GETTING STARTED

The Circle of Signs

WAVE

STONE

TREE

WIND

FLAME

BONE

STAR

TONE
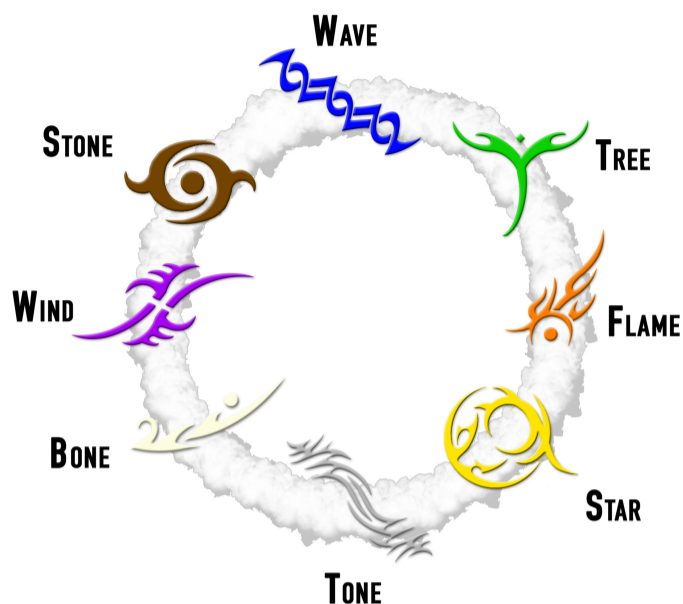
Living Empires is a fantasy setting that lays the foundation for the entire Living Saga experience. It utilizes Cheeky Dingo Entertainment's proprietary tabletop role-playing system - CRITERION.

Living Empires takes place on the world of Evorstrom where two distinct species of people have evolved to build civilizations across the world. There are goblins, trolls and ogres who evolved from gazelle-like animals and there are humans, dwarves and elves who have arisen from primate origins.

What divides people and cultures in this world is not species or gender, but **SIGN**. Every living thing - plant, animal and person - is anointed by a deity with one of these signMarks.

The relationship between Sign and culture is complex. A Flame-Sign goblin has far more in common with a Flame-Sign elf than they do with a goblin of any other Sign. In fact, a Flame-Signed person and a Wind-Signed person might feel actual aversion toward each other on a genetic level.

There is an esoteric genetic component to each Sign; eating food derived from plants and animals of one's own Sign provides full nutrition. However, the further away on the circle of Sign relationships one's food comes from, the less nutritional benefit a person receives. Opposite-Signed food can even be poisonous.

Another notable aspect of the world of Evorstrom is that once a generation or so, a person is born marked with TWO Signs! These remarkable individuals, called **Saints**, are revered by the populace, manipulated by the churches and exploited by the governments.

Each Sign has its own distinct forms of magic. Saints tend to wield supreme levels of it. If the two Signs of a Saint are far apart on the circle it is not uncommon for that Saint to go mad and unleash continent-spanning devastation. Saints with closely-related Signs have been known to make great academic discoveries or to engender lasting peace between conflicting peoples.

With all society, culture, magic, technology and religion based exclusively on Sign, imagine what happens to people's most fundamental beliefs when more than one Saint is alive in the world? What if new signMarks emerge challenging the very foundation of everything that is held to be sacrosanct and true?! What if a new species of people, the winged aynj'lons, appears out of nowhere bearing technology that lets anyone use magic of any Sign?

WHAT STUFF DO YOU NEED?

Pen, paper, at least one set of standard polyhedral dice (d4, d6, d8, d10, and d12) and copies of (or print outs of) the basic attribute cards and character sheet.

HOW DO WE TELL STORIES AND PLAY THIS GAME?

The intention behind the Criterion RPG role-playing system is to grant players an immersive story-driven experience in a fictional world. That world might be one of our creation (Evorstom) or one of your own.

The Criterion System can be played in a traditional tabletop RPG manner, meaning that one person takes on the part of the **StoryTeller** (abbreviated as *ST*, also known as a Game Master) who ushers the other players through a plot-driven narrative, guiding the events and outcomes of the players' choices.

This system can also be played more in the manner of a traditional tabletop board game where the **digital app** (yet to be developed) applies your choices and your dice results to a scripted narrative and guides you through the story. This way of playing eliminates the need for a StoryTeller.

The benefit to using the app is that no one is saddled with the time, effort and commitment to planning out game sessions, designing the world or the story. It does, however, limit your choices as players and grants you fewer potential results in regards to the plot outcome as the app is programmed with a finite number of branching outcomes. The benefit to having a ST is that your options as players are limited only by the imagination of the ST. Your action attempts can be modified in ways that perfectly fit your desires and is not limited by the app.

The Criterion System is meant to be "rules light" which reduces the amount of knowledge any one person needs to have in order to start playing. It can engender easy integration of players with any gaming background or experience. Feel free to amend rules as you see fit, though keep in mind that the app is not capable of adapting to rules outside of its programming.

One of our core principles in role-playing is that every character should, under normal conditions, have a chance at succeeding on any action (within reason, of course). Nothing feels worse in a game when your highly-skilled magic-user is about to toss off the party-

saving fireball spell and a dice roll inflicts minimal damage. We like to play characters that are competent at their given skills; to that end, this game system provides ways to mitigate dice rolls so that your characters can do what they are meant to do, even if the dice are not favoring you, or conditions are set against you. It may cost you in-game resources to succeed, but you should usually feel that you are ABLE to get your job done. This certainly does not mean that things are a perpetual cake walk, just that you are less likely to be screwed by the whims of chance.

CREATING YOUR CAST OF CHARACTERS

Make any kind of character you can think of that might fit into the setting and the stories you want to experience. Your character is defined by nine distinct **Attributes**. Three reflect their **physical** qualities, three for their **mental** qualities and three for their **social** qualities.

You will also give your character a set of **Skills**, in the form of cards or line items on a character sheet. Skills help to define what your character is good at doing and what they have received training or education in. Any character can attempt any action, but if you have a skill that is applicable to the attempt you will be rolling better dice than a character who is only using basic effort dice.

ATTRIBUTES

Your character is represented with two different decks of cards - Attributes and Skills. Attribute cards are used to provide one **DIE** to your dice pool. They also have one or more **ABILITY**(s) on it. They also will have an **IMPEDIMENT** condition that may or may not apply to the task at hand.

The abilities available on a card are always usable on the task you are currently discarding the card to accomplish. You may also use the card for one or more of its abilities during *any other applicable* task (for instance, physical attribute cards can only be used on physical tasks), but the card does not add its die to the pool. Alternately, if there is an ability you have printed on any card existing in your character's allotment, you may discard any 2 attribute cards from your deck and activate that ability.

Over the course of you character's story, they will be afforded opportunities to use the experience they've gained to **upgrade** cards. After filling in all the dots next to the dice icon you can permanently increase the size of the die that the card provides.

You can eliminate the **Impediment** the card incurs by filling in all the dots at the bottom of the card. Sadly, until you do so, the printed impediment will ALWAYS apply to any task you use the card for its dice (not if you discard it only for its ability). New impediments can be acquired as a result of things that happen to your character during the course of their story.

Every character, at the time of creation, starts with 3 of each Ability card (d4) for a total **Ability Deck of 27 cards**. Your character's **age, culture/archetype** and **species** will determine additional alterations/additions to your starting deck.

Strength [Physical]

A measurement of your character's muscular capacity. Children of most species, ogres being the exception, don't even rate a single d4 until they hit puberty and start growing. Strength determines how much weight your character can lift, how hard they hit in a fight and might be indicative of their physical bulk.
Typical Actions: Lifting, Throwing, Pushing/Pulling, Hitting, Jumping

Agility [Physical]

A measurement of your character's coordination of hand and body. The hoofed goblinFolk tend to have greater running speeds than most humanFolk. There are some racist beliefs among that the four-fingered hands of humanFolk have greater dexterity, though there is no proof of this.
Typical Actions: Sprinting, Juggling, Dodging, Playing a stringed instrument

Endurance [Physical]

A measurement of your character's fortitude and health. A person in good physical shape might be able to swim or hold their breath for a long time, work a very long day of labor, have better immunity to disease, or ignore pain well-enough to keep functioning under duress.
Typical Actions: Rowing, Long-Distance Running, Resisting Disease.

Reasoning [Mental]

A measurement of your character's intellectual acuity and/or ability to think through problems and analyze situations. Just because someone is smart does not mean they are wise, they might still make poor life choices.
Typical Actions: Studying, Solving Math Problems, Understanding the Logic of a Situation, Learning Politics

Awareness [Mental]

A measurement of your character's ability to notice things, their attention to detail and overall perceptiveness. Vision, hearing, smell, touch and taste can all be factored into this attribute. A person can be aware of their physical surrounding but entirely clueless with social cues and behavior, or vice-versa.

Typical Actions: Listening, Observing, Avoiding Surprise, Deciphering Others' Intentions

Willpower [Mental]

A measurement of your character's cognitive fortitude, mental focus and perseverance through adversity. Keen Willpower might help a character "focus through the pain", really buckle down and study despite distraction or be resolute in the facing their fears. Extreme discipline can help a person weather physical and mental adversity.

Typical Actions: Focusing on a Task, Ignoring Impediments, Resisting Temptation

Presence [Social]

A measurement of your character's natural charisma and demeanor. Presence can affect how well a character takes to leadership, how well others respond to them regardless of social status (see *Disposition* below). Presence can be somewhat subjective depending upon the situation. A person's physical attractiveness might impact a given situation if cultural or religious traits are shared by those with whom your character is interacting, while in other situations a characters powerful presence might transcend culture, species, class and religion.

Typical Actions: Persuasion, Charm, Bluffing, Public Speaking, Acting

Disposition [Social]

A measurement of your character's emotional stability and capacity to publicly manage their feelings. A person's psyche can be a delicate thing. How someone is feeling can effect the way they speak and engage with others which can alter the outcome of how people respond to them. A character who speaks curtly and without thought can be seen as harsh and inconsiderate where someone who overly caters to another's wellbeing might be viewed as soft or manipulatable.

Typical Actions: Influencing, Conversation, Commercial Exchanges

Essence [Social]

A measurement of your character's natural ability to wield magic. It is believed that every person has an innate ability to manipulate the elemental forces of their *Sign*. A d4 might only provide a *StarSign* person the power to generate a few sparks of electricity while a

d12 might grant them the capacity to power a city block. With training, one's Essence can be built up just like muscle. With the advent of *niinyTech*, it seems that natural Essence levels and training can apply to utilizing *SignPowers* differing from ones' own when using a *niinyCrystal*.

Because all of society is stratified along *signMark* lines, ones sign is going to affect how others perceive and interact with your character. Interactions will more often be positive the more closely-related the signs. Conversely, interpersonal interactions might often skew negatively the further apart two people's signs are. The greater a character's natural essence, the more powerful these pushes and pulls will become.

Typical Actions: Casting Spells, Activating *niinyGear*, Interacting with Sign Cultures

ABILITIES

Abilities are printed in one or more of the slots on your Attribute cards. You can, at any time, discard an appropriate Attribute card from your deck to use one or more of its printed abilities during a task or action.

If you want/need to use an ability but it is on a card that is already in your discard pile, you may, instead, discard **any 2 cards** to trigger that ability. However, you cannot trigger an ability from a card that is Injured/Stressed/Stigmatized.

Abilities allow you to manipulate and alter your dice rolls. Generally, abilities printed on *physical attribute* cards can only be used on physical tasks, *mental* on mental tasks and *social* on social tasks. Though, discarding any 2 cards of any type can trigger any 1 ability regardless of category.

NOTE: Impairments and Impediments may trigger when using a card for its ability!

- UPGRADE a dice (STR, REA, PRE)
- +1/-1 to a single dice result (END, WLP, ESS)
- REROLL (AGL, AWR, DIS)
- Combine/Subtract 2 dice results
- **Divide** one dice result into 2 or more individual results
- **Aim** (melee): discard 1 AWR card to ignore normal armor or is this **Precision?**
- ⊘ Win **ties** in **Opposed** tasks
- **Recover** a fatigued/injured/stressed/stigmatized card
- **Ignore** the IMPED on the Attribute card you played this round

SPECIES

The species biology of your character will have some influence upon the quality of starting Physical Attribute cards. [dg = *dice grade*; the size of the dice; so +1dg to a d4 turns it into a d6]

Humanoid
Humans (+1dg to any one **Physical** card)
Elves (+1dg to one **AGL** or **PRE** card)
Dwarves (+1dg to one **END** card)

Goblinoid
Goblins (upgrade one **AGL** card to [d12] and gain 1 **Presence** Impediment)

Trolls (+1dg to one **STR** or **PRE** card)
Ogres (upgrade one **STR** card to [d12] and gain 1 **Disposition** Impediment)

PERSONALITY & AGE & BACKGROUND

AGE
Age categories (decades). Young has a mental cap but physical bonus, old has physical cap but more skills. In addition, you will be able to fill in a certain number of DOTS on your cards to represent the experience your character would have accumulated in their life. These might upgrade the dice of an Attribute card, remove an Impediment, add an ability, etc. Starting **IMPEDS** appear on all copies of an attribute card (e.g. *Inefficient* shows up on all three of Filiad's STR cards). A permanent IMPAIRMENT only shows up on one single card.

> **CHILD** (8-14): Physical & Mental dice cap at d6; Attribute cards have NO starting abilities; start with 2 skills (4 max); all cards have 1 Impediment

> **YOUTH** (15-20): Physical & Mental dice cap at d10; start with 4 skills (6 max); 2 Social/2 Mental/2 Physical card each have 1 IMPED

> **YOUNG ADULT** (21-29): No dice cap; start with 6 skill cards (10 max): 1 Social/1 Mental/1 Physical card each have 1 IMPED

> **ADULT** (30-39): no dice cap; start with 8 skills (12 max); 1 permanent Impairment; 3 IMPEDs

> **MATURE** (40-49): 2 Physical Attribute cards dice cap at d10; start with 10 skills (14 max); 1 permanent Impairment; 4 IMPEDs

> **SEASONED** (50-59): 3 Physical Attribute cards dice cap at d10; 12 skills (16 max); start with 2 permanent Impairments; 4 IMPEDs; gain 1 Additional Social Attribute card

> **SENIOR** (60-69): 4 Physical Attribute cards dice cap at d8; 12 skills (16 max); 3 permanent Impairments; 4 IMPEDSs; gain 2 additional Social Attribute cards

> **ELDER** (70-79): **SENIOR** (60-69): All Physical Attribute cards dice cap at d8; 2 Mental Attributes cards dice cap at d8; start with 12 skills (16 max); 4 IMPEDs; 4 permanent Impairments; gain 3 additional Social Attribute cards at d6 each

> **ANCIENT** (80+): All Physical Attribute cards dice cap at d6; 3 Mental Attributes cards dice cap at d8; start with 14 skills (18 max); 4 IMPEDS; 5 permanent Impairments; gain 4 additional Social Attribute cards at d8 each;

SIGNMARKS & MAGIC

Your character's *SignMark* is the single-most defining trait they have. It dictates what types of magic they have access to, how they are viewed by others in the world, what religion claims them and more.

"Blow Hard": a Wind Sign Magic-User

The societies of Evorstrom have built everything around the concept of a relationship between eight signMarks: (**Wind**, **Wave**, **Flame**, **Stone**, **Bone**, **Tree**, **Star** and **Tone**). Your adventures are likely to take place in an era where four new signMarks have just been discovered: (**Dream**, **Spirit**, **Blood** and **Shadow**).

Once a generation or so, a person is born in the world marked by two deities. These individuals are call **Saints**. They are often revered, sometimes reviled.

The churches of the Saints two signMarks vie to gain the individual's favoritism in order to use them to achieve their own ends. Governments seek the attention of a Saint in order to sway them to assist in their various endeavors. The life of a Saint is rarely peaceful and never belongs to the person themself. They are a tool manipulated by the forces of society and religion.

The closer a Saint's signs are to each other on the circle frequently means the Saint is a harbinger of great things for the world. Positive change, fantastic invention and cross-cultural understanding can be derived from the life works of a well-signed Saint.

Conversely, the further apart the signMarks are, the more likely it is they will struggle reconciling the innate opposition the signs engender in their mental stability and physical well-being. These adversely-signed Saints have been known to bring monolithic physical devastation to the planet and to fracture cultural stability. Many believe these folk are the worldly manifestation of the strife between the gods that marked them.

Bone

"Embrace life with rigor and form."

Associated Color: ivory

Associated Temperament: Hedonistic, Selfish, Passionate

Associated Magics: Health, Animal Care, Physical Body, Sense of Touch

Magic Applications: Treat Injuries, Remove Disease, Animal Healing, Body Manipulation

Cathedral: in Polidor (the East poleCity)

Diety: Toor Cheskla, the Riven Veerer

Famous Saints: Nelqwen Boadwó
(Ophidiun Saint VI, Bone & Wave)
known as a great war leader and conqueror

Flame

"Freezing burn, then embers & ice."

Associated Color: orange

Associated Temperament: Boisterous, Short-Tempered or Emotionally-Distant & Quick to Judge

Associated Magics: Fire Mitigation, Fire Ignition, Heat Removal (Freezing)

Magic Applications: Heating & cooling of food and homes; regulating body temperatures; provide heat/power for forging, manufacturing, demolition; combat damage (munitions); slash & burn for farming

Cathedral: in Milnor (the West poleCity)

Diety: the Divine Two-Face; Hos'kaCel - the Fire Father, or Lecka'Sho - the Cold Mother;

Famous Saints: Kurzog Simpli (Magma Saint III Stone & Flame) known for destroying a continent

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Star

"Be the spark to see the light."

Associated Color: yellow

Associated Temperament: Energetic, Vivacious, Spontaneous, Lively

Associated Magics: Electricity, Visible Light, Color, Sense of Sight

Magic Applications: Vision enhancement, electricity manipulation, lighting, power grid suply,

Cathedral: in Polidor (the East poleCity)

Diety: Naden Ryll, the Nightsky Longseer

Famous Saints: Amalev Romdohk (Magnet Saint V, Star & Stone) known as the developer of the modern power grid in the poleCities.

Stone

"Unbreakable. Unbending. Underneath."

Associated Color: *brown*

Associated Temperament: *Resolute, Stubborn, Unchanging, Steadfast, Simple*

Associated Magics: *Minerals, Metals, Soil, Gravity, Magnetism*

Magic Applications: *Mining, sculpting, construction, street paving, metal-working, cargo loading (gravity)*

Cathedral: *in Milnor (the West poleCity)*

Diety: *Berruld the Mountain Maker*

Famous Saints: *Nukkel Thildra (Crystal Saint III Stone & Bone) renowned as a sculptor of monoliths*

Tone

"Sing a sound, health & wealth abound."

Associated Color: *grey*

Associated Temperament: *Calm, Resourceful, Outspoken, Conciliatory*

Associated Magics: *Sound, Music, Vibration, Sense of Hearing*

Magic Applications: *Sound Enhancement, Demolition, Hearing Improvement, Long-Distance Communication*

Cathedral: *in Polidor (the East poleCity)*

Diety: *Ailin (western) or Yelye (eastern)*

Famous Saints: *Sheegis Uhupre (Eruption Saint I, Tone & Flame) known for taming the land around the East Polesite*

Tree

"Root to petal, blossom & grow"

Associated Color: *green*

Associated Temperament: *Passive, Contemplative, Even-Tempered*

Associated Magics: *Plant Life, Medicine, Chemical Processes, Sense of Taste*

Magic Applications: *Medicines, plant growth, farming, gardening, forestry, culinary processes*

Cathedral: *in Milnor (the West poleCity)*

Diety: *Ardisia, a.k.a. D'Rayne; "The Root of Life"*

Famous Saints: *Dorcheti Beladd (Drum Saint IV Tree & Tone) known as a musical prodigy, most notably for their large touring troupe of drummers*

Wave

"Ebb. Flow. Drink. Preserve."

Associated Color: *blue*

Associated Temperament: *Moody, Creative, Changeable*

Associated Magics: *Water, Liquid, Precipitation*

Magic Applications: *Water systems, food refrigeration and freezing, rainfall, irrigation, hydration*

Cathedral: *in Milnor (the West poleCity)*

Diety: *Cerang the Urtinian*

Famous Saints: *Bul-Gadan (Sail Saint IX Wave & Wind) known for traveling the entire world and bringing supplies to remote enclaves*

Wind

"Breathe with freedom to fly."

Associated Color: *purple*

Associated Temperament: *Flighty, tempermental, Indecisive, Frazzled*

Associated Magics: *Air, Smell, Weather, Flight*

Magic Applications: *Manipulate air currents, lungs and breathing, improved smell, gas manipulation*

Cathedral: *in Polidor (the East poleCity)*

Diety: *Derádinna; a.k.a. Sky-Changer*

Famous Saints: *Trajor Elre (Lightning Saint I, Wind & Star) known for wrecking all the farmlands of one continent hundreds of years ago.*

The four new signMarks: **Dream**, **Spirit**, **Blood** and **Shadow** are so new to the world, you might only encounter them in rare instances with NPCs (non-player characters).

In future expansion material you will be afforded the opportunity to make characters with one of these signMarks.

CHARACTER ARCHETYPES

Given the wide array of choices and options in the Criterion system, you may feel a tad overwhelmed at how to begin building a character. That's OK. Even if you are an experienced tabletop role-player you may very well be unfamiliar with the Living Empires setting and don't know what the parameters are to build out a PC. That's totally cool, we got ya' covered. For those more experienced in RPG systems you will likely want to dive into custom-crafting the character you have in mind - feel free to skip this section (or browse it for inspiration)

This section will outline a number of character builds, some of which might feel familiar as they are derived from common tropes and archetypes that have populated epic fantasy for decades. Some

will likely feel completely foreign and fresh as they are original constructs that this setting has engendered.

ARCHETYPES

Archetypes give you **+1dg** to your **Skill Dice** for tests that fall into their category. Skill card base allotment depicted below is based upon a YOUNG ADULT age character.

When choosing an archetype you **add one new d4 Attribute card** from a specific category (Mental, Physical or Social) to your deck plus you gain a certain number of **Skill cards** (e.g. 6 Skills if starting as a Young Adult).

Skill Allotment (young adult)

Archetype	Extra Attribute	Academic	Community	Craft	Environ	Physical	Magic	Mundane	Religion
Bureaucrat	Mental	2	2					2	
Merchant	Social		3	1	1			1	
Wilder	Body				2	2		2	
Clergy	Social	1					1		4
Entertainer	Social		2		1	2		1	
Bruiser	Body				1	4		1	
Spellcrafter	Mental or Essence					1	4		1
Artisan	Any			4		1		1	
Dilettante	Social	1	3					1	1
Scholar	Mental	4						1	1
Miscreant	Body or Mental		1		1	2		2	

SKILL Cards

Skill cards provide you with 3 dice to add to your dice pool when attempting a task. Your dice pool will be constructed of four dice (3 from the chosen Skill card and 1 from the applicable Attribute). If you do not have a skill card that applies to the task at hand, you get 3d4 to add to the dice pool along with your attribute die. If the ST agrees that your character's Archetype applies to the task, you get +1dg to each of the skill dice.

TEST/SKILL Categories

Academic (math, reading, writing, business, economics, governance)
Community (socializing, partying, politics)
Craft (acting, sculpting, painting, weaving)
Environment (survival, gardening, city sneaking)
Physical (fighting, pick pocket, acrobatics, horse riding, dance)
Magic (activating innate/trained powers, triggering niinyTech, resisting magical effects)
Mundane (cooking, cleaning, sewing, fishing, sailing, driving cart)
Religious (history, prayer, pantheon knowledge, church intrigue)

MAGIC SKILLS

Magic/Power skills have additional elements to them. These elements are upgradable just like dice size.

Range: Touch • Close (a few feet) • Short (across a street) • Medium (across a neighborhood) • Long (across a city) • Extreme (100+ miles)

Amount: Tiny (1) • Few (2-6) • Some (7-24) • Many (dozens) • Massive (100s) • Epic (1,000s)
Amount can be in terms of number of people effected, volume of stuff effected.
> *example: Stone Molding: Tiny (pebble) • Few (handful of rocks) • Some (a wall) • Many (a large building) • Massive (a single mountain) • Epic (an entire mountain range)*

DOING STUFF WITH YOUR CHARACTERS

Deck of cards for your **Attributes** (STR, AGL, END, WLP, REA, AWR, PRE, MNR, ESN). Each card has a single **dice** (upgradable) and an **ability** (re-roll, upgrade, win on ties, win with smaller die but larger result, recover X attribute cards to hand, remove stress/fatigue/stigma, etc) and an **IMPEDIMENT**.

Deck of cards for skills/training (half size). Give you 3 bonus dice (upgradable) to your dice pool for a skill check. Skill cards are not usually discarded. Skills could be tabulated on a Character Sheet if you so choose.

What happens when you go through your Attribute deck? Take a rest to regain cards (but lose 1 for the session as in Gloomhaven?) Have a fatigue pile, discard pile, injury pile?

TASKS

When your character is presented with a situation in which their success or failure in doing it matters, you will be asked to do a TASK. A Task means you will discard AT LEAST ONE appropriate **ATTRIBUTE** card from your Effort deck (which attribute will usually be determined by the ST) and in doing so **gain the DIE** depicted on the card to your DICE POOL.

You will then decide if your character has a relevant **SKILL** card (this can be discussed with the ST). Activating a Skill will add **3 more DICE** to your dice pool. If you do not have a relevant Skill card you add 3d4 to make the remainder your dice pool.

Thus you will have assembled a **DICE POOL of 4 individual dice** (one from discarding an Attribute card and three from a Skill). These dice will then be rolled to determine whether you succeed (⊘) at the task or whether you fail. Sometimes it will matter HOW WELL you succeed, a factor called **QUALITY** or what exact total you succeed with, called **PRECISION** (more on that in a moment).

FAVOR · UNFAVORED
Dice rolls can be granted temporary advantage or disadvantage to their results. Maybe your character is trying to run across an icy road so their agility/athletics dice pool might be **UNFAVORABLE**. The ST would rule how many of the dice are unfavored. Any dice that are unfavored would then be rolled twice and the **lower** result is what gets used to determine success.

Conversely, **FAVORED** means that you will roll those dice twice and use the **higher** result. Maybe your character grew up in an arctic environment and is wearing boots with good traction. The ST would likely grant you favor on at least a couple of your dice.

ROLLING 1's
[optional?] The Storyteller may choose to make up something appropriate to the action should one or more of your dice roll 1's. Maybe additional Impediment/Impairments are triggered (or a new one gained?).

Every time the players roll a 1 the ST gets a **MOD TOKEN** which can be used to alter (re-roll, give +1/-1, etc) their own dice pools.

PASS/FAIL DIFFICULTY = any dice result of 4 or higher is a SUCCESS ✓. You may need more than one ✓ to complete a task. Difficulty can be increased or decreased or even have a variety of difficulties within a single task.

[1's] are automatic failures and cannot be adjusted or altered under normal conditions.

QUALITY of ✓ is determined by the TOTAL (sum) of all the dice in your pool that rolled a 4 or higher.

Fixed Tasks
Some tasks have a set number of successes (✓) a PC needs to roll in order to pass IN ONE TURN. Sometimes it matters as to HOW WELL you pass (*QUALITY*) as you will earn different results based upon the quality. These are called QUALIFIED FIXED Tasks.

Cumulative Tasks
Like breaking down a door. You need a cumulative number of ✓ to defeat the door. You roll your dice each turn until you have accumulated enough successes to overcome the task over a NUMBER OF TURNS.

e.g.: Heavy wood door has a DIFF 8. You will need to accumulate 8 successes to break it down. An axe might auto-add a success each roll of your pool or add advantage. GM might not call for a roll unless you're not doing it under pressure.

Opposed Tasks
Like fighting or arguing with an opponent. The PC rolls their dice and the GM rolls dice for the opponent. Successes from both pools cancel each other out and whoever has leftover successes enacts a desired result (e.g. damage). Ties do nothing.

Usually all you need is 1 ✓ after all the dice are tabulated to complete the task. If the task is more difficult it may require additional ✓'s AND/OR **Quality** may factor in.

Precision: Might need SPECIFIC numbers on your dice results to succeed and are penalized for going over/under.

RULES: Must use 1 ATTRIBUTE card for its DIE plus activate a SKILL (or 3d4 if no skill is relevant) to generate a dice pool of 4 dice, on average. ITEMS and CIRCUMSTANCES might alter one or more of your dice.

You can always discard any 2 attribute cards to gain 1d4 if you don't have a required attribute card in your hand.

If you don't have a relevant SKILL to give dice to your attempt, you use 3d4.

STANCE?? Doing actions in a conservative vs. reckless stance? (Gain extra d4s in conservative • upgrade to one or more d12s but 1&2s count as stress?). This is an optional rule for those who want a little more crunch to their game.

PARTY Tension track? Shared PARTY skills?

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EXAMPLE of a **FIXED** Test:
Patryk has been rummaging around in someone's bedroom and he hears them coming down the hall. He has pulled a number of items down off a high shelf and needs to put them back very QUICKLY and QUIETLY before the person enters the room.

*Patryk discards his **d12 AGL** card + makes a case for his **Acrobatics Skill (d8•d10•d12)** that would help him to swiftly and deftly put everything back. The GM says that due to the pressure of the situation his 2d12s are reduced to d8s (thus making his dice pool **3d8+1d10**). The GM says he needs 3 ✓ with a quality of 14+ to fully accomplish this task, a real challenge indeed!*

Patryk rolls a 3•4•5•8 which counts as 3 ✓ with a quality of 17 (4+5+8). SUCCESS! The person arrives in the room and does not immediately notice that anything is amiss as Patrick has put all the belongings back in their proper place and is sitting casually - with legs crossed - in a chair reading a book.
————————

FIXED Task Difficulty & Quality

✓		Minimum Results	Avg. Results	Max Results	Based on
0	Simple	-	-	-	
1	Easy	4	8	16	4d4
2	Moderate	8	19	22	2d4+1d6+1d8
3	Challenging	12	22	28	1d4+1d6+1d8+1d10
4	Complex	16	27	36	1d6+1d8+1d10+1d12
5	Formidable	18	38	52	1d8+2d10+2d12

———————-

EXAMPLE of an **OPPOSED** Test:

Patryk is trying to seduce an old TreeSign troll woman at the bar. He will be using his **PRE d8** *and activating his* **SOCIALIZE SKILL (d4·d6·d8)***. He will be rolling against the old woman's* **WLP d8** *and three RESISTANCE dice supplied by the GM: a* **d4** *because she feels flattered by the attention of a handsome young man, but little does Patryk know that she just witnessed him flirt with a woman she detests so the GM adds a* **d12***, and finally a* **d10** *because she is put off by his Unsigned condition (even though his actual DreamSign is only one step away from her TreeSign).*

Patryk			Tree Woman
PRE	d8	d8	WLP
Socialize	d4	d4	Is flattered
Socialize	d6	d12	Saw him flirt earlier
Socialize	d8	d10	Offput by his "sign"

Patryk	Result	Result	Tree Woman
PRE	7 ✓	1	WLP
Socialize	2	2	Is flattered
Socialize	5 ✓	3	Saw him flirt earlier
Socialize	2	7 ✓	Offput by his "sign"

So the GM rolls very poorly for the old woman having one automatic fail [1]'s, two potentially adjustable fails of [2] and [3] and one lone ✓ with the [7]. Patrick rolls two failures [2]'s and two ✓ [5] & [7]. The old woman's [7] and Patrick's [7] are compared to each other since they are the highest rolls from each side of the equation and they cancel each other out because they are TIED. That leaves Patrick with one lone ✓, the [5], which is all he needs to be successful in wooing the woman to his bedroom, though she goes reluctantly.

The difficulty of the task might be increased to requiring 2 ✓ if, for instance, the old woman had been witness to a performance by the Brohstra Brothers (she would be much less amenable to Patrick after witnessing their bizarre stage act).

The GM could also choose to rule that the QUALITY of success might have ramifications on the situation. Perhaps that lone success total of 5 is enough to get her to his room but is insufficient for getting her undressed as she will succumb to nervous cold feet at the last minute. Perhaps if Patryck were to have succeeded with a QUALITY total of 12 or more, she would willingly spend the entire night.

————————

IMPEDIMENTS & IMPAIRMENTS

IMPEDIMENTS (flaws) are situational. When you play an Attribute card to gain its die to your dice pool, the IMPED listed on the card is activated. You can ignore it if your ST can be convinced that it does not apply in a given situation. IMPEDs can be gradually overcome and removed from cards by filling in all the experience dots.

IMPAIRMENTS are *permanent* IMPEDs that always trigger when the card is used to gain a die (and when discarded for an ability?) and cannot be mitigated or ignored. These often are a result of trauma or injury gained during your character's lifetime.

[option?] IMPEDs can be triggered as a result of tasks, at ST's discretion or as a result of roll [1]'s during a task. The ATTRIBUTE card you played for the task determines the type of IMPED you receive.
> MAJOR IMPEDs trigger on every [1] rolled
> MINOR IMPEDs trigger for every two [1]'s rolled

- -X to a dice roll(s)
- +1dX to Contested pool
- LIMIT/Reduce the size of a dice pool
- REROLL (and keep lower result)
- Increased **DIFFICULTY** ⊘
- **CAP** the maximum dice result
- This card has a **Cooldown** timer before it can be added back to your deck
- Lose on TIES during a **Opposed** task
- **GAIN** fatigue/injury/stress/stigma
- Trigger an **IMPED** on 1's & 2's rolled during this task

STRESS - mental damage, can lead to mental illness or gaining/regaining IMPEDS/IMPAIRS.
INJURY - physical damage, can lead to permanent physical impairments and disabilities.
STIGMA - social damage (can leave permanent effects with person or groups where you were stigmatized, but might reset to normal when you remove yourself from the situation.)
FATIGUE = discard pile. When you REST you gain all but one card back, that one is removed from game for the session.

Each type of DAMAGE places a card of that type into its own damage (discard) pile. They can be recovered through resting and/or healing or social work.

You can be required to MOVE attribute cards to a particular discard pile (stigma, stress, injury). For every 3 ATT cards in a pile you GAIN 1 CONDITION of that type. If you are required to but cannot discard a card (first from deck then from general discard/Fatigue) then you immediately gain 1 CONDITION of that type or increase an existing condition of that type.
> To regain cards from discard you must REST. You may choose which cards to regain from any of the 4 discard piles.

ITEMS & MONEY

Items and stuff and things have cards (*horizontal mini cards? To make them visually different than Skill cards*) if they provide an ability or some sort of adjustment to a dice pool. Alternately they can be line items listed on a character sheet.

Mundane items might not always need a card to represent them, but they can, at the ST's discretion, impact a task. For instance, giving a speech to a crowd might be improved if one has a large cone to use as a megaphone. The ST might provide a player +1dg to one or more dice in their pool if they use it to address the assembly. If the crown were rioting, maybe the cone would not help at all (time to call in your Tone Sign friend at that point).

Unless you want to keep track of all your financial minutia, we recommend using an abstracted system similar to *range* and *amount* for spell powers. ***Destitute • Poor • Common • Affluent • Wealthy • Opulent***

Armor
> win ties • reduces damage amount/severity • might cause impeds (weight) • reduces DG of

attacking dice

Weapons

Increases attacking DG • improves damage • ⊘ on 5's or 6's if not trained in some weapons •

Tools

Increase dice grades (dg) • ⊘ on 5's or 6's • win ties in contested actions

Clothing

A set of fancy clothing can boost your dice pool when dealing with people in an upscale social setting. By the same token, the fancy outfit might work against you in some parts of town where the denizens look down upon the well-to-do.

NyoTech (pronounced Nyah • teck)   [also called NyoGear]

NyoTech is new to the world.
A *Tone* Megaphone: a cone-shaped device that acts as a powered microphone and amplifier system. (Has a regulator/limiter in it to prevent it from being weaponized?)

A *Flame* Sword: a bladed weapon that will ignite with fire to add burn damage

DICE & DICE POOLS

Iconography, terminology, how to assemble a dice pool (Attribute + Skill)

UNDERTAKING ACTIONS

Base Dice Pool of 3d4. Adding in variables, conditions, alterations.

RESULTS OF ACTIONS (OUTCOMES)

Success vs Failure.

Ties.

DAMAGE: INJURY • STRESS • STIGMA

When you gain damage, you must move 1 card (per point?) of the type to its damage slot. The card must come from your attribute draw deck. If there are none of the appropriate type in your deck it then comes from your discard.

If you cannot move any cards you become **unconscious** and dying (injury), **comatose** and going insane (stress), or **outcast** and censured (stigma).

RESTING & RECOVERY

A **brief rest** allows you to return **SOME** cards (one from Fatigue, Injury, Stress and Stigma each) to your deck, but you must *SUSPEND* one from the game for the duration of the game session.

Sleep allows you to return **ALL Fatigue** cards **+ 2 from Injury/Stress/Stigma** each to your deck though you must still SUSPEND one.

An **extended rest** will allow you to refresh your entire deck with ALL cards from Fatigue and **Hindrance** and **Suspension**.

IMPROVING YOUR CHARACTERS (GAINING EXPERIENCE)

At any time during a gaming sessions, your Storyteller might reward you with **DOTS** (experience points) with which you may upgrade your character. When an item on one of your cards has all its dots filled in, you get to improve something on it.

> You can remove an **impediment** from a card by filling all its dots.
> You can upgrade a die value on an **Attribute** card (or gain a new d4 Attribute of the same type when all the dots of a d12 card are filled in).
> You can gain a new ability sticker on an **Attribute** card.
> You can improve a die value or range/volume on a **Skill** card.

BEING A STORYTELLER

More to come

SAMPLE CHARACTER

Fileead Swiftstep

Wind *Sign*

Human · Insem · 33
SPECIES · ANATOMY · AGE

Bodyguard (Bruiser)
OCCUPTAION (ARCHETYPE)

Protection
MOTIVATION

SKILLS

SWORD FIGHT d12 · d12 · d10
KINETIC

UNARMED FIGHT d12 · d10 · d8
KINETIC

COOK d8 · d8 · d6
MUNDANE

CITY LIFE d12 · d10 · d8
ENVIRONMENT

DESERT LIFE d10 · d8 · d6
ENVIRONMENT

AIR BLAST d10 · d8 · d8
MAGIC · RANGE: SHORT · AMOUNT: SOME

BREATH CONTROL d8 · d8 · d6
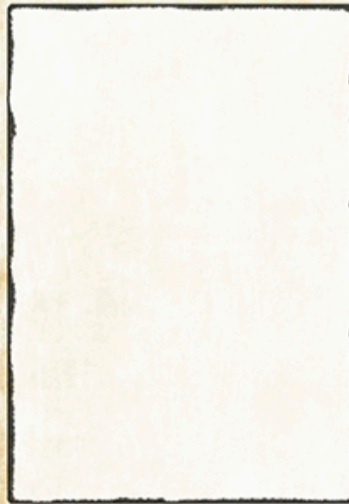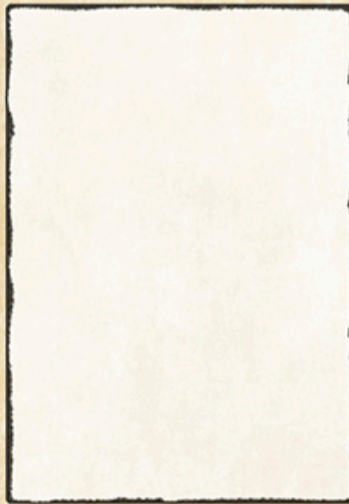MAGIC · RANGE: SELF · AMOUNT: SMALL

Attributes (Deck)

Fatigue (Discard)

Wheel:
STONE · WAVE 0 · TREE -1dg
WIND +2dg · -2dg FLAME
BONE +1dg · 0 · -1dg STAR
TONE
+1dg

ATTRIBUTES

PHYSICAL

	STR		AGL		END
	d10 · ·		d12 · ·		d12 · ·
	d10		d12		d10
	d10		d8		d8 ·

MENTAL

	REA		AWR		WLP
	d8 · ·		d12 · ·		d10 · ·
	d8		d8		d10
	d6		d6 ·		d6 ·

SOCIAL

	PRE		DIS		ESS
	d10 ·		d6 ·		d8 ·
	d6 ·		d6 ·		d8 ·
	d4 ·		d4 ·		d6 ·

Active Effects (conditions, bonuses, impediments, etc)

PHYSICAL
Injury

MENTAL
Stress

SOCIAL
Stigma

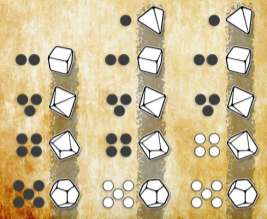## Unarmed Fight
Kinetic Skill

DAMAGE: 1 per ☑ ☑
In combat your dice lose on ties.
Unfavored against armed opponents.

- ●●●● Damage 1 per ☑
- ○○○ [STR] Damage 2 per ☑
- ○○○ [AGL] Disarm per ☑ ☑
- ○○ [END] Choke Hold/Grapple/Pin
- ●● [AWR] Your dice are NOT unfavored

Air Blast
Magic Skill · Wind Sign

RANGE: Touch
- ●● Close ●●● Short ○○○○ Medium
- ○○○○ Long ○○○○○ Extreme

AMOUNT: Tiny
- ●● Few ●●● Some ○○○○ Many
- ○○○○○ Massive ○○○○○○ Epic

You can move a volume of air at high speed
for a brief amount of time. This can propel
objects, knock items over, cause noise, etc.

Breath Control
Magic Skill · Wind Sign

RANGE: Touch
- ○○ Close ○○○ Short ○○○○ Medium
- ○○○○ Long ○○○○○○ Extreme

AMOUNT: Tiny
- ●● Few ●●● Some ○○○○ Many
- ○○○○○ Massive ○○○○○○ Epic

You (or a target) can hold your breath
longer, you can remove air from others'
lungs. With greater skill you might even
pull oxygen from water to
breath while
submerged.

Athletics
Kinetic Skill

This covers a broad range of capabilites
such as running, jumping, lifting, basic
throwing of objects, etc. Aquatics covers
things like swimming, and diving and
Aeronautics covers things like flying,
maneuvering (with a glider), etc.

- ●●● Ground
- ○○○ Water (Aquatics)
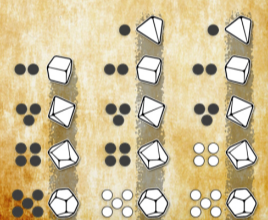- ●●● Airborne (Aeronautics)

City Life
Environment Skill

You are skilled at navigating around urban
locations, are familiar with the denizens,
have a general understanding of what kinds
of places might be where and how people
are typically behave.

- ●●● Home City (Aridor)
- ○○○ _____
- ○○○ _____
- ○○○ _____

Dual Knife Fight
Kinetic Skill

RANGE: Touch [STR or AGL]
- ●● Close [AGL] ○○○ Short [STR + AGL]

DAMAGE: 1 per ☑ ☑
In combat your dice win on ties.

- ●●● Damage 1 per ☑
- ●○○○ [STR] Damage 2 per ☑
- ○○○ [AGL] Disarm ☑

Desert Life
Environment Skill

You are skilled at navigating around arid,
hot landscapes. You know where to find
water, what types of plants and animals
might be about and have basic survival
practices that keep you safe.

Cooking
Mundane Skill

You are skilled at making tasty meals
and are knowlegable about ingredients.
A good meal might make your dice rolls
Favored in a socail situation or it might
aid in boosting the benefits of rest.

- ●○○ Kitchen
- ●●● Campfire
- ○○○ [REA] w/ foreign ingredients

Row 1

SOCIAL ATTRIBUTE
Essence — ESS
ABILITY: Add or Subtract 1 from any one of your dice rolls during a social task.

SOCIAL ATTRIBUTE
Manner — MNR
ABILITY: Re-Roll any one die in your dice pool during a social task.

SOCIAL ATTRIBUTE
Manner — MNR
ABILITY: Re-Roll any one die in your dice pool during a social task.

SOCIAL ATTRIBUTE
Presence — PRE
ABILITY: UPGRADE one die in your dice pool before rolling a social task.

Row 2

MENTAL ATTRIBUTE
Willpower — WLP
ABILITY: Add or Subtract 1 from any one of your dice rolls during a mental task.

MENTAL ATTRIBUTE
Willpower — WLP
ABILITY: Add or Subtract 1 from any one of your dice rolls during a mental task.

PHYSICAL ATTRIBUTE
Strength — STR
ABILITY: UPGRADE one die in your dice pool before rolling a physical task.

Inefficient: The largest die in your pool is unfavorable.

PHYSICAL ATTRIBUTE
Strength — STR
ABILITY: UPGRADE one die in your dice pool before rolling a physical task.

ABILITY: Add or Subtract 1 from any one dice roll during a physical task.

Inefficient: The largest die in your pool is unfavorable.

Row 3

MENTAL ATTRIBUTE
Reasoning — REA
ABILITY: UPGRADE one die in your dice pool before rolling a mental task.

MENTAL ATTRIBUTE
Reasoning — REA
ABILITY: UPGRADE one die in your dice pool before rolling a mental task.

SOCIAL ATTRIBUTE
Presence — PRE
ABILITY: UPGRADE one die in your dice pool before rolling a social task.

SOCIAL ATTRIBUTE
Presence — PRE
ABILITY: UPGRADE one die in your dice pool before rolling a social task.

Row 4

SOCIAL ATTRIBUTE
Essence — ESS
ABILITY: Add or Subtract 1 from any one of your dice rolls during a social task.

PHYSICAL ATTRIBUTE
Endurance — END
ABILITY: Add or Subtract 1 from any one of your dice rolls during a physical task.

PHYSICAL ATTRIBUTE
Endurance — END
ABILITY: Add or Subtract 1 from any one of your dice rolls during a physical task.

Traumatic Memory: if this card is Injured, you also gain [1] Stress.

PHYSICAL ATTRIBUTE
Endurance — END
ABILITY: Add or Subtract 1 from any one of your dice rolls during a physical task.

ABILITY: Re-Roll any one die in your dice pool during a phsyical task.