

COREAC D100

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CORE RULES

A d100 (d%) roll-under, skill-based task resolution system for classic exploration-style adventure gaming. This living rules document (but not the gaming group itself!) assumes some familiarity with classic-style (“old school”) gaming. In particular, it presumes a traditional division of roles between players and a Referee, with the latter responsible for characterizing the fictional world and its inhabitants, as well as for creating interesting, dangerous situations for the characters to engage with, and for impartially adjudicating fictional actions and allowing the consequences of the player’s choices to unspool with neither fear nor favor.

The game assumes a high degree of autonomy from the players. Additionally, it expects that fictional social interactions—a key part of the game—will be resolved solely through roleplaying (not via Skill tests). It also presumes that relevant information about the world will be developed through roleplaying on both the player and character levels, e.g. through open conversation, probing questions, and the characters’ fictional activity—again, not through simple Skill tests.

Players are allowed (and encouraged) to generate multiple characters, called their **character stable**. At the beginning of each session, players choose one of their available primary characters to act as their avatar for the session, along with any companions and followers associated with that primary character. All other characters in their stable are considered to be “off screen” for the session.

The Dice Mechanic

Skills are rated on a scale from 01 to 100, with higher ratings better. A “test” or “throw” means the roll of two ten-sided dice (aka d100, d00, or d%), with one die always designating the tens digit of the result (10s), and the other die the ones digit (1s). The best possible roll is zero (0-0); the worst, 99 (9-9).

Tests are made when characters attempt to perform challenging tasks under pressure, and when failure would impose substantive consequences. (If these conditions are not met, *do not* resort to a Skill test; rather, adjudicate the action’s outcome normally, which usually means that the character either simply does the thing, or else that the thing is simply impossible.) Moreover, the Referee may sometimes require a character to make a Group Test on behalf of the entire party. In all cases, the results of a test stand until the situation changes substantially (so: no repeated attempts unless the situation changes).

If a throw is **equal to or less than** the character’s relevant Skill (as decided by the Referee), then the test is successful, and the character achieves their intent. If the test is directly opposed by another character (a “contested test”), then the character with the **higher successful throw** wins the contest.

Throws may be modified by $\pm 10\%$, 20% , or even 40% , based on the situation. The Referee determines what modifier, if any, applies to a test. (A rule of thumb: $\pm 10\%$ for modest factors, $\pm 20\%$ for major factors, $\pm 40\%$ for crucial factors.)

Characters score a **Critical Success** whenever they throw doubles (both dice show the same number) *and* the test is successful. The effects of a Critical depend on the type of roll being made:

- **Saves:** Completely avoid (not merely ameliorate) the negative effect.
- **Combat:** The attack inflicts twice the normal number of Hits.
- **Spellcasting:** Any variable, numeric effects are maximized, and Saves against the spell’s effect must be Critical to succeed.
- **Contested Skill Tests:** The highest Critical result wins the contest (e.g. a Critical “22” beats any normal, non-Critical success).
- **All Other Skill Tests:** Carry forward a $+20\%$ bonus to an imminent associated test, double the positive numeric result of a test, or else perform the test at hand more quickly, more effectively, by utilizing fewer resources, more safely, or so forth.

Throws of 99, on the other hand, always count as a **Critical Failure:** the task fails, and an additional negative consequence or penalty is imposed on the actor.

Skills

Skills represent a character's core capacities as it relates to the fantastic adventure genre. All Skills may be improved ("trained") as a character develops. For pragmatic purposes, the core Skills are arranged into four categories based on their typical usage and on particular rules that reference them.

- ↳ **Combat Skills** are used in combat to harm other characters.
- ↳ **Sorcery Skills** are used when casting spells.
- ↳ **Saves** involve a last ditch attempt to endure or ameliorate a hazard or other peril to which a character is subjected.
- ↳ **Adventuring Skills** encompass all other Skills. This category is open—the fundamental Adventuring Skills are listed, but additional Skills may be added at the discretion of the Referee and players, and certain Archetypes may gain additional, specialist Skills.

These **Saves** are typically used in the course of play to resist common perils:

- ↳ **Endurance:** toxins, tests of endurance, paralysis and petrification
- ↳ **Agility:** blasts, traps, evasion, dodging, reflexes, and balance
- ↳ **Charisma:** fear, mind-affecting spells, (default for) supernatural effects
- ↳ **Concentration:** interruptions, distractions, and learning new spells
- ↳ **Vigilance:** surprise and ambushes, traps

COMBAT

Brawling
Marksmanship
Heavy Weapons

SORCERY

Produce
Transform
Ruin
Reveal

SAVES

Agility
Endurance
Vigilance
Concentration
Charisma

ADVENTURING

Athletics
Bushcraft
Stealth
Medicine
Tinkering
Command

Note that certain Skills are deliberately omitted from these mechanics, including Skills relating to parley (diplomacy, negotiation), learning (arcane lore, history, religion), and reading people (empathy, insight), all of which are reserved for roleplaying (or for the Lore mechanics).

Skill Descriptions and Spot Rules

Note: Certain Skills involve special rules, which are described here. See the rules for combat, trauma/recovery, and spellcasting for additional Skill rules.

Heavy Weapons: Used for advanced weaponry like firearms or energy weapons, as well as for equipment designed for greater than antipersonnel use (e.g. artillery, hand grenades, explosives). Also used for advanced magitech weapons and weapon systems. Most heavy weapons suffer a substantial penalty when used as antipersonnel devices, though they also often carry devastating special attack rules such as blast damage, saves against automatic death or Wounding, and so forth. Primarily an intelligence-based Skill.

Command: When you eschew attacking during a Combat Round and instead direct your retainers, they may use your Command rating rather than their own Combat Skill rating as the basis for their attack throw. Apply a -10% penalty for each additional retainer (after the first) that you so direct during the Round.

Concentration: In addition to both Sorcery tests and also Saves against spell catastrophes, may be used as a single chance to learn new spells during play.

Charisma: In the old sense, as in “favored of the Gods,” whether through divine intervention, heroic destiny, exceptional talent, or just plain good fortune.

Stealth: Used for hiding and sneaking, as well as for casing enemy counterintelligence and security operations (when not resolved v. roleplaying).

Tinkering: Used to construct or disable traps, as well as for many design and light construction tasks during adventuring, such as improvising tools/supplies, building temporary fortifications or vehicles, jerry rigging devices, and so forth. Sometimes used at a penalty when interacting with advanced technology, though roleplaying is typically the required approach in such situations.

New Adventuring Skills

New Skills may be added as necessary to a character’s record sheet. These Skills may be called for by the shared fiction of the game, or they might be prompted for mechanical reasons (e.g. a Feature from a Specialty Archetype). In many cases, the new Skill will be acquired at the base number used in character creation. At other times, the new Skill might be derived from an existing Skill, or otherwise specified by either written rules or the Referee’s ruling. New Skills never duplicate the function of a character’s existing Skills.

Combat

During each Round of combat, each character can move a reasonable distance and take one substantial action, like attacking another character, casting a spell, rendering first aid, or so forth. The Referee will establish the time available to act during each Combat Round (a flexible measure of time, based on the situation, but usually between 20 seconds and one minute). The Referee also coordinates and adjudicates all movement, attacks, spells, and so forth. All actions within a given combat Round are imagined to occur simultaneously, except for spells, which instead take effect at the end of the Round.

To make an attack, test the relevant combat Skill:

- ↳ **Brawling**: close quarters combat; short range thrown weapons
- ↳ **Marksmanship**: firearms, bows, slings, blowguns, and the like.
- ↳ **Heavy Weapons**: cannons, gatling guns, explosives, futuristic weapons, etc.—often at a penalty when used against a single target.

Combat tests may be modified by situational or environmental effects. For example, shooting at a distant target at night might incur a -20% penalty (-10% each for distance and lack of visibility), while firing a cannon at a single, moving target might incur a -40% penalty.

When a combat test succeeds, the attacker inflicts a number of “Hits” against the Target’s HP equal to the number (0-9) showing on the 1s digit die of the throw, reduced by the target’s Defense rating (typically 0-3). A Critical attack inflicts double the normal damage (double the damage before applying any modifying factors, like Defense or bonus Hits.) A 1s result of “0” does not inflict any Hits, but instead allows a free combat stunt, like tripping or disarming the opponent. Finally, a 0-0 Critical additionally inflicts 10 Hits (rather than zero!).

Armor pieces may be checked off (once each per day) to Block a number of Hits. Shields block three Hits, while other pieces of Armor, such as helms or torso armor, block one Hit each. Each piece of Armor occupies one Slot.

Certain factors may modify the Hits inflicted by a successful attack. For example: wielding (a) weapon(s) in both hands inflicts +1 Hit; improvised weapons inflict -1 Hit; and a target in cover prevents one Hit. Certain weapons and Features may inflict additional Hits or even bypass Defense and Armor.

Successful attacks against surprised, unsuspecting, or flat-footed enemies automatically score a Critical (double the rolled 1s die, regardless of the result on the 10s die), and the target must Endurance Save versus Incapacitation.

Health, Trauma, and Recovery

Characters begin play with ten points of **Hit Protection (HP)**, which represent a holistic resilience against lethal harm, and which are reduced through attrition during combat. Additional HP may be gained through Advancements or Class Features. Regardless of source, HP is capped at a global maximum of 30 points.

Characters are always either “Healthy” or “Wounded.” The “Healthy” status track begins and is capped at the character’s full HP, while the “Wounded” status track begins and is capped at ½ of the character’s max HP.

When a character who is Healthy is reduced to zero HP, that character becomes Incapacitated and switches to the Wounded track. (Ignore any excess Hits—Hits do not “roll over” against the Wounded track’s starting HP of ½ max).

While Incapacitated, a character cannot act, and they must receive first aid in a timely manner lest they perish from their wounds.

- During combat, the Incapacitated condition may be removed if an ally spends their Action rendering aid and passes a Medicine Skill test.
- Outside of combat, Incapacitation is automatically removed when the company spends a Turn recovering from combat (see below).

While Wounded, a character is seriously impaired and risks mortal injury. If a Wounded character is ever reduced to zero HP, they immediately succumb to their wounds and perish. Moreover, Wounded characters frequently suffer a penalty to strenuous Skill tests, depending on the nature of their wound (which will typically be detailed by the Referee). The “Wounded” status may be removed by a successful Medicine test following a week of comfortable rest.

When the company spends time recovering from combat damage, they must spend a point of “Medicine and Bandages” (see “Company Resources,” below) and dedicate an Exploration Turn to tending to their wounds. When they do, each conscious character who passes a Medicine test may restore 5 HP for themselves or for a single allied character. In addition, any Incapacitated characters are stabilized (thereby losing the Incapacitated condition, and with it, the risk of immanent death and the inability to act).

After a comfortable night’s rest, Healthy characters regain all lost HP (up to their full HP), as well as access to any depleted Spells and spent Mana Dice. Certain Class Features may also replenish at this time. Wounded characters, on as usual, only recover to ½ their full HP (the cap, while wounded).

Spellcasting

Characters can cast ready (not yet depleted) spells that they know. To do so, make a Sorcery Skill test of the type specified in the spell's description. On success, the spell takes effect at the end of the Round. On failure, the spell effect still occurs, but the character then loses access to the spell until they rest comfortably for the night (the spell is “lost” or “depletes” for the day).

Time and focus are necessary to cast a spell. Spells take a full combat Round to take effect, and the caster cannot move while casting the spell. If the caster is harmed during the Round while casting, they must pass a Concentration test. On failure, the spell does not take effect, and the spell is depleted for the day.

Unwilling targets may make a Save to ameliorate a spell's effect. A successful Save will typically reduce the duration, magnitude, or severity of a spell effect, but will not typically negate that effect entirely. Critical Saves, however, will typically obviate the spell's effect altogether.

Spell effects often depend on the roll of one or more Mana dice. Each successfully cast spell automatically benefits from one free d10 Mana die. If a character has any additional Mana dice available (e.g. from Class Features), any number of those dice—whether d6s or d10s—may be spent and added to the roll. (By default, additional Mana dice from a character's reserves are six-sided dice, though some characters will eventually develop d10 Mana dice, as well.) All spent Mana dice are recovered following a comfortable night's rest.

Many spells use [Keywords] based on the roll of the Mana dice associated with the spell. For example,

- **[Highest]** means “the single highest result showing on any rolled die.”
- **[Sum]** means “add together the results of all rolled Mana dice.”
- **[Dice]** means “the total number of Mana dice rolled” (regardless of their die type or the rolled result).

Spells create unique effects: each spell can only cause a single active effect at once. If a spell is cast again before its effect would otherwise end, the ongoing effect immediately ceases and is replaced by the new casting. Spellcasters may create any number of concurrent, unique spell effects, though they can usually only control, manipulate, adapt, or otherwise direct a single spell at a time. Unless stated otherwise, ongoing spell effects typically last for [dice] hours.

Characters cannot ever know more than 20 spells, though they may choose to permanently “forget” (release) spells they know at any time.

Lore

When you ask the Referee a question, they will respond with common knowledge about the topic that your character may have encountered. If you have a relevant Lore, however, you are instead entitled to ask questions of the form: "Based on my knowledge of [Lore], (specific question)." The Referee will then respond with abundant esoteric knowledge about the specific question.

Lore is gained through play, especially through Projects (see "Downtime," below). For example, it typically takes eight ticks of self-study to develop a new Lore, given access to appropriate experiences or resources for study, though two ticks of progress may be made under the instruction of an expert (who must be paid a substantial sum for their services, often 500 Coin per week).

Companions

Companions are secondary characters associated with a main character, and they are controlled by that character's player. Companions function just like primary characters, except that they develop more slowly: Companions only gain one Advancement chance at the end of each session, and they only gain ½ xp per session. If a Companion retires or dies, the main character may recruit a replacement the next time that they visit a settlement and take the "Recruitment" Downtime Action.

Followers and Familiars

Followers are extras associated with a main character. Unlike player characters and Companions, Followers do not gain Advancements or Experience Points, and they are tracked with simplified statistics. Moreover, they are not replaced if they die or retire. For each Follower, record and use only a master percentile rating for each *category* of Skills (Combat, Sorcery, Save/Saving Thow, and one or more Occupational Skills like "Blacksmith" or "Thug"). In each settlement, the Referee will offer Followers with different statistics (and prices) for hire. (Sorcerer's Familiars are a special type.)

Common Follower archetypes include:

- ↳ **Laborer:** Combat 20%, Sorcery 10%, Save 35%. Manual Laborer 55%.
- ↳ **Mercenary:** Com 40%, Sor 10%, Save 35%. Soldier 45%. 15 HP, Defense 1.
- ↳ **Veteran:** Com 55%, Sor 15%, Save 40%. Soldier 60%. 20 HP, Defense 1.
- ↳ **Adept:** Com 15%, Sor 60%, Save 35%. Sage 55%. Core Spells, +1 random.
- ↳ **Tradesman:** Com 20%, Sor 10%, Save 30%. [Trade] (e.g. Carpentry) 70%.
- ↳ **Sorcerer's Familiar:** Com 20%, Sorc 50%, Save 30%. [Animal Nature] 70%.

CHARACTER MANAGEMENT

Creating a New Character

When you create a new primary (main) character, complete each step in order:

1) Hit Points

Set your maximum Hit Protection (HP) to 10.

2) Core Archetype

Choose a Core Archetype: Warrior, Sorcerer, Explorer, or Scoundrel.

Immediately gain that archetype's Starting Benefits:

- **Warrior:** Gain +5 max HP and Defense 1.
- **Sorcerer:** Gain *arcane blast*, *second sight*, and 2 random spells (may choose to roll on two specific spell tag lists, if desired).
- **Explorer:** Choose +3 Trained Skills (during Step 5).
- **Scoundrel:** Gain either Subterfuge or Thievery as a bonus Signature Skill, and the other as a bonus Trained Skill (Steps 4 and 5). Gain 3 xp.

3) Heritage Archetype

Choose a Heritage Archetype available to you. (The only Heritage Archetype that is always available is Standard Human. Others may be unlocked through play.) If that Heritage Archetype has a Starting Benefit, gain it immediately.

4) Signature Skills

Choose four Signature Skills, and set each to 75%. (Alternatively, set all to $54+6d6\%$). You **cannot** select all skills in a given category as Signature Skills—for example, only two of the three Combat Skills may be chosen, or only up to three of the four Sorcery Skills, and so forth.

5) Trained Skills

Choose four Trained Skills, and set each to 60%. (Alternatively, set all to $46+4d6\%$). You **cannot** select all skills in a given category as Trained Skills, although a category can consist entirely of a mix of Signature and Trained Skills.

6) Remaining Skills

Set all remaining Skills to 30%. (Alternatively, set all to $23+2d6\%$).

7) Starting Gear

Determine your starting gear (below).

STARTING GEAR

In addition to the below, each character begins with appropriate clothing, a backpack and basic survival gear (knife, canteen, fire starter, etc.), and four choices of: a weapon, box of ammunition, piece of armor, or tool/expendable. Each character also gains three pieces of random gear from the table below.

Random Starting Gear (Roll d30 three times)

- | | |
|-----------------------------------|------------------------------------|
| 1. Small Obscene Artwork | 16. Three Animal Snares |
| 2. Heavy Iron Manacles | 17. Pickax |
| 3. Set of Powerful Magnets | 18. Grappling Hook |
| 4. Box of Small Silver Bells (2+) | 19. Spyglass |
| 5. Pouch of Caltrops (2+) | 20. Wooden Drum |
| 6. Pouch of Ball Bearings (2+) | 21. Tin Penny Whistle |
| 7. Strong, Fast-Acting Glue (4+) | 22. Medical Instruments |
| 8. Fishing Pole and Fine Net | 23. Opulent Attire (1 Set) |
| 9. Pouch of Hallucinogens (4+) | 24. Hand Mirror |
| 10. Bottle of Strong Spirits (2+) | 25. Smoke Bomb |
| 11. Vial of Strong Acid (4+) | 26. Trained Dog (4 HP, Atk 40%) |
| 12. Alchemical Lubricant (2+) | 27. Hunting Bird (2 HP, Atk 30%) |
| 13. Pack of Strong Incense (2+) | 28. Bag of 2d6 Rats or Baby Snakes |
| 14. Flask of Animal Scent (2+) | 29. Goat or Sheep |
| 15. Bundle of Fireworks (2+) | 30. Three Chickens |

Advancement and Experience

At the end of each game session, choose three different Skills. Throw d% for each chosen Skill: if you roll **higher than** the current rating (the opposite the normal test procedure!), then increase that rating by one point (e.g. from 56% to 57%). Alternatively, you may trade all three of these attempts to gain +1 maximum HP, up to the global limit of 30 HP.

In addition, at the end of each session **and** whenever the company successfully recovers a Treasure Horde, gain one Experience Point (xp) to spend on Features from any Archetype that your character has unlocked (but not on Features from one of the other three Core Archetypes, which are mutually exclusive). You may only spend 6 xp on Features from each of your Specialist Archetypes.

Retirement

At the beginning of any session, players may choose to retire a primary character. If they do, they may create a new replacement character who inherits 2/3rds of the retired character's total accumulated Experience Points.

CORE ARCHETYPES: FEATURES

Common Features (All Characters)

Features may be purchased from this list by any primary or companion characters.

Grit (2 xp): Gain +1 HP (max 30 HP).

Training (2): Gain +2% to any one Skill of your choice.

Arcane Initiate (2): Gain a random Spell (max 10 Spells).

Retinue (*): Gain a Companion: Animal Companion, 3 xp; Core Archetype, 4 xp.

Warrior

Toughness (1 xp): Gain +1 HP (max 30).

Juggernaut (3): Gain +1 Defense (max 3).

Martial Expertise (1): Gain +2% to a Combat Skill of your choice.

Whirlwind Attack (2): You may attack all adjacent enemies at a -30% penalty.

Cleaving Blow (2): When your melee attack fells an enemy, you may make a bonus attack against an adjacent enemy at -20% (cumulative).

Break Anything (1): You can perform feats of strength like bending bars, crushing stone, lifting huge weights, and so forth.

Tactical Mastery (1): Improve Command by +4%.

Squire (3): Gain a Warrior Companion.

Explorer

Superior Senses (1 xp): Your senses are exceptionally sensitive and accurate. In addition to other narrative benefits, increase Vigilance by +20%.

Specialist (1): Gain +3% to a non-Combat, non-Sorcery Skill.

Agile Defense (3): Gain Defense 1 (max Defense 2).

Lucky (2): Gain +1 Luck (max 3). Spend Luck to swap the 10s and 1s dice on a test.

Disappear (2): You can try to hide in the slightest cover, even while observed.

Animal Companion (2): Gain an animal Companion suitable for the locale.

Sidekick (3): Gain a Companion (from any of the four Core Archetypes).

Sorcerer

Bind Spell (1 xp): Gain a random Spell. You may choose to roll for the Spell on one of the two Spell Lists chosen during character creation (max 20 spells).

Puissance (1): Gain a d6 Mana Die, or improve an existing d6 Mana die to a d10 (max 10 Mana dice of any type).

Sorcerous Expertise (1): Gain +2% to a Sorcery Skill of your choice (max 100%).

Fell Blast (2): When you cast *arcane blast*, add a d10 Mana die for free (max 3).

Blood Magic (1): When you fail a Sorcery Skill test to cast a spell, you may immediately spend 1 HP to reroll the test. The second result stands.

Familiar (2): Gain an intelligent, speaking magical animal familiar (a special type of Follower). Your familiar has zero HP, but if it perishes, it will be reborn the following day from an effigy of sticks and mud (or similar).

Hybridize Spell (1): Combine two spells that you know into a new spell. Randomly determine which of the parent Sorcery Skills is inherited.

Apprentice (3): Gain a Sorcerer Companion.

Scoundrel

Jack of All Trades (1 xp): Gain +1% to three different Skills (max 100%).

Magic Trick (1): Gain a random Spell from a list of your choice (max 10 spells).

Backstab (1): Inflict +1 Hit against foes already engaged with an ally (max +5).

Friends in Low Places (1): In any town, you can always freely make underworld contacts who will traffic in information or black market goods.

“Friends” in High Places (1): You can always freely learn a person’s price, as long as they’re in a position of power or authority.

Breaking and Entering (1): You leave no trace when you pick a lock or break into a secured room. You may also set the lock behind you, if you wish.

Mimicry (1): After observing a person, you may disguise yourself to look just like them (given reasonable materials). With a successful Subterfuge test, you may also expertly mimic their voice and mannerisms for an Exploration Turn.

Silver Tongue (2): As long as you keep up rapid palaver, a typical interlocutor will treat whatever you say as credible. (Test Subterfuge vs. skeptical marks.)

Flunkey (1): Gain an unsavory henchmen (archetype-less Companion) of questionable intelligence and skill who is highly motivated to impress you.

EXPLORATION PROCEDURES

Inventory and Encumbrance

Characters may carry ten Inventory Slots of gear. Items of negligible encumbrance, like signet rings or similar tokens, may be carried for free. Otherwise, each significant item occupies one Slot. Particularly cumbersome items may occupy two or more Slots. Each filled Slot beyond the limit imposes a -10% cumulative penalty to all Skill tests.

Consumables and expendables use a special Depletion rule. After using a partial amount of such an item (anything with a listed Depletion rating, from 1+ to 6+), throw a d6 equal to or higher than that item's Depletion rating (default 2+) to avoid using up the item. ("Save versus Depletion.") On failure, the item is expended. On success, enough remains to be used again, but increase the Depletion rating by one (e.g. from 3+ to 4+). On a six, a usable amount of the item always remains.

Equipment Costs (Guidelines)

Weapons and Tools

Basic Weapon or Tool: 10 Coin
Chemicals/Drugs: 50
Martial Weapon/Ammo: 100
Explosives: 100
Luxuries: 200

Animals

Livestock: Small 100, Large 200
Riding/Pack Animal: 150
Trained Dog or Raptor: 200
Warhorse: 500, Exotic Beast 1k

Retainers

Mercenary: 600 Coin
Veteran: 800 Coin
Adept: 1k
Laborer: 200 Coin
Tradesman/Specialist: 400 Coin

Services

Forthcoming.

Buildings

Small 1k, Large 5k, Estate 50k
Palisade Walls 1k, Stone Curtain 15k
Tower House: 10k
Frontier Fort: 35k
Castles: Lordly 100k, Royal 250k+

Vehicles

Wagon: 150 Coin
Small Watercraft: 250
Sailing Vessel: Small 1k, Large 5k

Company Resources

Certain resources are carried communally by all characters, and thus are tracked on a separate “Company Sheet” rather than in characters’ personal inventories. Up to twelve points of each resource may be carried by the company. The price per point for each resource is listed alongside the descriptions above.

COMPANY RESOURCES

- **Fuel:** Oil (or occasionally torches) for lanterns and/or starting fires. (10 Coin)
- **Rations:** Food and water. (20 Coin)
- **Rope:** 30’ increments. (20 Coin)
- **Medicine and Bandages:** Required for rendering first aid. May spend a point for a 50% chance to possess/brew an antitoxin or poison. (50 Coin)
- **Tools and Sundries:** Quantum basic tools and expendables like hammers, axes, rolls of canvas, handfuls of iron nails, fishing nets, chalk, and so forth. Spend a point for a 50% chance that a given item can be “pulled” from supplies and placed into a character’s inventory. (10 Coin)

Wilderness Exploration

During Overland Travel, there is a 20% each morning and evening that the company will face a Random Encounter. In addition, Skill tests may be required at certain times (e.g. when facing wilderness hazards, navigating, and so forth).

After each day of wilderness exploration, the company must also expend one Ration, or else gain the “**Exhausted**” condition, which occupies an Inventory Slot, imposes a -10% penalty to all tests, and can only be cleared following a full day of comfortable rest and recovery.

In lieu of traveling for the day, each character may each make a **Wilderness Action**, like foraging, crafting supplies, scouting the surrounding area, etc.

SPOT RULES FOR WILDERNESS EXPLORATION

- **Gathering Food:** Bushcraft. On success, gain one point of Rations.
- **Foraging for Herbs:** Bushcraft. On success, 1-in-6 chance of a Rare Herb. Otherwise, gain a point of “Medicine and Bandages.”
- **Creating Torches/Oil:** Tinkering. On success, gain one point of Fuel.
- **Tracking:** Bushcraft. +30% for a dog, +10% for a hawk or similar.
- **Navigating/Finding the Trail:** Bushcraft. +10% for a landmark. +30% for a good map.
- **Scouting:** 50% chance to discover a hidden feature in the area, if any.

Dungeon Exploration

During Dungeon Exploration, the Referee will make one Random Encounter Check per **Exploration Turn** (roughly 10 minutes of time) that the party spends exploring. Most core dungeon crawling actions (fighting, searching, interacting, parley) require a Turn to complete. The Random Encounter Check may signal a **Random Encounter**, an **Omen** (sign or sighting), or a null result. A second Omen result in the same delve is typically treated as a Random Encounter. Following an Encounter, the company must expend one Fuel resource.

If the characters try to rest in the dungeon, they must first pass an Exploration Turn without an Encounter. When they do, they may then following the normal “recovering combat damage” procedures (above).

Treasure

Treasure Hordes are measured in Coin, though they may consist of a mix of coinage, jewelry, fine crafts, and so forth. Non-cash hordes must often be transported in Inventory Slots—for example, each Slot of a given treasure horde might contain 1k Coin of silks or 3k Coin of spices. Some treasures may be sold for several times their face value if a suitable collector or other patron is found.

Typical Treasure Amounts:

- Large Purse: 500 Coin
- Minor Stash: 1k
- Modest Horde: 3k
- Major Horde: 10k
- Enormous Horde: 25k

Relics and artifacts include priceless magical weapons, armor, arcane devices, tools, and other gear. They typically provide unique powers to provide additional options to characters—some permanently, others in a limited manner—and thus are a primary way that characters increase in power and capability. Artifacts are functionally priceless.

Shrines are places imbued with magical power. Many grant blessings (or occasionally, curses) to characters who visit or who engage in special rituals or triggers at the shrine. Each shrine is unique; players are encouraged to experiment with, inquire into, or boldly activate newly discovered shrines. Shrines' effects may be temporary or fleeting, but usually involve permanent change or improvement. (Shrine effects may also occasionally be dangerous, especially to lend some risk to shrines that grant powerful improvements.)

The Monster Menu

Rare monstrosities may be harvested. When a monster is butchered, roll 1-3 times to determine which cuts are secured (and their benefits).

Monster Menu	
Roll*	Cut (Benefit)
1-3	Scraps: No benefit from eating.
4-5	Meat: Regain 10 HP.
6-7	Viscera: Remove any mundane or supernatural affliction affecting a character, e.g. a poison, curse, etc.
8-9	Bones: Gain +1 maximum HP (max 30).
10-12	Rare Organ: Roll 1d6 on the Rare Organs sub-table (below).
13-14	Heart: Gain 3 xp.
15-16	Brain: Learn a random Spell that the monster knew. (If none, a random Spell thematically related to the monster.)

*Minor Monster: 1d6 | Major Monster: 1d10 | Ancient Monster: 1d12+4

Monster Menu: Rare Organs (d6)	
Roll	Organ (Benefit)
1	Eyes: Gain a special sense possessed by or thematically related to the monster, such as infrared vision, <i>tremorsense</i> , <i>death sight</i> , second sight, or <i>poisonsense</i> .
2	Spinal Cord: A measure of the monster's intuitive knowledge passes to you: gain a Lore thematically related to the monster.
3	Tongue: Natively speak a language known by the monster. Whenever desired, you may speak in the beast's own voice.
4	Glands: Gain a random beneficial Mutation associated with the monster.
5	Teeth, Claws, or Horn: Incorporate into a weapon to inflict +2 Hits.
6	Hide or Scales: Incorporate into a piece of Armor for +2 Block.

Mutations

Characters may experience temporary or permanent mutations from a variety of sources. (Many sources may permit an Endurance Save against unwanted mutation.)

Type of Mutation (d6)	
Chance	Type
75%	Beastfolk (d42)
15%	Body Modification (1d12)
10%	Perilous Mutation (1d10)

SAFE HAVEN PROCEDURES

The players may choose to pass time in a safe place, like a secure camp, a fortified settlement, or a town. Downtime spent in such places is typically measured in weeks.

Downtime Actions

During each week of Downtime, characters may take a single Downtime Action. Common Downtime Actions include recruiting companions and followers, recovering from serious wounds, making contacts and collecting rumors, completing research, carousing, conducting trade, establishing a business or a stronghold, etc. The Referee may establish suitable Downtime minigames for such activities as interest the players.

Long or complex Downtime Actions may be modeled as Projects. Projects, in essence, are a flexible tool used to streamline Downtime activities. Projects typically require several “ticks” of progress to complete. The Referee will say how many ticks a given Project might require, as well as whether the character must pass Skill tests, spend money or resources, or otherwise earn each “tick” of progress.

COMMON DOWNTIME ACTIONS

- **Recuperation:** Bedrest and rehabilitation to recover from the Wounded condition (requires a successful Medicine test at the end of the week to clear).
- **Recruitment:** Refresh any deceased/retired Companions with fresh character(s), and hire any number of Followers (for Coin).
- **Study:** Increment an 8-tick Project to gain a Lore. May pay 500 Coin for an extra tick resulting from expert instruction (if available).
- **Gambling:** Spend 100 Coin. Gain 2d6 x 15 Coin. 5% chance that you incur a major debt (50% chance: with an underworld personality).
- **Contacts:** Make contact with a political, underworld, commercial, military, or other authority figure. 10% chance per 50 Coin spent (max 95%). +20% for a good reputation in the settlement. 10% chance that an interested third party takes notice of your inquiries.
- **Crafting:** Tinkering test (+20% for relevant Lore, -20% for complex or innovative items). Standard goods cost $\frac{1}{4}$ of their Purchase Price to craft. On failure, this materials cost is wasted. Complex jobs may be treated as a Project.

Estates and Strongholds

Strongholds are developed narratively, by securing land; constructing, seizing, or repairing physical infrastructure; and hiring retainers, staff, and so forth. Strongholds can function as “home bases” for the characters, and often play a key role in binding the characters to the setting.

Strongholds use the “Season” for time and recordkeeping-associated game mechanics, and may periodically require upkeep costs (or, occasionally, upkeep-related activities by the owning character). As a rule of thumb, such costs usually equal 10% of the total cost of the Stronghold, and are assessed roughly once per Season (or after adverse events, such as a siege of a fortified camp).

Strongholds provide major narrative benefits and open up new options for play. For example, libraries may provide resources for studying Lore; a smithy may provide free crafting; vineyards, orchards, or caravansaries may provide income; town infrastructure may provide additional population, staffing, hirelings, or militiamen; stables may provide access to horses, or kennels to trained dogs; and barracks may provide skilled men at arms.

As a rule of thumb, **economic assets** (agricultural, horticultural, and trade facilities, etc.) typically generate 1% of their cost as passive income each session, while **productive assets** (stables, kennels, forges, etc.) typically allow relevant gear to be purchased for 50% of its list price, and/or periodically provide free goods (e.g. two horses or four mules per season; one free dog per session; 10 free Rations per season; etc.).

SPELLS

Core Spells

- **Arcane Blast (Ruin):** Strike a nearby creature or object with destructive energy of a type distinctive to each sorcerer. The spell inflicts [highest] Hits that bypass Defense and cannot be blocked by Armor. Whenever you fail the spellcasting test for this spell, you may suffer 1 Hit to prevent it from being depleted. [elemental]
- **Second Sight (Reveal):** You can detect magic, sense hidden features, perceive invisible or spiritual beings, and intuit nearby creatures' dispositions. [knowledge, mind]

Spells (1D100)

1. **Bewitch (Reveal):** [Dice] creatures consider you as an old friend until you are no longer in their sight. [mind]
2. **Calling (Reveal):** Summon a nearby natural beast to obediently serve you for [highest] hours. [nature]
3. **Celerity/Torpor (Transform):** A creature or object moves much more quickly or slowly than usual for [dice] Turns. [body]
4. **Counterspell (Ruin):** Cancel the effect of a spell or suppress an enchantment. May be used instantaneously in response to another spellcaster. [metamagic]
5. **Elasticity (Transform):** A creature's body becomes extremely stretchy. [body]
6. **Fabricate (Produce):** Create the facsimile of any object that a journeyman could craft with [dice] days' work. [conjury]
7. **Fog (Produce):** Dense fog covers an area for [sum] Turns. [conjury, elemental]
8. **Golems (Produce):** Fashion [highest] one-foot-tall homunculi who possess the intelligence, coordination, strength, and eagerness of a typical three-year-old. [conjury]
9. **Goo (Produce):** Coat [dice] objects or small areas with thick, extremely sticky slime. [conjury]
10. **Hindsight (Reveal):** Concentrate to observe a scene from the history of an object or place at hand. [knowledge]
11. **Hologram (Produce):** Create a convincing, dynamic visual illusion of a creature, object, or material. [mind, conjury]
12. **Hover (Produce):** An object effortlessly hovers a short distance above the ground. It can hold up to [highest] persons or proportional weight. [conjury]
13. **Liquid Air (Produce):** The air around you becomes swimmable. [elemental]
14. **Scry (Reveal):** You can see through the eyes of a creature that you have touched today. [knowledge, mind]
15. **Sculpt Elements (Transform):** Inanimate matter responds like wet clay in your hands. [elemental]

16. **Shroud (Reveal):** [Dice] creatures or objects become invisible to mortal creatures until they shift position. ^[mind]
17. **Skinwalker (Transform):** Transform into any natural beast whose organs you've eaten, whole and raw, for up to [sum] Turns. ^[body, nature]
18. **Sleep Dust (Ruin):** Everyone in a small area falls into a deep natural slumber. ^[mind, body]
19. **Ward (Produce):** A small circle appears on the ground. Choose [dice] things that cannot cross it: living creatures, dead creatures, projectiles, metal, or spells. ^[body, metamagic]
20. **Zombify (Produce):** Permanently re-animate [dice] fresh corpses. Zombies are energetic and eager to serve, albeit dimwitted and rather literal-minded. When the spell ends, any remaining zombies roam free. ^[death]
21. **Acid Spray (Ruin):** Spray corrosive acid from your outstretched hand (dealing [sum] Hits to any target). ^[elemental, conjury]
22. **Anthropomorphize (Reveal):** A nearby creature gains human intelligence or appearance for [dice] days. ^[nature]
23. **Avatar of Nature (Transform):** Speak with any beasts that run, fly, or swim; cause one beast to double in size; or step into one tree and out of any other within sight. ^[nature]
24. **Babel (Reveal):** [Dice] people that you touch become fluent in all forms of communication. ^[knowledge]
25. **Befuddle (Ruin):** [Sum] people cannot form new short-term memories for the duration of the spell. ^[mind]
26. **Binary Fission (Transform):** Split your body into [dice] additional copies. (Divide HP as desired, but share all other game-mechanical resources.) The bodies cannot recombine. When the spell ends, the weaker bodies dissolve into clotted blood. ^[body]
27. **Black Speech (Ruin):** You may communicate with vile creatures or their allies, including demons, undead, hateful spirits, and vermin that creep or crawl. When you loudly recite dark incantations in Black Speech, mortals who hear are reduced to retching and vomiting. ^[death]
28. **Bounty (Reveal):** You intuit the exact direction to the nearest hidden stash or valuable treasure. ^[knowledge]
29. **Buoyancy (Transform):** [Dice] persons or objects' weight (and density!) is increased or decreased by up to 99%. ^[body]
30. **Call Lightning (Produce):** Call down a bolt of lightning. You may trap it in a metal item, which can stun creatures on contact. You may release the bolt later for [sum] Hits in a long line. ^[elemental]
31. **Carapace (Produce):** A nearby creature gains [dice] Defense (max +3) for [highest] Turns. ^[body]
32. **Conduit (Reveal):** Imbue [dice] items with your presence. You may meditate to perceive an item's surroundings or use it as a relay for casting spells. ^[knowledge, metamagic]
33. **Cripple (Ruin):** Incapacitating waves of agonizing pain roil the victim for [highest] Rounds. ^[mind]
34. **Curse (Ruin):** A living person either suffers ongoing bad luck or else becomes supernaturally afraid of you. ^[death, mind]

35. **Death Mask (Ruin):** Peel the face from a corpse. While you wear the mask (for up to [highest] days), you look and sound exactly like the deceased person, but only to mortal people. ^[death, body]
36. **Demonic Blessing (Reveal):** You gain darkvision (see in black and white, even in pitch darkness) and demonic wings (fly clumsily on grotesque bat-wings). ^[body, death]
37. **Disassemble (Transform):** Any of your body parts may be detached and reattached at will. You can control them as normal even while detached. ^[body]
38. **Disintegrate (Ruin):** Vaporize up to [dice] objects (or proportionate mass of a larger article). ^[elemental]
39. **Disguise (Reveal):** Alter the superficial appearance of [highest] creatures. Attempts to duplicate specific people will seem uncanny. ^[body, mind]
40. **Dread Manifestation (Produce):** A creature's deep, monstrous fear appears real to them, but only as a dim apparition to others. The phantasm pursues and torments the target relentlessly. ^[death, mind]
41. **Dominate (Ruin):** A creature obeys a single [dice]-word command that does not harm it or violate its basic nature. ^[mind]
42. **Earthquake (Ruin):** The ground begins shaking violently. Structures may be damaged/collapse. ^[nature]
43. **Elemental Wall (Produce):** A thick wall of fire, ice, thorns, or bone rises from the ground nearby, standing 10' tall and stretching 5' x [highest] wide. ^[elemental]
44. **Enchant (special):** Delete all knowledge of this spell and one other to make the other's effect permanent. ^[metamagic]
45. **Fireball (Ruin):** Hurl a small fireball that explodes upon contact for [highest] Hits in a small area. Exact targeting is difficult. ^[elemental, conjury]
46. **Fly (Transform):** [Dice] creatures' arms become wings. ^[body]
47. **Frenzy (Ruin):** [Highest] nearby creatures erupt into violence. ^[mind]
48. **Glyph (Produce):** Inscribe a sigil onto a surface, then declare a trigger and effect. When triggered, the glyph may make a loud sound, stun whoever reads it, explode for [highest] Hits, or trigger a second spell cast alongside the sigil. ^[conjury, metamagic]
49. **Graft (Transform):** Fuse an object to a creature's body for up to [sum] hours. If the object is biological, they may use it as if it were part of their own body. ^[body, nature]
50. **Gravity Shift (Produce):** You may change the direction of gravity for [dice] creatures or objects at will for up to [highest] Rounds. ^[conjury]
51. **Grim Visage (Ruin):** A mortal creature who sees you dies immediately. There is a 50% chance that the slain target reanimates as a powerful, vengeful revenant. ^[death]
52. **Hypnosis (Reveal):** A creature is transfixed by your gaze and must truthfully answer yes or no questions (unless they perceive a threat or distraction). ^[mind, knowledge]
53. **Ichthys (Transform):** [Highest] creatures can breathe water and swim as adroitly as fish. ^[nature, body]
54. **Inertial Chains (Ruin):** Pin [dice] creatures to within a few feet of their current location. ^[body]
55. **Leech (Ruin):** Transfer [sum] damage (Hits) or [highest] years of life from one touched person to another. ^[body, death]
56. **Lubricate (Transform):** A creature or object can slip free from any bond, restraint, hold, or physical impediment, and may treat surfaces as nearly frictionless. ^[body]

57. **Maximize (Transform):** A creature or object grows as large as an elephant. If it is alive, it is enraged. [body, nature]
58. **Miasma (Ruin):** Summon a choking, poisonous cloud of hellish gases lasting up to [highest] Rounds. The miasma tends to drift down whence it came. [death, conjury]
59. **Mind Spike (Ruin):** A nearby person randomly flees, cowers, or attacks blindly for [highest] Rounds. [mind]
60. **Mind Trap (Ruin):** Transfer your consciousness into a talisman, leaving your body in stasis. You may attempt to possess anyone who touches the talisman. [mind]
61. **Mutogenesis (Produce):** A creature you touch gains [dice] random, non-lethal Mutations. [body]
62. **Objectify (Transform):** A touched creature becomes an inanimate object between apple and grand piano-size. [body]
63. **Oculta Consultation (Reveal):** Perform a rite to lure a gaggle of nearby ghosts and spirits to converse. You may compel a particular shade to materialize if you brandish material remains or a treasured possession. [knowledge, death]
64. **Oneiromancy (Reveal):** Enter and manipulate a sleeping person's dreams. Memories, thoughts, and feelings may be planted or erased, and you gain insight into the target's hidden aspirations and anxieties. [mind]
65. **Ooze Form (Transform):** A creature you touch becomes a living jelly for [highest] Turns, and gains Defense +1. [body]
66. **Oracle (Reveal):** Meditate to contact a higher power, who will truthfully answer [highest] questions. [knowledge]
67. **Phase Change (Transform):** With a touch, transform [dice] objects or persons into gaseous, liquid, or solid form. [body, conjury]
68. **Poltergeist (Ruin):** Haunt an area or object with troublesome spirits who make noises, move small objects, and generally act like an obnoxious nuisance for up to [sum] days. [death, conjury]
69. **Rot (Ruin):** Your touch causes rapid ageing, weathering, or decomposition (including [sum] Hits against a living target). [death, nature]
70. **Shrink (Transform):** Decrease [dice] creatures or objects to the size of a mouse. [body]
71. **Smoke Form (Transform):** A creature you touch becomes living smoke for [highest] Rounds, and cannot be harmed by physical damage. [body, elemental]
72. **Spatial Coincidence (Transform):** [Highest] creatures may occupy the same space as an object. [body]
73. **Spider Climb (Transform):** [Dice] creatures you touch can climb surfaces like a spider. [body, nature]
74. **Spirit Walk (Reveal):** Project your spirit from your body. It is invisible, may pass through thin barriers, and may raid others' surface thoughts. [mind, knowledge]
75. **Stormspeech (Transform):** Command the weather. Threefold retribution occurs in the days to come. [nature]
76. **Summoning (Produce):** Conjure an intelligent extradimensional being. You may negotiate or bargain with it for favors, information, or service. [conjury]
77. **Swarm (Produce):** Summon and direct [dice] swarms of biting insects, spiders, or scorpions. [nature, conjury]
78. **Telesthesia (Reveal):** [Highest] creatures may communicate telepathically over any distance with words, visions, impressions, feelings, and memories. [mind, knowledge]

79. **Tether (Produce):** [Highest] objects within 10ft of each other cannot be moved more than 10ft apart. ^[body]
80. **Thunderclap (Produce):** [Dice] loud crashes of thunder sound nearby. They temporarily deafen all in the area. ^[elemental, conjury]
81. **Time Skip (Reveal):** Hurl [dice] creatures or objects up to [sum] Rounds into the future. ^[body]
82. **Totem (Transform):** Transform another creature into their symbolic predator or prey creature for [dice] Turns. ^[nature, body]
83. **Unholy Rebuke (Ruin):** Repel nearby demons, undead, and other vile creatures. [Dice] such intelligent targets obey a single command (but will not go into danger.) ^[death, mind]
84. **Upwell (Produce):** A gushing spring of fresh or salt water appears. ^[elemental, nature]
85. **Vitalize (Transform):** Animate [dice] statues, sculptures, paintings, or the like. If they were previously living, they return to life permanently. ^[body, conjury]
86. **Wandering Eye (Reveal):** Your eye grows wings and flies like a hummingbird. Concentrate to look through the eye. If destroyed, it grows back in one day. ^[knowledge, death]
87. **Wizard Lock (Produce):** Magically seal shut a door, latch, lid, lock, or similar portal for [dice] hours, or a person's mouth for [highest] Rounds. ^[body]
88. **Wizard Mark (Reveal):** Shoot a stream of magical ink that only you can see. You can see it at any distance, even through solid objects. ^[conjury, knowledge]
89. **Wormhole (Reveal):** While you do not move, connect two nearby points with a man-sized wormhole. ^[body]
- 90-99. **Core Spell:** Reroll 1d20 on this list and gain that spell.
100. **Special:** Gain any spell of your choice from this list!

GLOSSARY OF KEY SPELL TERMS

- **Item:** A non-living thing that can be comfortably held in one hand.
- **Object:** A non-living thing with roughly the volume of a desk (or smaller).
- **Person:** Any sentient living being. “Mortals” are a subtype who age naturally, while “demons” are chaotic, vicious extraplanar entities.
- **Creature:** Any living animal being.

Spell Lists by Tag

BODY

1. Celerity/Torpor
2. Elasticity
3. Spider Climb
4. Binary Fission
5. Buoyancy
6. Carapace
7. Demonic Blessing
8. Disassemble
9. Disguise
10. Fly
11. Graft
12. Lubricate
13. Maximize
14. Mutogenesis
15. Objectify
16. Shrink
17. Spatial Coincidence
18. Tether
19. Time Skip
20. Wormhole

NATURE

1. Calling
2. Fog
3. Skinwalker
4. Spider Climb
5. Anthropomorphize
6. Avatar of Nature
7. Call Lightning
8. Carapace
9. Earthquake
10. Ichthys
11. Maximize
12. Rot
13. Stormspeech
14. Swarm
15. Totem
16. Upwell

MIND

1. Bewitch
2. Hologram
3. Scry
4. Shroud
5. Sleep Dust
6. Anthropomorphize
7. Befuddle
8. Cripple
9. Curse
10. Disguise
11. Dread Manifestation
12. Dominate
13. Frenzy
14. Hypnosis
15. Mind Spike
16. Mind Trap
17. Oneiromancy
18. Spirit Walk
19. Telesthesia
20. Unholy Rebuke

ELEMENTAL

1. Goo
2. Liquid Air
3. Sculpt Elements
4. Acid Spray
5. Call Lightning
6. Disintegrate
7. Elemental Wall
8. Fireball
9. Gravity Shift
10. Ooze Form
11. Phase Change
12. Smoke Form
13. Thunderclap
14. Upwell

CONJURY

1. Fabricate
2. Fog
3. Golems
4. Goo
5. Hologram
6. Hover
7. Ward
8. Acid Spray
9. Elemental Wall
10. Fireball
11. Glyph
12. Gravity Shift
13. Inertial Chains
14. Miasma
15. Poltergeist
16. Summoning
17. Thunderclap
18. Vitalize
19. Wizard Mark
20. Wormhole

KNOWLEDGE

1. Hindsight
2. Scry
3. Babel
4. Bounty
5. Conduit
6. Hypnosis
7. Occult Consultation
8. Oracle
9. Spirit Walk
10. Telesthesia
11. Wandering Eye
12. Wizard Mark

DEATH

1. Zombify
2. Black Speech
3. Curse
4. Death Mask
5. Demonic Blessing
6. Dread Manifestation
7. Grim Visage
8. Leech
9. Miasma
10. Mutogenesis
11. Occult Consultation
12. Poltergeist
13. Rot
14. Unholy Rebuke
15. Wandering Eye

METAMAGIC

1. Counterspell
2. Ward
3. Conduit
4. Enchant
5. Glyph
6. Wizard Lock
7. Wizard Mark