

# Movement

Speed	yards per minute	feet per round	time base	save attack
Semiconscious	movement	half movement	endurance rounds	-
<b>Combat</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>	<b>0</b>
<b>Dash</b>	<b>6 times movement</b>	<b>3 times movement</b>	<b>endurance minutes</b>	<b>-1</b>
Explore	4 times movement	twice movement	endurance times 10 minutes	0
Walk	10 times movement	5 times movement	endurance times 30 minutes	-2
Jog	20 times movement	10 times movement	endurance times 5 minutes	-4
Run	30 times movement	15 times movement	endurance minutes	-8
Sprint	50 times movement	25 times movement	endurance rounds	-16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

## Ability Modifiers Difficulties

Ability	Major	Minor	Incredibly Easy	
3	-3	-2	A Snap	+16
4-5	-2	-1	Very Easy	+8
6-8	-1	0	Easy	+4
9-11	0	0	Difficult	+2
12-14	+1	0	Very Difficult	0
15-16	+2	+1	Extremely Difficult	-2
17	+3	+2	Nearly Impossible	-4
18	+4	+2	Practically Impossible	-8

Careful attempts are at +1, and extra careful attempts at +2. Carefulness increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

## Group Effort

Group effort bonuses apply to ability rolls, attacks, defense, number of actions, and combat movement, and penalize decision times. If group members have varied scores, use the median score.

Survival potential is the median plus the bonus times the median. Survival loss is divided among all combatants. On a failed Evasion roll (defense is a bonus), the character takes up to the amount the Evasion was failed by as injuries instead.

<b>Count:</b>	2	4	8	16	32	64	128	256	512	1024
<b>Bonus:</b>	1	2	3	4	5	6	7	8	16	32

## Item Saving Rolls

Material	Fire	Bludgeon	Acid	Bonus
Glass	+8	0	+16	quarter inch
Ice	0	0	+8	half inch
Metal	+6	+5	0	quarter inch
Paper	-2	+6	+8	half inch
Stone	+8	0	+10	inch
Wood	0	+3	+5	inch

Item saving rolls are a fortitude roll against four. If failed, the item is damaged as normal. Beyond the bonus thickness, they gain a bonus of one; for each doubling, another bonus is gained. Items have survival points equal to their weight in pounds.

# Gods & Monsters



Beyond here lie dragons

## Adventure Guide

## Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

**Death:** Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

**Cover:** Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

**Covered:** If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Knockout:** Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

**Immobilization:** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, immobile, & non-defending do not combine.**

## Obstacle Size

<b>Size:</b>	2	4	8	16	32	64	128	256	512	1024
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10

Distances will often be based on 10-foot sizes.

## Falling Damage

Height	Damage	Time	Evasion
up to 10 feet	1d6	1 second	Negates
11-30 feet	2d6	2 seconds	Halves
31-60 feet	3d6	3 seconds	No effect
61-100 feet	4d6	4 seconds	
101-150 feet	5d6	5 seconds	
151-210 feet	6d6	6 seconds	
211-280 feet	7d6	7 seconds	
281-360 feet	8d6	8 seconds	
361-450 feet	9d6	9 seconds	
+50 yards	n/a	+1 second	

## Encounters

Group Size	Increase	Size	count as	Size	one
8	+5%	Large	2	Small	2
16	+10%	Huge	4	Tiny	4
32	+15%	Gigantic	8	Fine	8
64	+20%	Titanic	16		
128	+25%				
256	+30%				

## How far is my horizon?

Height	Horizon	Height	Horizon
3 feet	2.3 miles	100 feet	13 miles
5 feet	3 miles	200 feet	19 miles
8 feet	3.8 miles	300 feet	23 miles
10 feet	4.3 miles	500 feet	30 miles
15 feet	5.2 miles	1,000 feet	43 miles
18 feet	5.7 miles	2,000 feet	60 miles
24 feet	6.6 miles	3,000 feet	74 miles
30 feet	7.4 miles	5,000 feet	95 miles
40 feet	8.5 miles	10,000 ft	135 miles
50 feet	9.5 miles	15,000 ft	165 miles
75 feet	12 miles	20,000 ft	190 miles

## Creatures

Type	Saving Roll	Survival	Combat
Fantastic	Health	d8	1
Undead	None	d10	1/2
Animal	Health	d6	1/2
Faerie	Evasion	d6	1/2
Divine	Perception	d8	1
Demon	Fortitude	d8	1
Dragon	Health	d10	1

Intelligence	Range	Learning	Evasion
Unintelligent/Plant	0	n/a	n/a
Animal	1-2	-5	-3
Semi-intelligent	3	-3	-2
Low	4-6	-1	-1
Average	7-13	0	0
High	14-16	+1	+1
Very High	17-18	+3	+2
Incredible	19-20	+5	+3
Divine	21-	+7+	+3+

Charisma	Range	Perception	Willpower
None	0	n/a	n/a
Animal	1-2	-5	-3
Very Low	3	-3	-2
Low	4-6	-1	-1
Average	7-13	0	0
High	14-16	+1	+1
Very High	17-18	+3	+2
Incredible	19-20	+5	+3
Divine	21-	+7+	+3+

Unintelligent creatures such as skeletons and moss are unaffected by mind control. Alien creatures will gain a bonus of 2 to mind control saving rolls.

Larger creatures gain a fortitude bonus: +2 (large), +4 (huge), +8 (gigantic), and +16 (titanic).

# Movement

	yards per minute	feet per round	time base	save attack
<b>Speed</b>				
Semiconscious	movement	half movement	endurance rounds	-
<b>Combat</b>				
<b>Dash</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>	<b>0 0</b>
Explore	4 times movement	twice movement	endurance times 10 minutes	-1 4
Walk	10 times movement	5 times movement	endurance times 30 minutes	0 0
Jog	20 times movement	10 times movement	endurance times 5 minutes	-2 2
Run	30 times movement	15 times movement	endurance minutes	-4 4
Sprint	50 times movement	25 times movement	endurance rounds	-8 8
				-16 16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

# Ability Modifiers Difficulties

Ability	Major	Minor		
3	-3	-2	Incredibly Easy	+16
4-5	-2	-1	A Snap	+8
6-8	-1	0	Very Easy	+4
9-11	0	0	Easy	+2
12-14	+1	0	Difficult	0
15-16	+2	+1	Very Difficult	-2
17	+3	+2	Extremely Difficult	-4
18	+4	+2	Nearly Impossible	-8
			Practically Impossible	-16

**Careful attempts** are at +1, and extra careful attempts at +2. **Carefulness** increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

Failures cannot be re-rolled, even by another character. Each roll can be tried once individually and once by group effort.

# Gods & Monsters



Beyond here lie dragons

Warrior

## Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

**Death:** Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

**Cover:** Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

**Covered:** If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Knockout:** Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

**Immobilization:** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, immobile, & non-defending do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

## Experience

- Using mojo.** Characters gain 50 experience per mojo used on archetypal rolls. If the character's total is enough to gain a level, advancement occurs immediately. The character gains any bonuses of the new level, if the player has planned them.
- Meeting strange creatures.** Characters gain experience for each encounter any member engages outside of conflict; gained when the adventure ends.
- Conflict.** The group gains experience for engaging in dangerous conflicts. This experience is shared by all members of the group at the end of the adventure.
- Losing Loot.** The group gains two experience for each monetary unit lost or given away. Loot must have been acquired from evil or hostile encounters, or freely given by good or allied owners, as the result of an adventure. Loot must be lost with no expectation of benefit. This experience is shared by all members at the beginning or end of an adventure.

## Spending Mojo

- Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
- Return to semi-consciousness: 1 mojo
- New field: 11 mojo for field at +1 and one skill.
- New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
- Field bonus: 4 mojo plus the field's current bonus.
- Ability increase: twice current ability for archetypal ability; thrice for other abilities.

Mojo spent on fields and skills at the same time as the field is used grant the mojo spent as a bonus on the roll.

If mojo spent to make a roll successful is enough to have increased the field or gained the skill or field, do it.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

## Combat Bonus Pool

Up to twice level attack bonuses can be stored in the combat pool in any round.

One combat bonus point can be used to benefit either damage, defense, attempts to throw off surprise, or quickdraw by 1.

One combat bonus point can be used to increase combat movement by 3.

Four points can be used to gain an extra action.

## Unarmed Combat Increases

Increase	Damage
0	d2 or d3
+1	d4
+2	d6
+3	d8
+4	d10
+5	d12

# Movement

	yards per minute	feet per round	time base	save attack
<b>Speed</b>				
Semiconscious	movement	half movement	endurance rounds	-
<b>Combat</b>				
<b>Dash</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>	<b>0 0</b>
Explore	4 times movement	twice movement	endurance times 10 minutes	-1 4
Walk	10 times movement	5 times movement	endurance times 30 minutes	0 0
Jog	20 times movement	10 times movement	endurance times 5 minutes	-2 2
Run	30 times movement	15 times movement	endurance minutes	-4 4
Sprint	50 times movement	25 times movement	endurance rounds	-8 8
				-16 16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

# Ability Modifiers Difficulties

Ability	Major	Minor		
3	-3	-2	Incredibly Easy	+16
4-5	-2	-1	A Snap	+8
6-8	-1	0	Very Easy	+4
9-11	0	0	Easy	+2
12-14	+1	0	Difficult	0
15-16	+2	+1	Very Difficult	-2
17	+3	+2	Extremely Difficult	-4
18	+4	+2	Nearly Impossible	-8
			Practically Impossible	-16

**Careful attempts** are at +1, and extra careful attempts at +2. **Carefulness** increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

Failures cannot be re-rolled, even by another character. Each roll can be tried once individually and once by group effort.

# Gods & Monsters



Beyond here lie dragons

Thief

## Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

**Death:** Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

**Cover:** Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

**Covered:** If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Knockout:** Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

**Immobilization:** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, immobile, & non-defending do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

## Experience

- Using mojo.** Characters gain 50 experience per mojo used on archetypal rolls. If the character's total is enough to gain a level, advancement occurs immediately. The character gains any bonuses of the new level, if the player has planned them.
- Meeting strange creatures.** Characters gain experience for each encounter any member engages outside of conflict; gained when the adventure ends.
- Conflict.** The group gains experience for engaging in dangerous conflicts. This experience is shared by all members of the group at the end of the adventure.
- Losing Loot.** The group gains two experience for each monetary unit lost or given away. Loot must have been acquired from evil or hostile encounters, or freely given by good or allied owners, as the result of an adventure. Loot must be lost with no expectation of benefit. This experience is shared by all members at the beginning or end of an adventure.

## Spending Mojo

- Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
- Return to semi-consciousness: 1 mojo
- New field: 11 mojo for field at +1 and one skill.
- New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
- Field bonus: 4 mojo plus the field's current bonus.
- Ability increase: twice current ability for archetypal ability; thrice for other abilities.

Mojo spent on fields and skills at the same time as the field is used grant the mojo spent as a bonus on the roll.

If mojo spent to make a roll successful is enough to have increased the field or gained the skill or field, do it.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

## Thief Skill base times

Backstab	1 action
Climb Walls	1/3 move
Conceal Item	1 action
Cram	1/2 day
Disguise	special
Forgery	special
Hide	1 round
Forgery	special
Move Silently	Move-2
Locks & Traps	1 round
Pick Pockets	1 round
Prestidigitation	special
Search	5 minutes
Silence	move-2
Tightrope	1/2 move
Understand Languages	special

## Movement

	yards per minute	feet per round	time base	save attack
<b>Speed</b>				
Semiconscious	movement	half movement	endurance rounds	-
<b>Combat</b>				
<b>Dash</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>	<b>0</b>
Explore	<b>6 times movement</b>	<b>3 times movement</b>	<b>endurance minutes</b>	<b>-1</b>
Walk	4 times movement	twice movement	endurance times 10 minutes	0
Jog	10 times movement	5 times movement	endurance times 30 minutes	-2
Run	20 times movement	10 times movement	endurance times 5 minutes	-4
Sprint	30 times movement	15 times movement	endurance minutes	-8
	50 times movement	25 times movement	endurance rounds	-16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

## Ability Modifiers Difficulties

Ability	Major	Minor	Incredibly Easy	
3	-3	-2	A Snap	+16
4-5	-2	-1	Very Easy	+8
6-8	-1	0	Easy	+4
9-11	0	0	Difficult	+2
12-14	+1	0	Very Difficult	0
15-16	+2	+1	Extremely Difficult	-2
17	+3	+2	Nearly Impossible	-4
18	+4	+2	Practically Impossible	-8

**Careful attempts** are at +1, and extra careful attempts at +2. **Carefulness** increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

Failures cannot be re-rolled, even by another character. Each roll can be tried once individually and once by group effort.

## Mnemonic Sorcerer

Movement is reduced by a spell's casting time.

It takes spell level times two minutes to impress a spell, and one verve plus one verve per spell. The sorcerer must meditate ten minutes to prepare for memorization.

Casting a spell costs one verve.

## Gods & Monsters



Beyond here lie dragons

Sorcerer

## Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

**Death:** Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

**Cover:** Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

**Covered:** If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Knockout:** Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

**Immobilization:** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, immobile, & non-defending do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

## Experience

1. **Using mojo.** Characters gain 50 experience per mojo used on archetypal rolls. If the character's total is enough to gain a level, advancement occurs immediately. The character gains any bonuses of the new level, if the player has planned them.
2. **Meeting strange creatures.** Characters gain experience for each encounter any member engages outside of conflict; gained when the adventure ends.
3. **Conflict.** The group gains experience for engaging in dangerous conflicts. This experience is shared by all members of the group at the end of the adventure.
4. **Losing Loot.** The group gains two experience for each monetary unit lost or given away. Loot must have been acquired from evil or hostile encounters, or freely given by good or allied owners, as the result of an adventure. Loot must be lost with no expectation of benefit. This experience is shared by all members at the beginning or end of an adventure.

## Spending Mojo

1. Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
2. Return to semi-consciousness: 1 mojo
3. New field: 11 mojo for field at +1 and one skill.
4. New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
5. Field bonus: 4 mojo plus the field's current bonus.
6. Ability increase: twice current ability for archetypal ability; thrice for other abilities.

Mojo spent on fields and skills at the same time as the field is used grant the mojo spent as a bonus on the roll.

If mojo spent to make a roll successful is enough to have increased the field or gained the skill or field, do it.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

## Sorcerers

Sorcerers may acquire new spells for three mojo per spell level.

The sorcerer must have ten times the basic spell components for experiments. When using archetypal mojo, this cost is unnecessary.

Compatibility rolls apply to spells not acquired through archetypal mojo: Learning, at a bonus of 6, and a penalty of spell level. On a failure, the character may try again at a later level for two mojo and five times spell components on hand.

Mnemonic sorcerers must inscribe acquired spells into their spell book with the *Inscription* spell. If using archetypal mojo, the player may retroactively pay ink costs.



# Movement

	yards per minute	feet per round	time base	save attack
<b>Speed</b>				
Semiconscious	movement	half movement	endurance rounds	-
<b>Combat</b>				
<b>Dash</b>	<b>twice movement</b>	<b>movement</b>	<b>endurance minutes</b>	<b>0</b>
Explore	<b>6 times movement</b>	<b>3 times movement</b>	<b>endurance minutes</b>	<b>-1</b>
Walk	4 times movement	twice movement	endurance times 10 minutes	0
Jog	10 times movement	5 times movement	endurance times 30 minutes	-2
Run	20 times movement	10 times movement	endurance times 5 minutes	-4
Sprint	30 times movement	15 times movement	endurance minutes	-8
	50 times movement	25 times movement	endurance rounds	-16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

## Ability Modifiers Difficulties

Ability	Major	Minor	Incredibly Easy	
3	-3	-2	A Snap	+16
4-5	-2	-1	Very Easy	+8
6-8	-1	0	Easy	+4
9-11	0	0	Difficult	+2
12-14	+1	0	Very Difficult	0
15-16	+2	+1	Extremely Difficult	-2
17	+3	+2	Nearly Impossible	-4
18	+4	+2	Practically Impossible	-8

**Careful attempts** are at +1, and extra careful attempts at +2. **Carefulness** increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

Failures cannot be re-rolled, even by another character. Each roll can be tried once individually and once by group effort.

## Prophet

### Manifesting Spirits

It takes spirit level times two minutes to call a spirit, and one verve per spirit level. The prophet must spend twenty minutes in prayer to prepare, and must be well-rested.

It costs one verve to manifest a spirit's power.

Movement is reduced by the calling time of the spirit manifestation.

### Burning Spirits

Prophets can burn relevant spirits when they or anyone within combat movement fails a reaction roll against a relevant effect. Burning a spirit grants a retroactive bonus to the reaction roll of the spirit's level.

If the reaction remains unsuccessful, the spirit reduces any damage taken by the spirit's level and the prophet's wisdom as a major contributor.

## Gods & Monsters



Beyond here lie dragons

Prophet

## Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

**Death:** Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

**Cover:** Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

**Covered:** If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Knockout:** Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

**Immobilization:** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, immobile, & non-defending do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

## Experience

1. **Using mojo.** Characters gain 50 experience per mojo used on archetypal rolls. If the character's total is enough to gain a level, advancement occurs immediately. The character gains any bonuses of the new level, if the player has planned them.
2. **Meeting strange creatures.** Characters gain experience for each encounter any member engages outside of conflict; gained when the adventure ends.
3. **Conflict.** The group gains experience for engaging in dangerous conflicts. This experience is shared by all members of the group at the end of the adventure.
4. **Losing Loot.** The group gains two experience for each monetary unit lost or given away. Loot must have been acquired from evil or hostile encounters, or freely given by good or allied owners, as the result of an adventure. Loot must be lost with no expectation of benefit. This experience is shared by all members at the beginning or end of an adventure.

## Spending Mojo

1. Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
2. Return to semi-consciousness: 1 mojo
3. New field: 11 mojo for field at +1 and one skill.
4. New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
5. Field bonus: 4 mojo plus the field's current bonus.
6. Ability increase: twice current ability for archetypal ability; thrice for other abilities.

Mojo spent on fields and skills at the same time as the field is used grant the mojo spent as a bonus on the roll.

If mojo spent to make a roll successful is enough to have increased the field or gained the skill or field, do it.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

# Movement

	yards per minute	feet per round	time base	save attack
<b>Speed</b>				
Semiconscious	movement	half movement	endurance rounds	-
<b>Combat</b>				
<b>Dash</b>	<b>twice movement</b>	<b>3 times movement</b>	<b>endurance minutes</b>	<b>0 0</b>
Explore	4 times movement	twice movement	endurance times 10 minutes	-1 4
Walk	10 times movement	5 times movement	endurance times 30 minutes	0 0
Jog	20 times movement	10 times movement	endurance times 5 minutes	-2 2
Run	30 times movement	15 times movement	endurance minutes	-4 4
Sprint	50 times movement	25 times movement	endurance rounds	-8 8
				-16 16

Chases are agility contests. The faster contestant is at +1 for every three points their movement is faster.

Walking speed is approximately one-third movement in miles per hour. Characters can walk twice their movement in miles per day under perfect circumstances.

Jumping is an agility roll with strength as a major contributor, and a bonus of 8. At two feet, the penalty is 1, and it doubles for each foot beyond that. Moving characters can add their movement to the agility roll for how far they jump.

# Ability Modifiers Difficulties

Ability	Major	Minor		
3	-3	-2	Incredibly Easy	+16
4-5	-2	-1	A Snap	+8
6-8	-1	0	Very Easy	+4
9-11	0	0	Easy	+2
12-14	+1	0	Difficult	0
15-16	+2	+1	Very Difficult	-2
17	+3	+2	Extremely Difficult	-4
18	+4	+2	Nearly Impossible	-8
			Practically Impossible	-16

**Careful attempts** are at +1, and extra careful attempts at +2. **Carefulness** increases time spent from a round to a minute, to ten minutes, to an hour, to a day.

Failures cannot be re-rolled, even by another character. Each roll can be tried once individually and once by group effort.

# Gods & Monsters



Beyond here lie dragons

Monk

## Conflict

**Attack rolls are against an 11 or less.**

**Surprise:** Awareness grants a bonus of 4; sleeping is a penalty of 6. Surprise means no action in the first round, and a penalty of 2 to defense and 3 to attack thereafter. A willpower or fortitude roll is required to become unsurprised.

**Unconsciousness:** Targets who gain injuries must make a Fortitude roll or fall unconscious at the end of the round. Injury point penalty applies.

**Death:** Targets who gain injuries that exceed current survival contest their injuries with their Endurance. Injury point penalty applies. Unconscious characters gain a bonus of two. Death occurs after Endurance minus injuries minutes or (if unconscious) hours.

**Called Shot:** A character may take a -3 attack and focus the attack on a specific location. Effects will vary.

**Cover:** Warriors gain +1 defense for weak cover, +2 for strong, and +3 for full. Non-warriors get +0, +1, and +2.

**Covered:** If the target is "covered", the attacker gains a free attack at +4 attack and +1 damage. If the target attacks first, successfully contesting the attacker, the attack is not free.

**Firing into close combat:** Two to four combatants count as strong cover. Five or more count as full cover. If the target is hit, any of the target's adjacent attackers who the roll would also have hit must make an Evasion roll or take the same damage. If the attack misses, one random adjacent opponent must make an Evasion roll with defense as a bonus or be hit.

**High Ground:** +1 to either attack or defense.

**Immobilized Target:** Attacking an immobilized target is at +10 attack. Agility does not apply to defense.

**Non-defending opponent:** Attacking a non-defending or unaware opponent is at +4 attack.

**Quickdraw:** A character can attempt to draw and use an available weapon in the same round. An Evasion roll is required. If unsuccessful, the character acts as surprised, which must be thrown off as normal.

**Knockout:** Called shot against covered, unaware, surprised, or immobilized target required. Target allowed evasion roll, with a bonus according to headgear. If unsuccessful, one point of the damage adds to the target's injuries. Warriors may allot two combat points to do up to two injury points.

**Immobilization:** For a -2 defense, an attacker may try to immobilize a target. A called shot is required. An evasion roll is allowed at +2 for each size difference the target is larger than the attacker. Once partially held, the combatants are in a fortitude contest, with the larger of the two gaining a bonus of 4 for each size difference. If the target succeeds, the hold is broken; if the attacker succeeds, the target is immobilized and further fortitude rolls at -3 are required to break the hold. While partially held neither combatant may attack.

**Unseen targets:** Attacks against unseen targets, if the attacker is basically aware of the target's location, are at a penalty of 3 in close combat, 6 in ranged combat.

**Covered, immobile, & non-defending do not combine.**

## Upkeep & Maintenance

**Poor:** 1 monetary unit per week

**Basic:** 1 monetary unit per day

**Extravagant:** 10-100 monetary units per day

**Weapons:** 10% weapon cost per year

**Armor:** 5% armor cost per month

**Riding animals:** 10% per month

**Other animals:** 5% per month

## Experience

1. **Using mojo.** Characters gain 50 experience per mojo used on archetypal rolls. If the character's total is enough to gain a level, advancement occurs immediately. The character gains any bonuses of the new level, if the player has planned them.
2. **Meeting strange creatures.** Characters gain experience for each encounter any member engages outside of conflict; gained when the adventure ends.
3. **Conflict.** The group gains experience for engaging in dangerous conflicts. This experience is shared by all members of the group at the end of the adventure.
4. **Losing Loot.** The group gains two experience for each monetary unit lost or given away. Loot must have been acquired from evil or hostile encounters, or freely given by good or allied owners, as the result of an adventure. Loot must be lost with no expectation of benefit. This experience is shared by all members at the beginning or end of an adventure.

## Spending Mojo

1. Failed but useful archetypal rolls: bid as much mojo as you are willing to spend to succeed. Mojo will only be used as necessary to turn a failed roll into a success. Character gains 50 experience per mojo. If mojo used is enough to increase field (or gain skill, if appropriate), do so.
2. Return to semi-consciousness: 1 mojo
3. New field: 11 mojo for field at +1 and one skill.
4. New skill in an existing field: 5 mojo, or 7 mojo for restricted fields.
5. Field bonus: 4 mojo plus the field's current bonus.
6. Ability increase: twice current ability for archetypal ability; thrice for other abilities.

Mojo spent on fields and skills at the same time as the field is used grant the mojo spent as a bonus on the roll.

If mojo spent to make a roll successful is enough to have increased the field or gained the skill or field, do it.

Archetypal mojo must always be useful.

Practical mojo must always have a purpose.

## Monks

1. Skill Technique: 2 mojo.
2. Field Technique: 4 mojo.
3. Widen technique from skill to field: 3 mojo.
4. Widen technique from two skills to field: 2 mojo.