

MYTHMAGICA™



Quickstart Guide

For use with Mythmagica Beta 12
A Primer for the Mythmagica RPG

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Mythmagica Quickstart Guide

Introduction

Mythmagica is a tabletop role-playing game about heroism and valor and risk and sacrifice. In it, you assume the role of a character, an alter-ego, in a fictional world dreamed up by you and your friends.

The Mythmagica rule-set is encyclopedic, and can be intimidating to beginning players. This guide attempts to alleviate that concern by providing all the information you'll need to quickly get up and running. It simplifies the process by leaving out some game details and strictly limiting choices in the character creation process. However, this guide should not be seen as a straight-jacket. Rather, it is a gentle introduction to the fundamentals. Nothing it contains is intended to prevent you from taking advantage of the game's full set of options, when and if you choose to do so. For any more esoteric information, which may be of interest after you're familiar with the basics, this guide points you to where you can find it in the rule books.

The Basics

To play Mythmagica, one player must assume a special role. This player takes responsibility for describing the fictional world and controlling all of the villains as well as most of the other characters within it. This player is known as the Overlord, or Game Master.

Each of the other players has their own, special character that they control, known as an Avatar. As a player, you will normally just describe what your Avatar does. Often, your Avatar's actions will be non-confrontational, and everyone will just agree that they do what you say they do. In other situations, though, the Overlord may call for a Conflict Roll to determine the outcome.

Levels and XP

Every character in the game has a Level, which is a gauge of the character's overall competence. Levels are gained as a character earns Experience Points (XP) through adventuring.

As beginning characters have no XP, they start at Level 0.

Conflict Rolls

Twenty-sided dice (d20s) are the only dice used in Mythmagica. In most situations, a Conflict Roll is made by rolling one d20, adding adjustments to the number rolled, and comparing that sum to a Threshold. If the result beats the Threshold, the Conflict Roll succeeds. If it is less than the Threshold, it fails. Ties are re-rolled.

The difference between the adjusted roll and the Threshold is called the Margin. There are several degrees of success or failure, depending on the Margin:

- If the Margin succeeds by 2 or more, the roll is a Pure Success.
- If the Margin succeeds by 1, the roll is a Bare Success.
- If the Margin fails by 1, the roll is a Bare Failure.
- If the Margin fails by 2 or more, the roll is a Pure Failure.

Further, if the d20 explicitly rolls a 20 on the die, the roll automatically succeeds, and is called a Natural Success. A Natural Success is always counted as a Pure Success.

If the d20 explicitly rolls a 1 on the die, the roll automatically fails, and is called a Natural Failure. A Natural Failure is always counted as a Pure Failure.

Edges and Drawbacks

Sometimes, a character has an Edge on a Conflict Roll. In these cases, the player rolls an additional d20 and uses the higher number in determining the outcome. At other times, a character has a Drawback. In these cases, the player rolls an additional d20 and takes the lower number to determine the outcome.

Characters may have multiple Edges and/or Drawbacks. Each Edge cancels one Drawback, and visa-versa. If two or more Edges remain after this canceling process, an Extreme Edge is indicated. With an Extreme Edge, the player rolls two additional d20s (for a total of three d20s), and takes the highest roll to determine the outcome. Two or more Drawbacks indicates an Extreme Drawback, and the player rolls two additional d20s (for a total of three d20s), and takes

the lowest roll. There is never a case where more than three d20s are rolled on any given Conflict Roll.

Hit Points and Damage

Hit Points determines how much Damage a character can take before being Overcome. There are many different types of Damage in the game. Swords deliver Cutting Damage; Clubs deliver Blunt Damage; Fire delivers Scorching Damage; etc. Hit Points may be recovered through resting, at a rate equal to the character's Daily Healing Rate. It can also be restored through magic.

Fate Points and Setback

Fate Points determines how much Setback a character can take before being Overcome. There are many different types of Setback in the game. Nets deliver Fettering Setback; Sleep Gas delivers Sedating Setback; Alcohol delivers Intoxicating Setback; etc. Fate Points may be recovered through resting at a rate of 1 point per hour. But, they are fully restored at the end of every Chapter, which happens entirely at the Overlord's discretion.

Guts and Glory

Ok. Nothing too surprising so far. But, pay attention here, because we're about to tell you what really sets Mythmagica apart, and why you want to play this game: Guts and Glory.

Every character important enough to have a name has a resource called Guts. You spend Guts on Conflict Rolls involving your character to change a failed roll into a Bare Success or a successful roll (made by another character attacking your Avatar) into a Bare Failure. There is a caveat, however: you cannot spend Guts on Natural Failures and Natural Successes.

Every Guts point spent changes a d20 roll by one. So, turning a failure into a Bare Success requires you to spend a number of Guts points equal to the Margin+1. You cannot spend Guts beyond this to turn a failed roll into a Pure Success or a successful roll into a Pure Failure, though.

The more Guts points spent in total, the higher a character's Glory Status, which varies from 1 to 6.

Guts are completely refreshed at the beginning of every adventure and whenever XP is handed out, which happen entirely at the Overlord's discretion.

Whenever the Overlord awards XP, each Avatar multiplies the XP share handed out by their own Glory Status. So, the higher a character's Glory Status, the greater the XP they

earn. Needless to say, this fact greatly encourages players to spend Guts points.

However, a character's Glory Status determines the consequences to a character if they are Overcome. In all cases, an Overcome character can no longer participate in conflicts until the current scene ends. But, your Avatar suffers additional consequences based on the situation and the character's Glory Status according to these guidelines:

Glory Status 1 (0-3 Guts spent): Slight Consequences. The character may be knocked out for a few hours, but there are no serious long-term consequences.

Glory Status 2 (4-9 Guts spent): Minor Consequences. The character may gain or lose a Trait, may run out of ammunition, suffer from a minor sprain, or have some similar minor mishap.

Glory Status 3 (10-18 Guts spent): Moderate Consequences. The character may be inflicted with some non-chronic disease, crack a bone, suffer from incapacitation for a day, or undergo some similar hardship.

Glory Status 4 (19-30 Guts spent): Major Consequences. The character may suffer from a serious bone break, be taken prisoner, lose something important, or endure some similar tribulation.

Glory Status 5 (31-45 Guts spent): Death (or worse). The character dies, leaving their body in a resurrect-able state. Alternately, some life-altering catastrophic bad stuff happens. The character may lose a limb, be cursed, become infected with chronic lycanthropy, or even rise again as some form of undead.

Glory Status 6 (46-63 Guts spent): Perma-Death / Blaze of Glory. The character permanently retires from the game. Most commonly, the character dies with no chance of resurrection.

The Guts and Glory section of The Rules Reference provides several pages of potential consequences to choose from that follow these guidelines.

Needless to say, these consequences greatly discourage players from spending Guts too freely. So, players experience a constant tension between wanting to spend Guts, and wanting to conserve them.

Further, the Overlord has absolutely no say in when, or if, a player spends Guts or not. As such, while the Overlord has the ability to throw endless hordes of foes at the Avatars, they simply do not have the authority to kill them. The Avatar's player is the only one with the power to gamble an Avatar's life. So, Avatars never die meaningless deaths.

Conflicts between Named Characters

Sometimes, two named characters (i.e. those with Guts points to spend) will come into conflict. Most often, this happens when the Avatars encounter a Named Villain. Like the Avatars, Named Villains are given Guts points to spend. In these situations, each side naturally wants to win Conflict Rolls. When both sides have Guts, a bidding process ensues. The side failing the roll is given the first opportunity for control, as normal. This initial bid must be for as many Guts points as the roll failed by (again, as normal). So, if the roll fell 5 points shy of succeeding, the initial bid must be for 5 points if the player wants to change the outcome. At that point, the opposing side may make their own bid, which must be at least one point higher than the previous bid. However, the opposing side gets one and only one counter-bid, so they better make it count. After this singular counter-bid, the person that failed the original roll can either choose to let their opponent win the bid, or out-bid them by one point (assuming they have sufficient Guts points to do so). If they choose the latter option, they win the bid. The winning bidder spends the Guts points they bid, and gains control of the roll. If the first bidder wins the bid, this results in a bare win for them. If the second bidder wins, the result is whatever the dice originally indicated. The losing bidder does not expend any of the Guts points they bid.

Combat

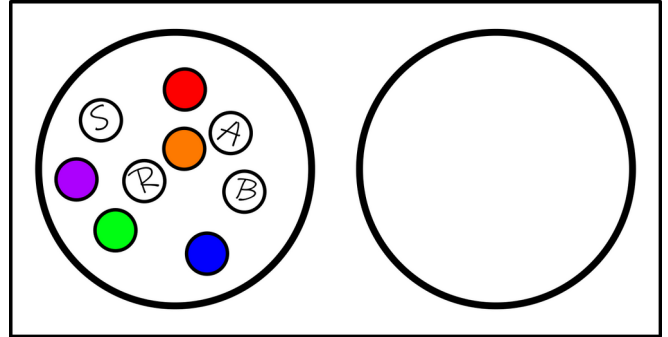
Combat is broken up into Rounds. On any given Round, each character can perform one Reaction and two Actions, only one of which can be an Assault Action.

- A Reaction is a quick act that can be taken at any point in a Round, even on a foe's Turn. For example, drawing a sword or pulling a potion out of a pouch can be performed as Reactions.
- Actions are more involved acts that can only be taken on a character's Turn. Casting a healing spell, drinking a potion, and moving are each considered Actions.
- An Assault Action is an Action that attacks a target, and which typically inflicts Damage and/or Setback. So, swinging a sword, shooting a bow, or casting an offensive spell are Assault Actions.

Initiative and Rounds

To play out any conflict, we need to know whose turn it is. That is, we need to know who goes when. Within each Round, there are three Phases: the Opening Phase, the Erratic Phase, and the Surge Phase.

In order to work, the Initiative system splits the combatants into two groups: the Already-Gone group and the Yet-to-Go group. At the start of every Round, put everyone in the Yet-to-Go group. As soon as a combatant takes its Turn, move it to the Already-Gone group.



The Opening Phase

The Opening Phase determines which single character goes first among all combatants.

To do this, each side rolls a d20. The highest result wins, re-rolling ties. The winning side picks which character goes first, among all those in the Yet-to-Go group. They may pick someone on an opposing side, if they like.

Once this is done, the Opening Phase is over and the Erratic Phase begins.

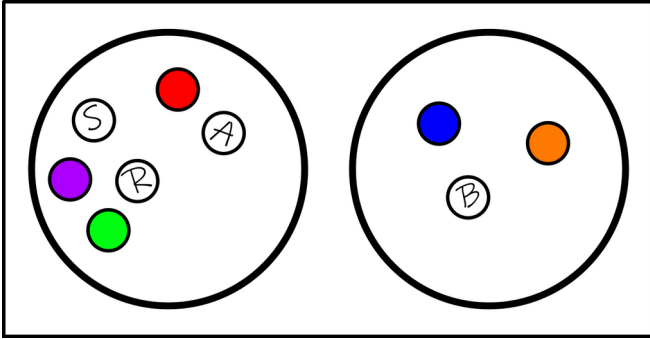
The Erratic Phase

The selected combatant takes their turn. Once they're done, the player controlling that character chooses the next character to go from the Yet-to-Go group. However, they are further constrained in their choice according to the following rules¹:

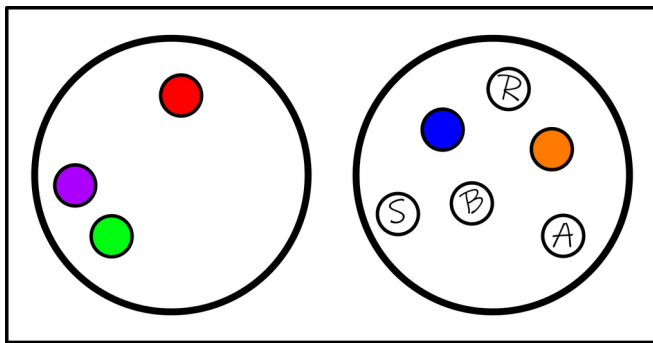
- 1) If they imposed Damage and/or Setback to one or more characters in the Yet-to-Go group on their Turn, they must choose one of those.²
- 2) If they did not impose Damage and/or Setback to any creature, or they only did so to creatures in the Already-Gone group, then they may choose any creature in the Yet-to-Go group. This choice may be a creature on their own side or on an opposing side.

¹ These rules are sometimes referred to as "Popcorn Initiative".

² Obviously, if they delivered Damage and/or Setback to only one creature that has not yet taken their Turn, then their choice is automatic: that creature goes next.



Once that creature goes, they choose who goes next using the same rules. This process continues until all the creatures in the Yet-to-Go group are on the same side. At that point, the Erratic Phase ends and the Surge Phase begins.



The Surge Phase

In the Surge Phase, the players with characters in the Yet-to-Go group declare their Actions. While doing so, they Move their characters in any order they want. Then, the players simultaneously roll to resolve any Conflict Rolls and report the results to the Overlord when they're done.³

Surprise

Surprise may arise when one or more sides of a conflict are unaware of the other(s) at the beginning of combat.

Any side that is unaware of the other(s) at the beginning of combat must roll a second d20 on Initiative and take the lower of the two rolls for its Initiative Roll. If one of the sides that was unaware of the other(s) loses Initiative by 5 or more, it is Surprised.

The Surprised side loses all Actions and Reactions on the first Round of combat, and any attacks made against them while Surprised are made with an Edge. Since the Surprised side takes no Actions on the first Round of combat, none of their characters is put into the Yet-to-Go group. So, the first Round skips the Erratic Phase entirely and jumps immediately to the Surge Phase. After all the Surprising

side's characters have taken their Turns, Initiative is rolled for the second Round and combat proceeds normally thereafter.

Boss Attacks

A character engaged in direct hand-to-hand melee with opponents of significantly lower Level may gain extra attacks. These extra attacks are known as Boss Attacks. The initial attack along with the extra Boss Attacks are collectively known as an Attack Flurry. Despite the fact that an Attack Flurry is comprised of multiple Conflict Rolls, it is considered to be a single Assault Action.

If a combatant's first swing of a melee or natural weapon in a Round attacks a character having a Level that is 2 or more less than his, the aggressor is entitled to one extra Boss Attack. If their second swing attacks a character having a Level that is 4 or more less than theirs, they are entitled to another Boss Attack. If their third swing attacks a character having a Level that is 6 or more less than theirs, they are entitled to another Boss Attack, etc.

Conflict Roll Types

There are several different types of Conflict Rolls commonly used in the game. Each of these is given its own name as a shorthand to succinctly discuss them.

Attack Rolls

A Conflict Roll targeting a foe with a weapon is called an Attack Roll. When performing an Attack Roll, add the character's Attack Bonus with the weapon to the d20 roll.

Most weapons are damaging weapons. That is, their primary purpose is to deliver Damage to the target. To hit with a damaging weapon, an Attack Roll must beat the target's Defense. On a successful hit with a damaging weapon, the target sustains the weapon's Basic Damage. Plus, the Margin of the Conflict Roll is added as additional Internal Damage.

Some weapons are entrapment weapons, whose primary purpose is to deliver Setback. To hit with an entrapment weapon, an Attack Roll must beat the target's Stability. On a successful hit, the target sustains the weapon's basic Setback (and possibly Damage), which varies from weapon to weapon. Plus, the Margin of the Conflict Roll is added as additional Setback.

A Natural Success on an Attack Roll indicates the weapon delivers double Damage and/or Setback.

³ Having multiple players roll dice at the same time in this fashion speeds up play considerably.

Attribute Checks

A Conflict Roll made by a character in which neither the roll, nor the Threshold, involves any Levels or skill ranks. The roll is purely adjusted by one or two Basic Attributes. These are most often used when testing a character's abilities against the environment, or Mother Nature. The Threshold an Attribute Check must beat is set by Overlord Fiat based on their assessment of the situation. If an Attribute Check is made with a single Basic Attribute, the Attribute value is doubled before adding it to the roll. (This keeps the Thresholds on an even keel throughout the game, without the Thresholds having to take into consideration whether one attribute in isolation or two in combination are being tested.) Attribute Checks are commonly referenced by the Attribute they are testing. So, an Attribute Check for Perception is often called a Perception Check; an Attribute Check of Agility is often called an Agility Check; etc.

Avoidance Rolls

A Conflict Roll made by a character to avoid, or partially avoid, some effect. When performing an Avoidance Roll, add the character's Level and any pertinent Attributes to the d20 roll. The Threshold that must be overcome equals 10 plus the foe's rank in the ability being used.

Skill Rolls

A Conflict Roll made by a character when using a Skill. When performing a Skill Roll, add the character's skill rank and any pertinent Attributes to the d20 roll. The Threshold that must be overcome equals 10 plus the opposition's Level plus any of their pertinent Attributes.

Character Makeup

Characters have many stats recorded on their sheets.

Basic Attributes

Characters have seven basic attributes:

Toughness (TN): Constitution. How much physical hardship a character can endure; how much they resist damage; how well they resist poisons; etc.

Strength (ST): Physical potency. How much they can lift; how much force they deliver with melee weapons; etc.

Agility (AG): Reflexes. How well they get out of harm's way; the finesse they put into wielding melee weapons; etc.

Craftiness (CR): Fine motor control. The precision with which they use their hands; their steadiness when firing range weapons; etc.

Perception (PC): Awareness. How cognizant they are of their surroundings; how well they can aim at a target; etc.

Heart (HT): Grit. Their degree of confidence; how well they endure emotional challenges; etc.

Intelligence (IN): Smarts. Their degree of cunning; how convincing their arguments are; their ability to reason logically, etc.

Derived Attributes

Characters have six derived attributes:

Brawn (BR=TN+ST): Beefiness. How much a force a character can exert over time; their moxie while grappling; etc.

Vigor (VG=ST+AG): Vitality. Their energy in athletic acts; how dynamically they move; etc.

Grace (GR=AG+CR): Balance. How easily they sneak; the elegance with which they control their limbs; etc.

Acumen (AC=CR+PC): Guile. Their acuity in using range weapons; how easily they can touch a foe; etc.

Wisdom (WS=PC+HT): Resolve. Their common sense; how much magic they can endure; etc.

Charisma (CH=HT+IN): Allure. How persuasive they are; how much star quality they have; etc.

Streamlined Character Creation

As mentioned before, the Mythmagica rule-set is large. That does not mean the basic rules are overly complicated, though. Rather, its heft arises from all the options players have available to them, which can seem overwhelming to a beginner. The fastest way to get to the fun is to simply start everyone out with pre-generated characters.

For players who would rather customize their own characters, we present a highly streamlined character creation process here. This process restricts the options to only a handful of choices at each step.⁴

Choose a Race

In this streamlined process, start by choosing a race from the following options: Human, Elf/Human Mix, Goblin/Human Mix, Nymph/Human Mix, Troll/Human Mix. Your character's race determines the starting values of their Baseline Attributes, as shown on the [Quickstart Baseline Attributes](#) table. Further, your character is [Mortal](#) and has the Gift of [Day Vision](#).

Quickstart Baseline Attributes

Race	TN	ST	AG	CR	PC	HT	IN
Elf/Human Mix	-2	0	1	0	1	0	0
Goblin/Human Mix	-1	-3	3	1	1	-1	0
Human	0	0	0	0	0	0	0
Nymph / Human Mix	0	0	0	0	0	1	-1
Troll / Human Mix	1	1	0	-2	0	0	0

Choose a Language

Your character knows the common language of the land in which they reside (Overlord's discretion), as well as one other. The common languages are: Aramaic, Brittonic,

⁴ The process provided here assumes a player to have chosen all "C" options on the Priority Grid of [The Character Compendium](#). As such, they are free, but not noble; have no benefactors, dependents, or nemeses; have a nondescript ancestry, and possess a moderate magical beckoning.

Egyptian, Gaelic, Gaulish, Germanic, Greek, Old English, Persian, and Slavic.

Starting Equipment

All Quickstart characters start with 15 gold pieces and 40 silver pieces and are equipped with basic gear: backpack, belt pouch, blanket, basic clothes, a tinderbox, a tin pot, and tin utensils (knife, fork, spoon). Further, they have two weeks of dried rations and a wineskin full of wine. Finally, they have some additional equipment, depending on their chosen class (described below).

Choose an Initiate Class

Your character needs a profession, or class. All characters start with an Initiate Class. These correspond to the roles found in most traditional RPGs: Crafter, Devotee, Fighter, Naturalist, Rogue, and Sage, as described below. Each provides Attribute Adjustments, which are added to the Basic Attributes provided by the character's Race. The Gifts and Skills listed in all the class options are found in the [Quickstart Gifts](#) and [Quickstart Skills](#) sections.

Crafter

Crafters make things with their own two hands. They are happiest while transforming an item or substance into something else both useful and beautiful.

If you pick this option, your character starts with a hooded lantern, two pints of oil, a leather apron, a Small Dagger, and a Small Hammer.

Attribute Adjustments

+1 CR, +1 ST, -1 AG, -1 HT

Gifts

[Backpedaling](#), [Reading and Writing a Common Script](#)

Martial Proficiencies

Schooled (+0) in: [Wielding Hammers](#), Using any single weapon of their choice

Trade Skills

Reviewed (+1) in: [Assembling](#), [Harvesting](#)

Devotee

Devotees are enthusiastic followers of a religious faith. These folks often become mystics or pagan priests.

If you pick this option, your character starts with religious vestments, half a dozen candles, a holy symbol, and a Medium Spear.

Attribute Adjustments

+1 HT, +1 PC, -1 CR, -1 TN

Gifts

[First Aid](#), [Reading and Writing a Common Script](#), [Taking the Blow](#)

Academic Skills

Reviewed (+1) in: [History](#), [Theology](#)

Martial Proficiencies

Schooled (+0) in: Using any two weapons of their choice

Fighter

Fighters are trained in the arts of martial combat. Most spend their careers as town guards and soldiers.

If you pick this option, your character starts with one melee weapon and one range weapon. Choose a Large or Medium version of one of the following: Axe, Longsword, Mace, or Spear. Also, choose a Bow or Crossbow (Small, Medium, or Large). Finally, your Avatar starts with either a Medium Shield or a full suit of Leather Armor.

All of the Quickstart races are of Medium size. So, a Medium Shield is proportional to your character's size, giving them a +2 Defense Bonus, as shown on the table in the [Quickstart Shields](#) section.

Leather Armor is considered Light Armor. Your armor gives your character a Ward rating, which protects them against physical blows. Unfortunately, it does this at a cost, in that it lowers their Defense slightly. These adjustments are found in the [Quickstart Armor](#) section.

Attribute Adjustments

+1 ST, +1 TN, -1 HT, -1 IN

Gifts

[Holding-the-Line Stance](#)

Martial Proficiencies

Reviewed (+1) in: Using any 3 weapons of their choice, Grappling.

Naturalist

Naturalists are outdoorsy folk who love life in the wild. They are skilled in both hunting and foraging.

If you pick this option, you start with a one-man tent, two torches, a water-resistant hooded cloak, and your choices of a bow and another weapon. Pick a Bow (Small, Medium, or Large), and one of the following: Medium Longsword, Medium Short Sword, or Medium Quarterstaff.

Attribute Adjustments

+1 CR, +1 PC, -1 ST, -1 IN

Gifts

Swimming, Wilderness Insight

Martial Proficiencies

Reviewed (+1) in: Shooting Bows

Schooled (+0) in: Using any single weapon of their choice

Trade Skills

Reviewed (+1) in: Foraging, Quartering, Rural Stealth

Rogue

Rogues are lone-wolfs who follow their own rules. They love the hustle-bustle of city life, but live mainly on the fringes of polite society.

If you pick this option, you get half a dozen candles, lock picks, a small mirror, a sack, a grapnel attached to fifty feet of knotted rope, fifty feet of twine, a hooded cloak, a Small Dagger, and your choice of either a Small Crossbow (and quiver) or a Medium Rapier.

Attribute Adjustments

+1 AG, +1 CR, -1 HT, -1 TN

Gifts

Sneak Attacking

Martial Proficiencies

Reviewed (+1) in: Wielding Daggers, Using any single weapon of their choice

Trade Skills

Reviewed (+1) in: Disguising, Opening Locks, Urban Stealth

Sage

Sages are book-worms, familiar with a variety of academic topics. They are happiest when engaged in deep discussions about their favorite areas of study. Many of them go on to become occultists.

If you pick this option, your character starts with half a dozen candles, quill, ink, a wand, a Small Crossbow (and quiver), and either a Small Dagger or Medium Quarterstaff.

Attribute Adjustments

+1 IN, +1 PC, -1 ST, -1 TN

Gifts

Magic Sense, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: History, Philosophy

Martial Proficiencies

Schooled (+0) in: Using any two weapons of their choice

Level Progression

A character’s overall experience is summed up by their Level, which is based on their Total XP.

These levels are determined by how much total experience the character has earned according to the Quickstart Level Table below. Since your Avatar starts with 0 XP, they are Level 0. If you prefer formulas to tables, there is a simple formula that you can use in lieu of the tables:

It takes 16 XP to gain 1st Level. Every Level thereafter requires double the amount of XP that the previous Level required.

Whenever your character earns XP, you will add it to your character’s Total XP and their Unspent XP. Later on, you will see how you can spend your XP to gain ranks in various abilities. Whenever you do so, you will subtract the spent XP from the Unspent XP value. You will never take away from the Total XP value, though. So, the total always goes up, never down.

Quickstart Level Table

Total XP	Level
0-15	0
16-31	1
32-63	2
64-127	3
128-255	4

For Levels beyond 4, see the Levels section of The Rules Reference.

Skill Ranks and Rank Bonuses

Every skill a character possesses is associated with a Skill Rank. This is the sum of the character’s Raw Rank in the skill plus their Rank Bonus.

A character’s Rank Bonus in a skill is determined by their Degrees in it, which are (mostly) provided by their classes. Their Rank Bonus in a particular skill equals the highest Rank Bonus granted from all Degrees. These bonuses range from +0 (Schooled) to +4 (Expert), as shown on the following table:

Rank Bonus	Degree
+0	Schooled
+1	Reviewed
+2	Versed
+3	Specialized
+4	Expert

A character increases their Raw Rank in a skill by spending XP. Since beginning characters start with no XP, their Raw Ranks in all their skills start at 0. This means that any given Skill’s overall Rank starts out equal to their Rank Bonus.

Every skill is associated with a number called its Base. The amount of XP required to gain Raw Rank 1 in a skill equals that skill’s Base. To gain every rank thereafter, the character must double the total amount of XP already spent on the skill.

So, if a skill has a Base of 4, a character must spend 4 XP to gain a Raw Rank of 1 in the skill, a total of 8 XP to gain Raw Rank 2 in the skill, a total of 16 XP to gain Raw Rank 3 in the skill, etc.

Traits

Traits are brief phrases that describe aspects of a character's personality. They are what breathes life into a character that is otherwise composed of stale numbers and statistics. They exist primarily to guide you in how to portray your Avatar and to promote role-playing within the game. Further, they give you real, tactical reasons to do so when engaged in conflicts.

The rules for what actions constitute the proper use of a Trait are intentionally vague, so as to give you the widest possible latitude in molding a character's persona. Instead, it is left to you, the players, to come up with your own interpretations as to a Trait's meaning and what satisfies a Trait as having been demonstrated.

For example, suppose a character has a "Demands Perfection" Trait and demonstrates it by pausing in combat for a few moments to critique their opponent's swordplay: "No, no! If you want to keep me from striking, you need to hold your pommel higher. And, for heaven's sake, spread your feet further apart!" If a character does so, they may be rewarded with a Minor Guts Refresh. There is no limit to the number of Trait Rewards a player may grant other players during a game session.

Regardless of how you interpret a Trait, its use in a conflict always has the same mechanical effect: it refreshes your Avatar's Guts down to the lowest point in their current Glory Status. So, if your character has spent 15 Guts points, putting them in the middle of Glory Status 3, their Guts are refreshed down to 10, the lowest value in that same Glory Status.

This advantage can give your character a big boost in their ability to win a conflict they are losing, so you have strong incentive to role-play. However, a given Trait can be used to refresh Guts at most once in any Scene.

A Trait Reward can be triggered at any time by any player other than the one performing the act. (This may even be done by the Overlord.) To do so, the person providing the reward, the Fan, must merely declare that they recognize that the Performer is portraying their character according to their Traits (or otherwise did something *AWESOME!*). It is preferred that they explicitly state how they demonstrated their supreme coolness. However, the Fan may just clap their hands together or declare, "Bravo!", making sure the Performer notes their appreciation. The Fan must do so, though, without having been prompted by the Performer. If these conditions are satisfied, both the Performer and Fan gain a Minor Guts Refresh.

Fill in the Blanks

Your character sheet has a number of blanks to fill out.

Basic Attributes

Fill in the Basic Attribute blanks, whose values are determined by the race you chose for your character.

Derived Attributes

Next, fill in the Derived Attributes, the formulas for which are provided in their descriptions above.

Weapon Stats

Fill out the stats on the Weapons sheet for the weapons you chose. You can find them on the various [Quickstart Weapons](#) tables later in this guide.

Put 0's in the Spent XP and Raw Rank blanks for all weapons.

Pick one of your weapons to be the one you normally have ready. Then, put that weapon's stats on the Main Sheet in the Combat Characteristics blocks.

Attack Bonuses

A character's Attack Bonus with a melee weapon equals the character's Rank in the weapon plus Vigor.

A character's Attack Bonus with a Range Weapon equals the character's Rank in the weapon plus Acumen.

Skill Stats

Put all the Skills granted by your character's Class on the Skills sheet, and fill out its Base and Rank Bonus stats. (Except for Pagan Skills and Occult Skills. These should be put on the Pagan Priest Sheet and Occultist Sheet, respectively.)

The Bases for any Pagan skills are already on the Pagan Priest Sheet. The Bases for all Occult Lore provided in the Quickstart Occult classes are all 4. So, there's no need to look them up; just put 4's in the Base blanks for these skills.

Your class determines the Rank Bonus for all skills.

For all your skills, put 0's in the Spent XP and Raw Rank blanks.

Magic Limit

Magic Limit specifies how many magic items and/or Spellbindings a character can tolerate before feeling detrimental effects. Your character’s Magic Limit equals their Wisdom plus 4.

Hit Points Lookup

Your character’s Hit Points depend on their Brawn, as shown on the [Quickstart Hit Points Table](#).

Quickstart Hit Points Table

Brawn	Hit Points	Brawn	Hit Points
-4	23	0	32
-3	25	1	35
-2	27	2	38
-1	29	3	42
0	32	4	45

Fate Points Lookup

Your character’s Fate Points depend on their Wisdom, as shown on the [Quickstart Fate Points Table](#).

Quickstart Fate Points Table

Wisdom	Fate Points	Wisdom	Fate Points
-4	23	0	32
-3	25	1	35
-2	27	2	38
-1	29	3	42
0	32	4	45

Daily Healing Rate

Your Daily Healing Rate (DHR) tells you how many Hit Points your character regains every day. It equals your Hit Points / 7. So, your character will heal from 0 Hit Points to full within the span of about a week.

Raw Defense and Raw Stability

Your Raw Defense and Raw Stability help determine how difficult it is to hit your character with a weapon:

$$\text{Raw Defense} = \text{TN} + \text{AG} + 10$$

$$\text{Raw Stability} = \text{TN} + \text{PC} + 10$$

Speed Lookup

Speed states how many feet a character runs in a single Move Action. It is calculated based on a combination of the character's natural abilities and is reduced based on how much their armor encumbers them.

Your character’s Raw Speed depends on the sum of your character’s Vigor (VG) and Perception (PC) as shown on the [Quickstart Raw Speed Table](#).

Quickstart Raw Speed Table

VG+PC	Raw Speed	VG+P C	Raw Speed
-4	25	0	30
-3	25	1	30
-2	25	2	35
-1	30	3	35
0	30	4	40

Natural Ward Lookup

Natural Ward gauges how well a character resists the effects of physical damage by absorbing the blow. It is subtracted from any damage delivered to the character through a physical blow. If a character wears armor, the character’s overall Ward rating is the sum of the Armor Ward and the character’s Natural Ward. Regardless of how high the Ward value is, though, the damage of any blow can never be lowered below 1 point.

Natural Ward is based on a character’s Toughness according to the [Quickstart Natural Ward Table](#). Look up this value, and put the result in the Natural Ward blank on your character sheet.

Quickstart Natural Ward Table

Toughness	Natural Ward
0 and below	0
1-3	1
4-5	2

Favored Weapon

From the weapons you have chosen, pick one that your character will be using most often. This will be their favored weapon. Once you've chosen, do the following:

1. Fill in the Weapon in Hand blank with the name of your character's favored weapon.
2. Fill in the Weapon Parry blanks with the Parry of this weapon, if any.

Armor Adjustments

Next, if you have armor, do the following:

1. Fill in the Armor Encumbrance blank according to the chosen Armor Type. If your character wears no armor, put a 0 in this blank.
2. Fill in the Shield Bonus blank according to the chosen Shield Type, if any. If your character uses no shield, put a 0 in this blank.
3. Fill in the Speed Penalty blank according to the chosen Armor Type. If you are wearing no armor, put a 0 in this blank.
4. Add the Speed Penalty from the character's Raw Speed and place the result in the Speed blank. (Speed Penalty is always negative, so it reduces the character's overall Speed.)
5. Fill in the Armor Ward blank with the Ward rating of the armor you are wearing (or 0 if no armor is worn).
6. Add the Armor Ward and Natural Ward blanks and put the sum in the Ward blank.

Defense and Stability

1. Add the Level, Raw Defense, Parry of your favored weapon, Shield Bonus, and Armor Encumbrance and put the sum in the Defense blank.
2. Add the Level, Raw Stability, and Parry of your favored weapon and put the sum in the Stability blank.

Quickstart Weaponry

Quickstart Weapons

Quickstart Close Combat Weapons

		Base	Tempo	Damage	Parry	Base Price (s.oz.)
Close Combat Weapons						
Axe						
	Large	10	+2	10 (1H) or 12 (2H)	4	304
	Medium	10	+3	7 (1H) or 9 (2H)	3	64
Club						
	Medium	5	+3	2 (1H) or 4 (2H)	4	8
Dagger						
	Small	12	+6	2 (1H only)	2	25
Hammer						
	Medium	5	+2	5 (1H) or 7 (2H)	4	64
	Small	5	+3	4 (1H) or 6 (2H)	3	25
Longsword						
	Large	24	+3	9 (1H) or 11 (2H)	4	912
	Medium	24	+4	6 (1H) or 8 (2H)	4	192
Mace						
	Large	16	+2	8 (1H) or 10 (2H)	5	304
	Medium	16	+3	5 (1H) or 7 (2H)	5	64
	Small	16	+4	4 (1H) or 6 (2H)	4	25
Quarterstaff						
	Medium	20	+4	4 (2H only)	6	8
Rapier						
	Medium	20	+3	5 (1H only)	6	64
Short Sword						
	Medium	16	+4	5 (1H only)	4	128

Quickstart Polearm Weapons

Polearm Weapon	Base	Tempo	Damage	Parry	Length	Base Price (s.oz.)
Spear						
Large	16	+2	7 (1H) or 9 (2H)	5	12' ●	304
Medium	16	+4	3 (1H) or 5 (2H)	4	6' ●	64

● Has a 10 foot Reach when wielded by a Medium-size creature.

Quickstart Range Weapons

Range Weapons	Base	Tempo	Damage	Range	Base Price (s.oz.)
Bow					
Large	24	+1	8 (2H)	long	912
Medium	24	+3	5 (2H)	medium	192
Small	24	+4	5 (2H)	short	75
Crossbow ⚡					
Large	20	+6	9 (2H)	medium	152
Medium (Arbalest)	20	+7	5 (2H)	medium	32
Small	20	+8	4 (2H)	short	12

⚡ These weapons require an Assault Action to load. But, they can be pre-loaded and readied for extended periods without straining the user. Further, Strength adjustments are not applied to the weapon's damage.

Quickstart Armor

The game abstracts armor suits into three broad categories: Light, Moderate, and Heavy.

Encumbrance and Ward

Body Armor affects a character in several ways. The first (and really only beneficial aspect of body armor) is that it protects the wearer from many types of physical attacks. The amount of protection provided by any armor suit is given as an Armor Ward rating. This number describes how much damage the armor absorbs from any physical blow a character sustains. Unless otherwise stated, armor protects against Blunt, Chopping, Cutting, Puncturing, and Rending Damage.

The protection of body armor has its costs, however. The second aspect of armor that affects a character in combat is the Encumbrance value of the armor type. The Encumbrance is an adjustment that alters the Defense of the person wearing the armor. It takes into account that a person wearing such bulky equipment is easier to strike with a weapon. Another cost of body armor is the Speed Penalty it imposes on its wearer. This value lowers the Speed of any character wearing it.

Quickstart Armor Table

Body Armor Type	Enc.	Ward	Armor Speed Penalty (feet per Move Action)
Heavy Armor	-6	10	-10 feet
Moderate Armor	-4	7	-5 feet
Light Armor	-2	4	None

There are many types of armor, all of which are listed in the Equipment section of [The Character Compendium](#). For brevity, a full suit of Leather Armor is the only armor type characters can start with in this Quickstart Guide. It is considered to be Light Armor.

Quickstart Shields

The weapon stats for shields are found on the [Quickstart Shields Table](#). A shield does not need to be actually wielded to gain its Cover Bonus, merely held.

Quickstart Shields Table

Relative Shield Size	Cover Bonus	Shield Speed Penalty
Undersize	+1	0
Proportional	+2	-5
Oversize	+3	-10

Quickstart Gifts

This section collects all of the various Gifts granted by the Quickstart classes into one place. The game has many other Gifts listed in [The Character Compendium](#), [The Oculus of Occultism](#), [The Codex of Cultures](#), and [The Wicked Workshop](#).

Backpedaling

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: If a foe makes a melee attack on you, and they miss you with a Pure Failure, you may use your Reaction to move directly away from them up to 10 feet without triggering Reaction Attacks. This can only be done on normal terrain providing stable footing.

First Aid

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Gift.

Description: Characters with this gift have specialized training in the art of dressing wounds.

Other Details: Characters with [First Aid](#) can dress wounds, apply healing balms, and generally tend to the immediate needs of critical injuries. The primary goal is to stabilize the health of injured characters so their conditions don't worsen before getting more in-depth medical treatment. The effects of [First Aid](#) depend on the type of injuries incurred, and are described under their various headings in the [Character Conditions](#) section of [The Rules Reference](#).

Holding-the-Line Stance

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: With this Gift, you may expend an Action to extend your effective footprint on either side of you, treating the entire extended footprint as if you occupy it entirely and preventing any creature from moving through that space without your consent.

Other Details: Your footprint is extended on directly opposing sides of you by an amount equal to your normal footprint size. For example, a Medium-size creature

normally occupies a 5'x5' square. Using this Gift, though, the character may extend their footprint to occupy an additional 5'x5' square on either side of them.

This extended footprint lasts until you move, or until your next Turn, whichever comes first.

This ability is considered to be a Combat Stance. At most, your character can assume one Combat Stance at a time.

Magic Sense

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: [Magic Sense](#) allows a character to discern the magical aura surrounding spells, runes, and relics. When the character pauses and concentrates, they will see a faint aura emanating from any magic within plain sight.

Affected Area: Self.

Setback Cost: 1

Duration: 1 Round

Range: 40 feet

Preparation: None.

Other Details: No Conflict Roll is needed to succeed.

Reading and Writing a Common Script

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Gift.

Description: A character with this gift can read and write using a single commonly-used alphabet. Thus, a character with this gift may comprehend most phrases written with it.

Other Details: Every time this gift is gained by picking up a new class, the character learns one of the following alphabets: Aramaic, Coptic, Cyrillic, Greek, Latin, Nordic Runes, and Oghamic.

The ability to read and write using a script does not automatically convey the ability to speak any specific language. For that, you need the Gift of [Speaking ...](#) in a language.

Sneak Attacking

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: With this Gift, when you strike a Surprised creature using a bladed melee weapon, treat any Pure Success as a Natural Success.

Swimming

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Gift.

Description: It is assumed that all heroes know how to swim, to some degree. An Athletics roll can be used in any conflict where swimming is involved (see Athletics in The Rules Reference for details). Characters with this gift, though, are quite experienced swimmers, and gain an Edge on all Conflict Rolls involving movement in water.

Other Details: Although characters with this gift can never out-race sharks, they can stroke their way through the waves faster than most land dwelling swimmers. In fact, a person with this gift can swim at a rate of 10 less than their normal Speed (to a minimum of 5), assuming they wear no encumbering armor. Characters lacking this gift, or which are encumbered by armor are limited to Creeping (Speed of 5).

All movements of water-bound characters are severely slowed. If combat is attempted, all Conflict Rolls involving combat suffer from an Extreme Drawback. This Drawback is not applied to any creature native to a watery realm (i.e. mermaids, barracudas, etc.).

A character may swim long distances depending on their endurance. For every quarter mile swum by a character, they must make a Toughness Check. The first quarter mile is made against a Threshold of 10. The second is against a Threshold of 11. The third is against a Threshold of 12, etc. On the first failed check, roll percentile dice to determine the fraction of the quarter mile actually swum by the character before they must stop from exhaustion.

Calm water poses little threat to a character with the Gift of Swimming. However, even an Olympic swimmer would soon drown if they tried the breaststroke armored in plate-mail. No character can swim encumbered by armor or heavy equipment. In fact, even skilled swimmers find it difficult to keep their heads above water when encumbered by only their clothes.

Taking the Blow

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: If an adjacent ally of your size or smaller is affected by an attack whose effects you can see, you can expend a Reaction to either shove them and step into their vacated space, or grab them and swap places with them. In so doing, you sustain the damage they would otherwise have taken.

Other Details: The attack may come from a weapon or spell, as long as you can see it coming. The Damage and/or Setback is calculated based on the original target's stats (Defense, Stability, Perception, etc.). However, the effects are mitigated by any armor and/or other protections you possess, rather than those of the original target.

Wilderness Insight

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: Wilderness Insight provides an education in how to live off the land in the wilderness of virtually any climate and habitat. Further, the student of Wilderness Insight understands the interwoven dependencies the wild creatures have with their environments. It gives them an edge in surviving within and traveling through any such environments, such as the myriad Wilderness environments described in The Overlord's Omnibus.

Ability Type: Utilitarian *Base:* 16

Other Details: The student of Wilderness Insight learns of the many creatures that populate the wilderness and can identify most of them by their tracks and mating calls. Any character with this lore hearing the chirp, roar, or snort or seeing the claw print or hoof print of a creature may attempt to identify the species that produced it.

Wilderness Insight grants an Edge on all Wilderness Survival rolls. This bonus can potentially stack with other bonuses granted by other Gifts intended for travel through specific environments (such as Arctic Insight, Mountain Insight, Swampland Insight, Woodland Insight, etc.)

Quickstart Skills

This section collects all of the various Skills granted by the Quickstart classes into one place. The game has many other Skills listed in [The Character Compendium](#), [The Oculus of Occultism](#), and [The Codex of Cultures](#).

Assembling

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Assembly is the final step in crafting many items. With it, a person can take feathers, glue, a shaft, a leather strip, and an arrow head to fashion a crossbow bolt. Or, they can take a handle, leather strap, pommel, hilt, and blade to assemble a sword.

Defaults To: [Jack-of-all-Trades](#)

Ability Type: Utilitarian

Affected Area: 1 item *Base:* 2

Duration: Permanent. *Range:* Touch

Conflict Rolls: None

Action Time: Variable, depending on the item being crafted. The simplest items will take about ten minutes to assemble. More complex items may take several days.

Preparation: The crafter must have proper tools and materials with which to work. These will vary based on the type of item being assembled.

Other Details: As a character's skill in [Assembling](#) improves, they are able to craft higher and higher quality items. The Quality Level of the product is limited by the character's rank in [Assembling](#), as well as the Quality Levels of all components used in its construction. Because of this, a crafter wanting to assemble a barrel of Quality Level 6 must be 6th rank in [Assembling](#) and must have staves and hoops of at least that Quality Level. If any of these aspects has a lower rank, then the resulting product will be limited by the lowest value.

Ballistics

Prerequisites: None. All characters capable of throwing or shooting a weapon possess this skill.

Description: This skill is a very general crude range fighting style possessed by all characters used as a fall-back skill when a character has no other appropriate range skill to use. It covers the use of all Range weapons, including any rock, lamp, or vase that may be handy.

Ability Type: Lethal Force (for range weapons primarily delivering damage)

Defaults To: None *Base:* 96

Duration: Instantaneous. *Preparation:* None.

Range: Variable. The range depends on the weapon used.

Affected Area: Variable. The affected area depends on the weapon used

Conflict Rolls: To use this skill, a character uses their Ballistics rank as their weapon rank and calculates all Roll Bonuses accordingly. For improvised weapons, such as bottles and rocks, the Overlord should estimate appropriate Tempo, Range, and Damage values.

Disguising

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Many professions use disguises. An actor often plays the role of a mysterious assassin sneakily drugging wine to poison a king. Assassins, on the other hand, must often disguise themselves as entertainers to do the same. A character with [Disguising](#) has training in the use of makeup and clothing to appear as someone else. Of course, the disguise of a wizard or cleric does not give spell-casting capabilities.

Defaults To: [Jack-of-all-Trades](#)

Ability Type: Utilitarian *Base:* 24

Affected Area: One person *Range:* Touch

Action Time: The creation of a disguise may take no more than a second or two. Or, it may take many hours, depending on the complexity of the disguise and what accouterments need to be crafted (Overlord's discretion).

Duration: A good disguise can remain relatively fresh and believable for about a day without further maintenance.

Preparation: The character must possess adequate materials to create believable facsimiles of the elements the disguise needs to replicate.

Conflict Rolls: Any wary observer doubting the disguise itself is entitled to a Perception Check against a Threshold of 10 plus the perpetrator's rank in Disguising. If this roll succeeds, the disguise is revealed as phony. However, most often, this skill is used to adjust another roll by chaining the result of a Disguising Roll into a subsequent Acting Roll. For example, one person may create a chef disguise for another person, who then uses their own acting skills to trick a guard into believing they are a kitchen worker and letting them pass. In cases such as these, the margin of the Disguising Roll is chained into the second Acting Roll, as described under Chaining Conflict Rolls in The Rules Reference.

Foraging

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Foraging is the skill used to find fruits, grains, herbs, seed pods, and other products from the natural environment. The skill rank in this skill acts as a ceiling to the Quality Level that can reliably be sought. So, if a forager is 7th rank in this skill, they can specify that they are seeking materials with a Quality Level of at most 7. Note that Foraging only assists in finding materials. It does not give the forager the ability to actually harvest the materials. (That is the domain of the Harvesting skill.) So, while a forager may be able to find toadstools having a quality rating of 7, the mushrooms' quality rating would be lowered if they do not have a correspondingly high Harvesting rank.

Ability Type: Utilitarian

Defaults To: Searching *Base:* 2

Action Time: 30 minutes *Range:* 30 feet

Duration: Instantaneous.

Affected Area: Foraging allows a character to seek one specific type of organic material. The Foraging skill itself is general in that it allows a character to forage for materials in any natural environment. Note that a number of various Academic Lores default to Foraging, but they limit the environments in which a character may forage.

Preparation: The practitioner must travel slowly through the area seeking clues indicating the whereabouts of the material sought.

Conflict Rolls: The character must make a Skill Roll with Perception adjustments against a Threshold of 10 plus environmental factors (Overlord discretion) plus the Quality Level of the material being sought. So, if a character seeks walnuts of quality 8, and their Overlord decides the environment imposes no additional adjustments, they must overcome a Threshold of 18.

The quantity of what is found depends on what is being sought. For non-consumable items, such as a high quality straight branch suitable for fashioning into a staff or spear shaft, assume only a single such item is found. For consumable items, such as herbs suitable for the creation of herbal balms or mushrooms suitable for creating hallucinogenic poisons, assume that a number of doses equal to the roll's Margin is discovered. For food, assume that the forager finds enough to gather a number of (Medium-sized) meals equal to the roll's Margin.

Harvesting

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Harvesting is the skill used to extract fruits, grains, herbs, seed pods, and other goods from plants. It is also used to obtain wool from sheep, milk from goats, and venom from snakes and other poisonous creatures. In general, if you gather materials from some living thing, and there is no bloodshed involved, then Harvesting is the skill used to do it. (Quartering is the skill used when blood is spilled.)

Defaults To: Jack-of-all-Trades *Base:* 2

Ability Type: Utilitarian *Range:* Touch

Action Time: 10 minutes. *Conflict Rolls:* None

Duration: Instantaneous

Affected Area: Variable. The area may be a garden, patch of wild plants, or a single creature, depending on what is being harvested.

Preparation: For most materials, the practitioner must have a sharp knife or cutting tool with which to harvest them. For venom, they must have a small bowl and a stoppered container in which to store the material.

Other Details: The rank in this skill acts as a ceiling to the Quality Level of the resulting product. (The Quality Level is

also limited by that of the raw material prior to harvesting it. For more information on the quality and productivity of farmed materials and venom, see the [Agrarian Materials](#) and [Poisons](#) sections of [The Wicked Workshop](#), respectively.)

History

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: [History](#) is the study and interpretation of the past. When important events occur, they are chronicled by the historians of the day and preserved for future generations, so that the lessons learned from the past are not forgotten. Students of [History](#), then, can draw upon this knowledge to apply it to their modern-day problems.

Defaults To: [Knowledge](#) *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character with this lore may try to answer some question concerning historical people, places, or events. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under [Obtaining Answers using Character Knowledge in The Rules Reference](#). The results of the roll determine how the question is answered, as described under [Knowledge](#).

Knowledge

Prerequisites: None. All player character races possess this skill. In fact, any creature that can talk or read possesses it.

Description: [Knowledge](#) is a very broad skill covering any situation where a player wants to determine whether their character knows some bit of common knowledge (it does not cover occult knowledge of any kind). It is intended to be used as a fall-back skill when a character has no other appropriate common lore to use. So, it can be used in place of other any common lore such as [Anatomy](#), [Guild Lore](#), and [Philosophy](#).

To use this skill in lieu of a common lore, a character uses their [Knowledge](#) rank as their skill rank and calculates all roll bonuses accordingly.

It is also assumed that characters possess knowledge pertaining to skills they possess, any products that their skills produce, and any materials needed to create those products. To do so, the player may use the rank in the appropriate skill in lieu of their rank in the [Knowledge](#) skill itself. So, a character that has ranks in shooting long bow has sufficient knowledge of long bows to discuss their merits

and drawbacks, will be able to talk at length about how best to aim in strong wind conditions, and generally bore the heck out of anyone having zero interest in the subject. Similarly, a [Puffer](#) can use their [Curing](#) skill to answer questions about the quality of hides, and an artist could use their [Sculpting Stone](#) skill to talk about the quality of the gargoyles adorning the town cathedral. In essence, all skills can default to [Knowledge](#) when used to answer questions closely related to their domain.

Ability Type: Utilitarian *Base:* 96

Affected Area: Self *Defaults To:* None

Duration: Instantaneous *Range:* 0

Action Time: Variable. The action time depends on the act being performed. Most questions can be answered with a moment's contemplation (5 seconds). However, more involved puzzles can take minutes, hours, or even days to investigate (Overlord's discretion).

Preparation: Most questions can be answered without any form of preparation. However, obscure or involved queries may require the aid of pen and parchment, or even the availability of a library to resolve.

Conflict Rolls: To answer a question dealing with mundane matters, a character must make a Skill Roll with Intelligence Adjustments as described under [Obtaining Answers using Character Knowledge in The Rules Reference](#).

On a Pure Success, the character has a firm grasp of the subject, may answer the posed question with confidence, and may provide additional useful details concerning the topic. Further, the Overlord is encouraged to provide suggestions on how this information pertains to the current situation. On a Bare Success, the character vaguely recalls an answer to the posed question, but has insufficient knowledge of the subject to go into any more detail concerning the matter without further education. Further, the Overlord should present this information as bare facts without pointing out how it may or may not apply to the character's current difficulties.

On any Failure, though, things get even more interesting. The character fails to recall the desired information. But, it doesn't end there. They also recall some new valid tidbit of information indicating that the character's situation is more dire than they realized. Here are some example failure results:

- This is the mating season for dragons. So, it's likely the one you're facing has a mate nearby.
- The rats of these sewers carry the plague.
- This bog is riddled with plots of quicksand.

- The boss of the thieves guild in this town is the brother of the magistrate. Anybody crossing either one of them tends to disappear.
- The centipedes in this swamp hunt in swarms.
- The wolves of this land are often lycanthropes. So, it's likely that this pack has at least one werewolf.
- The crocodiles in this river are anthropomorphic, and hunt in groups.
- The trees of this forest sometimes walk about.
- A battle was fought on this field long ago. It is said to be haunted.
- The mermaids in these waters are allied with the sirens, and often lead sailors to their doom.

Other Details: If the Overlord has a difficult time dreaming up a fitting bit of doom and gloom, they should feel free to ask the players to help them in fleshing out the lore of the world. Further, the Overlord is highly encouraged to incorporate the information obtained from failed rolls into the ongoing story, at the first dramatically appropriate opportunity.

Melee

Prerequisites: None. All characters capable of wielding a weapon possess this skill.

Description: This skill is a very general crude melee fighting style possessed by all characters used as a fall-back skill when a character has no other appropriate melee skill to use. It covers the use of all melee weapons, including any stick, chair, or bottle that may be handy.

Ability Type: Lethal Force

Base: 96

Defaults To: None

Duration: Instantaneous.

Range: Melee

Preparation: None.

Affected Area: Variable. The affected area depends on the weapon used, but is most commonly a single target creature.

Conflict Rolls: To use this skill, a character uses their Melee rank as their weapon rank and calculates all Roll Bonuses accordingly. For improvised weapons, such as table legs and broken bottles, the Overlord should estimate appropriate Tempo, Parry, and Damage values.

Opening Locks

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Opening Locks is a skill that is almost a lore in itself. It trains your character in specific techniques that thwart the mechanisms comprising all sorts of locks. This includes sequence locks, skeleton key locks, puzzle locks, and combination locks. Since your character knows when they have picked a lock, you can usually roll the conflict die yourself. (Occasionally, the Overlord may wish to roll due to additional hidden adjustments.)

Ability Type: Utilitarian

Defaults To: Gadgetry *Base:* 8

Affected Area: 1 lock *Range:* Touch

Duration: Instantaneous.

Action Time: Each Opening Locks attempt requires 10 seconds (1 Round).

Preparation: The character must possess lock picks.

Conflict Rolls: Opening a lock requires a Skill Roll with Craftiness Adjustments. Locks have a Threshold that must be overcome by anyone attempting to pick it. This Threshold equals 10 plus the lock's Quality Level. You can also use the Lock Threshold Table as a rough guideline for gauging this value.

Lock Threshold Table

Difficulty	Threshold
Easy	10
Moderate	15
Challenging	20
Hard	25
Onerous	30
Legendary	35

A success indicates the lock opens. On a failed roll, the character fails to open the lock. If the roll was a Natural Failure, the Overlord should choose one of the options listed below.

- The character breaks the lock (either by jimmying it, or damaging the lock's internal mechanism somehow). The lock remains locked, and cannot be unlocked even with the key.
- The character attracts unwanted attention.

- The character triggers a trap on the lock. (*This option is only available if Overlord agrees that it is reasonable for the lock to actually be trapped.*)

Philosophy

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: This is a relatively broad lore, covering topics of ethics, morals, mathematics, logic, law, and the sciences (such as they are).

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Action Cost: The more complicated the philosophical question, the longer an analysis takes. For most questions, one hour of discussion with the interested parties is sufficient. However, more complex questions may take days of research in a library to produce an answer. And, of course, even this may prove insufficient if a courtroom is involved.

Conflict Rolls: Whenever a character with this lore wishes to find justification for any proposed action or philosophical opinion, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference.

A successful roll indicates the character finds a path of reason that places their viewpoint in a higher position than their opponent's. The results of the roll determine how the question is answered, as described under Knowledge.

If legal argument must be taken to a courtroom, which must be done in criminal cases, a similar process ensues, albeit with the Charisma adjustments of the various lawyers replacing the Intelligence adjustments used in the more intellectual debates of civil matters.

Other Details: Descriptions of various topics covered by Philosophy follow:

Philosophy of Law

Philosophy gives a character knowledge of the legal systems of many lands. Further, it allows them to quickly ascertain and adapt to the laws of the lands they visit. The legal code of virtually all nations began as a simple collection of a relatively few basic tenants. The major legal contract that permeated and guided medieval law, for example, was the contract made between lord and vassal. The vassal agreed to serve the lord in some fashion, and the lord gave the vassal something of value in return (often the use of land to farm).

Unfortunately, as the ages progressed, this deceptively simple legal arrangement grew more and more complicated. As marriages between the daughters and sons of various lords took place, the previous legal arrangements became interwoven. The families of once powerful lords would lose stature while those of others grew. An ancient contract between an earl and their subordinate count would remain legally binding even after the count's family was raised to the title of duke or king.

In short, the legal arrangements binding ancient societies together are a morass of legal precedents. Given a sufficiently skilled lawyer, anything can be justified in these archaic legal systems. There are only two defenses against a legal argument:

- Acquire the services of a lawyer more skilled at finding legal precedents than your opponent.
- Maintain a bigger army than your opponent.

Note that this process is never applicable in determining questions between a lord and their direct vassals. There is no more legally binding contract in medieval law, especially if the agreement was made personally by the lord and their subordinate. Of course, if the lord allows their vassal's son to marry their daughter the situation can quickly change.

Philosophy of Logic

Philosophy of Logic is the study and philosophy of deductive and inductive reasoning. Anyone with Philosophy has learned to recognize simple logical fallacies and how to tear down irrational arguments. Complex arguments can be similarly analyzed, given sufficient time, so that their logical structures are laid bare within a cold dispassionate framework consisting of inference rules. Such a structure can show an argument to be valid, given that the premises upon which the argument is based are accepted. It can also show any logical gaps in the argument's reasoning.

Philosophy of Mathematics

Philosophy allows characters to easily handle the arithmetic functions of addition, subtraction, multiplication, and division. They understand fractions and can even deal in rudimentary algebra. A student of Philosophy can never be fooled by a play on numbers by anyone without this lore.

Philosophy of Mathematics is a highly-structured field of knowledge where conclusions can be derived in a symbolic fashion from a given set of assumptions. The assumptions are provided with a stylized set of symbols that are manipulated in ways that change the symbolic representation of the assumptions at any given step but do not alter their

underlying meaning. In a mathematical system, the manipulations are proven to introduce no new information into the equations. Therefore, if the initial assumptions are valid, the conclusions that are drawn are equally valid. In other words, we're talking math here.

Given the nerdy nature of a great many role-players, it is extremely important that we make a point here. For those engineers, computer scientists, physicists, and other geeky folk playing this game (a title which the author and many of its play-testers hold proudly)—you already know far more math than your character will ever dream of learning.

Mathematics covers arithmetic (adding, subtracting, multiplying, etc.), basic geometry (circles, lines, ellipses, cones, etc.), basic trigonometry (angles, triangles, etc.), and set theory (an apple is contained within the set of all fruit).⁵

Quartering

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Quartering is the skill used to extract skins, bones, horns, antlers, guts, meat, and other parts from slain creatures.

Defaults To: Jack-of-all-Trades *Base:* 2

Ability Type: Utilitarian *Range:* Touch

Action Time: 10 minutes. *Conflict Rolls:* None

Affected Area: One carcass

Duration: Instantaneous.

Preparation: The practitioner must have a sharp knife with which to butcher the carcass.

Other Details: The skill rank in this skill acts as a ceiling to the Quality Level of the resulting product. (For a more detailed discussion of the properties of materials extracted from creatures, see the Feral Materials section of The Wicked Workshop.)

5 It does NOT cover calculus, differential equations, metric spaces, and non-euclidean geometry. In fact, it does not even cover analytical geometry! Believe it or not, it wasn't until the brilliant mathematician and philosopher Rene Descartes combined algebra with the Cartesian coordinate system in the 17th century that we could use algebraic expressions to describe geometric figures such as parabolas and circles. We've come a long way, baby!

Rural Stealth

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Rural Stealth teaches your character the techniques of moving in woodland areas without attracting attention. It trains them in walking quietly through fields covered in dry leaves and crackling grasses, how to move through underbrush without disturbing the upper branches whose motion could give away the prowler, and other pertinent techniques.

Ability Type: Utilitarian

Defaults To: Sneaking *Base:* 8

Action Time: Variable *Range:* 0.

Affected Area: Self.

Duration: Variable. The character may remain hidden indefinitely, as long as they move slowly and maintains cover.

Preparation: This skill can only be used in natural settings, such as in a forest, plain, or desert.

Conflict Rolls: To determine whether your character successfully hides, and whether there are any consequences for the attempt, use the rules described in the Conflict Rolls section of the Sneaking skill.

Any available natural flora can be used to provide cover, which will give the sneaking character bonuses on their roll (See Cover Bonuses in The Rules Reference for details). These bonuses can range anywhere from only +1 for sparse vegetation to +10 for lush undergrowth.

Searching

Prerequisites: None. All characters possess this skill.

Description: Searching is a very broad skill covering any situation dealing with inspecting or searching. It is intended to be used as a fall-back skill when a character has no other appropriate searching skill to use. So, it can be used in place of skills such as Finding Secret Stuff.

Note that a Conflict Roll is only necessary if the sought item is in plain sight.

Ability Type: Utilitarian

Defaults To: None *Base:* 48

Duration: Instantaneous. *Preparation:* None.

Action Time: Variable. The action time depends on the act being performed.

Range: Variable, depending on what's being sought. In general, a character must approach within 5 feet of an area to search it thoroughly.

Affected Area: Variable, depending on the area being searched and the item being sought.

Conflict Rolls: To use this skill in lieu of another one, a character uses their Searching rank as their skill rank and calculates all roll adjustments as described in the skill being substituted, and uses that skill's description to determine any outcomes for the action, if any.

In all other situations, they make a Skill Roll with Perception adjustments. The Threshold the roll must overcome equals 10 plus any adjustments the Overlord wishes to make based on the difficulty of the task at hand.

Success indicates the searcher finds what he's looking for (if it is there). On a Pure Success, they may find something unexpected that helps them in their current situation (Overlord's discretion). On a failed roll, the character fails to find what they seek. If the roll was a Natural Failure, the Overlord should choose one of the options listed below.

- The character draws new unwanted attention.
- The character learns of new nearby danger.

Sneaking

Prerequisites: None. All characters possess this skill.

Description: Sneaking is a very broad skill covering any situation dealing with stealth or hiding. It is intended to be used as a fall-back skill when a character has no other appropriate stealth skill to use. So, it can be used in place of skills such as Rural Stealth, Hiding in Crowds, and Urban Stealth.

Ability Type: Utilitarian

Defaults To: None *Base:* 48

Action Time: Variable *Range:* 0

Affected Area: Self *Preparation:* None.

Duration: Unlimited. The character may attempt to sneak as long as they wish.

Conflict Rolls: To use this skill in lieu of another one, a character uses their Sneaking rank as their skill rank and calculates all Roll Bonuses as described in the skill being substituted. In all other situations, they make a Skill Roll with Grace adjustments. The Threshold the roll must

overcome equals 10 plus Level plus Perception of the creature being avoided. The Overlord may make additional environmental adjustments based on the difficulty of the task at hand.

If there are multiple creatures being avoided, then the rules for Group Conflict Rolls come into play. In this case, the Threshold equals 10 plus the Level plus Perception of the principle actor being avoided. Usually, this will be the creature with the highest Level plus Perception. But, a different creature may be reasonably selected as the principle if they have Guts points to spend on the roll.

Due to the rules for Group Conflict Rolls, the sneaker gains a Drawback if is avoiding a group of 2 members. For every doubling of this number, the sneaker gains an additional Drawback. So, if the avoided group has 4 to 7 members, the sneaker has a double Drawback. If it has 8 to 15 members, the sneaker has a triple Drawback, etc.

There will undoubtedly be times when your Overlord will not allow your character to sneak. Regardless of how phenomenally well your thief sneaks, they cannot simply duck behind a fern to lose the hot pursuit of a wary guard who has already been alerted to your character's presence.

Success indicates the character successfully sneaks until the situation changes (the lighting conditions change, more opponents show up, etc). On any success, the character sneaks without incident.

On a failed roll, the sneaker is not necessarily discovered, but complications arise. The Overlord should choose one of the options listed below. On a Natural Failure, the Overlord should choose two of the following options:

- The sneaker draws unwanted attention.
- In the haste to avoid detection, the sneaker leaves a subtle indication of their presence (such as an open door or window). They must make another roll at a Drawback to continue sneaking. *This option may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*
- The sneaker runs into a new unexpected barrier and must either wait for the barrier to resolve itself or find an alternate route to get to their destination. In either case, another roll is required to continue sneaking. *This option is only available if the character is trying to get somewhere via stealth. Further, it may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*
- The sneaker learns of a new nearby danger. *This option may only be selected once per Scene,*

regardless of how many people are sneaking in that Scene.

- The sneaker accidentally loses something they expect to need in the near future. *This option may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*

Other Details: A character moves at half their normal movement rate while sneaking.

Strong-Arming

Prerequisites: None. All characters capable of grasping an opponent possess this skill.

Description: This skill covers the gamut of all bare handed actions performed to physically bull-rush, man-handle or overpower an opponent with brute strength. The action may be as simple as grabbing an opponent's arm and holding it in place, or as complex as wrestling them to the ground. Wrenching something out of your opponent's hand or knocking them to the ground are also examples of Strong-Arming. As such, Strong-Arming is the default skill used for both Pummeling and Grappling.

Ability Type: Non-Lethal Force

Defaults To: None *Base:* 32

Duration: Instantaneous. *Range:* Melee

Preparation: None.

Affected Area: Variable. The affected area depends on the action being performed, but is most commonly a single target creature.

Conflict Rolls: The aggressor must make a Skill Roll against the target's Stability. The bonus on this roll equals the aggressor's skill rank plus Vigor plus their Natural Attack's Tempo.

On any success, the target sustains Fettering Setback equal to the aggressor's Strength (if positive) plus the roll's Margin.

On a Pure Success, the aggressor should pick one of the following options:

- The aggressor wrenches something out of the target's hand and keeps hold of it.
- The aggressor dislodges something from the target's body and keeps hold of it (such as a backpack or belt pouch).
- The target is put off balance and suffers from a Drawback on all Conflict Rolls up to and including

that of their next action in the current scene.

Explain why.

On a Natural Success, the target must also pick one of the following options, but cannot choose the same option twice in a row:

- The target is knocked Prone to the ground. *This option is not available if the target is already Prone.*
- The Setback delivered by the attack is doubled.
- Both the aggressor and/or the target may be Jockeyed 5 feet in the directions of the aggressor's choosing. *(The aggressor may choose to swap positions with the target, if desired.)* Further, the target sustains Footing Setback equal to the roll's Margin.

Theology

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Theology provides your character with a background in the heroic legends and religious beliefs of many cultures. In every culture, the legends surrounding its gods provide important clues about the foundations of the society's laws and traditions. In addition, the artwork of all such cultures is highly influenced by the actions of its legendary heroes.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Occasionally your character will encounter a relic or sculpture that they believe could give them a vital clue to the successful completion of their current goal. Unfortunately, they are often unable to read the inscriptions engraved on or surrounding the item in question. With knowledge of Theology, however, they may still be able to glean some useful information from its makeup and decorative artwork. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

If the character lived within a culture that espoused the religion in question for an extended period, or is personally a follower of it themselves, they gain an Edge on their Theology roll.

The Threshold they must overcome depends on the obscurity of the legends and figures that the artwork depicts. Overcoming a Threshold of 10 or less (depending on the quality of the artwork) can identify artwork depicting a god in their classic pose (i.e., Zeus readying a lightning bolt). Scenes that portray nearly forgotten heroes demand much higher thresholds to identify. The Threshold required to identify any artifact is entirely dependent on the Overlord's discretion.

Other Details: In many circumstances, obscure artwork tends to provide the most useful information for practitioners of this Lore. For example, suppose a party of adventurers discovers a large cavern underneath a decaying Babylonian temple. The cavern appears to have an exit which is blocked by a large boulder on which a word is inscribed. Unfortunately, none of the adventurers are capable of reading ancient cuneiform. Upon a more careful search, the group finds a small doll-like figure partially buried in the mud at the boulder's base. The priest of the party, well versed in Theology, identifies the tiny figurine as Ali Baba. Immediately recognizing the significance, they loudly exclaim "Open Sesame!" The group cheers as the ancient barrier grumbles and rolls aside to reveal a dank, dark passage beyond.

Tracking

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: This ability allows your character to follow the trail of bent grass blades, torn leaves, and snapped twigs left by fleeing prey.

Ability Type: Utilitarian

Defaults To: Searching *Base:* 2

Affected Area: Self *Range:* 0

Action Time: Variable. Initially picking up a trail where you know your quarry was located recently takes about 10 seconds.

Duration: Variable. When a tracker first starts tracking, the Overlord must estimate how much of a head-start the quarry has. It is assumed that, overall, a successful Tracking attempt will take about double this time for the tracker to catch up to their quarry, presuming the quarry isn't moving so fast that catching up is impossible. By default, this will only require a single roll. However, a Tracking attempt may consist of multiple Tracking rolls, depending on whether the situation

changes during the pursuit (the terrain may change, the quarry may become aware that it is being tracked, etc.)

Preparation: The searcher must look intently in the area where they search for telltale signs of their quarry's passage, such as footprints, tufts of fur caught on branches, discarded potato-chip bags, etc.

Terrain Threshold Table

Difficulty	Threshold
Easy (Mud)	10
Moderate (Dirt, or through forest or grasslands)	15
Challenging (Gravel, or desert)	20
Hard (Rocky)	25
Legendary (Smooth Rock)	35

Conflict Rolls: The tracker must make a Skill Roll with Perception adjustments. The starting Threshold is based on the terrain, as shown on the Terrain Threshold Table.

If the quarry is actively trying to hide their tracks, they are entitled to Threshold adjustments as described in the skill Covering Tracks.

The tracker suffers from a Drawback if the tracks are 6 hours old. For every doubling of this time, the tracker gains an additional Drawback. So, if a trail is 12 hours old, the tracker has a double Drawback. If it is 24 hours old, the tracker has a triple Drawback. If it is 2 days old, have have a quadruple Drawback, etc.

However, the tracker gains an Edge if the tracked quarry is a group of 2 members. For every doubling of this number, the tracker gains an additional Edge. So, if the tracked group has 4 to 7 members, the tracker has a double Edge. If it has 8 to 15 members, the tracker has a triple Edge, etc.

Success indicates the character tracks their quarry until the situation changes (the terrain changes, they catch up to their quarry, their quarry becomes aware that they are being followed, etc). On a Pure Success, the character tracks without incident. On a Bare Success, the character tracks successfully, but has a complication while doing so. In that case, the player should choose one of the options listed below, including possibly those listed for roll failure:

- The terrain changes sufficiently that another roll is required to continue tracking.
- The tracker erroneously follows a false track and must backtrack to re-acquire the trail. As such, the time needed to catch up to the quarry doubles, and another roll is required to continue tracking.

On a failed roll, the character loses the trail. If the roll was a Pure Failure, the Overlord should choose one of the options listed below. On a Natural Failure, the Overlord should choose two of the following options:

- The quarry becomes aware that the tracker is pursuing it. *At most, this option is only available once for every pursuit.*
- The tracker draws new unwanted attention.
- The tracker learns of a new nearby danger.

Trickery

Prerequisites: None. All characters of simpleminded intellect or better possess this skill.

Description: This skill covers the gamut of all bodily actions performed to physically outwit an opponent. A trick may be as simple as throwing a bag of marbles at your opponent's feet or grabbing a handful of dust from the ground and flinging it into their face. A sweeping attack with a staff in an attempt to trip your foe would also be a trick. As such, Trickery is the default skill used for all Entrapment Weapons. It covers the use of any cape, rope, tablecloth, or leather strap used in any similar way. For improvised weapons, such as tablecloths and chains, the Overlord should estimate appropriate weapon stats based on similar weapons.

One large aspect of whether a trick has the possibility of working on a given opponent is how well they can anticipate what's coming. If they can, then the trick will be ineffective. So, when you use this skill, a big part of whether a trick will work depends on whether the target has recently seen someone trying the same thing before. If they have, the trick is at a Drawback. So, be creative and mix it up.

Ability Type: Non-Lethal Force

Defaults To: None *Base:* 64

Duration: Instantaneous. *Range:* Melee

Preparation: None.

Affected Area: Variable. The affected area depends on the weapon used or the trick performed, but is most commonly a single target creature.

Conflict Rolls: As is always the case with root skills such as Trickery, the practitioner may use Trickery to perform any skill that defaults to it. For tricks that aren't already covered by other skills, though, the trickster must make a Skill Roll against the target's Stability when performing the trick. Tricks performed within Melee range add Vigor to the

Attack Roll. Tricks performed at range add Acumen instead. In either case, the weapon's Tempo is also added.

On any success, the target sustains Footing Setback equal to the trickster's Craftiness (if positive) plus the roll's Margin. On a Pure Success, the trickster should pick one of the following options, but cannot select the same option twice in a row, unless no other option is available:

- The trickster knocks something out of the target's hand. It lands 5 feet out or Reach in a random direction determined by a Weighted Direction Roll. *This option is only available if the target is holding something.*
- The target is put off balance and suffers from a Drawback on all Conflict Rolls up to and including that of their next action in the current scene. Explain why.

On a Natural Success, the target must also pick one of the following options, but cannot choose the same option twice in a row:

- The target is knocked Prone to the ground. *This option is not available if the target is already Prone.*
- The Setback delivered by the attack is doubled.
- The target Bumbles. They sustain additional Footing Setback equal to the roll's Margin. Further, the aggressor's player may move the target 5 feet in the direction of the aggressor's choosing. *(The aggressor may choose to swap positions with the target, if desired.)*

Urban Stealth

Prerequisites: This ability may be acquired independent of any race or class when the rules grant a character an option to obtain a new Skill.

Description: Urban Stealth teaches your character techniques to pass unwary guards and unwanted witnesses in city settings. It involves a combination of moving quietly and concealing oneself in dark niches.

Ability Type: Utilitarian

Defaults To: Sneaking *Base:* 8

Action Time: Variable *Range:* 0

Affected Area: Self.

Duration: Variable. The perpetrator may remain hidden indefinitely, as long as they move slowly and maintain cover.

Preparation: This skill can only be used in urban settings, such as in a house, cellar, dungeon, or back alley.

Conflict Rolls: To determine whether your character successfully hides, and whether there are any consequences for the attempt, use the rules described in the Conflict Rolls section of the Sneaking skill.

Any available furniture, curtains, tapestry, niches, or other visual obstructions can be used to provide cover, which will give the sneaking character bonuses on their roll (See Cover Bonuses in The Rules Reference for details). These bonuses can range anywhere from only +1 for sparse furniture to +10 for a junk-filled attic.