects and a lethal amount. With increased consumption, health effects can tip over into lethality quickly and suddenly.

For the purposes of these rules, a single “standard” drink of alcohol is considered to contain approximately 8ml of ethanol. This equates to a single tankard of ale, 1 glass of wine, or 1 shot of liquor.

Intoxication Rules

i When writing an expansion and especially when adding or modifying rules, it's a good rule of thumb to keep the scope of your changes as small as possible. The more of the core rules you override, alter, or change, the more likely your extension will have problems composing with other universes, rules modules, and expansions.

With each alcoholic drink imbibed, the actor must make a test to resist intoxication. The actor rolls:

$(TUF \times 2) + SMR \rightarrow (\# \text{ drinks in last } 1/2 \text{ hour})S$

The success target is the number of standard alcoholic drinks imbibed over the previous half hour.

If the actor fails this test by not meeting the required success target, they incur 1 level of **Intoxication** and gain the condition indicated in the table for the indicated duration. If they fail the test with zero successes, they incur 2 levels of intoxication.

After the duration, if the actor is not unconscious and no additional alcohol has been consumed, the intoxication level is reduced by 1.

Intoxicated Condition

This module defines the new condition Intoxicated for biological actors. The Intoxicated condition is declared with an Intoxication Level which indicates the degree of intoxication and the specific effects of the condition. This table shows the effects of intoxication on capabilities at each level.

Intoxicated Condition Levels

Level	Description	Duration	PRW	SMR	SOC	TUF	Other Effects
1	Buzzed	0.5 hour	-1	—	+1	—	-1 contest against Charm
2	Tipsy	1 hour	-2	-1	—	—	-1 contest against Charm
3	Drunk	2 hours	-3	-2	-1	—	—
4	Heavily Intoxicated	4 hours	-4	-4	-2	-3	—
5	Inebriated	8 hours	actor is Unconscious*				

* If the actor's intoxication level reaches 5, the actor gains the **Unconscious** condition.

On regaining consciousness, the actor has the **Sickened** condition for 3 hours.

If the actor's intoxication level exceeds 5, the actor gains the **Moribund** condition and must make **Survival Rolls** as if they had been reduced to 0 HP.



Where possible, work *with* the core rules to achieve the goals of your expansion. In this example, there's no need to create a whole constellation of effects and conditions, when we can simply plug into existing status conditions like *Sickened* and *Moribund*.

Abilities

Heightened Metabolism

Identical to the ability **Heightened Metabolism** in 'Verses Core, with the following addition

Allocated dice that are not EX-bound may be added to any tests to resist intoxication.

i If you need to incorporate new features into existing capabilities, you can extend them directly.

Hollow Leg

intrinsic for **biologicals**

You can drink like a sailor (who drinks).

Allocated dice are added to any tests to resist intoxication.

i Creating new Abilities and Skills is a great way to enrich and add flavor and texture to expansions.

Skills

Brewing

difficulty: 3 default: Attribute *SMR*

The era-appropriate knowledge of the brewing of beer.

Tests of this skill can be used when attempting to make beer, identifying the ingredients and processes used in making a particular brew, and distinguishing various beers from each other.

Distilling

difficulty: 3 default: Attribute *SMR*

The era-appropriate knowledge of the distilling of liquor.

Tests of this skill can be used when attempting to make liquor, identifying the ingredients and processes used in making a particular distillation, and distinguishing various distillations from each other.

Winemaking

difficulty: 3 default: Attribute *SMR*

The era-appropriate knowledge of viticulture and the making of wine.

Tests of this skill can be used when attempting to make wine, identifying the ingredients and processes used in making a particular wine, and distinguishing various wines from each other.