

# General Rules

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# Roll Resolution

## Roll Calculation

A roll is always

$$\text{Roll} = 1d20 + \text{Attribute Bonus} + \text{Training Bonus} + \text{Resource Bonus}$$

## Defense Calculation

A defense has 2 values. A low target value and a high target value.

$$\text{Low Defense} = 1d20 + \text{Attribute Bonus} + \text{Training Bonus} + \text{Resource Bonus}$$

$$\text{High Defense} = \text{Low Defense} + 4 + \text{Fortification}$$

## Roll Results

If a roll is at least the low defense value you get 1 success. If it is at least the high defense value you get 2 successes.

If you roll a 1 or miss the low defense value by 10 you reduce your successes by 1. If you roll a 20 or beat the high defense value by 10 you get one more success.

So you will get between -1 and 3 successes.

| Successes | Result   | Effect                                  |
|-----------|----------|-----------------------------------------|
| -1        | Disaster | Roll's disaster effect + target's rider |
| 0         | Failure  | target's rider                          |
| 1         | Pass     | Roll's success effect                   |
| 2         | Success  | Roll's success effect + actor's rider   |
| 3         | Triumph  | Roll's triumph effect + actor's rider   |

## Roll Modifiers

- With Assurance: Rolled Disasters become Failures. On rolled Failures, the target can't use its Rider.
- With Risk: Rolled Failures become Disasters.
- With Ease: Rolled Successes become Triumphs.
- With Difficulty: Rolled Triumphs become Successes. On rolled Successes, the actor can't use its Rider.
- Fated: Rolled Passes become Successes when the die roll is 11 or higher Failures otherwise.

With Assurance and With Risk negate each other, as do With Ease and With Difficulty.

# Basic Actions

## Discover

## Research

## Observe

## Influence

## Attack

An Attack is a roll with the Strike training against the target's Evade defense. It has the following results:

- Disaster: You are off-guard (-2 to physical defenses) until the start of your next turn.
- Pass: You cause 2 + half Strength Stamina damage
- Triumph: You cause 4 + half Strength Stamina damage

Any attack since the start of your turn after the first is done With Difficulty and With Risk.

The target can instead use its Block defense but then, any attack against it is made With Ease (this means that any further attack in a turn is only made With Risk).

## Quip

A Quip is a roll with the Speak training against the higher of the target's Resist or Solve defense. It has the following results:

- Disaster: You are off-wits (-2 to mental defenses) until the start of your next turn.
- Pass: You cause 2 + half Willpower Morale damage
- Triumph: You cause 4 + half Willpower Morale damage

You can only make Quip per turn.

Interact

Support

Help

Move

# Conditions

## Off-Guard

You are unable to defend yourself properly. You take a **-2 penalty to Block and Evade** defenses.

## Off-Wits

You are off track with your thoughts and easily distracted. You take a **-2 penalty to Resist and Solve** defenses.

## Fatigued

You are out of energy and need rest. You take a **-2 penalty to all checks**.

## Aghast

Your spirit is shattered and you see no good way forward. You take a **-2 penalty to all defenses**.