

# Welcome!

## About

| *A world where fragility fuels creativity, and teamwork is your lifeline.*

Hey, welcome to Precipitate. A story-first and system agnostic tabletop role-playing system that features:

- *Non-stop Action*: Simultaneous combat, keeping everyone engaged at the edge of their seats.
- *Immersion*: No heavy rulebooks here. It's all about you, your mates, and the stories you're telling together.
- *High Stakes*: Your characters aren't immortal gods and decisions have consequence. Every die roll is impactful and nail-biting.

Being a Game Master should be a blast.

- I arm Game Masters with the tips and tools they need to make prep a breeze and each session unforgettable.
- No two groups play the same way, tailor Precipitate for your table.
- Create the ultimate experience by combining Precipitate with other systems your table enjoys.

Oh, and the best part? Precipitate is *free*. Based off of Cairn, I follow the same model of having an *open* system supported by a *great* community.

1. Join me on Discord to get involved: Playtest, create content, and shape the system.
2. Donate (coming soon) to fuel the flames of quality -- allowing me to hire talented editors and artists.
3. Spread the hobby to encourage indie developers to keep creating and innovating.

# Rules

Version *1.1.0* (15 October 2023): Economy pricing updates (existing characters will have extra gold)

Version *1.0.0* (1 October 2023): Initial public release

## Fine Print

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## Basics of Role-Playing

Role-playing is a bit like a group storytelling session where you're an active part of the tale. You control a character, like a hero in a movie, and you make decisions for them. What they say, what they do, it's all you. No script, just instinct and imagination.

You've also got a guide, called the Game Master, who sets the scene, describes what's

happening, and plays all the other characters you meet. The Game Master's like a narrator.

Dice come into play to add some unpredictability. Like, say you wanna leap over a lava pit. You roll the dice to see if you make it. The dice, the Game Master, you, and your fellow players all collaborate to create moments you'd never expect, and that's what makes role-playing super interesting.

It's a social thing, hanging out with friends and creating a memorable story together. There's no winning or losing, just experiences. Don't worry if it sounds complex After a session or two, you'll get the hang of it, promise.

## **Safety and Table Agreements**

We're all here to have a blast, right? But sometimes the lines between fiction and comfort can blur. That's why some safety measures are essential.

1. *Open Dialogue*: Before you even roll the first die, talk it out. What are the no-go zones? Some people might not be cool with horror elements, while others may draw the line at explicit content. Know your boundaries. Do this as a group or side-message the Game Master -- whatever it is, no questions asked.
2. *The X-Card*: Put a card with an 'X' on it in the middle of the table. If something uncomfortable comes up during the game, any player can tap the X-Card. No questions, no judgment -- it's a sign to skip the rest of the scene or the current topic and move on.
3. *Timeout Gesture*: Use a "T" made with both hands as a "pause" signal. If someone throws up the T, gameplay halts, and the issue gets discussed privately or as a group, depending on the situation. Use this when things start to tend in a direction you'd rather avoid, but you don't want to skip the scene.

## **The Test Drive**

Jumping into a full-fledged campaign is a bit like getting married on the first date. Why not take this game for a spin first?

## ***One-Shot***

Kick things off with a one-shot adventure -- an entire story told in just one session. Think of it like a pilot episode for a TV show. You'll get a feel for how the system works and see if the chemistry at the table is brewing.

## ***Mini-Campaign***

If your one-shot left everyone craving more, consider a mini-campaign. This is a short series -- think three sessions -- that allows for more development than a one-shot but doesn't lock you into a long-term commitment.

After the mini-campaign, if the stars have aligned and everyone's excited about playing more, then you're ready. It's time to set sail on a grand adventure.

## **Holding a Session Zero**

A Session Zero is a setup meeting between everyone before starting a major campaign. They should be held every once in a while to ensure the game is still working for everyone. Here are some important topics to hit.

### ***Scheduling***

First things first, sync those calendars. Decide on a recurring date and time for your game sessions. This could be every week, every other week, or even monthly. Just make sure everyone's on board. You'll also want to pin down the session duration and the venue -- whether it's in-person or virtual, make it consistent.

And hey, you're gonna be together for a while, so sort out the munchies and drinks. Take turns bringing snacks or potluck it. Also, set the stage for what happens if someone can't show up or runs late. Remember, everyone's clock is ticking; respect each other's time.

### ***Setting Expectations***

Now, onto the fun stuff. What do y'all want out of this game? High adventure?

Political intrigue? Cosmic horror? Hash it out. Make sure everyone's on the same page with the kind of stories you want to dive into and the types of characters they contain.

### ***Safety @ Table Agreements***

Let's not forget the ground rules. Your table should be a chill place for all involved. Use the [techniques we described above](#) and talk it out.

### ***Dive In: The Who @ The World***

If time allows, why not roll some characters? Get a feel for the heroes that will populate this tale. Maybe even create some elements of the world together. This is communal storytelling, so everyone should have a say in shaping the universe.

### **Dice Notation**

Say you see "3d6+4" or just a plain "d8". That "d" stands for die. The number on the left is how many dice you're rolling. If it's missing, you're just rolling one. The number on the right is the number of sides on the dice.

For "3d6+4", you roll three 6-sided dice, add the numbers, and then add an additional 4.

And for "d8"? That's just rolling one 8-sided die.

### **Rookie's Guide to Roleplaying**

Diving into roleplaying for the first time? Welcome! You're here to have fun, flex your imagination, and build epic stories with your buddies. Let's get you geared up with some pro tips.

#### ***Spotlighting***

Your character might be a show-stealer, but remember: this is a group activity. Give others their time to shine, too. If you notice someone's been quiet for a while, toss

them a bone or ask their character a direct question. A shared stage is a lively stage.

## ***Improvising***

The game's not gonna go as planned. That's not a bug; it's a feature. Embrace the chaos. If the Game Master or another player throws you a curveball, catch it and throw it back. Improvisation is where the real magic happens.

### ***"Yes, and..." @ "No, but..."***

These are your improv bread and butter. If someone throws out an idea, build on it instead of shutting it down.

- *Yes, and..* Accept the idea and add to it. "Yes, you sneak around to the other side and I'll introduce myself to distract them."
- *No, but..* Reject the idea gently while offering an alternative. "I don't think a direct assault is a good idea, but we might be able to lead them up these stairs and drop ball bearings down it while doing a direct assault there."

## ***Shared Storytelling***

You're not just a player; you're a co-author. Take the narrative reins when it's your turn and contribute your own flair to the story. The game becomes more engaging and rich when everyone adds their own ingredients to the narrative stew.

## ***The Rule of Cool***

Rules are guidelines, not sacred texts. If bending them a bit makes for a cooler, more fun moment -- go for it. Just make sure everyone's on board, especially the Game Master.

## ***Don't Block, Enhance***

Someone wants to do something a bit out there? Instead of saying it can't be done, offer a more challenging route for the same outcome or a different possibility.

Remember, you're all in this together. Play off each other's ideas, dare to take risks,

and most importantly, have fun!

## Character Creation

Ready to plunge into the game? Grab a pen, some paper, and your dice -- let's dive into it.

1. *Starting Currency*: Roll 3d6 and multiply it by 10. If you were to roll a 9, you would write down "90c".
2. *Hit Protection*: Toss a d6, and write it down as your "hp". Yeah, it's a cruel world.
3. *Abilities*: Roll 3d6, three times. Assign each result to your choice of Strength (Str), Dexterity (Dex), or Willpower (Wil).
4. *World Connection*: Work with your Game Master to figure out how your character fits into the universe. Are you an orphan with vengeance on your mind, or maybe a scholar in search of ancient relics?
5. *One-Sentence Backstory*: Craft a single sentence that sums up your character's past, but keep it open-ended. "Hunted by an unknown enemy, Mara became an expert at disappearing."
  - As you uncover the world's mysteries, start threading those elements into your backstory. Found a cult you want to dismantle? Maybe they're the reason you became a rogue.
  - Keep the chat going with your Game Master to refine your backstory as the game unfolds.
6. *Characteristics*: Scribble down characteristics that make your character pop -- things like their quirks, moral compass, and upbringing. Check out the [Characteristics](#) section for specific guidance.
7. *The Name Game*: We saved the hardest part for last, name your character and give us a snapshot description. What would someone on the street see if they looked at you?
8. *Gear Up*: Your Game Master will hook you up with some starting items. Could be a rusty sword or a mysterious talisman -- depends on your backstory, so talk to them. You can use your starting cash to buy some items now too.

Just like that, you're good to go! Welcome to the world, adventurer.

And hey, don't stop at just one! Feel free to whip up some sidekicks or alternate heroes. This lets you dispatch one character on a long-haul mission while still kicking butt and taking names with the main crew. Double the characters, double the fun.

## **Core Mechanics**

Look, the Game Master's not a rule stickler -- they're your narrative guide. Forget leaning on rules like a crutch; this game's all about immersive storytelling. Step into your character's shoes, team up, think on your feet, and use the game world to tackle whatever obstacles come your way.

### **Overview**

#### ***Rules are Guidelines***

Dice and rulebooks? They're just training wheels. Forget about thumbing through pages every five seconds. Your best tool is common sense. Sure, dice are used for risk and randomness, but you're mostly using real-world logic to steer the ship.

#### ***Character Capabilities***

The players define their characters by background and gear. A locksmith can pick a lock, an apprentice potion master can brew a potion -- simple. What happens when a character tries something? You use your noggin to decide based on what's reasonable and what they're equipped to do.

#### ***Telegraphed Danger***

If you're inching closer to a potentially explosive situation, expect the Game Master to drop some hints. They're not out to blindside you -- instead, they'll ratchet up the suspense by letting you know what you're getting yourselves into.

### **Characteristics**

Ready to breathe life into your character? These five themes help you craft



characteristics that'll serve as your character's internal compass.

1. *Core Belief*: This is the mantra your character lives by. It's their ethical or moral North Star.
2. *Dominant Trait*: What's the first thing someone would notice in a conversation with your character? Are they charming? Aloof?
3. *Greatest Fear or Vulnerability*: This is your character's Achilles' Heel, something they dread or can't escape.
4. *Signature Quirk or Habit*: This is that little behavior or routine that makes your character uniquely them.
5. *Hidden Desire or Goal*: This is the secret wish or objective that drives many of their actions, even if they never say it out loud.

## ***The Dual Nature***

Every characteristic has its upside and its dark side, noted as a second phrase. You're not just sketching a flat character -- you're drawing up a complex human being (or elf, dwarf, alien, whatever floats your boat).

## ***In Play***

Use these characteristics as your character's internal dialogue, especially when you're stuck on what to do next. They're not just fluff; they're functional. Use them to aid your roleplaying and engage with the characteristics of your fellow characters and non-player characters in the world.

And remember, characters evolve. Feel free to tweak these traits as the narrative unfolds.

## ***Examples***

Mastermind in a fantasy setting

1. *Core Belief*: "Life's a game, play to win." Thrives on competition but risks tunnel vision.
2. *Dominant Trait*: "Charisma." Easily rallies people, but can come off as

manipulative.

3. *Greatest Fear or Vulnerability*: "Irrelevance." Craves the spotlight but can overshadow important allies.
4. *Signature Quirk or Habit*: "Flips a coin for minor decisions." Adds spice to life but sometimes bypasses rational thought.
5. *Hidden Desire or Goal*: "Establish a legacy." Dreams of being unforgettable but risks sacrificing personal relationships.

### Hacker in a cyberpunk setting

1. *Core Belief*: "Information should be free." Empowers people but skirts legality.
2. *Dominant Trait*: "Analytical." Quick thinker but socially awkward.
3. *Greatest Fear or Vulnerability*: "Exposure." Protects identity fiercely but can be paranoid.
4. *Signature Quirk or Habit*: "Types with one hand while snacking." Multi-tasks but can be unprofessional.
5. *Hidden Desire or Goal*: "Expose corrupt corporations." Targets evil but can become a target themselves.

### Religionist in a post-apocalyptic setting

1. *Core Belief*: "Regrowth is possible." Optimistic to a fault, but can be naive.
2. *Dominant Trait*: "Empathy." Tends to people and plants, but may ignore harsh realities.
3. *Greatest Fear or Vulnerability*: "Erosion of hope." Relies on faith in a better future, but can be crushed by setbacks.
4. *Signature Quirk or Habit*: "Presses a flower into every journal entry." Captures beauty but can seem frivolous.
5. *Hidden Desire or Goal*: "Create a sustainable food source." Aimed at long-term survival, but takes attention away from immediate dangers.

## Abilities

- *Strength*: Your grit, your muscle. This decides how well you can take a punch or

break down a door.

- *Dexterity*: Think cat-like reflexes. This is how well you sneak around, think on your feet, and maybe even dance, if you're into that sorta thing.
- *Willpower*: This is your mental game. Resist temptation, avoid mental breakdowns, and cast magical spells -- if they exist in your world.

Keep an eye on these; they can take damage. Too much punishment and you'll need to rest to heal. Oh, and if any of these hit zero or less then your character is dead on the spot.

## **Saves**

Whenever you're in a jam, that's where a save comes in. Could be dodging a trap or trying to swim across a stream with one too many hunks of metal strapped to your back.

1. *Game Master Picks the Ability*: Your Game Master will tell you which ability is getting tested.
2. *Roll the Die*: Take a d20, give it a blow, and roll.
3. *Check Against Ability*: Low is good. Scored equal to or under your ability? You're golden. Overshot it? Well, something "fun" is about to happen to you.

When you're out of combat and flunk a save that causes damage, forget about your Hit Protection -- that damage is cutting straight to your Ability scores. Usually, it'll hit your Strength (thus triggering a Critical Injury check, yikes!) unless specified otherwise. Only Strength damage triggers a Critical Injury check.

If you're wandering through a corridor with your plate armor on but your shield isn't actively raised, here's how it goes down: Should a trap suddenly activate and fire bolts your way, your plate armor's damage reduction kicks in. However, because your shield wasn't up and ready, its armor value doesn't count this time.

## **Hit Protection**

Hit Protection is how you weather the storm in a fight, dodging and parrying to avoid

getting seriously hurt. Damage you take will drain your Hit Protection. But hey, catch a minute-long break and your Hit Protection is restored to its maximum value.

Hit Protection only applies when in combat.

## ***Armor***

Armor lessens the blow, plain and simple. Damage is reduced by your armor value and is from 0 to 3 based on the items you are wearing or wielding. It's capped at 3 no matter how much protection you have and it can't go negative.

## **Inventory**

You've got 15 slots -- these are everything from your character's worn armor and trinkets to their pockets, backpack, and hands.

- *Hand Slots (2)*: These are for items you're actively holding, like a flail or a magic wand.
- *Worn/Stored Slots (3)*: This is your wearable stuff -- armor, amulets, you name it. Worn bulky items use 2 Worn slots. If you don't use 'em, then they are treated like Stored Slots instead.
- *Stored Slots (10)*: Think backpack or satchel. This is where you stuff everything else, like potions or treasure.

It turns out, size does matter after all.

- *Normal Items*: One slot each. You can toss 'em a medium distance.
- *Bulky Items*: Take up two slots, these can only be thrown a short distance.

Some Hand items may be bulky, but only use 1 hand (1h). These take away a Stored Slot, but can be used with another 1-handed item. You might also find a non-bulky 2-handed (2h) weapon too.

## **Overload**

- Exceed your limit, and you've got to immediately drop something -- no ifs, ands,

or but.

## ***Changing Gear***

- *Worn Armor*: It's a mini project, taking a few minutes based on its complexity.
- *Other Worn Items*: Fast switch. Just 7 seconds or one combat action.
- *Held Items*: Super quick. We're talking 3 seconds or a single combat maneuver.

## ***Fatigue***

Feel wiped out? That fatigue steals one of your inventory slots. Fill up all slots with fatigue, and, well, it's game over.

Think ahead -- some items can stack on their own up to a limit in a single slot and other items can hold multiple items of the same type without using more inventory slots. Yup, that's right, you're getting items for your items. It's all about being prepared.

## ***Snap Decisions***

So your Game Master throws a wrench into your plan -- a surprise attack lands an arrow in your buddy's gut as you're running across a field with them, a trap triggers an axe to fall from the ceiling towards your fellow party member, you see a mysterious figure eye you before they dash into an alley while you're tailing someone else on crowded streets.

You've got 5 seconds to decide your move. No pressure, right?

## ***But Why?***

This ain't just to mess with you; it's to inject some real-world urgency into the game. Your character wouldn't have all day to think, and neither do you. It's a burst of adrenaline that can lead to unexpected and often thrilling outcomes.

## ***How to Prepare***

1. *Know Your Character*: Keep your character's abilities, characteristics, and

backstory front of mind. What would they naturally do in a tight spot?

2. *Inventory Quick-Check*: Keep a mental note of items that could be helpful in a pinch. Got a smoke bomb? Now might be the time to use it.
3. *Team Dynamics*: Remember, you're not alone (unless your character is, then, well, sucks to suck sometimes). How can your team member's abilities complement your actions?

## ***Decision Time***

Five seconds isn't long, but it's not zero. Take a breath, glance at your sheet if you need to, and make the call.

## ***After the Fact***

Whatever you decide, roll with it. Whether it's a brilliant move or a facepalm moment, it's all part of the story -- your story.

## **Combat**

### **The Golden Rule: Don't Be Stupid**

Combat's a last resort. Always aim for overwhelming advantage. But if you find yourself in the fray, your real objective isn't just "kill the bad guys." Usually you have other, more important objectives. But sometimes it might be smarter to run with your tail between your legs or de-escalate.

Live to fight another day.

## **Kickoff**

Combat starts when at least two folks who can reasonably defend themselves get into a fight (even if only one of them is aware that a fight is starting, surprise!).

Combat takes place in rounds and each round clocks in at 10 seconds of in-game time.

1. *Non-Player Character Intent*: Game Master lays out what the non-player

characters are planning.

2. *90-Second Huddle*: You and your team get 90 real-life seconds to plan your moves. You pre-coordinated, right?
3. *Showdown*: The Game Master adjudicates the outcomes. No takesies-backsies.

## **Surprise! You're Screwed**

Caught off guard? You only get 1 maneuver for the first round. Tough break.

## **What You Can Do In A Round**

Spit out your intentions to the Game Master during the 90-Second Huddle. You get one maneuver and one action.

Want an extra maneuver? Just spend one hit protection (if you have it).

### ***Maneuvers***

Think quick stuff: moving, switching gear, or hitting that big red button that maybe you shouldn't hit.

### ***Actions***

A maneuver, an attack, quaffing a potion from a stored slot, or any other focused effort falls here.

### ***Freebies***

Drop something, go prone, or shout a catchphrase -- incidental movements like these don't count against you.

## **Distances and Movement**

Don't sweat the specifics -- everything is relative; distances and movement are pretty fluid and abstract. As long as things are reasonable and logical, then we're all cool.

- *Engaged*: Whisper-close and in stabbing distance. Takes one maneuver to engage or disengage with someone safely.
- *Short*: Conversational distance. Costs one maneuver.
- *Medium*: Gotta raise your voice a bit. Maneuver cost depends on where you're coming from or where you're going to.
- *Long*: Time to yell. Costs two maneuvers spent in the same round.
- *Extreme*: Forget talking, they can't even hear you. Also costs two maneuvers spent in the same round.

## Attacking

An attack isn't just a single swing or shot; it's a whole dance of jabs, blocks, and feints. Your character's always aiming to hit hard and dodge fast.

1. *Roll Damage*: Whip out your weapon's damage die and send it for a spin. Unarmed attacks are d4.
2. *Armor Check*: Subtract the target's armor from the roll.
3. *Hit Protection*: What's left goes to tearing down their hit protection.
4. *Strength Damage*: Still have damage left over or did you hit the poor sucker while they had no Hit Protection left? The remaining damage gets deducted from their strength ability. Remember that part where if any ability hits zilch, then you're dead? Yeah, that applies.
5. *Critical Injury Check*: Oh, it only gets worse. Anyone who takes strength (not dexterity or willpower) damage has to make a strength save (yes, using their now reduced strength ability score). If they fail it, then they take a Critical Injury. Ouch.

## Critical Injuries

So you took a hit, huh? Not like "Oh no, my numbers are going down", I mean like an honest *hit*. A good \*thwack\* -- maybe you took an arrow to the knee, or that ogre clobbered you good. Time to see just how bad it is. I don't call them just "Injuries" for a reason, they're all critical and they all suck. After all, combat is a last resort (important enough to state it twice!).



Roll a d20 (make it exciting, roll this at the same time that you make your Critical Injury Check, but with a different colored die), and let's find out what the fates have in store for you.

d20 Roll	Severity	Effect Ideas
1-10	Short-Term Inconvenience	<ul style="list-style-type: none"> <li>• Dislocated Joint: Your arm hangs loose; better pop that back in.</li> <li>• Incoherent with Slurred Speech: Good luck casting spells or bluffing guards.</li> <li>• Blood Obstruction: Blood in your eyes blurs vision, in your ears muffles sounds, or on your hands makes gripping tough.</li> </ul>
11-16	Long-Term Hassle	<ul style="list-style-type: none"> <li>• Broken Bone: Ew, that's not how your leg's supposed to bend.</li> <li>• Broken Item: Hope that wasn't your favorite sword.</li> <li>• Concussion: See stars much? You're not at 100%, buddy.</li> </ul>
17-19	Lose Something Dear	<ul style="list-style-type: none"> <li>• Lose a Piece of Your Body: Yep, it's gone. Adapt or despair.</li> <li>• Lose an Item: Say goodbye to something you cherished. It's now useless or gone.</li> <li>• Lose a Memory: Who are you again? Vital knowledge or a precious memory, erased.</li> </ul>
20	The Big Sleep	Instant Death: No sugarcoating it -- you're toast. Time for a new character sheet.

Even after taking a critical hit, you're not down for the count -- you can still keep

fighting, but now with whatever challenges your character now faces.

Don't just shrug off that wound. Your Game Master got a whole bag of nasty tricks, from infections to making you bleed out. So, better have those bandages handy, and maybe some kind of disinfectant for the really ugly ones. No splint? No problem. Get creative with what you've got. Heck, a couple of sturdy sticks might just save your limb.

### ***Multiple Damage Sources***

When a target faces damage from multiple sources -- like twin blades or a swarm of attackers -- roll all the damage dice but only count the highest roll for the final damage. If you're swinging around dual weapons, you can focus both on one unlucky foe or split your wrath between two targets, all in one attack action.

### ***Ranged Attacks***

Characters are assumed to have their ammunition with them, so don't track arrows or bullets for mundane ranged attacks. Only keep track if you're firing off something special.

If you're caught in the heat of hand-to-hand combat or someone's swinging a melee weapon your way, using a ranged weapon is off the table. You can, however, still use your longer ranged melee weapons like a halberd.

### ***Blast Attacks***

Some attacks come with an area "Blast" feature, raining down damage not just on the target but everything nearby.

### ***Enhanced and Impaired Attacks***

If you've got the upper hand, your attack is enhanced, jacking up the damage to a d12.

On the flip side, if you're fighting from a disadvantaged stance, your attack is impaired, dialing the damage down to a d4.

## **Magic**

Magic's a wild ride that's not for the faint of heart. You're basically sending a memo to cosmic entities, asking for a favor. But even the best-written memos can backfire.

### **Tomes & Scrolls**

- *Tomes*: 200-500 ish pages of the real heavy stuff. The better the quality, the less chance your spell turns into a magical face-plant.
- *Scrolls*: One-time magic firecrackers. Use 'em and lose 'em. Oh, and these have quality ratings too.

Spell descriptions are more like guidelines than rulebooks. They capture the creator's initial thoughts, not every possibility. True magical prowess comes from creative thinking, from using spells in ways that even their creators never imagined.

### **Casting**

Wanna dial up the effect of your spell? The more of these you can do, the better off you'll be:

1. *Chat with the Game Master*: What do you actually want to do? What's your intended effect? This is required.
2. *Hands On*: Two hands on the tome. Or have a wand or something with the tome safely tucked away in a storage slot. This is practically required, otherwise you're going to end up with a much lessor effect (unless that's your goal).
3. *Mind & Body*: Think clearly, speak clearly, move freely.
4. *Alignment*: Being on the cosmic entity's good side helps.

Each cast takes about 7 seconds (1 combat action) and nicks you 1 fatigue point. Make a Willpower save to see if you've tamed the spell.

Scrolls do not cost fatigue, but still require a Willpower save to check for a miscast.

### **Miscasts**

Magic tomes and scrolls come with a quality rating, ranging from 1 to 20. If you botch the Willpower save to cast the spell, grab a d20 and roll it. Compare the result to the quality rating of the tome or scroll. Roll under or equal to the rating, and you'll face a small hiccup. Roll over it? Buckle up for something wild and unpredictable.

## **Rituals**

Rituals can be done solo, but are more effective as a group.

One main caster runs the show with their spell tome, with buddies to amplify (no scrolls allowed for this stuff).

The fancier the setup, the stronger the spell. But even a quick ritual mid-battle can give a spell the little boost it needs to make the impact you need.

### ***Assistant Casters***

No spell tome needed. But they can level up the ritual by:

- Having Free Hands
- Being Mentally Present
- Seeing & Hearing the Lead Caster
- Being Close to the Lead Caster
- Sharing Beliefs with the Lead Caster
- Taking a Fatigue

## **Learning Magic**

You don't just find spell tomes at a yard sale. Masters pass 'em down to trusted people. Crafting or copying a tome or scroll? You'll need a lifetime and you probably have better things to do.

## **Alchemy**

### ***Potions***

These liquid miracles do everything from healing wounds to boosting your muscle

power. Just keep in mind, chugging one down eats up about 7 seconds (1 combat action). Make it count.

## ***Poisons***

Now, for those who walk on the darker side, we've got poisons. Dab it on your blade or arrow tip, and give your foes a nasty surprise. It takes about 7 seconds (1 combat action) to apply it, so use your action wisely; a poisoned weapon can turn the tide of battle.

## ***Brewing Your Own***

Feeling crafty? With the right tools, ingredients, and a bit of downtime, you can brew potions and poisons yourself. Mastering the art of alchemy gives you an edge, whether you're mixing a fine drink or deadly toxins.

## **Enchanted Items**

Think of these as your gear, but with a magical kick. They're not just a sword or a shield; they're a sword that bursts into flames or a shield that can reflect arrows back at your attackers. Enchanted items elevate your game, making you more than just a wandering hero -- you're a force to be reckoned with. Keep your eyes peeled for these rarities; they can change your fate in a heartbeat.

## **Travel**

### **Hit the Road**

#### ***Hex Grid***

- *Standard Hex*: 8 hours of travel, two hexes a day.
- *Efficient Hex*: 5 hours, or three hexes a day. Think horseback or well-maintained roads in a fantasy setting.
- *Rough Hex*: 16 hours, just one hex a day. Bad weather, difficult paths, or maybe you're just being extra cautious.

#### ***Pushing***

Push too hard and you'll pay in fatigue. Each extra hex beyond your standard rate slams you with d6 fatigue. Roll it individually for each adventurer and creature with you.

So, wanna push for that third hex on foot? Be prepared to risk some wear and tear. It's a gamble; you feeling lucky?

## **Resting**

### ***The Ideal Rest***

Here's the drill:

- *Comfortable Spot*: No, a bed of spikes doesn't count.
- *6 Hours of Sleep*: Knock yourself out. Literally.
- *2 Hours of Light Activity*: Keep watch, sharpen your sword, or chat with your comrades. Do this before or after your shuteye.
- *Consume a Ration*: Save the best for last. Only consume a ration as the very last step.

### ***The Payoff***

Finish the 8-hour rest and consume a ration to get the following:

- *Shed Fatigue*: Roll 2d6 and kiss that many fatigue points goodbye.
- *Heal Up*: Each of your abilities gets healed by a d4, up to their maximum.

### ***Missed Rest***

Screw up your beauty sleep? Here's what's coming for you:

- *24 Hours After Your Last Rest*: Gain 1 fatigue.
- *Every 8 Hours After*: Pile on another fatigue point.

The clock doesn't pause just because you start to rest. Finishing is what counts. Keep that in mind.

## ***Rations***

Yeah, we're not talking five-star cuisine here. But food is food. One ration keeps you -- or any creature -- going for a whole day.

## **Weather**

Weather isn't just window dressing -- it's a game-changer. A sunny day might lift your spirits, but a storm could turn that mountain pass into a death trap. Rain can muffle footsteps, fog can cloak an ambush, and a blizzard? Visibility goes down, movement slows, and even the simplest tasks get harder.

Don't just glance out the window; prepare for what the skies have in store. The weather could be your greatest ally or your most unpredictable enemy.

## **For Hire Training**

So you wanna get better? Find a pro who can sharpen your abilities or bulk up your hit protection. Better stats mean pricier, harder-to-find mentors, so get ready to splurge.

## ***Abilities***

To level up an Ability, you'll need to spend as many days training as the score you're aiming for. The cost? Check the chart and break open that coin purse.

Score	Cost
4	51
5	115
6	259
7	584
8	1,314
9	2,956

Score	Cost
10	6,651
11	14,964
12	33,668
13	75,754
14	170,445
15	383,502
16	862,880
17	1,941,479
18	4,368,329

### ***Hit Protection***

Want to beef up your HP? You're looking at a week of training for each point you want to add. Check out the chart below to see what it'll cost you.

Score	Cost
2	270
3	810
4	2,430
5	7,290
6	21,870
7	65,610
8	196,830
9	590,490
10	1,771,470
11	5,314,410
12	15,943,230

### **Sidekicks @ Mercs**



Need extra muscle or a specialized skill set? Hire some sidekicks! You control them, but remember to keep the coin flowing. No pay, no stay. Negotiate alternative payments like loot shares if you're short on cash.

These hired hands stick to self-preservation and won't break their moral code. So, don't expect blind obedience.

- *Scout*: Dives into danger zones, but didn't sign up to fight anything. Have them hold your torch or some extra supplies. 5 money a day.
- *Brawler*: Won't go dungeon crawling or anywhere that spooks them, but throw 'em in a fight and watch the sparks fly. 15 money a day.
- *Expert*: Your go-to for anything non-combat. Magical potions, locks, you name it. 50 money for a day of work.

## **Squads**

Think of a squad as one organism with multiple heads, arms, and legs. It moves, fights, and acts as one unit. Same stats as a lone creature, but way trickier to take down.

### ***The Armor of Unity***

A solo attacker's gonna have a hard time breaking through. Attacks against squads are impaired (d4), reducing their impact.

### ***The Exceptions***

Blast attacks, rival squads, and vehicles? They hit squads just as hard as they would a single entity. No advantages there.

Oh, and if that squad is going after an individual? The attack is enhanced (d12).

## **Vehicles**

These mechanized beasts aren't pushovers; they take a beating before going down.

## Durability

Individual attacks against a vehicle? Good luck. You're looking at impaired damage, scaled down to a measly d4. Your personal blasters are more like annoying gnats to these metal giants. Find a suitable weapon and your Game Master won't impair the damage.

## Vehicle-Scale Movement

- *Close Quarters*: We're talking bumper-to-bumper, or maybe cannon-to-cannon if you're into ships. One maneuver puts you in or out of this danger zone.
- *Nearby*: A stone's throw away. Takes a maneuver to close in or back out.
- *Moderate*: Down the street. The maneuver cost is based on where you're going or coming from.
- *Far-Out*: Is that them? It's hard to tell from this distance. You're investing two maneuvers in the same round to bridge this gap.
- *Edge of the Horizon*: Yeah, you'll need a telescope. Also requires two dedicated maneuvers in one round.

Remember, we're keeping it logical, but this isn't rocket science. Just imagine the kind of epic car chase or dogfight in space you want.

## Game Master Advice

### **In-game advancement**

Players advance by improving their items and their personal, real-life, adventuring skills.

- Their first milestone is getting 3 armor with the mundane items they want and for the party to have some basic teamwork.
- The next typical step is some level of ability training.
- Eventually, they'll hit a wall with ability training and will need to find a better way to make money. This usually involves starting a town, building a castle, or starting a company together.

## Weapon Classes

Weapons are designed to have trade-offs between them that are more like side-grades. Different weapons are better in different situations.

Here's a list of examples with their stats (re flavor to whatever setting you're playing in). Inject some flavor by applying these stats to different weapon names (that mace can be a short sword without changing the stats).

- **Melee**
  - *Unarmed*: d4
  - *Battle-ax* (100 money): 2h; bulky; exploding d8 (if an 8 is rolled, re-roll the die and add 8 to the result, ad infinitum)
  - *Halberd* (100 money): 2h; bulky; short d8 (melee)
  - *Whip* (50 money): short d4 (melee)
  - *Mace* (50 money): d6
- **Ranged**
  - *Throwing Knife* (50 money): d4; medium d6
  - *Longbow* (200 money): 2h; bulky; long d6
  - *Shortbow* (200 money): 2h; medium d6
  - *Hand-crossbow* (200 money): medium d6 (spend maneuver to reload)
  - *Heavy Crossbow* (200 money): 2h; bulky; d6 (ignore 1 armor from target and spend maneuver to reload)
  - *Blowgun* (50 money): short (no damage); can apply bloodstream effects using darts
- **Magic**
  - *Wand* (300 money): medium d4 (treat spell tomes in stored slots as being held)
  - *Staff* (300 money): 2h; bulky; d6; medium d4 (treat spell tomes in stored slots as being held)
  - *Orb* (300 money): 2h; bulky; long d4 (treat spell tomes in stored slots as being held)

## Armor Classes

- *+1, bulky* (100 money)
- *+2, bulky* (300 money)
- *+3, bulky* (1000 money)
- *+1* (300 money)
- *+2* (1000 money)
- *+3* (5000 money)

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