

◆ CHECKS

DL	Difficulty	Quality of an Open Check
7	Easy	Achievable with some training or talent.
10	Normal	Achievable with competence or great talent.
13	Hard	The work of an expert or true prodigy.
16	Very Hard	Something to be remembered in history.

◆ OPPORTUNITIES

<b>Advantage</b>	The next Check made by you or an ally will receive a +3 bonus.
<b>Affliction</b>	Another creature suffers a <b>status effect</b> of your choice.
<b>Bonding</b>	Create a <b>bond</b> or add an <b>emotion</b> to an existing bond.
<b>Faux Pas</b>	Someone makes a compromising statement of their choice.
<b>Favor</b>	Your actions earn you someone's support or admiration.
<b>Information</b>	Spot a useful clue or detail (introduced by GM or player).
<b>Lost Item</b>	An item is destroyed, lost, stolen or left behind.
<b>Progress</b>	Fill or erase one section of a <b>clock</b> .
<b>Plot Twist!</b>	Someone or something of your choice suddenly appears.
<b>Scan</b>	You discover a creature's <b>Vulnerabilities</b> .
<b>Unmask</b>	You learn the goals and motivations of a creature of your choice.

◆ REWARDS

Highest PC Level	Maximum Item Value	Average Reward		
		2 PCs	3 PCs	4+ PCs
5+	500 z	500 z	750 z	1000 z
10+	1000 z	800 z	1200 z	1800 z
20+	1500 z	1000 z	1500 z	2000 z
30+	2000 z	1600 z	2400 z	3200 z
40+	any	2000 z	3000 z	4000 z

◆ TRAVEL ROLLS (1 discovery, 6+ danger)

Sample Areas	Threat Level	Travel Roll
Within villages, cities and guarded areas	Minimal	d6
Prairies, patrolled roads, countrysides	Low	d8
Forests, hills, rivers	Medium	d10
Vast forests, mountains, open sea, swamps	High	d12
Deserts, frozen wastes, jungles, volcanoes	Very High	d20

◆ RITUALS

Area	MP	Potency	Clock	MP	DL
Individual	x1	Minor	4	20	7
Small	x2	Medium	6	30	10
Large	x3	Major	8	40	13
Huge	x4	Extreme	10	50	16

◆ BATTLE DESIGN

Challenge	N. of Soldiers	Enemy Level vs Party Level	Enemy is
Easy	PCs -1	Lower by 6+	weak
Normal	PCs	Within 5 levels	balanced
Hard	PCs +1	Within 10 levels	challenging
		Higher by 11+	overwhelming

From Soldier to Elite	From Soldier to Champion
HP x 2	HP x Soldiers replaced and MP x 2
+1 skill	+1 skill per Soldier replaced
+1 turn at Initiative -2	turns = Soldiers replaced, at Initiative -2, -4, -6, -8 etc.

Enemy Study Check	Information Obtained
10+	Rank, Species, Traits, max HP, max MP
13+	As above + Defense, Magic Defense, Damage Affinities
16+	As above + basic attacks, spells

◆ IMPROVISING DAMAGE

LV	Minor Damage	Heavy Damage	Massive Damage
5+	10	30	40
20+	20	40	60
40+	30	50	80

◆ SURRENDER

<b>Captured</b>	PC is imprisoned, held hostage, dragged away...
<b>Darkness</b>	PC must change <b>theme</b> to <b>Anger, Doubt, Guilt</b> or <b>Vengeance</b> .
<b>Despair</b>	A person, group or community loses all faith in the PC or group.
<b>Loss</b>	Something or someone precious to the PC is lost or stolen.
<b>Resentment</b>	PC erases a bonds and replaces it with a bond of <b>Hatred, Inferiority</b> or <b>Mistrust</b> towards a character chosen by the GM.
<b>Separated</b>	PC is no longer with the group, lost or stranded.

◆ CREATURE DESIGN

Choose **level** (5 to 60), **traits, species**. Determine **attributes**, choose **basic attacks** (default HR +5), assign **skills** (+1 every 10 levels, +1 per VU, +2 if VU **physical**), calculate **secondary scores** (remember max HP is **[Level x 2] + [Might x 5]**).

- ◆ Attacks and spells cause +5 damage if lv 20+; +10 if lv 40+; or +15 if lv 60+.
- ◆ Adversaries add **[Level ÷ 10]** to all Checks.

ATTIBUTES (increase one die size at levels 20, 40, 60)

d8, d8, d8, d8 ◆ d10, d8, d8, d6 ◆ d10, d10, d6, d6 ◆ d12, d8, d6, d6

SPECIES Special Rules and initial free skills

<b>Beast</b>	4 skills, cannot acquire <b>use equipment</b> .
<b>Construct</b>	2 skills. IM <b>toxic</b> , RS <b>earth</b> , immune <b>poisoned</b> .
<b>Demon</b>	2 skills. RS <b>dark</b> , RS <b>toxic</b> , RS (choose damage type).
<b>Elemental</b>	2 skills. IM <b>toxic</b> , IM (choose damage type), immune <b>poisoned</b> .
<b>Humanoid</b>	3 skills + <b>use equipment</b> .
<b>Monster</b>	4 skills.
<b>Plant</b>	2 skills. RS <b>toxic</b> , immune <b>dazed, enraged, shaken</b> , VU (air, bolt, fire or ice).
<b>Undead</b>	2 skills. IM <b>dark</b> , IM <b>toxic</b> , VU <b>light</b> , immune <b>poisoned</b> , harmed by healing.

SKILLS Effect (skills marked with \* can be acquired only once)

<b>D. Absorption</b>	Absorbs a damage type they were Resistant or Immune to.
<b>D. Immunity</b>	Gains Immunity to a damage type they were not Vulnerable to.
<b>D. Resistance</b>	Gains Resistance to two damage types (or remove Vulnerabilities).
<b>Extra Damage</b>	An attack or spell deals +5 damage.
<b>Extra Defense</b>	+2 DEF / +1 M.DEF or +1 DEF / +2 M.DEF.
<b>Extra HP*</b>	Maximum HP is increased by half the creature's level.
<b>Extra Init.*</b>	+4 Initiative.
<b>Final Action*</b>	Special effect or action at zero HP.
<b>Flying*</b>	See page 305.
<b>Rage</b>	Gains a benefit while in <b>HP Break</b> .
<b>Reaction</b>	Performs a reaction when a specific trigger takes place.
<b>Special Attack</b>	Add secondary effect to an attack.
<b>Specialized</b>	+3 to one type of Check (Accuracy or Magic or Opposed).
<b>Spellcaster</b>	+1 spell and +10 maximum MP, or +2 spells.
<b>Status Imm.</b>	Immune to <b>enraged, or poisoned, or</b> any other 2 status effects.
<b>Unique Action</b>	May perform a special action with <b>Use Skill</b> .
<b>Use Equipment</b>	Can equip <b>basic items</b> (rare items if elite or champion).