THE SNARL

Weird Fantasy Tabletop RPG

PLAYTEST 2
Rules

Posthuman Studios
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Hello everyone, welcome to Part 2 of the *Snarl RPG Open Playtest!*

Thanks to everyone who checked out Part 1, our Setting section—if you haven't read it yet, check it out. It will give you the grounding you need for Part 2.

Part 2 includes a big chunk of the core rules, a short starter scenario, and 8 pre-gen characters. We'd like you to take a read through the rules, run a short session of the game, and give us feedback via google form.

The scenario is straightforward, but it provides an opportunity to present the setting, run some skill challenges, engage in some roleplaying, and fight a combat or two. All together, we hope that this presents a solid introduction to the core elements of the game.

Later on, in Part 3, we'll present the full rules, allowing you to create your own characters and explore the setting beyond this scenario.

Here's a breakdown of the rules sections provides in Part 2:

- Game Mechanics — the core rules
- Making Characters — We provide pre-gens, so you don't need to make characters yet. But this chapter provides some important details and rules that you will find useful: aptitudes, skills, bonds/discords, motivations, and other stats. The full character creation rules (including species & paths) will come in Part 3.
- Action & Adventure — game modes, actions & moves, and more
- Combat — the jolt system, zones, and environmental aspects
- Gear & Kits — goods, arcana, weapons, armor, crafting
- Spirits — rules for summoning spirits
- NPCs — For the GMs

The character sheets we provide for the pre-gens are a work in progress, but please give us your feedback on how they work out. We've added both species descriptions and a breakdown of the gear to the 2nd page of each, just so your players will have that all on hand—those will not be on the final versions of the sheets.

Once you've had a chance to read things through and play a session, we'd love to hear your feedback! We have a specific questions for you, and we're open to general notes as well. Please use our google form at

https://forms.gle/xPsGY7ypYs63R3YW7

You can also email us at

info@posthumanstudios.com
(please use the subject: Snarl Playtest).

Feedback Deadline: please hit us with your feedback for this part by March 15th!

Thanks!
—the Posthuman team

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GAME MECHANICS

The Snarl is a tabletop roleplaying game, played as collaborative storytelling project that takes place in your imagination. The *gamemaster* (GM) details the setting, portrays the *non-player character*s (NPCs), adjudicates rules, and sets the stage for the adventure. The other players take on the role of their *player characters* (PCs) and describe their actions. Each character is defined by a set of characteristics—skills, aptitudes, etc.—listed on the *character sheet*. When the PCs encounter difficulties or engage in conflicts with NPCs, you make *tests* using dice to determine the outcome.

DICE BASICS

Most of your dice rools in this game are for skill tests. For these, use two ten-sided dice (2d10), added together. A die result of 0 is treated as 10. So a roll of 0 and 1 would be 11 (10 + 1).

In a few other cases, such as Initiative (p. XX), a single die roll is used, usually a single six-sided die (1d6) or a single ten-sided die (1d10). For the d10, a die result of 0 is treated as 10.

In some other circumstances (usually random tables), the game may call for other dice. Percentile dice (d100) are rolled with two ten-sided dice (d10s), where one die is read as the tens digit and the other as the singles digit (it helps to use different colored d10s). For example, a roll of 8 and 3 would be read as an 83. A roll of 00 counts as 100.

WHEN TO ROLL THE DICE

You primarily roll the dice for skill tests. Make a skill test when any of the following occurs:

- When the situation has dramatic stakes—i.e., the results may influence the story or have other major consequences
- When the activity is more challenging or unusual than run-of-the-mill, everyday affairs
- When a character is unskilled and attempting something challenging
- When a character is opposed by another
- When a character is actively attempting to perceive, learn, or experience something they might otherwise miss

Do *not* make skill tests when the following occurs:

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- When the activity is a mundane, trivial, or routine affair
- When an answer can be easily deduced from information at hand
- When the endeavor can be easily repeated without difficulty
- When the results of the test will not impact a PC, the story, or the setting
- When success is necessary to move the story forward (i.e., if the PCs need to find a clue to continue onward, let them find it)
- When the activity is part of a *task* (p. XX) that you have already rolled for

You don't need to roll every time your character looks around a room, climbs a small fence, researches something basic in a library, or talks to an NPC—to speed things along, assume characters breeze through the easy stuff. Save the dice rolling for situations of stress or impact.

You will sometimes roll dice for other purposes—usually random results—as noted by the rules.

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MAKING SKILL TESTS

To make a test, roll 2d10 and add your *skill score.* Your skill score is the combination of your base *skill value* and its *linked aptitude* and should already be precalculated on your playsheet. Some abilities and circumstances may apply a *modifier* (p. XX) as well. The total is your *test result.*

To resolve tests, see *Success and Failure,* p. XX.

TARGET NUMBERS AND DIFFICULTY

Every test has a target number called the *difficulty.* A test's difficulty is usually noted in the rules; otherwise the GM sets the target number.

For unopposed actions, difficulty is a measurement of the challenge level, as noted on the Difficulty table (p. XX).

For opposed actions, your difficulty is either one of the target's *defenses,* the result of a test they made, or equal to 12 plus the target's level.

CRIT POINT

Your crit point is equal to the test's difficulty + 3 (so if your target number is 10, your crit point is 13). Crit points determine extraordinary results called a *critical success* (p. XX). Some abilities may modify the crit point; nothing can modify a crit point to less than 2 above the target number.

Crit points for attacks made in combat are called *Wound Points* (p. XX).

>>> Begin Boxed Text

MAKING TESTS

- **Skill Test:** Roll 2d10 + skill score (aptitude + skill)
    - **Test with minor modifier:** Roll 2d10 + skill score +/– 2
    - **Test with edge/vex:** Roll 3d10 (take two highest/lowest) + skill score
- **Target Number:** Difficulty (10 + opponent's level)
- **Crit Point:** Difficulty + 3

>>> End Box

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DIFFICULTY

Challenge Level	Difficulty	Crit Point (Difficulty + 3)
Trivial	No test needed	–
Easy	8	11
Mild	11	14
Medium	13	16
Hard	15	18
Formidable	18	21

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SKILL TEST MODIFIERS

Skill test modifiers affect how the dice are rolled for a skill test. Whereas a test's difficulty represents the overall challenge presented by the action, modifiers represent temporary effects, situational circumstances, and factors intrinsic to your character.

Modifiers come in two levels of severity: either +/–2 (minor modifiers) or edge/vex (major modifiers).

+/–2

Minor modifiers either add 2 to your dice roll (if positive) or subtract 2 (if negative).

+2 modifiers represent boosts and bonuses like the advantage of better tools, the aid from an ally, or a trained ability letting you take things that much further.

–2 modifiers are for impediments and obstacles such as the circumstances turning against you, interference from others, and similar setbacks.

EDGE AND VEX

Edge (positive) and *vex* (negative) represent extraordinary bonuses and impediments: the advantage of surprise, the benefit of a major ability, the severe impact of a wound, or fortune working very hard against you.

When you have edge, roll an extra d10 when making tests—in other words, roll 3d10 instead of 2d10. You choose which two dice to use for the results. Usually the highest two dice are best, but sometimes you may go with double results if it gives you a positive *twist* (p. XX).

>>> Begin Example Style

You make a test with edge, rolling 3 dice, and get 6, 6, 0. You can either take the 6 + 6 for a result of 12 with a twist (see p. XX) or 6 + 10 for a regular result of 16.

>>> End Example Style

When you have vex (or are *vexxed*), you also roll an extra d10, but you must choose the 2 lowest results of the 3 dice. However, if you roll a negative twist (p. XX), you must take those results, regardless of the other dice rolled.

>>> Begin Example Style

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You make a test with vex, rolling 3 dice, and get 3, 6, and 6. If the 6 + 6 total of 12 would result in a negative twist, you would take that. If the 6 + 6 (12) was a positive twist, however, you would take 3 + 6 (the two lowest) instead.

>>> End Example Style

ONLY ONE MODIFIER

In some situations, multiple modifiers from different sources may apply to the same test. In these cases, we simplify things with the following principles (handled in this order) down to a single modifier. In this way, only one modifier ever applies to a die roll:

- **Major Trumps Minor.** If you have either edge or vex, ignore any +2 or –2 modifiers.
- **Ignore Multiples.** Two edges are treated as one. Two –2 minor modifiers are treated as just one –2 modifier, etc.
- **Opposites Cancel Out.** +2 and –2 counteract each other. Edge and vex also cancel out.

>>> Begin Example Style

Example: Mika makes an Acrobatics test. They have vex due to extremely slippery conditions, vex again because they are wounded, and edge because of an ability. This simplifies to no modifier. The extra vex is ignored, and the edge and vex cancel out.

In another situation, Mika makes a Tinker test, where they receive +2 from an ability, +2 because they are aided by another character, and vex because they are still wounded. In this case, the vex trumps the minor modifiers, so Mika makes the test with vex.

>>> End Example Style

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SUCCESS AND FAILURE

When you roll the dice, one of three things happens:

If your test result is below the difficulty, you fail. Things do not work out in your favor. Detail what went wrong. Note that failure does not mean "the opposite of what you tried to do happens," it just means you do not succeed. For example, if you try to climb down a high wall, failure does not means you plummet to your death, it means you failed to find any footholds or otherwise make progress downwards. Save the extreme results for twists (p. XX). Note that failures also sometimes lead to new circumstances; see *Failure with Opportunity*. Players can also expend Grit to turn failures into *Success with Consequences* (p. XX).

If your test result equals or exceeds the difficulty, you succeed—barely! You could have done better, but at least you made it. Describe how you pull it off, but don't add any flourishes. In many situations, success is all that matters anyway.

If your test result equals or exceeds the crit point, you achieve a critical success—you show everyone that you know what you're doing! Specify how you got it right, and throw in some embellishments. Criticals often provide better results; see *Critical Success* for more.

TEST OUTCOMES

Test Result Is:	Result
Below Difficulty	Failure
Below Difficulty but 10+ (or per story)	Failure with Opportunity
Equals or Exceeds Difficulty (but below Crit Point)	Success
Equals or Exceeds Crit Point	Critical Success

FAILURE WITH OPPORTUNITY

Quite often, when the PCs fail a test, they will simply not succeed with little fanfare. They aren't quite good enough, the odds stand against them, the universe has issued a decree. This is common for tests of median consequence. This is not a bad thing—if negative results were not a possibility, there would be no tension in gameplay and the character would have no life lessons to draw from for future growth. Unsuccessful moves like this can put the players on the spot, ratchet up the suspense, and take the story in unexpected directions as the PCs

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are forced to seek out alternative options.

Sometimes, however, a cut-and-dry failure is less interesting or memorable than a failure that leads to something else. In this regard, GMs can choose to treat it as a *failure with opportunity*. By opportunity, we specifically mean providing options to move the story forward—or at least in an intriguing direction. This is especially true if the failure would have led to a significant roadblock, jammed up the plot, or created extraneous complications. In these situations, the GM should take the opportunity to open new doors, reveal new challenges, or present new encounters.

For example, the loud argument that ensues from a PC's failed attempt to negotiate with an NPC draws the attention of a patron who approaches with an enticing offer. A rogue captured when attempting to steal thunder from a rival clan is given a choice of the cage or taking an illicit job on the clan's behalf. An adventurer who fails a roll when jumping from one rooftop to the next does not fall to their doom, but instead crashes through a weak spot right before they jump, plummeting directly into a nest of hostile raptors in the attic below. In each of the cases, the PCs still fail, but the GM uses that lack of success to propel things forward.

GMs should invoke this rule as needed for story purposes. If you want a more specific guideline, treat any test that fails but still beats a 10 or more as a failure with opportunity. Rolls below 10 simply fail.

CRITICAL SUCCESS

When your test result equals the crit point or higher, you succeed with smashing results. You execute the move perfectly, you prevail with flair and panache, you wrap it up with heart and grit. Crits will get you a bonus effect. In most cases, the rules will clearly state what this result provides. For example, in combat, a crit scored with an attack wounds your opponent. In other situations, the GM discusses the possibilities with the player to decide on an appropriate result or simply assigns a bonus as they think best fits the situation. These are recommendations:

- **Carry Forward:** Bolstered with confidence, you get +2 on your next immediate action/test.
- **Action:** If the action has an effect, duration, or range, you double it.
- **Task Action:** You reduce the timeframe by 50%.
- **Combat:** You inflict a wound (p. XX) on an opponent.
- **Social:** An NPC's demeanor towards you (p. XX) increases 1 step.
- **Rest:** You heal an extra strain.

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TWISTS

Any time you roll doubles on your 2d10 skill test (e.g., 4 and 4, 5 and 5, etc.), you have scored a *twist*. Twists represent unusual outcomes, quirks of fate, and the unexpected—either good or bad. If you roll doubles and hit your target number, the twist is in your favor (a *positive twist*). If you roll doubles and fail, the twist works against you (a *negative twist*).

TWISTS AND EDGE/VEX

When you roll 3d10 with edge and get doubles, you choose which two of the three dice count for the results—and thus whether or not you get a twist. In some cases, you may want the twist, in others you might go for a higher result (usually because the twist would be negative or the non-twist would be a crit success).

When you roll 3d10 with vex and get doubles, however, you must take the twist if it is negative, even if choosing a different die would get you a lower result. Vexxing, isn't it?

POSITIVE TWISTS

Positive twists provide bonus effects, relevant to your character's actions.

It is important to note the difference between critical success and positive twists. Crits are exceptional results from talent and skill, twists are chance outcomes that just happen to go your way. A crit is a perfectly executed attack, an acrobatic flip performed with style, the negotiating tactic that crumbles your opponent's arguments, and the item crafted with expert skill. A twist is a lucky blow, the hidden mud that makes your opponent slip, the unforeseen factor that drives an NPC to favor you, and the relief when a howl of wind covers your prowl past the guards. Twists provide bonus results that are in your favor, but they are generally less impactful than critical successes.

Work with your GM to choose an appropriate result:

- **Action:** An environmental feature works to your advantage.
- **Action:** Your action has a favorable bonus effect: something catches on fire, an opponent's path is blocked, the lights go out, etc.
- **Combat:** Your action unsteadies an opponent, inflicting 1 (extra) jolt.
- **Combat:** You steady yourself. Remove 1 jolt.
- **Combat:** Your attack has a bonus effect: the opponent is disarmed, knocked prone, deafened, knocked off a ledge, or drops a piece of gear.

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- **Combat:** Your opponent cannot use armor to mitigate a hit or wound you have just inflicted.
- **Social:** The NPC you are interacting with becomes distracted, confused, or turns away, creating an opening for action.
- **Social:** You awe or stun nearby onlookers.
- **Social:** You discover a commonality with an NPC.
- **Social:** An NPC lets slip a secret.
- **Exploration:** Something unexpected is revealed—a new path, a hidden resource, a refuge, or something similar.
- **Exploration:** You encounter a beneficial NPC.
- **Exploration:** You discover an interesting creature, item, or aspect of the environment.

NEGATIVE TWISTS

Negative twists represent negative consequences and things that go wrong, often in spectacular ways, whether from incompetence or bad luck. Work with your GM to detail an appropriate result. Examples:

- **Action:** Your gear malfunctions, breaks, or gets dropped/lost.
- **Action:** An element of the environment impedes you.
- **Action:** You trigger an unfavorable side effect: a cacophony inhibits communication, your exit is cut off, smoke blocks your vision, etc.
- **Combat:** You find yourself in a prone or contorted position.
- **Combat:** You leave yourself vulnerable to the enemy. +1 jolt.
- **Combat:** Your weapon drops, breaks, or gets stuck.
- **Combat:** Your armor or clothing breaks or becomes entangled.
- **Social:** You draw the attention of unfriendly NPCs.
- **Social:** An NPC's attitude towards you changes in a negative way.
- **Social:** You anger or upset onlookers.
- **Social:** You discover a serious division with an NPC.
- **Social:** You accidentally unveil a secret.
- **Exploration:** You become lost or take the wrong direction.
- **Exploration:** You encounter an antagonistic NPC or hostile creature.
- **Exploration:** You wander into dangerous or precarious terrain.

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WHO ROLLS?

Players roll the dice to make the tests for their characters. Rolls are made in the open, where everyone can see the results.

PCs OVER NPCs

In situations where a PC and NPC are both making moves in opposition to each other, it is easiest to have the PC make the test. For example, an NPC utters a lie (making a Deceive move) but a PC uses an Assess Others move to spot falsehoods. In this case, the PC rolls, and their result determines the outcome.

However, with some moves, the opposition's result is the test's difficulty, so both parties must roll. For example, if a PC attempts to spot an NPC who is sneaking away, they make a Perceive move with the NPC's Stealth test result as the difficulty.

GROUP TESTS

When one or more characters undertake the same move at once, the GM must analyze the circumstances and how they are going about it to decide how to handle the tests.

Individual Tests

If the outcome impacts individual characters differently, depending on how they roll, then have each individual character make their own tests.

For example, if a group of PCs all attempt to jump off a collapsing bridge at once to safety, each should make their own test. Some may make it, and some may not. If the PCs each attempt to make their way through a dark thicket, without supporting each other, they roll individually. Some will find their way though, others may get lost. This is especially true if the characters are competing; whomever gets the best results on a successful test finds their way through first.

Cooperative Tests

If the characters all work together on a move, and they can each contribute meaningfully, then treat it as cooperative test.

This must be the kind of action for which extra people are beneficial and for which the group is working as a unit. For example, if the PCs jointly search a room, help each other get past some difficult terrain, collectively attempt to calm an angry crowd, or collaborate to repair a broken structure. Each character makes their own test; the GM should consider reducing the Difficulty based on the number of people

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cooperating. If at least half of them (rounded up) succeed, the group succeeds. If not, the group fails. For the purpose of these totals, a positive twist counts as an extra success; a critical success counts as 2 extra successes. In this way, exceptionally capable characters can make up for those less skilled. However, a negative twist removes a success.

Note that some group actions are cooperative in spirit, but hindered by numbers or the environment. For example, a group attempting to sneak past a guard, conceal their tracks, or stage an ambush can work together, but the more people they have, the harder it is to hide. Likewise, a group attempting to build something in a confined space or collectively convince an NPC with an improvised and unrehearsed story are likely to just trip over themselves. In this case, have everyone roll for the group test at –2 or possibly even with vex, depending on the severity of the impediment.

Aided Tests

If the characters wish to work together, but the circumstances put the burden of effort on one individual, then treat it as an aided test.

For example, a PC attempts to repair a small device while others hand over tools and offer advice, or attempts to talk their way past a guard while their companions back them up with convincing acting. In this case, only the lead character makes the move and rolls the test; others use the Aid Another move (p. XX) to provide a +2 modifier (or edge if 3 or more are aiding).

TESTS AGAINST GROUPS

If you are making a test against multiple opponents, and the results may impact each differently, simply compare your result against their individual defenses. For example, if you attempt to intimidate a group of thugs with Provocation, compare your result to each thug's Social Defense. Some may be intimidated, others not.

If the results impact the group as a whole, use the highest defense among the group. For example, when attempting to sneak past a group of guards, compare your Sneak roll to the highest Mental Defense; if one sees you, the whole group is alerted.

Tests made against groups are often more challenging. GMs should apply –2 or vex as appropriate.

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GM ROLLS

Not all rolls are made by players.

NPC ROLLS

It is usually the GM's duty to make rolls to determine the results of NPC actions. This is fine—the GM is a player too, and they should get a chance to roll the odds and let the NPCs shine or crash.

That said, GMs don't always need to make the NPC tests—any player at the table can be asked to make the roll. If the outcome affects a particular PC, it can be fun to ask that player, adding to the dramatic tension—and if the results are not in their favor, they have no one else to blame! Or if a particular player's PC is not in the current scene, have them roll for NPCs to keep them involved. Players may enjoy taking turns to roll for the NPCs, as it can be fun to play the opposition to each other. Will the player who rolls terribly for their character transfer their bad luck to the NPCs as well?

Note that the GM still makes the final call on what actions the NPCs take; the other players simply make the rolls to determine the outcome. This also relieves an otherwise busy GM of extraneous burdens.

SECRET TESTS

In some cases, the GM may seek to roll on behalf of PCs in secret. This should only be done for information or threats the PC is not aware of and which the GM also wants to keep secret from the players. However, since rolling the dice may be a giveaway that something is afoot, GMs can assume PCs and NPCs have a default roll equal to 11 + skill score and secretly compare that to the test's difficulty. For example, a GM may compare a PC's Insight score + 11 to an NPC's Social Defense to see if they notice the NPC acting nervous when they lie.

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>>> Begin Sidebar

OPTIONAL: PLAYER-ONLY ROLLS

Some gaming groups may prefer the style of play where only players make dice rolls. This focuses the narrative on the PCs and frees the GM to focus on the story. *The Snarl* adopts a more traditional style, where the GM (who is also a player) gets to be in on the action and where the tension of NPC successes and failures help to drive feelings of opposition and suspense. If the former style is your bag, however, you can easily tweak the game to run it without GM dice rolls.

First, treat each Defense stat as a skill. This means you ignore the 12 each Defense was based on. Mental Defense is simply based on WIT, Physical Defense on REF, and Social Defense on EGO. Any bonuses to these Defenses from your species, background, or path still apply, and they may be improved just like other skills.

Whenever an NPC attacks or attempts to manipulate a PC, have the PC make an appropriate Defense skill test. The difficulty of the test equals the NPC's skill + 12. For example, if an NPC attempts to scare you with Provocation 2, your Social defense roll would be against 14 (12 + 2). However, for Defense rolls, the NPC may still get a critical success. In this case, the Crit Point is the difficulty –3 (in our example, the Crit Point would be 12 –3 = 9) . If your roll equals the Crit Point or lower, the NPC scores a crit against you.

In combat situations, the same rules apply. If you succeed on your Defense test, you take a jolt. If you fail, you take a strain. If your roll equals the Wound Point or lower, you take a wound. So if an NPC with Melee 3 attacks you, you roll your Physical Defense against a target number of 15 (3 + 12). The Wound Point in this case would be 12 (15 – 3). So if you get a 15+, you take a jolt. If you roll under a 15, you take a strain. If you roll a 12 or less, you take a wound.

>>> End Sidebar

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GRIT

Every PC has a special pool of Grit points used to boost your heroic capabilities. You spend Grit to:

- Gain edge on a particular skill test, as noted by your abilities.
- Gain edge on a particular skill test when you invoke an environmental aspect (p. XX).
- Gain edge on a particular skill test when you take a risk and invoke a bond (p. XX) with another character.
- Turn a failure into success with consequences (see below).

Refresh: Your Grit points refresh each game session. (Note: this assumes your game sessions run 3–4 hours; if you play longer sessions, consider having Grit refresh each time you take a Repose move (p. XX) instead.) You can also regain a spent Grit point by invoking a discord (p. XX).

Limitations: You may not spend more than one Grit point on a single test (i.e., you cannot invoke an environmental aspect for a test and then also turn a failure on that test into a success with consequences).

SUCCESS WITH CONSEQUENCES

By spending Grit, you can convert a failure into a success—but with repercussions. In other words, things work out in your favor, but you either trigger an unforeseen after-effect, create an additional obstacle, or bring about some other negative fallout. Fortune is fickle; it can turn the odds in your favor, but there is inevitably a karmic backlash.

For example, a PC who fails the test when negotiating with an NPC uses Grit and convinces them after all, but inspires the NPC to sell their secrets on the side. The miscreant who flubs their roll when stealing a package from a traveler's pack finds out the hard way that it contains a feral animal eager to escape. The adventurer who rolls badly when climbing a wall makes it to the top anyway, but leaves a torn piece of clothing that allows their pursuers to track them.

The GM arbitrates what consequences are appropriate, but players should be prompted for their ideas. Consequences should not be so minor that you can effectively ignore them, but they should also not be more severe than the failure would have been.

Limitations: You may not spend Grit to invoke a success with consequences when you have rolled a negative twist—the universe has decided against you. You may also not spend Grit on a test with a target

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number that exceeds 15 + your skill.

GRIM REWARDS

When a situation turns dire, your mettle carries you through to the end. Any time a PC becomes incapacitated through enemy action, the PCs who are still standing each gain 1 additional temporary Grit point that may be used until the encounter ends as their determination rises to the challenge. This temporary Grit point is spent first, before any of their remaining Grit points.

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MAKING CHARACTERS

Making a character for the *Snarl* takes about 20–30 minutes. During this process you will choose your species, your path (your profession, or at least what you are good at), as well as your aptitudes, skills, and other stats. There are nine steps in total, detailed on p. XX.

SESSION ZERO

We strongly recommend having a session zero where you meet with your GM, discuss the campaign, and create characters together.

JOINT CHARACTER CREATION

While you can create a character on your own, there are two steps in the process that you will want to discuss and coordinate matters with other players.

Step 2

During Step 2, you will be choosing your path and aptitude scores. The order and method for doing so depends on whether you are optimizing your character to be the best they can be or whether you are rolling randomly and letting fate decide. The latter option leads to characters that are less optimized—and sometimes deficient in some ways. This is intentional—flawed and less-than-perfect characters can be more interesting to play, especially as you overcome obstacles *despite* the character's handicaps. The warrior who is weak but smart, the rogue who is clumsy but intimidating, and the mystic who is strong but not the brightest all break the mold of character archetypes and provide more incentives to roleplay rather than just roll dice.

Non-optimized characters are not for everyone. Many players want to be heroes that excel at everything and squeeze the most out of this fantasy setting to make it epic. That's fun too!

The drawback is that if a group incorporates both types of characters, it can make things uneven. For this reason, we strongly suggest having a discussion within your group about what kind of gameplay you want to have—and thus which methods to apply in Step 2. If you all want to be on the same footing, you should take the same route. If you don't mind having an offset in capabilities, do as you please!

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Step 6

During Step 6 you will choose bonds and discords (p. XX) you have with other player characters andf NPCs. This is a good opportunity for players to establish shared backgrounds and history with other PCs.

CAMPAIGN DISCUSSIONS

A session zero is ideal for consolidating the players' expectations and getting everyone on the same page. On the logistics side, you should be discussing your gaming schedule, session lengths, snacks, table etiquette, and player commitments. You should also be discussing the campaign's length and themes, house rules, table talk, and handling disputes.

Just as important is discussing styles of play. Is your group more interested in exploration? Combat? Social situations and roleplaying? Investigations and mysteries? A good balance of each? Sorting these preferences in advance will help the GM prepare and let the players know what to expect.

PLAYER BOUNDARIES

One important thing to discuss is boundaries that individual players might have for particular subject matter that could arise in game. The *Snarl* is a strange setting and deals with a range of odd and sometimes creepy topics: bug people, violence, body horror, mind control, monsters, the dark ocean-like depths of the Mulch, and more. If some of these topics will make a player uncomfortable, you should have a discussion about how to handle it. For example, if someone in your group has a severe phobia of spiders, you may want to remove weavemothers from your campaign.

The gaming community has devised a large number of safety tools over the years, including X-cards, "lines and veils," consent checklists, and "stars and wishes," among others. These enable your group to have meaningful discussions beforehand, set boundaries for play, handle issues as they arise during gameplay, and provide feedback to each other after sessions. We strongly encourage you to research these tools and adopt the ones that work best for your group.

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LEVEL 0

You start off as a Level 0 character. Over time you will earn Experience Points (XP) from things you do in the game (*Earn Experience,* p. XX). When you accumulate your first 10 XP, you immediately spend those XP and reach Level 1, at which point you choose your discipline and acquire its starting abilities (*Paths,* p. XX). As you continue to play, you will earn additional XP that you can spend to purchase stat bumps and more abilities from your path, species, or combat style. As you pass specific thresholds of total XP earned, you will reach higher levels (*Level,* p. XX).

Level 0 characters are just starting off, so they are somewhat weak. The GM should present threats and challenges that are less deadly at this level, to give the PCs a chance to survive and find themselves. This is a perfect opportunity for PCs to explore the setting, interact with each other, and develop a vision for how their character will progress as they earn XP. Picking a discipline at Level 1 is an important decision, and the choice the player makes should be fueled by the events of the story and the character's choices and actions within the game.

>>> Begin Sidebar

STARTING AT HIGHER LEVELS

You may want to start with more proficient characters, particularly if you are only playing a one-shot or short scenario. This is easy to do; first follow the character creation steps as normal. Second, pick a discipline (p. XX) for each character, just as they would do when reaching Level 1, and take the starting abilities from it.

Level 1 is a particularly good choice, given that PCs acquire a slate of starting abilities when they pick their discipline. It makes them substantially more competent than Level 0 but still in the ranges of novices who are getting started.

If you want higher than Level 1, simply pick what level you want the characters to be and assign them 20 XP to purchase abilities for each additional level past Level 1. For example, Level 2 equates to 20 XP, Level 3 equates to 40 XP, and so on. Abilities are purchased from your species, discipline, or combat style (*Train,* p. XX). Remember that a basic ability costs 5 XP, advanced abilities cost 10 XP.

>>> End Sidebar

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CHARACTER CREATION STEPS

There are nine steps to character creation:

- **Step 1: Species (p. XX).** Pick what type of sapient creature you want to be. Grab the playsheet for that species. You will use that sheet to track your character's primary stats.
- **Step 2: Path & Aptitudes (p. XX).** In this two-part step, you choose your path (profession) and aptitudes. The order and methods for doing this depend on whether you want to make specific choices to optimize your character or make some random rolls to make a more interesting one.

    - **Step 2A: Assign Aptitude Scores (p. XX).** Take one of three sets of scores and apply them to your six aptitudes (your character's inherent aspects).
    - **Step 2B: Choose a Path (Profession) (p. XX).** Pick a profession from one of 6 paths. Your path provides you with a number of starting bonuses and abilities. Grab a playsheet for that path; your path abilities will be chosen from this sheet.

- **Step 3: Background (p. XX).** Choose a region and culture that represents your past life experiences. These provide bonuses.
- **Step 4: Total Skills (p. XX).** Combine your aptitudes and skill points to get your final skill scores.
- **Step 5: Motivations (p. XX).** Pick 1–3 motivations that define your purpose and agenda.
- **Step 6: Bonds and Discords (p. XX).** Work with the GM and other players to select 2 bonds (personal ties) and a discord (an antagonism).
- **Step 7: Final Scores (p. XX).** Calculate a few remaining stats such as your defenses and Grit.
- **Step 8: Starting Gear (p. XX).** Note your starting gear, as provided by your path.
- **Step 9: Fill in the Details (p. XX).** Now that you have all of the numbers worked out, take a step back, look things over, and put together a composite picture of your character.

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STEP 1: SPECIES

Multiple sapient species populate *the Weald* (detailed starting on p. XX). What kind of creature do you wish to be? Choose one:

- A sculpted tree person imbued with memories of a former life? Knock on wood. Choose **Clacker,** p. XX.
- A spirit who can switch between material and insubstantial forms? Spooky! Choose **Flicker,** p. XX.
- A cute arboreal mammal who can toggle their mental outlook at whim between placid, hyperactive, or aggro? Let's fucking go! Choose **Fuzzleclaw,** p. XX.
- A gliding sticky-tongued lizard person who can regenerate? Slinky! Choose **Gukri,** p. XX.
- A beetle person who comes in either tiny-and-winged or built-like-a-tank forms? Damn! Choose **Kalioctera,** p. XX.
- A symbiotic bird-monkey duo that acts as one? Total chaos. Choose **M'qwirl,** p. XX.
- A tentacle-caterpillar carnivorous plant with a venomous tongue? Hell yeah. Choose **Scrill,** p. XX.
- An elfin humanoid who can alter their body in unique ways over time? Freaky! Choose **Slyph,** p. XX.
- A nocturnal raptor with echolocation? Sounds like a hoot! Choose **Strix,** p. XX.
- A troublemaking faerie-like insect? You asked for it. Choose **Veetling,** p. XX.
- A straight-up wasp-person, wings and all? Make it sting! Choose **Vescid,** p. XX.
- A human-sized spider with a swarm of smaller spiders at your command? Creepy! Choose **Weavemother,** p. XX.

Bookmark this page and pop over to that section to read up on your species and starting abilities—you may have a few choices to make. Also grab the playsheet for that species type—this notes your species' starting traits and gives you space for your character's stats. If you don't have a playsheet on hand, note it all on paper or in a computer file instead! Once you've noted your species abilities, continue back here.

Note that your species also provides species-specific advanced abilities that can be purchased down the line with XP (*Abilities,* p. XX) after you've played some sessions (also noted on your species playsheet).

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STEP 2: PATH & APTITUDES

The next step to creating a character is actually two steps combined: assigning your aptitude scores and choosing a starting path (your profession).

The order and method in which you take these steps depends on your play style. Do you prefer an optimized character or a flawed but still capable character?

An *optimized* character is one built in a way that their aptitudes best fit their path. If you already know what you want to play, use the Fully-Optimized method below—you'll choose your path and assign your aptitudes for maximum efficiency. If you're not sure, use the Partly-Optimized method—you'll roll your aptitudes first and then pick a path that best fits. Both of these methods make for stronger characters, but characters made this way are often quite similar to others of that particular path (warriors will always have the highest Fitness stats, etc.).

A *flawed but capable* character may not be the best at what they do, but they are more varied and interesting. In this case you'll use the Non-Optimized method below, meaning that you will choose your path first and then randomly assign your aptitudes. Less-optimized characters reflect the diversity of real life and also encourage roleplaying as characters explore their imbalances. To even the field, the less-optimized methods provide your PC with more Grit.

We strongly encourage all of the players to pick the same method. Otherwise you'll end up with a mish-mash of PCs with imbalanced power levels.

FULLY-OPTIMIZED METHOD

If you know what you want to play and want to be above average in stats, then you choose both your path and which aptitude modifiers get assigned to your aptitudes. This allows you to maximize the aptitudes that are most relevant to your chosen path.

- Follow the Steps in this order: 2B Choose Path, 2A Assign Aptitudes (Chosen).
- Because you are fully optimized, your PC starts with 0 Grit.

Best For: This method is ideal for gaming groups where most or all of the players have a character concept already in mind, so you can trick out your PC to fit that role. Also good for one-shots or short games where you want to kick ass.

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Drawback: The drawback to using this method is that characters of the same paths will often be quite same.

PARTLY-OPTIMIZED METHOD

When you follow this method, you start by randomly assigning your modifiers to each aptitude. Once all aptitude modifiers are assigned, you then pick a path for your PC. This method still allows for some optimization, as you can still choose a path for which the primary aptitudes match your best modifiers.

- Follow the Steps in this order: 2A Assign Aptitudes (Random), 2B Choose Path.
- Because your PC is slightly optimized, you start with 2 Grit.

Best For: When you're not sure what you want to play yet and other roles within the party are not yet claimed by other players.

Drawback: Since your aptitudes are randomly assigned, your aptitudes and skills are less likely to be perfectly matched.

NON-OPTIMIZED METHOD

With this method, you determine your path first. You can do this randomly or pick according to your preference, whatever works best for you. Once your path is locked in, you randomly assign your aptitude modifiers.

- Follow the Steps in this order: 2B Choose Path, 2A Assign Aptitudes (Random).
- Because your character is less optimized, you start with 4 Grit.

Best For: When you're open to making a character with some flaws and don't care about min-maxing. This can lead to fun characters: smart bumbling warriors, oddly buff healers, wise but clumsy rogues, etc. With characters like this, overcoming weaknesses and thriving despite imperfections can become touchstones for the group.

Drawback: Since this method assigns aptitudes by chance after your path is locked in, it results in a more diverse but less powerful array of characters.

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STEP 2A: ASSIGN APTITUDES

Your character has 6 core aptitudes that reflect their innate untrained capabilities.

- **Ego (EGO)** is your willpower, self control, and determination. Used for Social Defense and Grit.
- **Fitness (FIT)** is your vitality, strength, and overall health. Used for melee and how much *strain* you can take.
- **Intellect (INT)** is your reasoning, judgment, and overall smarts. Used for many skills.
- **Personality (PER)** is your social savvy, charisma, and ability to compel others. Used for social skills and starting bonds.
- **Reflexes (REF)** is your physical reaction speed, agility, and coordination. Used for Physical Defense, Initiative, and ranged attacks.
- **Wit (WIT)** is your mental acuity, awareness, cleverness, and intuition. Used for Mental Defense, Initiative, and perception.

Aptitude scores range from –2 to +5.

Choose one of the following sets of scores to apply to your aptitudes.

- **Above Average:** Competent but not outstanding or weak in any areas.
    - +2, +1, +1, +1, +1, +1
- **Developed:** You are good at what you do, and otherwise nondescript.
    - +3, +2, +1, +1, +0, +0.
- **Specialized:** You excel in some things but suck at others.
    - +3, +3, +2, +0, +0, –1.

APPLYING APTITUDE SCORES

There are two ways of applying these values to your aptitudes, depending on which character creation method you are following:

Chosen: If you are following the *Fully Optimized Method,* you pick which value goes to which aptitude. You are best off applying the highest values to the aptitudes emphasized by your path.

Random: For the *Partly Optimized* and *Non-Optimized Methods,* you

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randomly assign the values to each aptitude. Start with your highest bonus, roll a d6, and apply it to the aptitude rolled (where EGO is 1 and WIT is 6). Continue with the next highest bonus, and so on, until every modifier is assigned. Re-roll or switch dice as necessary (d6 > d4 > d3, etc.).

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STEP 2B: CHOOSE PATH

Each path starts out as a broad field, called a *path* (p. XX). There are 6 paths to choose from during character creation. Your path provides you with a few skill and stat bumps and some specific abilities (*Abilities,* p. XX).

During character creation, we recommend that each player choose a different path for their PC. This will result in the most diversified party and a broad range of skills and abilities.

Later, once you play for a bit and earn some experience points (XP; p. XX), you will reach Level 1. At this point you will choose one of 3 branching *disciplines* for your character. Each of these disciplines provides additional skill points, stat modifiers, and new abilities. The disciplines are described in detail starting on p. XX.

The six paths (and branching disciplines) are:

- **Hand:** You practice a craft or trade. Intellect (INT) is your primary aptitude.
    - **Aeronaut:** You build, maintain, and fly airships.
    - **Healer:** You know the secrets of nature and craft medicines and potions.
    - **Tinker:** You are a crafter and master of tools.
- **Ranger:** You thrive in the outdoors. Wit (WIT) is your primary aptitude.
    - **Beastmaster:** You temper and train the creatures of the Weald.
    - **Explorer:** You traverse the unknown to uncover secrets.
    - **Hunter:** You specialize in tracking and archery.
- **Rogue:** You rely on quick reflexes and subterfuge. Reflexes (REF) is your primary aptitude.
    - **Ruffian:** You dwell in the shadows on the edge of society, never quite fitting in but but also filling a necessary niche.
    - **Shade:** You specialize in staying out of sight and gathering information.
    - **Trickster:** You excel at misdirection and sleight of hand.
- **Spark:** You manipulate spirits and the forces of reality unseen to others. Ego (EGO) is your primary aptitude.

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  - **Ecomancer:** You influence the environment of the Weald.
  - **Glint:** You influence minds and emotions.
  - **Hex:** You study and practice the deep magic that underlies the Weald.

- **Speaker:** You excel with words and people. Personality (PER) is your primary aptitude.

  - **Chronicler:** You are an entertainer and historian.
  - **Firetongue:** You inspire others to action.
  - **Scoundrel:** Your charm facilitates your disdain for rules and customs.

- **Warrior:** You train in the physical and martial arts. Fitness (FIT) is your primary aptitude.

  - **Scrapper:** You are light on your feet and fight with grace.
  - **Soldier:** You are well rounded in combat.
  - **Stout:** You wield heavy weapons and take a beating.

The paths are described in detail starting on p. XX. Bookmark this page, pop over to that section to pick a path, note your abilities and stat bumps, then continue back here. You'll also want to grab a playsheet for that path: it has all of the information you'll need to play!

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STEP 3: BACKGROUND

Your character's upbringing and origins helps shape your identity. This is broken into two denominations: region and culture. Pick (or randomly roll) one of each and apply the given bonuses.

Region

Choose one of the following or roll 1d6.

1. **Notch:** You grew up within a pocket realm.
   +1 Insight
2. **Canopy:** You lived in the airy upper reaches.
   +1 Social Defense
3. **Tangles:** You were raised in the thickets and dense growths of the middle regions.
   +1 Physical Defense
4. **Mulch:** You survived your formative years in the dangerous shadows of the Mulch.
   +1 Strain box
5. **Roots:** You lived in the deep tunnels of the underdark.
   +1 Mental Defense
6. **Unrooted:** You experienced your early life in multiple areas.
   +1 Survival

Culture

Choose one of the following or roll 1d4.

1. **City:** You grew up in a bustling settlement of hundreds or thousands.
   +1 to either Insight, Persuasion, or Provocation
2. **Isolated:** You were largely isolated from other communities and folk.
   +1 to either Medicine, Stealth, Survival, or Tinker
3. **Nomad:** Your people were mobile and on the move.
   +1 to either Acrobatics, Missiles, or Perception
4. **Village:** You lived in a small stationary community.
   +1 to either Athletics, Melee, or Tinker

PEER STATUS

You begin play with peer status (p. XX) with one clan, town, small group, or regional faction. This group accepts you as one of their own, but holds you to the responsibilities of inclusion. Usually this will be the group you were raised with, but it may be a new group that you

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have recently joined. Discuss with your GM what groups are options or likely candidates.

If you're not sure what group to pick, you can also skip this for now and decide on it during the first few sessions of gameplay.

You can also choose to not have peer status at the beginning of gameplay—you are an unmoored loner, uncommitted to any communities. In this case, start with 1 extra Grit instead. You may find yourself part of a group down the line, but you will have to work toward it.

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STEP 4: TOTAL SKILLS

Skills represent your training, education, and learned abilities. Skills rank between 0 and +10. Full descriptions and uses for skills can be found on p. XX.

Your path's starting abilities provided you with a set of pre-determined skill points. You may also have received additional skill points from your background (p. XX). Total the points applied to each skill together. This is your *skill rank*.

Your path and background may also give you a number of points to assign to skills of your choice (whether you already have ranks in that skill or not). Each assigned point increases your skill rank by 1.

Each skill is linked to an aptitude. Add the linked aptitude modifier to your skill ranks to get your starting *skill score.* Your skill score is added to any tests you make that invoke that skill.

Skill Ranks + Aptitude Modifer = Skill Score

Example: You are a building a weavemother ranger named Skesis. From your ranger path's starting abilities, you gain the following skill points:

+1 Athletics, +1 Missiles, +1 Nature, +1 Perception, +1 Survival.

Your path also gave +1 skill point to assign as you choose. You assign it to Stealth.

From your nomad background, you get +1 for either Acrobatics, Missiles, or Perception. You choose Missiles, making your total Missile skill ranks +2.

Earlier in chargen, you assigned your aptitude modifiers:

+2 EGO, +0 FIT, +3 INT, +0 PER, +2 REF, +2 WIT

Now we add these together for skills of:

- Athletics 1 + 2 REF = 3
- Missiles 2 + +2 REF = 4
- Nature 1 + 3 INT = 4
- Perception 1 + 2 WIT = 3
- Stealth 1 + 2 REF = 3
- Survival 1 + 2 WIT = 3

All other skills (with skill rank 0) have a skill score equal to their aptitude modifier.

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SKILLS AND LINKED APTITUDES

Skill	Linked Aptitude	Description
Acrobatics	+REF	Maneuvers relying on dexterity and nimbleness.
Athletics	+FIT	Maneuvers relying on strength and stamina.
Chronicles	+INT	History, myth, folk tales, and legends.
Conjuring	+EGO	Summoning and controlling spirits.
Cultures	+INT	Contemporary people, factions, and culture.
Deception	+PER	Lies and misdirection.
Endurance	+FIT	Stamina and fortitude.
Insight	+PER	Evaluating emotions, character, and honesty.
Medicine	+INT	Healthcare and first aid.
Melee	+FIT	Physical attacks, with arms and without.
Missiles	+REF	Ranged weapons.
Mysteries	+INT	Spirits, sorcery, and esoteric things
Nature	+INT	Flora, fauna, and the environment.
Perception	+WIT	Awareness and investigation.
Persuasion	+PER	Convincing others.
Provocation	+PER	Prodding others to emotional reactions.
Stealth	+REF	Prowling and hiding.
Sorcery	+EGO	Manipulating reality.
Survival	+WIT	Living off the wild and handling environmental hazards.
Threats	+INT	The Creep, the Blight, and other dangers.
Tinker	+INT	Making and repairing things.
Trickery	+ REF	Sleight of hand.

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STEP 5: MOTIVATIONS

Motivations are the personal goals that drive your character. These are rooted in your background, your interests, and your aspirations, both short-term and long-term.

Write out 1–3 motivations for your character. Some motivations are written as specific goals ("fulfill my debt"), others are more open-ended ("accumulate knowledge/lore"). Some motivations may be tied to your bonds (p. XX). The Motivation Examples table provides suggestions; you can even determine one randomly.

MOTIVATION USES

- **Experience:** When your motivations—or significant milestones towards them—are achieved, you earn XP (p. XX).
- **Social Tests:** Other characters can use Insight to ascertain your motivations and what drives you. At the GM's discretion, incorporating this knowledge into a relevant social skill test may provide a modifier of +2 or edge.

MOTIVATION EXAMPLES

1d100	Description
01–04	Steal thunder from [group]
05–07	Overthrow [person with power]
08–10	Restore my honor/redeem myself
11–13	Get revenge upon [person/group]
14–16	Investigate [specific mystery]
17–19	Uncover the history of [person/place]
20–22	Visit [specific place]
23–25	Make friends with [person/group]
26–28	Kill the creature that [past event]
29–31	Find a new purpose
32–34	Create a legacy
35–37	Find a new tribe
38–41	Become known for [talent]

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42–44	Achieve independence
45–47	Find lost [place/person/thing]
48–50	Prove others wrong
51–53	Reconnect with [person]
54–56	Improve my mastery of [talent]
57–59	Find the truth about [specific secret]
60–62	Fulfill my debt to [person]
63–65	Follow in [person]'s footsteps
66–68	Make amends with [person/group]
69–71	Protect [people/place]
72–74	Accumulate knowledge/lore
75–77	Challenge the status quo
78–80	Find someone to connect with
81–82	Discover something new
83–85	Overturn common but incorrect wisdom
86–88	Look out for your own interests
89–91	Make things more interesting
92–94	Find new experiences
95–97	Spread awareness of [secret/conspiracy/danger]
98–00	Tame the [legendary creature]

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STEP 6: BONDS & DISCORDS

Next you choose two bonds and a discord for your character. These bonds and discords can be with any of the other PCs or with an NPC created by you or the GM. Bonds and discords provide opportunities to spend and regain Grit points (*Using Bonds and Discords,* p. XX) and also gain XP (*Closure,* p. XX).

BONDS

Bonds are more than just friendships—they reflect positive strong, deep, or emotional connections you have to particular people. Bonds do not necessarily encompass the entire nature of the relationship—many relationships are multifaceted and complex—but they should highlight a substantial, distinctive, and/or pivotal aspect.

Bonds are unidirectional. You may have a bond with a character who does not share a bond with you. You may not have more than one bond with a character, but the nature of that bond may change over time.

Bonds are written out as short phrases that detail how you are connected. Specifically, they define the nature of the relationship, how you feel about them, and how those may impact things going forward.

Bonds are written in one of these loose formats:

- I (verb) (person) because (reason)
- I (verb) (person) and (impact)
- I (verb) (person) but (complication)

See *Bond Examples,* p. XX, for suggestions or to pick one randomly.

Most bonds are with a person. However, there's no reason you couldn't have a bond with a particular group, place, or thing. However, you will likely have fewer opportunitie sto invoke such a bond.

Your bonds and your motivations (p. XX) may be connected. There's nothing wrong with this, you can benefit from both, but we do suggest diversifying them to add more depth to your character.

Bonds are a great way to generate backstory and connections between player characters. They also help to link PCs to characters in the setting.

DISCORDS

Discords are the opposite of bonds—they are negative emotional connections such as grudges, rivalries, jealousies, and hatreds.

Like bonds, you can establish a discord with a PC or NPC. Check

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with your other players first, however—not everyone is comfortable having intra-group conflict between party characters. The intent is not for discords to lead to infighting and violence, but to create tensions and differences that the PCs must overcome to work together. The source of the discord can be a flaw or character defect in the primary PC, giving them a potential character arc to grow and become a better person.

Discords with NPCs are perfect for setting up enemies and rivals who haunt the PCs throughout a campaign.

You may have discords with people to which you also have bonds. People are complicated and capable of holding multiple feelings towards others at once; some of the examples are written with this in mind. You may not have more than one discord with a character, but the nature of the discord may change over time.

See *Discord Examples,* p. XX, for suggestions or to pick one randomly.

STARTING BONDS AND DISCORDS

Every PC starts with 1 discord and a maximum number of bonds equal to their PER + 2 (minimum 2). At least 1 of your starting bonds must be with one of the other PCs. Work with your GM to flesh out the NPCs you have relationships with.

If you are unsure who to craft a bond with, choose the players sitting on either side of you. Craft a discord with whomever sits across from you, or leave it open-ended for now and assign it to an NPC you are introduced to early in the game.

You may purchase additional bonds during downtime with experience points (p. XX).

BOND EXAMPLES

1d20	Description
1	I am on the run with _____ because we were driven from our tribe
2	I understand _____'s quirks and will back them up when others don't
3	I trained _____ and want to help them grow further
4	I am in awe of _____'s wisdom and hope to learn from them
5	I have a friendly rivalry with _____ but it sometimes gets us into trouble

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6	I admire _____'s courage and will follow them anywhere
7	I owe a debt to _____ and hope to pay it off
8	I am protected by _____ due to a familial obligation
9	I appreciate _____ because they always have my back
10	I understand _____ because I have been in their shoes
11	I commiserate with _____ because we served the same master
12	I journey with _____ because we both seek our lost tribe
13	I conspire with _____ because we are running a con together
14	I relate to _____ because we have spil led blood together
15	I idolize _____ and try to emulate them
16	I cooperate with _____ because we are both tasked with the same mission
17	I follow _____ because they are courageous
18	I share many jokes with _____ because we were childhood friends
19	I sympathize with _____ because of what they have gone through
20	I support _____ because I can tell their intentions are honorable

DISCORD EXAMPLES

1d20	Description
1	I distrust _____'s intentions and do not think they respect the best interests of those who rely on them
2	I am suspicious of _____ because they stole something from me
3	I am scared of _____ because they know incriminating details about me
4	I look down at _____ because they do not respect life like I do
5	I make jokes about _____ in order to feel better about myself
6	I think _____ is dangerous because they are impulsive
7	I bristle at _____ because I do not want their protection

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8	I keep my distance from _____ because I do not think they have what it takes to survive
9	I dislike _____ because they have disrespected me
10	I fear _____ because I have seen what they can do
11	I rebuff _____'s friendship because I fear to get too close to people
12	I rankle at _____'s haughtiness and plan to prove my superior skills
13	I despise _____'s pettiness and hope to never see their face again
14	I have sworn vengeance upon _____ for killing my parents
15	I cannot abide _____ since they spurned our friendship
16	I suspect _____ of betraying my clan but cannot prove it
17	I avoid _____ because they ask too much of me
18	I find _____'s personality to be grating and annoying
19	I am disgruntled at how _____ considers themselves superior
20	I can no longer tolerate _____'s irresponsibie antics

BOND + DISCORD EXAMPLES

1d6	Description
1	I tire of _____'s behavior but put up with them because we are siblings
2	I have collaborated with _____ for years but I tire of their selfishness
3	I tolerate _____'s defects because I secretly love them
4	I am friends with _____ but will never fully trust them after they broke my heart
5	I am bound by responsibility to support _____ but I do not believe they have good intentions
6	I respect _____ but think they are on the wrong path

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STEP 7: FINAL SCORES

Calculate your Defenses and other derived stats, as noted on the Derived Stats table.

These stats and their uses are detailed on p. XX.

DERIVED STATS

Stat	Formula
Initiative (INIT)	WIT + REF
Physical Defense (PD)	12 + REF
Mental Defense (MD)	12 + WIT
Social Defense (SD)	12 + EGO
Wound Point	Physical Defense + 3
Strain Meter	4 + (FIT ÷ 2, round up)
Wound Meter	3
Grit	(EGO ÷ 2, round up) + 0, 2, or 4 (*Step 2,* p. XX)
Kit	8 + Endurance

STEP 8: STARTING GEAR

The equipment your character carries for their profession, travel, and adventuring is described as their *Kit*.

Rather than assembling an itemized list of all of your gear, kits are handled as abstract collections that you mostly fill in as you adventure and need things. To represent this, you have a number of Kit slots equal to 8 + your Endurance skill.

All kits include basics such as traveling clothes, shoes/boots, a backpack or satchel, a personal trinket, and a belt and pouches to carry things for free. These do not take up slots. Additionally, weapons are assumed to come with scabbards, slings, quivers, and ammunition pouches as necessary, none of which take up slots.

Your armor, shield, and any weapons you are carrying always take up the first few slots in your kit.

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STEP 9: FILL IN THE DETAILS

Now that you have all of the components of your character, you can assemble a more complete picture of your character's personality and history that ties everything together.

Your species writeup provides some questions to get you started. Here are some additional specific questions you might ask:

- How does your background region/culture mesh with your species and path? How do you relate to others of your species, or to the people that you were raised with?
- What turned you on to your path?
- What do you excel at? How did you become good at those things?
- Are there gaps in your skills or knowledge? How did that come to be?
- How did you acquire your bonds? What occurred to forge a connection between you?
- How did your discord develop? What went wrong? How long has it festered?
- How did your motivations come into being? What key incidents in your past shaped your outlook?
- Do you have family? Siblings? Children? Other friends? A partner or lovers? Pets? What is your current relationship with them?
- What is your character currently doing with their life?
- Do you know the other PCs (and, if so, how)? Or will you meet them during game play?

LOOKS AND NAME

The last part of defining your character is settling on what you look like. Are you a normal example of your species, or do you stand out in some way? Is there anything unique about your scales/chitin/feathers/flowers/hair? Do you wear or carry any notable items? Your species writeup gives you a few suggested starting details to choose from, but you can always devise your own.

Finally: what is your name? If it's a nickname, how did you get it? The species writeups also provide suggested names you can choose from.

That's it! Your character is ready to go. Make sure everything is recorded on your playsheets and send a copy/photo of your sheets to your GM so they can reference them if they need to!

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CHARACTER CREATION EXAMPLE

>>>Fill in once things are finalized

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ABILITIES

When creating and upgrading your character with XP, you will have the choice to purchase various abilities. Abilities may be derived from your species, your path, your combat style, and even with weapons with which you have expertise.

Abilities come in 3 flavors: starting, basic, and advanced.

Starting abilities are those acquired when you choose your species, path (at Level 0), and discipline (at Level 1).

Basic abilities and *advanced abilities* are purchased with XP (*Train,* p. XX). Basic abilities cost 5 XP, advanced cost 10 XP. They may be purchased from either your species or path. Many advanced abilities have prerequisite conditions which you must meet to purchase them. Each ability has a check box so you can mark off that you've purchased it in your character's playbook.

Most basic and advanced abilities can only be purchased once. Those that can be purchased multiple times have extra check boxes in front of their listing.

Upgrading Abilities

Some basic and advanced abilities can also be upgraded for a greater effect. The cost to upgrade an ability is the same as purchasing it again (5 XP or 10 XP, respectively). The upgrade effect is listed inline with the ability description, with a check box to note when you have purchased it. Note that the upgrade replaces the ability's previous effect.

For example, if an ability gives you "+2 [☐ edge]" to a skill test, that means that you get +2 to the skill test when you first acquire the ability, but then edge to the skill test (instead of +2) when you acquire the upgrade.

Multiclassing Abilities

The advanced Multiclassing ability allows you to purchase Starting or Basic abilities from other paths. This does not allow you to buy abilities marked as Skills.

Sap Abilities

Abilities noted with "Sap :: [Ability Name]" define different methods by which you prepare and use sap (*Sap*, p. XX).

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STATS

Here's a breakdown of your character's primary stats.

Stat Modifiers: Stats may be modified by your species, path, abilities, and gear. For example, if your Social Defense (SD) is 10 and an ability grants +1 SD, your Social Defense is now 11. Note that some stat modifiers are conditional, only applying under the specified circumstances.

INITIATIVE

Your Initiative score is equal to your REF +WIT. When it's important to know who goes in what order during an action or combat sequence, roll 1d6 and add your Initiative score. Initiative is detailed on p. XX.

DEFENCES

Your defenses define your ability to avoid and resist attempts to hurt or manipulate you. They serve as serve as target numbers for tests made against you. You have three defense scores:

- **Mental Defense** (12 + WIT) is your awareness and protects you against distractions, confusion, and manipulations of your mind and senses.
- **Physical Defense** (12 + REF) is your ability to dodge attacks and avoid physical dangers.
- **Social Defense** (12 + EGO) is your social acumen and resistance to deceit, coercion, emotional tricks and societal pressures.

WOUND POINT

Your Wound Point is the threshold at which an attack exceeds your Physical Defense, scores a critical success, and inflicts a wound (p. XX). Your Wound Point equals your Physical Defense + 3.

STRAIN AND WOUND METERS

Injuries are reflected as strains and wounds (p. XX). You have a number of strain boxes and wound boxes that reflect how many of each you can take before you succumb to your injuries. You start with a number of strain boxes equal to 4 + half your FIT (round up). You start with 3 wound boxes. Abilities may increase your strain or wound boxes to a maximum 10 strain/5 wounds.

ARMOR

Armor protects against injuries (*Armor,* p. XX). Your armor boxes are

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based on worn gear and abilities.

GRIT

Use Grit points to modify die rolls when you invoke an environmental aspect (p. XX) or specific abilities; see *Grit,* p. XX. You have Grit points equal to half your EGO (round up) plus either 0, 2, or 4, depending on how optimized you made your character in Step 2 (p. XX). The maximum amount of Grit points you can have is 10.

KIT

Your Kit represents the gear you carry (*Gear and Kits,* p. XX). You have a number of kit slots equal to Endurance + 8. You can haul more, but it will weigh you down (*Encumbrance,* p. XX). Your starting kit is noted with your path; your armor and weapons take up your first kit slots.

SAP

Your Sap score is a reflection of how many doses of sap you collect during each Repose move (p. XX). You keep this sap on hand until you activate it with one of the sap abilities acquired with your path. Unused sap is lost at your next Repose. Your maximum Sap score is 6.

TOTAL AND REMAINING XP

At the end of each game session, you will complete an Earn Experience downtime move (p. XX) and gain experience points (XP) for making discoveries, surviving threats, learning from failures, completing motivational goals, and following the precepts of your path. Add new XP earned to the Total XP on your character sheet.

During downtime periods, you will have the opportunity to Train (p. XX) and spend XP to buy new abilities from your species, path, or combat style. When you spend XP on abilities, add it to your Spent XP on your character sheet. Your Spent XP may not exceed your Total XP.

LEVEL

Your Level is a reflection of your character's growth and experience.

When your character's Total XP reaches 10, you spend those XP and become a Level 1 character. This allows you to choose a discipline (p. XX) and acquire the starting abilities that come with it.

Each time you acquire another 20 XP (Total XP values of 30, 50, 70, etc.), increase your Level by 1 (this does not cost XP; it's a threshold).

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KNOTS (OPTIONAL RULE)

Knots are complications, troubles, incentives, and backstory plot seeds. Knots have no mechanical effect, they simply add more depth to your character. Come up with a single knot that details something that has affected your character in the past and that may still drive or impact your future actions. Knots do not need to be negative, but they should not be something that you have easy or direct control over; they should allow the GM to introduce or create plot challenges.

Your motivation (p. XX) may be tied to your knot, but this is not necessary. What drives your character and what obstructs their path may not be related.

You can create your own knot ideas or either choose or randomly roll from the table.

KNOT TABLE

1d100 Roll	Knot
01–02	You are a deserter fromm Verrexian military servive
03–04	A loved one is missing, but you have not surrendered hope
05–06	You were trapped within a notch for an extended period
07–08	You occasionally hear voices in your head
09–10	Your home community has been cut off by the Blight
11–12	You owe a great debt that will eventually catch up to you
13–14	A spirit has given you a strange and cryptic mission
15–16	You are the last survivor of your clan
17–18	You are on the run from enemies, a creature, or a situation you escaped
19–20	You lost an item of tremendous value to your clan/family
21–22	You have learned a dangerous secret
23–24	You have a rival that has plagued you since childhood
25–26	You were blamed for something you did not do
27–28	You possess a map to old ruins, but are unsure where to start
29–30	You are a spy for a particular faction or group

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31–32	You are exiled from your home community
33–34	You are obsessed with/consumed by an idea or conspiracy
35–36	You have an (in)famous relative
37–38	You are stricken with a love interest that is forbidden
39–40	You were raised by animals/in a feral manner
41–42	You suffer from a mysterious ailment or disease
43–44	You pursue someone who wronged you
45–46	You have angered the spirits—or perhaps one in particular
47–48	You are from an isolated or extremely strange clan
49–50	You possess a strange memory implanted from the Dreaming
51–52	You let your clan down in a significant way
53–54	You suffered a bad fall that left you with amnesia
55–56	You had a severe falling out with your previous friend group
57–58	Your lies are catching up to you
59–60	You are a refugee from the Blight and/or Creep
61–62	You were traumatized by a horrible experience in the Snarl
63–64	You owe substantial favors to the Muckflitters syndicate
65–66	You are following the convoluted path of someone before you
67–68	You hail from a long-lost outpost
69–70	Your parents/clan have expectations that you have not fulfilled
71–72	You were lost in the depths of the Roots for months
73–74	You have been branded for a past crime
75–76	You disappointed/angered your mentor
77–78	You experience occasional strange visions
79–80	You have a ward for whom you are responsible
81–82	You either stole an identity or are not who you say you are
83–84	You recently lost a major position/competition

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85–86	You are agoraphobic/claustrophobic/nyctophobic (or some similar phobia)
87–88	You have aggressive/competitive/hostile siblings
89–90	You are a misfit to the rest of your species in some way
91–92	You hate your life and would do anything to change it
93–94	You are pursued by a relentless stalker
95–96	You are a recovering glowvein addict (or a similar drug)
97–98	You were infected by the Creep, but got better
99–00	You were badly scarred in an encounter with a ferocious predator

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SKILLS (ACROBATICS—NATURE)

Skills are used for most of your tests ands die rolls.

ACROBATICS (REF)

Leap over an obstacle, swing on a vine across a chasm, balance on a narrow ledge. Use acrobatics for any maneuvers that rely on dexterity, nimbleness, flexibility, or balance.

ATHLETICS (FIT)

Chase down prey, cling to the carapace of a flying staghorn, climb along the underside of a great branch. Use Athletics for movement that relies on muscles and endurance or contests of strength and stamina.

CHRONICLES (INT)

Narrate the exciting account of a legendary battle, recite the deeds of ancient heroes, expound upon the lessons of hoary folk tales, re-enact the events of pivotal historical conflicts. Use Chronicles to recall your knowledge of history, myths, and the tales passed down through generations—and to entertain and impress others while doing so.

CONJURING (EGO)

The invisible inhabitants the Weald are capricious but useful, if you know their secrets. Use Conjuring to summon and control these spirits.

You may only take this skill if you follow the spark path or have taken the Awaken Spirits ability.

CULTURES (INT)

Tribes, cities, alliances, prominent people, festivals, traditions and customs. Use Cultures to recall what you know of the modern sociology, culture, and civilizations of the Weald.

DECEPTION (PER)

Falsehoods, deceits, and misdirections. Use Deception to tell a lie, spread misinformation, disguise yourself, or conceal the truth.

ENDURANCE (FIT)

Run a long distance, wear heavy armor, hike with a heavy load, tolerate extreme conditions, shrug off strain. Use Endurance for situations that rely on stamina, constitution, and fortitude.

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INSIGHT (PER)

Judge integrity, gauge intent, empathize. Use Insight to evaluate an NPC's emotional state, disposition, character, and honesty. While Insight cannot provide exactness or certainty, it can give you a gut sense of another's frame of mind.

MEDICINE (INT)

Remove a tooth, set a fracture, apply a poultice, identify a herb's healing properties, mix together the components of a drug, brew a poison, sew a wound shut. Use Medicine to diagnose ailments, alleviate conditions, prepare medicinal herbs and animal parts, and otherwise apply first aid and medical care.

Using Medicine to remove a condition, hit, or wound consumes a healing kit. If no kit is available, the test is made with vex.

MELEE (FIT)

Massive club swings, deft slices with a blade, flourishes and blocks. Use Melee to attack others in hand-to-hand combat, with weapons or without.

MISSILES (REF)

Nail a bulls-eye with an arrow, throw a blade with a flick of your wrist, catch a ledge with a grappling hook. Use Missiles for ranged attacks of all kinds.

MYSTERIES (INT)

Elaborate upon the nature of spirits and sparks, debate the true function of sap, analyze the traces of sorcery, and expound upon other secrets and wonders. Use Mysteries to identify spirits and sorcery, expound upon magical effects, and to call upon your wisdom regarding the secret workings of the Weald.

NATURE (INT)

Identify a creature, find the right kind of poisonous flower, predict an animal's behavior, know how to approach a beast without making it flee or attack, ascertain when the last time was water ran through an area. Use Nature to to ponder what you have learned about the flora and fauna of the Weald—and the natural world at large—and make inferences based on your accumulated wisdom.

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SKILLS (PERCEPTION—TRICKERY)

Continued.

PERCEPTION (WIT)

Notice a trace of blood in the leaves, recognize a scent you've smelled before, hear the rustle of a lurker waiting in ambush. Use Perception when deploying your senses for general awareness and investigation.

PERSUASION (PER)

Make a compelling argument, change someone's opinion, show someone the error of their ways. Use Persuasion whenever you need to strike a deal or convince someone using logic and reason.

PROVOCATION (PER)

Hurl barbed words at your enemy, stare down a stranger, flirt with someone cute. Use Provocation to taunt, intimidate, seduce, or otherwise trigger emotional reactions in others. Your provocations are never guaranteed—they are not mind control—but they can influence other's attitudes towards you.

STEALTH (REF)

Sneak past a sentry, conceal yourself from a predator, blend into a crowd. Use Stealth to prowl, hide, and remain undetected.

SORCERY (EGO)

Hidden systems lie underneath the Weald's interior. Use Sorcery to activate these unseen forces and manipulate reality.

This skill is primarily used by sparks and those who have acquired a mystic ability that relies on it. However, some non-sparks learn it to take advantage of dream pools (p. XX).

SURVIVAL (WIT)

Track a beast, identify an animal by its spoor, avoid a dangerous mass of grapplevines. Use Survival to follow tracks or hide your own, live off the land, and handle environmental hazards.

THREATS (INT)

The Blight, the Creep, shredstorms, flash floods, scarcity, and other dangers. Use Threats to remember what you know of things that threaten the people of the Weald and evaluate matters with your

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hard-earned knowledge and experience.

TINKER (INT)

Carve a bridge, assemble a new set of armor, repair an airship, analyze an unusual mechanism, mend a weapon, build a trap, ferment and distill plant extracts. Use Tinker to understand, make, or repair physical objects.

Most uses of Tinker rely on having the proper tools. At the GM's discretion, improper or unavailable tools may apply –2 or vex to Tinker tests.

TRICKERY (REF)

Pocket an item unnoticed, hand something to your ally under the table, draw a guard's attention as a distraction. Use Trickery for sleight of hand, pickpocketing, picking locks, disarming traps, misdirection, and similar acts of thievery and guile.

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ACTION & ADVENTURE

This section provides the rules you need to manage the action!

GAME MODES

There are 5 modes of play when adventuring in the Weald: *adventure, encounter, travel, respite,* and *downtime.* Most of the actions that characters take—referred to as *moves*—will occur during adventure mode, but each other mode of play has a number of moves associated with it (*Moves and Actions* 308).

ADVENTURE MODE

Adventure mode is the default style of play, where most of the action happens. This is a free-form period, with no set turn order. The GM describes the environment and ongoing events and the players detail what their characters are doing. Time is fluid in adventure mode, passing according to the needs of the story. As the characters interact with NPCs and each other, they'll have opportunities to roleplay. It is also where most skill tests are made, as the characters move about and interact with their environment, making rolls as necessary, with the GM interpreting the results.

ENCOUNTER MODE

Encounter mode is when combat breaks out. Because it is important to keep track of who acts and when, game time is broken down into rounds and turns (see below) and every character acts in Initaitive order (p. XX). Combat is handled in a mix of theater-of-the-mind and tactical styles. A zone map is used to note where characters are positioned in relation to each other (*Combat Zones* 359). These zones impact both Initiative order and what characters can do on their turns. Both the players and GM also determine *environmental aspects* (p. XX) that can be taken advantage of. When the combat ends, play returns to adventure mode.

TRAVEL MODE

When the PCs journey from one place to another, the game enters travel mode. Time is handled in larger increments of several hours or days. As the journey progresses, the GM can roll for random encounters or call for skill tests to handle various travel challenges, such as crossing

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difficult terrain or finding the right path. If the PCs come across NPCs or something interesting, play reverts back to adventure or encounter mode, allowing roleplaying and more focused action. Once that situation ends, travel mode resumes.

RESPITE MODE

The characters need time to take a break, rest up, and heal! When they take a Rest, Repose, or Recover move, the PCs drop out of adventure or travel mode for a respite. During this time they have an opportunity to collect sap and remove strain, wounds, and conditions. If their respite is interrupted by the arrival of NPCs or a wandering monster, switch back to adventure or encounter mode to handle the situation, then return to respite mode again after (assuming they continue).

DOWNTIME MODE

Downtime is the period between adventures, when the PCs are in a safe locale and have the time to focus on other projects and activities.

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ROUNDS AND TURNS

Encounters are handled in *rounds* of 6 seconds. Every 10 rounds is 1 minute of time.

Within a round, characters take *turns* based on their Initiative order. On your turn, you can take 3 actions. Some moves and abilities take up multiple actions. You can also take 1 *reaction* (p. XX) each round; reactions take place whenever their trigger conditions are met and can *interrupt* others' actions.

INITIATIVE & ORDER OF ACTIONS

In encounters where the PCs face opposition, it is important to determine the order in which each participant acts. Three things will impact this order: the narrative, combat zones, and individual Initiative rolls.

THE NARRATIVE TRIGGER

In most situations, a specific character's actions trigger the conflict and set things off. Someone declares an attack, makes a contentious move, or goads an enemy into taking a swing. Whomever declares this instigating action—whether PC or NPC—takes their turn before anyone else in the first round.

You may sometimes have a situation where a character anticipates a triggering move and seeks to pre-empt it. "If I see him draw a weapon, I attack." This creates a contest for who goes first. In this case, the character making the triggering move does not automatically go first in the round; order is instead determined by zones and Initiative rolls.

ZONES & INITATIVE ROLLS

At the start of a conflict, each character is assigned or declares a *combat zone*: engaged, skirmish, or ranged (p. XX). Each PC also makes an Initiative roll, rolling 1d6 + Initiative Score (WIT + REF). These rolls are compared against the opposition's Initiative, which is a static number. Combined, these zones and rolls determine the Initiative order.

After the initial triggering action, and on each subsequent round, characters who start the round in the engaged zone go first. After this group, the characters in the skirmish zone go next, followed by the characters in the ranged zone last.

Within each of these zone groupings, PCs who rolled Initiative higher or equal to their opponents' Initiative go first, in any order they choose. Next, the NPCs in that group take their turn. Finally, PCs who

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rolled lower than the NPCs' Initiative go. The order then passes to the next grouping.

Note that changing zones on your turn does not affect your Initiative order until the next round. What matters is the zone you are in at the start of each round.

We recommend for GMs to list out a quick Initiative order at the beginning of a conflict, and then to adjust it at the beginning of each round as necessary. Alternatively, use tokens or markers to keep track of who has already gone that round.

NEW ROUNDS

The round ends when every character has taken their turn. A new round then begins, with order determined first by zone, and then by comparing Initiative rolls within each zone. This continues until combat ends or it is no longer necessary to keep track of who goes in what order.

MULTIPLE GROUPS OF OPPOSITION

Some conflicts may include two or more non-allied groups of NPCs. In this case, the GM uses only the highest Initiative of the two groups when comparing PC Initiative rolls. However, when determining which NPCs act first within a zone grouping, the NPCs with the higher Initiative should go first (resolve ties randomly).

>>> Begin Table - Can Float

INITIATIVE ORDER

1. Character who triggers the action (first round only)
2. Engaged Characters
    a. PCs with Initiative ≥ NPC Initiative
    b. NPCs
    c. PCs with Initiative < NPC Initiative
3. Skirmish Characters
    a. PCs with Initiative ≥ NPC Initiative
    b. NPCs
    c. PCs with Initiative < NPC Initiative
4. Ranged Characters
    a. PCs with Initiative ≥ NPC Initiative
    b. NPCs
    c. PCs with Initiative < NPC Initiative

>>> End Table

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SEIZING & CONTROLLING THE INITIATIVE

Some abilities allow you to seize or control the initiative as a reaction (p. XX) when a turn is passing from one character to the next. If you *seize the initiative,* you expend your reaction and go next instead. If you *control the initiative,* you expend your reaction and choose a different character (other than yourself, and who has not yet gone that turn) to go next instead.

Only one character can seize or control the initiative at a time—essentially whomever declares it first. Anyone else must wait for the next passing of the turn. (If the issue of who declared first is contested, whomever has the highest Initiative wins).

You can seize or control the initiative no matter what zone you (or the character prompted to take their turn) are currently in. This means, for example, that a character in the ranged zone can take their turn before the characters in engaged or skirmish resolve their turns. However, once a character takes their turn, they are done for the rest of that round. Once a character who takes their turn due to these abilities finishes, Initiative order proceeds as normal (though it can of course be interrupted by another use of seize or control the initiative by someone else).

Note that you can seize or control the initiative at the very beginning of a conflict, pre-empting the turn of the character who triggers it. In this case, the triggering character goes immediately after you.

SURPRISE

If you wish to catch an opponent by surprise at the beginning of an encounter, you must make a Stealth test against their Mental Defense. If a group prepares an ambush, then the character with the *lowest* Stealth score makes the test; other ambushers can aid this test (*Aid Another,* p. XX). If more than one character is being ambushed, compare the test result to each of their Mental Defense scores. Any ambushed character with a Mental Defense equal to or lower than the Stealth test is considered *surprised* on the first round.

Attacks against surprised characters have edge. Surprised characters cannot take reactions.

If the Stealth Test fails, no one is surprised, simply handle Initiative as normal.

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MOVES AND ACTIONS

During gameplay, you describe what your character is doing. Based on your narrative, you and the GM settle on a specific *move* you are taking. Moves are rules that define what your character is doing—things like maneuvering, jumping, talking to NPCs, attacking, using a skill, etc. Moves often require skill tests to determine their outcome.

The *Moves List* (p. XX) provides a list of available moves. Moves are capitalized in rules text to make them easier to identify.

In adventure mode, moves are resolved immediately, with the exception of tasks (below), which take time to resolve. Moves that are handled during travel mode, respites, and downtime are noted as such.

Assault Moves: Moves that involve attacking another creatures are designated *assault moves*. Some abilities/conditions affect assault moves.

Zone Moves: Some moves are designated as *zone moves* because they involve relocating your position or changing zones. Some abilities/conditions affect zone moves.

ACTION COST

In encounter mode, moves have costs that are measured as *actions* or *reactions*. These costs are noted with symbols in the move description.

You get 3 actions to spend on your turn. You also get 1 reaction each round.

Most moves will cost you between 1 and 3 actions, or a reaction, as noted in their descriptions. Some moves are *free actions* and cost you 0. Unless otherwise noted, you can take the same move multiple times in a turn, as long as you have the actions. If a move requires more actions (or reactions) than you have left, you can't take it that turn (or round).

>>> Begin Table - Can Float

MOVES AND ACTION COSTS

Ø	**Free action**
>	**1 action**
>>	**2 actions**
>>>	**3 actions**
«R	**Reaction**
Ω	**Task (ongoing)**
Ŧ (X)	**Task (timeframe/# of actions)**

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§	**Travel move**
= =	**Respite move**
Ð	**Downtime move**

>>> End Table

FREE ACTIONS

Free actions are moves that require very little effort or concentration: drawing a weapon, dropping something you are holding, talking etc.

While talking is a free action, keep in mind there are only so many words you can fit into 6 seconds. As a general rule, assume your character can utter one sentence each round.

REACTIONS

Once per round, during your turn or someone else's, you can use a reaction move. Reactions are the only moves that you can take outside of your turn. You can only use your reaction when the specific trigger conditions for it are met. This reaction does not count against the 3 actions you get on your own turn. If multiple reactions are triggered at the same time, they are resolved in Initiative order.

Interrupt: Reactions are interrupts, meaning that you take them immediately when triggered, interrupting the other character's turn. The other character's move is paused until your reaction is resolved. Once your reaction is over, the other character's move continues as normal. If that move is unable to be completed (as a result of the reaction you took), then the move is disrupted and the actions spent on it are lost.

For example, an NPC with whom you are engaged in combat takes a Disengage action. This triggers an option for you to spend your reaction on an Intercept attack. If your attack knocks them prone, they are unable to complete the Disengage move and lose the spent action.

Note that you cannot use a reaction to interrupt an interrupt. That way lies madness.

Twist and Reactions: Some reaction abilities allow you to modify a target number after the dice are rolled. This has the potential to change a roll with a twist from a success to a failure or vice versa. In this case, ignore the twist and treat it as a normal success or failure.

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TASKS

Tasks are ongoing moves that take multiple turns to complete. Initiating a task expends 2 actions (>>) on the first turn.

Ongoing tasks require concentration and effort to keep them going. They last only as long as you continue this effort; you can stop at any time as a free action. To continue an ongoing task, you must make a Sustain move (>) each turn. If you fail to Sustain an ongoing task by the end of your turn, that task immediately ends.

Timeframe tasks have a specific time requirement. During encounter mode, this is measured in actions. The task is not complete until you spend the requisite number of actions. If you do not expend at least 1 action (>) per turn towards this total to continue the task, it immediately ends.

During adventure mode, it is measured in minutes or hours. In this case, the task does not require your continued, undivided attention—you can take a break and continue later, unless the GM dictates otherwise.

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BASIC MOVES

Move	Action	Test	Description
Aid Another	«R		Skill 2+ only. Aided gets +2 (edge if 3+ aiding).
Arrest Fall	«R	Acrobatics (Diff)	Stop yourself or another from falling.
Catch	«R	Acrobatics (Diff)	Catch item thrown/falling/passing by.
Communicate	Ø		Simple messages (10 words or less).
Drop Item	Ø		Drop something you are holding.
Drop/Shoulder Kit	>>>		Drop all but weapons and armor/pick up again.
Elucidate	>		Pass along complex information (2–3 sentences).
Interact	>		Use object or environmental feature (e.g., open door, kick branch, trigger mechanism).
Interfere	«R		Interfered gets –2 (vex if 3+ interfering).
Mount Steed	>		Get on steed.
Point Out	>		Indicate known location; undetected becomes hidden; hidden becomes visible.
Stand Up	>		Stop being prone.
Sustain	>		Maintain an ongoing task or effect.

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SKILL MOVES

Move	Action	Test	Description
Assess Others	>/Ω	Insight (SD)	Glimpse emotional state, truthfulness, unspoken intents, motivations, hidden influence.
Awaken/ Control Spirit	>>	Conjuring (Diff)	Summon a spirit. Requires ability.
Barter	Ω	Persuasion (SD)	Convince an NPC to exchange goods/services.
Command Animal	>	Provocation (SD)	Issue commands to animal companion.
Cover Tracks	Ω	Survival (Diff)	Test result becomes Track difficulty.
Deceive	>>	Deception (SD)	Lie, dupe, impersonate, manipulate others.
Disable Device	>>	Tinker/Trickery (Diff)	Deactivate device or trap without activating.
Distract	Ω	Trickery (MD)	Target's MD at –2 for duration.
Dreamquest	Ŧ (1 hour)	Sorcery (Diff)	Seek knowledge from the Dreaming.
Dreamspeak	Ω	Sorcery (Diff)	Speak to a specific mind in the Dreaming.
Heal	Ŧ (Varies)	Medicine (10)	Remove 1 strain, wound, or condition. Max 1/day per person.
Hide/Sneak	Ω	Stealth (MD)	Become hidden (attacks against you have vex) or undetected.
Maneuver	>>/Ω	Acrobatics/ Athletics (Diff)	Overcome obstacle/terrain, gain superior position, negate cover, or gain +2 PD.
Mingle	Ŧ (Varies)	Persuasion (Diff)	Choose one: Learn useful info/ bond/discord/motivation, befriend NPC, gather/spread rumor.
Perceive	>	Perception (Diff)	Spot one: danger, clue, something hidden/unusual/ valuable.
Persuade	>>	Persuasion (SD)	Convince to take side, make deal, support, or take action.
Pick Lock	Ŧ (Varies)	Trickery (Diff)	Open lock.

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Provoke	>	Provocation (SD)	Intimidate, seduce, charm, scare, or aggravate.
Reflect	>	Chronicles/ Cultures/ Mysteries/ Nature/Threats (Diff)	Recall lore and knowledge, learn something useful.
Research	Ŧ (Varies)	Chronicles/ Cultures/ Mysteries/ Nature/Threats (Diff)	Research in library, answer one question.
Stabilize	>>>	Medicine (10)	Stop someone from dying.
Survive	Ŧ (Varies)	Survival (Diff)	Find shelter, locate food/water, avoid dangers.
Sway Relations	>>>	Deception/ Persuasion/ Provocation (SD)	Raise (once)/lower NPC demeanor.
Track (Short)	Ω	Survival (Diff)	Follow a target's trail (<8 hours).
Trickery	>	Trickery (MD)	Palm object, pickpocket, manipulate without detection.

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COMBAT MOVES

Move	Action	Test	Type	Description
Advance	>		Zone	Move from ranged to skirmish.
Aim	>			+2 to next ranged attack.
Chase	>		Zone	Start pursuit. Must be in ranged.
Clinch	>	Acrobatics/ Athletics (PD)	Zone	Force opponent from ranged zone to skirmish.
Defend	>			+1 to Defense of your choice until start of next turn.
Deploy Shield	>			+2 PD until start of next turn.
Disarm	>	Melee (PD) w/vex	Assault	Inflicts no strain/wound, object knocked from grasp.
Disengage	>		Zone	Go from engaged to skirmish. Engaged opponents can Intercept.
Draw Weapon	Ø			Ready a weapon for use in combat.
Drop Prone	>			Fall to ground and become prone (p. XX).
Engulf	>>	Melee (PD)	Assault	Swallow target & restrain. Flickers/spirits/swarms only.
Envelop	>>	Melee (PD) at +2	Assault	Surround target with diffused form. Flickers/spirits/swarms only.
Escape	>>	Acrobatics/ Athletics (Diff/12 + FIT)	Assault	Break yourself or ally free from grab/restraint.
Fall Back	>		Zone	Switch from skirmish to ranged.
Flee	>		Zone	Must be in Ranged. Leave the fight.
Grab	>>	Melee (PD)	Assault	You become engaged, target is grabbed (p. XX). Spend > each turn to maintain grab.
Intercept	«R			When engaged opponent uses Disengage, take free Melee Attack.
Mediate	>>>	Persuasion/ Provocation (SD)		Call immediate temp pause in conflict, enabling complex negotiation.

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Melee Attack	>	Melee (PD)	Assault	Attack w/ body/held weapons. Attacks after first in turn are quick.
Power Attack	>>	Melee (PD)	Assault	Take 1 jolt. Attack inflicts 1 (extra) jolt no matter results.
Protect	«R			Protect another engaged. +2 to their PD.
Quick Melee	>	Melee (PD) w/vex	Assault	Take 1 jolt. Misses do not inflict jolts.
Quick Ranged	>	Missiles (PD) w/vex	Assault	Take 1 jolt. Misses do not inflict jolts.
Ranged Attack	>	Missiles (PD)	Assault	Shoot/throw. Attacks after first in turn are Quick.
Ready	Ø			Take 1 jolt. Ready a single move for which you have unspent actions as a reaction.
Reload	>/>>			Ready a weapon with the Reload trait (p. XX) to fire again.
Restrain	>>	Melee (PD) at -2	Assault	Grabbed target becomes restrained (p. XX).
Shift Position	>>	Acrobatics/ Athletics/ Melee (PD)	Assault	Push/pull/reposition target near or into narrative enviro feature.
Skirmish	>			Stay mobile. If you end your turn in skirmish w/o taking this, take 1 jolt.
Take Cover	>			Hide behind an available enviro feature. +2 PD vs. ranged attacks.
Trip	>	Melee (PD)	Assault	Inflicts 2 jolts on success, target knocked prone on crit.99999
Withdraw	>>		Zone	Switch from engaged to skirmish without triggering Intercept.

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TRAVEL MOVES

Travel mode involves trekking through the Snarl to get from one place to the next. In most circumstances this is handled as a Journey move, representing a distance traversed. We encourage GMs to break long trips down into multiple segments, each representing a distinct *waypoint,* taking between 2 to 8 hours of travel time.

Aside from the Journey move, options also exist to explore, scout for danger, set ambushes, track, or gather materials.

WAYPOINTS

Waypoints provide an opportunity to detail distinct landmarks and points of interest. Describe the biome and local landscape, note the wildlife and general feel, and otherwise give it some character. This gives the Snarl more depth and breaks an otherwise banal trek into notable highlights.

TRAVEL MOVES

Move	Action	Test	Description
Ambush	§	Stealth (MD)	Set up ambush.
Gather Materials	§	Survival (Difficulty)	Find components for crafting. Can be made concurrent w/Journey move w/ vex.
Journey	§	Survival (Difficulty)	Cross wilderness, negate travel complications.
Scout	§	Perception & Stealth (Difficulty)	Each success = undetected, rough map, find secret, find advantage.
Track (Long)	§	Survival (MD)	Follow a target's trail.

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RESPITE MOVES

When your PCs need a break, you have two options. You can Rest for a short reprieve or Repose and settle down for a night of slumber.

MANDATORY BREAKS

While Rests are not necessary, Reposes are. If you go more than a day without taking a Repose, you take 1 strain from exhaustion every additional 8 hours (GM discretion) that cannot be healed until you do.

PREPARATIONS, CRAFTING, & WATCHES

Rests and Reposes do not require complete relaxation the entire time; they assume the PCs are also setting a camp, eating and drinking, socializing, and taking care of small tasks. There are a handful of moves you can make concurrent with a Rest/Repose. Importantly, you can use your Harvest Sap ability to gather lifeblood from the pillars and replenish your Sap doses. And given the dangers of the Snarl, you can set a watch and take turns keeping an eye out for threats. During a Repose, you can also Craft and push an ongoing creative project towards completion.

RESPITE MOVES

Move	Action	Test	Description
Craft	= =	Medicine/ Tinker (Difficulty)	Make or repair an item. Concurrent with Repose.
Rest	= =	Endurance (10)	Recover 1 strain.
Repose	= =	Endurance (Difficulty)	Rest 6+ hours, recover Grit & strain. Endurance test to recover 1 wound.
Take Watch	= =	Perception (PD)	Spot threat during Rest or Repose.

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DOWNTIME MOVES

Downtime moves take place between adventures, where the characters are in a safe and secure place. They represent periods where the characters are relaxing, socializing, taking care of responsibilities, preparing for future endeavors, and otherwise catching up on life. They include time spent on training, repairs, studying, crafting, gathering supplies, and so forth.

A few downtime moves are free, representing milestones: Earn XP, Level Up, Closure, and Relate. These occur automatically whenever you enter downtime mode.

You get 2 downtime moves each downtime period. The exact length of each period is dependent on your narrative, but we recommend somewhere between 2 days and 2 weeks. During this time the PCs also spend time on other day-to-day mundane affairs. If the GM decides a particular downtime period is longer (months) for story purposes, they can grant additional downtime moves. However, we encourage you to get the PCs back into the action!

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DOWNTIME MOVES

Moves	Action	Test	Description
Closure	Ø		Resolve bonds/discords. Removing a discord earns 1 XP.
Craft	Ð	Medicine/ Tinker (Difficulty)	Make or repair an item.
Earn Experience	Ø		Get XP.
Gather Materials	Ð	Survival (Difficulty)	Find components for crafting.
Level Up	Ø		Every 20 XP, increase your level and gain new abilities.
Make Connections	Ð		Make [PER] new NPC contacts.
Prepare	Ð		You research, train, and plan for challenges ahead. Gain 1 temp Grit.
Recover	Ð		Heal all strain, wounds, and conditions.
Recruit	Ð		Find an NPC with the skills/ abilities/knowledge you need.
Relate	Ø		Acquire new bond or discord.
Study	Ð		Long-term research. 2 temp Grit for related Chronicles/ Culture/Nature/Mysteries/ Threats tests.
Supply	Ð		Gather provisions, supplies, and needed gear.
Sway Relations	Ð		Improve NPC demeanor one step.
Train	Ð		Spend XP: 5 for basic abilities, 10 for advanced.
Train Animal	Ð	Provocation (Difficulty)	Teach new commands.

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MOVES LIST (ADVANCE–ASSESS OTHERS)

All of the moves are listed here, in alphabetical order.

ADVANCE (>)

COMBAT MOVE (ZONE)

You switch from the ranged zone to skirmish.

AID ANOTHER («R)

BASIC MOVE

When you help another character, they get +2 on their skill test. You must possess the skill used at 2 or more. If at least 3 characters provide aid, the aided character gets edge on their test. Depending on the circumstances, Aid Another may not be possible or only one person may be able to provide aid (GM discretion).

If you are aiding a character completing a task, you must continue to use your reaction to aid every round for the duration of the task or they lose the aid modifier.

AIM (>)

COMBAT MOVE

You carefully center on your target for a ranged attack. You receive +2 to a Ranged Attack you make against that target as your next move. You can hold your aim until your next turn, as long as you maintain eyes on the target and your aim is not otherwise disrupted.

AMBUSH (§)

TRAVEL MOVE

Stealth vs. Mental Defense

You lie hidden in wait to gain surprise on an opponent (p. XX).

ARREST FALL («R)

BASIC MOVE

Acrobatics vs. Difficulty

Use your reaction to grab a ledge, hand-hold, or anything else to prevent yourself from falling; you become prone instead. You can also Arrest Fall to stop someone else within your reach from falling (default Difficulty 15). In this case, you become engaged, and the other character is prone and grabbed (p. XX). Characters with the Flight ability automatically make their own Arrest Fall moves, unless they were previously flying and were knocked prone.

ASSESS OTHERS (>/Ω)

SKILL MOVE

Insight vs. Social Defense

Roll Insight to evaluate a target and learn one of the following:

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- The target's emotional state and demeanor
- The general truthfulness of the target's uttered claims
- A glimpse into the target's unspoken intentions
- The target's motivations (if you have a bond/discord with them)
- A bond or discord held by the target
- If the target is behaving normally
- If the target is under the influence of something else

In some cases you can Assess Others quickly (i.e., judging truthfulness) as a single action (>), but other insights may require you to monitor the target over time and are treated as an ongoing task.

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AWAKEN/CONTROL SPIRIT (>>) SKILL MOVE

Conjuring vs. Difficulty

You activate a spirit hive to which you are attuned (p. XX) and summon a minor spirit (p. XX). If you possess the Major Spirit or Prime Spirit abilities, you can summon a spirit of that type instead. Sparks can summon a spirit from a particular hive once a day for free; additional summons require the expenditure of 1 sap.

Summoning requires a Conjuring test with a difficulty based on the spirit type, as noted on the Conjuring table (p. XX). The test result determines how many *favors* (p. XX) the spirit grants you. A twist usually means the spirit is more or less conducive to understanding and interpreting commands, or adopts particular mannerisms or quirks.

You can also use this move to control an existing wild spirit (p. XX) you see, but your Conjuring test has vex.

Favors do not need to be redeemed immediately upon summoning; the spirit idles invisibly near you on standby until needed. Spirits stay with you either until all favors are redeemed or until 1 hour has passed.

You can only make this move if you possess Conjuring skill.

CONJURING

Spirit Type	Conjuring Test Difficulty
Minor	13
Major	15
Prime	18

Conjuring Test Result	Favors (Summoned)	Favors (Wild)
Failure	1	None
Success	3	1
Crit Success	6	3

BARTER (Ω) SKILL MOVE

Persuasion vs. Social Defense

When you attempt an exchange of goods or services, roll Persuade. The GM sets the baseline asking price. If you succeed, you trade at cost. If you fail, you pay extra. If you crit, you pay less. See *Bartering*, p. XX.

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CATCH («R)

BASIC MOVE

Acrobatics vs. Difficulty

Use your reaction to catch something thrown at you (that is not an attack), falling near you, or passing by within reach. You must have an available hand/prehensile limb to catch with (or Drop Item to free one).

CHASE (>)

COMBAT MOVE (ZONE)

You pursue an opponent who has fled. You must be in the ranged zone to Chase. This starts a *pursuit* (p. XX).

CLINCH (>)

COMBAT MOVE (ZONE)

Acrobatics/Athletics vs. Physical Defense

Roll Acrobatics or Athletics to force an opponent in the ranged zone into the skirmish zone.

CLOSURE (Ø)

DOWNTIME MOVE

You bring resolution to a particular bond or discord and remove it from your character sheet (*Resolving Bonds and Discord,* p. XX). This must be justified by the ongoing narrative. There is no mechanical benefit to removing a bond; relationships simply change over time. Resolving a discord, however, earns you 1 XP.

COMMAND ANIMAL (>)

SKILL MOVE

Provocation vs. Social Defense

You order an animal companion or steed to follow a trained command (*Animal Companions,* p. XX). Non-trained orders require a Provocation test against SD. Attempting to influence a wild animal's actions is handled as a Provoke move.

COMMUNICATE (Ø)

BASIC MOVE

You convey a simple message to your companions (a single sentence of 10 words or less).

COVER TRACKS (Ω)

SKILL MOVE

Survival vs. Difficulty

You conceal the signs of your passage. The difficulty is set by the GM, based on the terrain. If you succeed, your result becomes the difficulty of attempts to Track you.

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MOVES LIST (CRAFT–DREAMQUEST)

Continued.

CRAFT (§/Đ)

RESPITE/DOWNTIME MOVE

Medicine or Tinker vs. Difficulty

Make a new item or repair an existing one with the proper tools, components, and time (*Crafting,* p. XX). In respite mode, this move is concurrent with a Repose move.

DECEIVE (>>)

SKILL MOVE

Deception vs. Social Defense

Roll Deception to lie, dupe, or manipulate others into believing a falsehood. This also applies when you omit relevant information. People do not like being lied to; a failed Deceive (or a successful one that is uncovered later) might lower an NPC's demeanor (p. XX).

DEFEND (>)

COMBAT MOVE

You steady yourself against an incoming threat. Gain +1 to a Defense of your choice until the start of your next turn.

DEPLOY SHIELD (>)

COMBAT MOVE

When you have a shield equipped and readied, your Physical Defense is increased by 2 until the beginning of your next turn.

DISABLE DEVICE (>>)

SKILL MOVE

Tinker/Trickery vs. Difficulty

You deactivate a device, trap, or similar contraption without activating it, using either Tinker or Trickery. With some particularly complex devices, this move may be a task action with a set timeframe.

DISARM (>)

COMBAT MOVE (ASSAULT)

Melee vs Physical Defense with vex

You attempt to dislodge an item (weapon, shield, or otherwise) from an opponent's grasp with a melee attack with vex. If you succeed, the item is knocked a short distance away; if you get a crit, you retain it. This attack inflicts no strain or wound (but a miss still inflicts a jolt).

DISENGAGE (>)

COMBAT MOVE (ZONE)

You move from the engaged zone to skirmish. Any opponent with whom you are engaged can Intercept you (p. XX). If you want to move without being intercepted, you must use the Withdraw move instead.

You cannot disengage if you are grabbed—you must Escape first.

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DISTRACT (Ω)

SKILL MOVE

Trickery vs. Mental Defense

You draw the target's attention, making it less likely they will notice other things. Reduce their MD by 2 for as long as you Sustain the distraction or until they become aware you are distracting them.

DRAW WEAPON (Ø)

COMBAT MOVE

You ready a weapon for use in combat. You can do this once as a free action with each available limb per turn. Additional draws in a turn take a single > action.

DREAMQUEST (Ŧ (1 HOUR))

BASIC MOVE

Sorcery vs. Difficulty

When you immerse yourself in a dream flower's pool (p. XX) to synchronize with the Dreaming's gestalt consciousness and seek answers from its collective knowledge, roll Sorcery with a difficulty based on the information you seek. A crit earns you additional details or answers. A twist might grant you an additional distinct memory that may or may not be related to your query.

DREAMQUEST DIFFICULTY

Difficulty	Information Is ...
13	Common, general, local, or widespread
15	Specific, detailed, or non-local
18	Obscure, known only to a few, old
21	Private, secret, ancient

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MOVES LIST (DREAMSPEAK–ENGULF)

Continued.

DREAMSPEAK (Ω)

BASIC MOVE

Sorcery vs. Difficulty

When you submerse yourself in a dream flower's pool (p. XX) to contact a specific mind sequestered there, roll Sorcery with a difficulty based on how long ago the mind was interred. Note that individual dreamers are not always eager or willing to confer with visitors or may not always speak the truth or be helpful. They also possess no knowledge of the outside word since their death. It is not uncommon for them to ask for favors in return—many have "unfinished business" from their former lives to take care of.

DREAMSPEAK DIFFICULTY

Difficulty	Deceased Person Died ...
11	Within a week
13	Within a month
15	Within a year
18	Within 20 years
21	Over 20 years ago

DROP ITEM (Ø)

BASIC MOVE

You drop something you are holding or set it down within reach.

DROP/SHOULDER KIT (>>>)

BASIC MOVE

If you are encumbered and wish to drop your kit, you can take your full turn to drop everything except your clothes, armor, and weapons. Picking it up again is the same.

DROP PRONE (>)

COMBAT MOVE

You fall to the ground and are prone (p. XX).

EARN EXPERIENCE (Ø)

DOWNTIME MOVE

At the end of a game session, earn 1 experience point (XP) for each of the following:

- **Discovery:** Earn 1 XP if you discovered something new about the world. This could be a historical insight, deep cultural lore, a plot

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brought to light, a major character's background, insight into the motivations of a major threat, or a newly explored region.

- **Survive a Threat:** Earn 1 XP for surviving an encounter with a major threat. Note that minor threats such as bypassing a trap or driving off some hungry animals do not count. What do count are noteworthy dangers where lives were on the line, with powerful opponents or other significant perils you were lucky to escape.
- **Failure:** Earn 1 XP for a significant failure, such as betraying your friends' trust, losing something vital, turning allies into enemies, angering a powerful NPC, mistakenly triggering a disaster, or failing to save someone's life. Some failures may be the result of negative twists, others from roleplaying or the development of the story.
- **Follow Your Path:** Earn 1 XP for following the precepts of your path, as noted in its description.
- **Complete a Motivation-linked Goal:** Earn 1 XP for reaching a milestone, completing an agenda item, or otherwise pursuing one or more of your motivations to a satisfactory point (p. XX).

You only receive 1 XP for each of the options above per session. For example, you only receive 1 XP for failure, no matter how many things you fuck up in that session.

On average, you should earn 3–4 XP per session.

ELUCIDATE (>) BASIC MOVE

You convey more complex information (2-3 sentences) than Communicate allows.

ENGULF (>>) COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense

Only spirits, flickers, swarms, and similar diffused entities can make this move. Make a Melee (PD) test to immerse a target within your form. If successful, the target is engaged and restrained (p. XX); on a crit, they also take a strain. You must stay engaged and spend 2 actions (>>) each turn to maintain an engulfment. To break out, a target must make an Escape move using Athletics against your Physical Defense. Some abilities apply effects to engulfed targets. You can stop engulfing a target at any time as a free action.

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MOVES LIST (ENVELOP–HEAL)

Continued.

ENVELOP (>>) COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense at +2

Only spirits, flickers, swarms, and similar diffused entities can make this move. Make a Melee (PD) test at +2 to surround a single target with your dispersed form. Major/prime spirits can envelop everyone they choose within an existing engagement cluster (no test needed). You must stay engaged and spend 2 actions (>>) each turn to maintain an envelopment. To break out, a target must make an Escape move using Acrobatics or Athletics against your Physical Defense. Some abilities apply effects to enveloped targets. If an enveloped target is engaged, you also become engaged. You can stop enveloping a target at any time as a free action.

ESCAPE (>>) COMBAT MOVE

Acrobatics/Athletics vs. 12 + FIT

When you or an ally are grabbed or restrained, make an Athletics or Acrobatics to break the victim free. The difficulty is determined by the type of restraint or based on 12 + the grabbing/restraining opponent's FIT.

FALL BACK (>) COMBAT MOVE (ZONE)

You move from the skirmish zone to ranged.

FLEE (>) COMBAT MOVE (ZONE)

You remove yourself from the fight. You must be in the ranged zone to flee. Opponents can pursue you with a Chase move (*Pursuit,* p.XX).

GATHER MATERIALS (§/Đ) TRAVEL/DOWNTIME MOVE

Survival vs. Difficulty

You acquire the materials necessary to craft or repair an item (*Crafting,* p. XX). The difficulty is based on the biome, as noted on the Gathering Difficulty table. Success provides 1 unit of components. A crit success provides a rare component (GM discretion). A negative twist results in a journey complication (p. XX). This move can be made concurrent with a Journey move (as you harvest things along the way), but with vex.

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GATHERING DIFFICULTY

Biome	Difficulty
Canopy	13
Tangles	10
Mulch	12
Roots	15
Blight	18
Creep	15

GRAB (>>) COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense

Roll Melee against your target's Physical Defense. If you succeed, your target acquires the grabbed condition (p. XX); if you crit you also inflict a strain. You become engaged with your target. Grabbing requires the use of at least 1 hand or prehensile limb.

To maintain the hold on your target, you must stay engaged and expend a single action (>) on each of your turns. You can release them at any time as a free action. Your opponent can be freed with an Escape move.

When you have grabbed a target, you get +2 to Shift Position moves against them (p. XX).

HEAL (Ŧ (VARIES)) SKILL MOVE

Medicine vs. Difficulty 10

You apply first aid and medical care to someone injured. A target can only receive the benefits of a Heal move once per day (even if multiple healers try). If you do not have a healer kit (p. XX), this test is made with vex. The timeframe depends on the injury treated:

- **Strain:** 10 minutes. On a success, they heal 1 strain. On a critical success, heal 2.
- **Wound:** 1 hour. On a success, they heal 1 wound (all strain must be healed first). On a critical success, heal 2.
- **Condition:** 1 hour. On a success, the effects of one condition are negated for 24 hours. On a critical success, two conditions are negated.

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MOVES LIST (HIDE/SNEAK–INTERFERE)

Continued.

HIDE/SNEAK (Ω) SKILL MOVE

Stealth vs. Mental Defense

You hide, prowl, or otherwise act without detection from hearing/sight.

If a creature is unaware of your presence when you hide/sneak, you are *undetected* to them. They do not know you are in the vicinity and they cannot attack you.

If a creature is aware of your presence when you hide/sneak, you become *hidden* to them. There must be an environmental feature you can use to conceal yourself, either previously described by the narrative, allowed by the GM, or added by invoking an environmental aspect (p. XX) with Grit. They know your rough vicinity but cannot directly detect you and do not know exactly where you are. Attacks made against you while hidden have vex. You can spend an additional action (>) to transition from hidden to undetected.

Take note of your Stealth test result. This becomes the Difficulty of anyone attempting to detect you with a Perceive move later.

While hidden/undetected, you can make Sneak moves (p. XX) to change zones or locations without being detected as part of the same ongoing task, using the same Stealth test results.

Attacks you make while hidden/undetected have edge, but will also reveal your presence to the target and their allies within line of sight. If you were undetected, you become hidden. If you were hidden, you are once again visible.

Many other moves will also reveal your presence (GM discretion), particularly those that involve interacting with the environment, persons, or things.

INTERACT (>) BASIC MOVE

You use an object or manipulate an environmental feature (i.e., you open a door, pull an item from a bag, drink a potion, roll a log, pull a lever, hand an item to an ally, etc.). To apply a potion or similar to an ally, you must be engaged. Environmental features must have been introduced in the narrative or invoked with an environmental aspect and a Grit point. At the GM's discretion, complex interactions may require more actions; some items may list a different Interact cost.

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INTERCEPT («R)

COMBAT MOVE (ASSAULT)

When an opponent with whom you are engaged takes a Disengage move, use your reaction to take a free Melee Attack against them.

INTERFERE («R)

BASIC MOVE

You hinder the move of another character with whom you are engaged. They get –2 on their test. If at least 3 characters interfere, the target suffers vex. You cannot use Interfere against attacks.

If you interfere with a character undertaking a task, you must continue to use your reaction to interfere every round for the task's duration or they lose the modifier.

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MOVES LIST (JOURNEY–MAKE CONNECTIONS)

Continued.

JOURNEY (§)

TRAVEL MOVE

Survival vs. Difficulty

Make a group Survival test to cross an expanse of the Snarl. The specific segment of wilderness you cross determines both the difficulty and number of complications you face, as noted on the Wilderness table (p. XX) or as set by the GM.

If you succeed, you negate one complication. Each crit rolled by your group negates an additional complication. If any complications remain, roll on the Journey Complications table (p. XX).

The Snarl is abundant; you are assumed to gather all necessary food or water you need as you travel. You can make a Gather Materials move concurrent with a Journey move, but the Gather move suffers vex and you do not contribute to the Journey group test.

WILDERNESS DIFFICULTY

Biome	Difficulty	Complications
Canopy	13	1
Tangles	15	2
Mulch	15	2
Roots	13	2
Blight	18	3
Creep	18	3

JOURNEY COMPLICATIONS

Roll 1d6	Complication	Description
1	Speed	This segment takes twice as long to complete.
2	Navigation	You lose your way. You must make a separate Survival test with complications appropriate to the biome to find your way again.
3	Resources	You each expend 1 slot from your kit.
4	Terrain	You run afoul of treacherous terrain (p. XX).

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5	Danger	You have a random encounter. Use the random encounter tables on p. XX or devise your own.
6	Fatigue	You each take 1 strain that cannot be healed until your full journey is complete.

LEVEL UP (Ø)

DOWNTIME MOVE

Keep a running total of all of the XP you have earned. At 10 XP, you have reached Level 1; you choose a discipline and gain the abilities from that path (p. XX). For each increment of 20 XP you earn beyond that, increase your level by 1 (Level 2 at 30 XP, Level 3 at 50 XP, etc.). On average, you should level up once every 5–10 game sessions.

Note that leveling up past Level 1 does not increase your abilities on its own; use the Train move (p. XX) for that.

MAKE CONNECTIONS (Đ)

DOWNTIME MOVE

You get to know the locals and meet some new people. Work with the GM to name and briefly describe a number of NPCs equal to your PER. These NPCs have a Neutral disposition towards you (GM discretion).

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MOVES LIST (MANEUVER–PERCEIVE)

Continued.

MANEUVER (>>/Ω)

SKILL MOVE

Acrobatics/Athletics vs. Difficulty

Use Acrobatics or Athletics to navigate obstacles, obtain a better position, or take some other type of special movement. Use Acrobatics for maneuvers that require speed, nimbleness, balance, and dexterity. Use Athletics for moves that require strength, power, and stamina. If you succeed, apply one of the following:

- You negotiate dangerous terrain safely.
- You overcome an obstacle, such as a wall, crevasse, rope swing, tight tunnel, or rapids.
- You acquire a superior position against an opponent. Apply +2 to your next attack.
- You acquire a better angle against a target who has previously used the Take Cover move, negating their benefit from cover.
- You gain +2 to your Physical Defense.

You cannot maneuver if engaged; you must Disengage or Withdraw first.

Maneuvers to bypass complex obstacles can be handled as tasks, such as climbing a wall, swimming a river, worming your way through tight tunnels, or flying through a fierce storm. Some maneuvers may not be possible based on the environment's description (GM discretion).

MEDIATE (>>>)

COMBAT MOVE

Persuasion/Provocation vs. Social Defense

You call out for an immediate cessation of hostilities. Roll Persuasion or Provocation against your opponent's Social Defense; for groups, roll against the highest Social Defense with vex. If you succeed, the conflict is temporarily paused and the initiative order is suspended. Complex discussion ensues, giving the parties a chance to talk their way out of the situation. Mediate automatically fails against enemies who hold a deep hatred or grudge against the PCs.

Should any PCs or allies re-initiate hostilities, the conflict resumes, picking up at the initiative order in which it left off.

MELEE ATTACK (>)

COMBAT MOVE (ASSAULT)

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Melee vs. Physical Defense
Roll Melee to physically attack a target in the engaged or skirmish zone with your body, limbs, or hand-held weapons. See *Combat,* p. XX.

Multiple Attacks: If you have already made an assault move this turn, handle this as a Quick Melee Attack (p. XX) instead.

MINGLE (Ŧ (VARIES)) SKILL MOVE

Persuasion vs. Difficulty
Socialize at an event, talk to others on the street, or work a crowd. Choose one:

- Learn a useful piece of information about something specific
- Befriend a new NPC (at neutral demeanor; p. XX)
- Gather a rumor
- Spread a rumor
- Learn someone's motivations (as known by others)
- Learn of a bond or discord

MOUNT STEED (>) BASIC MOVE

You get atop a riding animal that is at least one size larger than you. If the animal is untrained or wild, this requires an Acrobatics or Athletics test against the creature's Physical Defense.

PERCEIVE (>) SKILL MOVE

Perception vs. Difficulty
Use your senses to scan a person, situation, or environment to determine one of the following:

- You become aware of a danger or threat
- You spot a clue or other piece of useful information
- You notice something valuable to you
- You become aware of something unusual
- You spot something hidden or that is not what it seems
- You make someone undetected become hidden
- Someone hidden becomes visible to you

The difficulty to detect a hidden or undetected creature is the result of their Stealth test.

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MOVES LIST (PERSUADE–QUICK RANGED ATTACK)

Continued.

PERSUADE (>>) SKILL MOVE

Persuasion vs. Social Defense

You rationally make an argument to convince another. If you succeed, apply one of the following:

- You convince someone to take your side in a dispute.
- You appeal to someone to support you.
- You influence someone to adopt a particular opinion or position.
- You sway someone into taking a particular course of action.
- You entice someone to surrender information that you seek.
- You impress an NPC to improve their demeanor one step (p. XX).

The Persuasion test can be impacted by NPC demeanor (p. XX), leverage, and other factors (*Using Social Skills,* p. XX).

PICK LOCK (Ŧ (VARIES)) SKILL MOVE

Trickery vs. Difficulty

You use specialized tools to jiggle open a lock. Note that this does not work against doors that are barred or barricaded.

The average timeframe for picking a lock in the Weald is 1 minute, but can range from a few rounds to several minutes.

POINT OUT (>) BASIC MOVE

You indicate the suspected or known location of a concealed creature to your allies. *Undetected* becomes *hidden* to them; *hidden* becomes visible to them.

POWER ATTACK (>>) COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense

You take 1 jolt and attack an opponent in the engaged or skirmish zone with your body, limbs, or hand-held weapons. In addition to the attack results, you inflict 1 (extra) jolt on the target. You cannot make a Power Attack if you have already made a Melee or Ranged Attack this turn.

PREPARE (Đ) DOWNTIME MOVE

You make the plans, organize contingencies, and run the drills for what you anticipate to be your upcoming challenges. You gain 1 temporary Grit point which you can use when a situation arises for which you

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have prepped.

PROTECT («R) COMBAT MOVE

You protect another character with whom you are engaged from physical harm. Increase their Physical Defense by 2. You must declare this interrupt before an affected attack test is rolled.

PROVOKE (>) SKILL MOVE

Provocation vs. Social Defense

You incite an emotional response from someone. NPC Demeanor (p. XX), discords (p. XX), and other factors may impact the test (*Using Social Skills,* p. XX). If you succeed, apply one of the following:

- You intimidate the target into cooperating.
- You seduce the target into having feelings for you.
- You scare the target from conflict (reduce Scrappiness by 1).
- You stoke the target towards a particular emotional state.
- You aggravate an NPC, reducing their demeanor one step (p. XX).
- You charm an NPC to improve their demeanor one step (p. XX).

QUICK MELEE ATTACK (>) COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense with vex

When you have previously made a Melee Attack or Ranged Attack during your turn, take on 1 jolt and roll Melee with vex to physically attack a target in the engaged or skirmish zone with your body, limbs, or hand-held weapons. A miss does not inflict a jolt.

Note that attacks made as part of a reaction are treated as a standard Melee Attack, not a Quick Melee Attack.

QUICK RANGED ATTACK (>) COMBAT MOVE (ASSAULT)

Missiles vs. Physical Defense with vex

When you have previously made a Melee Attack or Ranged Attack during your turn, take on 1 jolt and roll Missiles with vex to shoot or throw a weapon at a target in any zone. A miss does not inflict a jolt.

Note that attacks made as part of a reaction are treated as a standard Ranged Attack, not a Quick Ranged Attack.

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MOVES LIST (RANGED ATTACK–REST)

Continued.

RANGED ATTACK (>)

COMBAT MOVE (ASSAULT)

Missiles vs. Physical Defense

Roll Missiles to shoot or throw a weapon at a target in any zone.

Multiple Attacks: If you have already made an assault move this turn, handle this as a Quick Ranged Attack (p. XX) instead.

READY (Ø)

COMBAT MOVE

You take 1 jolt and specify one move for which you have unspent actions to take outside your turn. Those actions are spent. Designate a trigger condition. When that condition is met, you can choose to take that move as if it were a reaction. If you have already spent your reaction that round, you cannot take the readied move. Making the move uses your reaction for that round. If you do not take your readied move before your turn on the next round, you lose it.

RECOVER (Đ)

DOWNTIME MOVE

When you spend time getting serious rest and medical care, you remove all of your strain, wounds, and conditions.

RECRUIT (Đ)

DOWNTIME MOVE

Persuasion vs. Difficulty

When you seek to recruit an NPC with a particular set of skills, abilities, or knowledge, roll Persuasion against a Difficulty set by the GM according to the available pool of talent. That NPC joins your group for the next adventure, potentially longer if your interests align.

REFLECT (>)

SKILL MOVE

Chronicles/Cultures/Nature/Mysteries/Threats vs. Difficulty

Consider the knowledge and lore you have accumulated over the years. If you succeed, you recall something of use to your query, the current situation, or the subject at hand.

RELATE (Ø)

DOWNTIME MOVE

You acquire a new bond (at the cost of 1 XP) or a new discord (free) that fits with the ongoing story.

RELOAD (>/>>)

COMBAT MOVE

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Some ammunition-requiring weapons take effort to reload. The action cost is noted in the weapon's Reload trait.

RESEARCH (Ŧ (VARIES)) SKILL MOVE

Chronicles/Cultures/Nature/Mysteries/Threats vs. Difficulty

Investigate a topic in a library, study, or collection of notes/books/scrolls. If you succeed, you find the answer to one question, as long as the answer is held within the source material or can be inferred by it.

REPOSE (= =) RESPITE MOVE

You camp, sleep, and otherwise relax for ~8 hours, whether at an inn, campfire, cold dungeon floor, or the comfort of a home. All strain are removed. Roll Endurance to recover 1 wound; the difficulty depends on the comfort of your rest. You can only Repose once per 24 hours.

REPOSE DIFFICULTY

Area	Difficulty	Description
Comfortable	8	A home, inn, or sheltered area with bedding.
Campsite	11	Light shelter/tent with bedding, airship interior.
Rough	13	Outside, no shelter/bedding, airship deck.
Hostile	15	Outside during storms, Blight/Creep zones, flooded areas, etc.

You can make a Craft move concurrent with your Repose move (*Crafting*, p. XX). You can also use your Harvest Sap ability to collect a number of doses equal to your Sap score (p. XX).

REST (= =) RESPITE MOVE

You take a half-hour break. Roll Endurance (10) to recover 1 strain. On a critical success (13+), recover 2. You can also replenish 1 expended sap. You only gain the benefits of a rest once per 8 hours.

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MOVES LIST (RESTRAIN–STUDY)

Continued.

RESTRAIN (>>) COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense at –2

Roll Melee against the Physical Defense of a target you have grabbed at –2. If you succeed, your target acquires the restrained condition (p. XX). Restraining requires the use of at least 2 hands or prehensile limbs.

To maintain the restraint, you must stay engaged and expend a single action (>) on each of your turns. You can release them at any time as a free action. Your opponent can be freed with an Escape move.

When you have restrained a target, you have edge on Shift Position moves against them (p. XX).

SCOUT (§) TRAVEL MOVE

Perception and Stealth vs. Difficulty

Investigate an area without detection. You can scout indoors as well as outdoors. Make both a Perception and Stealth test. For each success (criticals provide an extra success), choose one of the following:

- You sketch a rough map of the area, including major features, entrances, fortifications, guards, and other visible dangers.
- Your presence remains undetected by any sentries or hostiles (if any).
- You ascertain something that is obfuscated, such as a secret door, a trap, an ambush, a concealed guard, a hidden entrance, an illusion, or otherwise not what it seems (you can choose this option more than once).
- You find an advantageous position or route, such as an ideal ambush spot, a short cut, or a path to pass by undetected.

At the GM's discretion, a negative twist on either test can result in a journey complication (p. XX).

SHIFT POSITION (>>) COMBAT MOVE (ASSAULT)

Acrobatics/Athletics/Melee vs. Physical Defense

Roll Acrobatics, Athletics, or Melee to push, pull, or otherwise forcibly reposition an opponent in the engaged or skirmish zone on or into an environmental feature. This feature must have previously been described in the narrative or invoked as part of an environmental aspect with a Grit point (*Environmental Aspects,* p. XX). Use this to knock an opponent into a campfire, push them off a ledge, or maneuver

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them directly under a large insect hive. At the GM's discretion, it may take multiple Shift Position moves to get an opponent exactly where you want them (i.e., first near a pit, then into it) and the opponent can use a reaction move such as Arrest Fall to prevent themselves from imminent danger.

If you have previously grabbed the target, you get +2; if you have restrained them, you get edge. If the target is grabbing or grabbed by something else, you get –2; if restraining or restrained by something else, you have vex.

SKIRMISH (>)

COMBAT MOVE (ZONE)

You move about the skirmish zone, avoiding danger. If you fail to take this move and end your turn in in the skirmish zone, you take 1 jolt.

You cannot take this move if you are engaged or in ranged.

STABILIZE (>>>)

SKILL MOVE

Medicine vs. Difficulty 10

You apply emergency trauma care to someone who is dying (their wound meter is filled). You must be engaged. If you do not have a healer kit (p. XX), this test is made with vex. If successful, they are no longer dying, but they remain incapacitated and at death's door until a wound is healed. They can heal or be healed as normal (*Healing,* p. XX). On a critical success, one wound is turned into a strain, but the target remains incapacitated for 1 hour.

STAND UP (>)

BASIC MOVE

You pick yourself up and are no longer prone.

STUDY (Đ)

DOWNTIME MOVE

You research a particular topic in a library, archive, or collection of records. This gives you 2 temporary Grit points you can use on related Chronicles, Cultures, Mysteries, Nature, or Threats tests until your next Downtime.

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MOVES LIST (SUPPLY–TRAIN ANIMAL)

Continued.

SUPPLY (Đ)

Persuasion/Provocation vs. Difficulty

When you are at a settlement, you can barter, work, and reciprocate to gather provisions, supplies, and needed gear. For each unit of goods you exchange, you reset one Kit slot. If you do not have goods to barter, you must make a Persuasion or Provocation test against a Difficulty set by the GM to convince the locals to give you gear.

If you seek a specific unusual item, rare component, or arcana, the process may be more involved. This could require a Persuade move to locate the right vendor who has what you seek, and then a roleplayed scene with that vendor to negotiate a trade.

SURVIVE (Ŧ (VARIES)) SKILL MOVE

Survival vs. Difficulty

Find shelter from the elements, locate edible food or clean water, avoid dangerous animals or terrain, or otherwise survive in nature.

SUSTAIN (>) BASIC MOVE

You maintain an ongoing task or effect. If you fail to make a Sustain move by the end of your turn, the task/effect ends. You can only Sustain one task/effect at a time.

SWAY RELATIONS (>>>/Đ) DOWNTIME MOVE

Deception/Persuasion/Provocation vs. Social Defense

When you attempt to alter an NPC's demeanor with deceit, flattery, reassurance, humor, flirtatiousness, intimidation, or similar means, make a test to raise or lower their demeanor (p. XX) one step. For example, a *neutral* NPC can be moved to either *agreeable* or *disagreeable*. An NPC's demeanor can only be raised (towards friendly) in such a way once, but it can be lowered multiple times.

Raising an NPC's attitude further (towards friendly) takes effort over time; trust and respect must be earned. When you make an effort towards it as a downtime move, you can test again.

Critters: Non-sapient beasts are swayed primarily by Provocation skill; Deception and Persuasion require levels of communication and comprehension that they are usually incapable of. Critters must have an agreeable or friendly disposition to be trained (p. XX).

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TAKE COVER (>)

COMBAT MOVE

You duck behind an environmental feature to avoid missiles. This feature must have been previously described in the fiction or invoked as an environmental aspect (p. XX) with a Grit point. Your Physical Defense is increased by 2 against ranged attacks. This lasts until you Skirmish, switch zones, make an attack, or otherwise undertake a move that fictionally takes you out of cover. Ranged opponents can also Maneuver to angle into a position where they can reach you.

TAKE WATCH (§)

RESPITE MOVE

Perception vs. Difficulty

During a Repose, your group takes turns staying alert and protecting your camp from danger. Make a group Perception test against the Stealth test result of any creature attempting to sneak up on your camp. If you succeed, you spot any threats and give enough warning for your companions to wake and grab arms. If you fail, you and are companions are surprised. If you do not take watch shifts with your companions, you do not participate in the group test.

TRACK (Ω/§)

SKILL MOVE

Survival vs. Difficulty

You track someone through the wilderness by their footprints and signs of passage. If the trail is short (under 8 hours), this as an ongoing task. If the trail is long (8+ hours or days), treat it as a travel move. The G< sets the difficulty based on the terrain. If the target uses Cover Tracks to conceal their trail, the difficulty is their Survival test result. If you are tracking as part of a chase, use the long pursuit rules (p. XX).

TRAIN (Đ)

DOWNTIME MOVE

You spend your XP to buy basic and/or advanced Abilities, as noted in your species, path, and combat style.

- Basic Abilities cost 5 XP
- Advanced Abilities cost 10 XP

TRAIN ANIMAL (Đ)

DOWNTIME MOVE

Provocation vs. Social Defense

You domesticate a wild creature, making it an animal companion or teach an existing animal companion new commands (p. XX).

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Continued.

TRICKERY (>)

SKILL MOVE

Trickery vs. Mental Defense

You palm an object, pick a pocket, replace one item with another, or otherwise move, conceal, or manipulate an object without detection.

TRIP (>)

COMBAT MOVE (ASSAULT)

Melee vs. Physical Defense

You target an opponent in the engaged or skirmish zone and roll Melee (with vex if the target is one size larger than you; targets 2 or more sizes larger cannot be tripped). This attack inflicts no strain/wound, but on a success you inflict 2 jolts and on a crit the target is knocked *prone* (p. XX).

WITHDRAW (>>)

COMBAT MOVE (ZONE)

You move from the engaged zone to skirmish without triggering any Intercept moves. You cannot withdraw if you are grabbed—you must make an Escape move first.

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USING SOCIAL SKILLS

The Persuade, Provoke, and Deceive moves employ the social skills (Persuasion, Provocation, Deception) to influence others with logic, emotions, or subterfuge, respectively. Each move provides a range of options to choose from when successfully deployed. Several factors can affect these tests positively or negatively:

- **NPC Demeanor:** Whether an NPC likes you or not might apply modifiers to your test (*NPC Demeanor,* p. XX).
- **Motivational Insight:** Knowing someone's motivation (p. XX) is another way to influence the test with a +2, *if* you somehow work it in.
- **Discords:** Discords can also be invoked to affect the test with a –2, when relevant (p. XX).

There are many other factors that can influence a social interaction: leverage, risks, coercion, deceit, and so forth. GMs should keep the following factors in mind.

LEVERAGE

Attempts to negotiate or convince another rely heavily on *leverage*. Leverage counts as something the NPC wants. No one likes making a deal if they aren't getting anything out of it, nor do they want to talked into doing something that has no value to them. Leverage could be a trade offer of equal or better value, an explanation of how a situation favors their own goals, or an appeal to their honor. Leverage sweetens the deal or otherwise makes it worthwhile.

If you lack the proper leverage, your test will suffer a modifier of –2 or vex. In some cases, lacking leverage can make the test automatically fail (GM discretion), because you have nothing to offer.

If your leverage is significantly more valuable, your test is awarded with a +2 or edge, depending on the weight of it.

Leverage can also be something the NPC wants to avoid. Coercion such as credible threats, blackmail, and other harms and hindrances are quite motivating.

Coercion

Attempts to gain leverage with threats and intimidation rely on Provocation. Occasionally, Persuasion can be used, if an argument is made that presents the threats in a matter-of-fact calculation against other options.

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RISKS

Though the PCs may seek to downplay them, risks will strongly factor into an NPC's considerations when a PC attempt to influence them. Risks are more than just physical danger, they also include damage to one's reputation, the judgement of one's peers, emotional stress, strained relationships or alliances, and even simple annoyances and inconveniences. In many situations, the risks are non-existent or negligable. If the result you are aiming for poses minor or significant risks, then you either need to compensate with greater leverage or take an appropriate modifier of –2 or vex.

DECEPTION

Not all interactions are made in good faith. Any attempt to sway others with reason or emotional triggers that also relies on subterfuge or lies should be made as a Deception test instead. Alternatively, make the Deception test to see if the deception is successful; the results may then impact the Persuasion or Provocation test.

AGAINST A CROWD

Many social tests are made to sway a group or crowd, not just a single person. These follow the rules for *Tests Against Groups,* p. XX. In short, you roll against the highest Social Defense in the group. Because you are attempting to sway multiple people, however, social tests against groups are usually made with –2 or vex.

ROLL vs. ROLE PLAYING

Some players are quite good at acting out social scenes and roleplaying their characters' social moves. This is great and should be encouraged, as it makes things fun. In the same vein, not all players excel at roleplaying per se, and may prefer to just explain what their character does and how they go about it. This is absolutely fine as well.

If a player's roleplaying or description of their character's actions frames their argument or provocation in a particularly persuasive or clever way, considering giving them +2 to the test. However, try to base this on the merit of the action as described or acted. Be wary about rewarding roleplaying for its own sake. Players are not their characters, and we shouldn't privilege players who are outgoing or good at social improv, nor should we punish those who are quieter and less extroverted.

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NEGOTIATIONS

For situations with higher stakes and dramatic outcomes, where the PCs seek to make a deal with an NPC who is unconvinced, treat it as a *negotiation*. A negotiation is broken down into several stages of arguments, each involving its own test. The goal is to raise the NPCs' interest and push them towards a better deal before they tire of the parlay and either refuse or make a final offer.

RESOLVE

For the purpose of negotiations, each NPC has a stat called *Resolve* equal to 6 – EGO (i.e., an NPC with Ego 4 has Resolve 2). The more stubborn they are, the higher their Resolve and the less interested they are in working a deal.

INVESTMENT

A NPC's Investment level is how convinced, interested, or intrigued they are by the PCs' offer. In most situations, NPCs start with Investment 1.

- **Investment 0: Hostile.** The PCs have lost all chance of making a deal and may have made an enemy.
- **Investment 1: Refusing.** The NPC is not swayed by the PCs arguments. They might argue for better terms.
- **Investment 2: Mild Interest.** The NPC rejects the offered deal, but makes a counteroffer of lesser value.
- **Investment 3: Reserved Interest.** The NPC is favorable to the PCs' offer with some additional terms or conditions.
- **Investment 4: Convinced**. The NPC agrees fully to the PCs' terms.
- **Investment 5: Enthusiastic.** The NPC thinks the PCs have a great idea and offers them an even better deal.

ARGUMENTS

Negotiations proceed in stages. In each stage, one of the PCs makes an argument or appeal of some kind to sway the NPC. Each argument must be distinct and involve a particular use of leverage, coercion, or deceit (p. XX)—repeat appeals are ignored.

Once the PC makes their case, they make an appropriate test using Persuasion, Provocation, or Deception against the NPCs' Social Defense. Due to the nature of negotiations, the other PCs cannot Aid Another

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with this test. However, if there is particular risk involved (p. XX), the GM can apply –2 or vex to each test.

- **Success:** The NPC's Investment raises by 1. On a crit, it raises by 2.
- **Failure:** The NPC's Resolve is reduced by 1. On a failed Deception test, Resolve *and* Investment are both reduced by 1.

The NPC responds according to the result. The PCs can end the negotiation at any time, making a deal or not according to the NPCs' current Investment. If Investment reaches 5, the deal ends with the PCs getting more than they wanted. If Resolve reaches 0, the NPC makes a final offer according to their current Investment; they will not negotiate further. If Investment reaches 0, the NPC breaks off the negotiation with hostility.

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USING BONDS AND DISCORDS

Bonds and discords (p. XX) work well for establishing character relationships and background and provide fuel for roleplaying.

There are several ways that bonds and discords have a mechanical effect during gameplay:

DETERMINING MOTIVATIONS

You can invoke a bond or discord you have with another character in order to understand what drives them. When you make an Assess Others move (p. XX) using Insight against their Social Defense and invoke the bond/discord, you learn one of their motivations.

INVOKING BONDS

Once per game, you can invoke a particular bond to spend Grit on a test involving that character where you put yourself at risk. The risk could be bodily harm, losing face, damaging another relationship, potentially sacrificing something important to you, or anything similar that is to your detriment.

INVOKING DISCORDS

The GM can invoke a discord you have with a person, group, place, or thing to apply –2 or vex to tests involving that entity.

Additionally, once per game, you can regain a spent Grit point when you succeed in a test that brings that discord closer towards a resolution. For example, you mend fences over old antagonisms by doing them a favor, you regain trust by putting yourself at risk, you uncover evidence that your position in a long-standing argument is correct, or you satisfy your desire for revenge by taking them down a notch.

RESOLVING BONDS AND DISCORDS

When you enetr downtime mode, look over your bonds and discords. Relationships evolve over time and sometimes end. Any existing bond or discord can be freely updated to reflect changes to the relationship based on current events.

As relationships fray, grow distant, or otherwise change, bonds can be retired with a Closure move (p. XX). There is no mechanical benefit to retiring a bond, it simply reflects the shifting landscape. The good part is that retired bonds can be resurrected down the line if the relationship is somehow recharged. It can be good to get the band back together.

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Discords can also be resolved with Closure (p. XX) if the PC somehow comes to term with the problem, satisfies the grudge, grants forgiveness, or otherwise moves on. This is entirely dependent upon your actions within the game. If the GM and player agree that a discord has been resolved, the discord is retired and that PC earns 1 XP. Note, however, that old discords have a way of resurfacing and coming back to haunt you.

ACQUIRING NEW BONDS/DISCORDS

You can purchase additional bonds during downtime with a Relate move (p. XX). However, these bonds should be influenced by what happened during gameplay. You should not invent bonds that are not backed up by the events of the story. New bonds cost 1 XP per bond.

Discords must be similarly earned through the events of gameplay, but they do not require XP. Either the GM assigns them or players voluntarily adopt them based on in-game events.

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HAZARDS

The Snarl is a dangerous place where hazards abound. The following rules provide guidance on handling them.

POTENCY

Potency is a versatile stat used for harmful objects and hazards, such as traps, fire, or poison. Potency represents the strength of the threat, and ranges from 1 to 10. Some abilities and circumstances will modify this rating.

Potency Attacks

Many traps and effects simply attempt to inflict damage upon you. This is handled as a Potency attack, rolling 2d10 + Potency against the noted difficulty (usually Physical Defense). As with normal attacks (p. XX), if the Potency attack fails, it inflicts a jolt. If it strikes, it inflicts a strain. If a crit is scored, it inflicts a wound. Armor can be used to negate the damage as normal (though see the rules for *Armor Outside of Encounters,* p. XX), unless a Potency attack specifically notes that Armor cannot be applied.

Some Potency attacks have a duration. This means that you roll a Potency attack at the beginning of each turn you are under the influence of such an effect, until the duration has passed and the effect ends.

Potency Difficulty

Many toxins and other dangers inflict an effect that you have a chance to shrug off. In this case, a skill test (usually Endurance) is made against a difficulty of 12 + Potency. If the test succeeds, the effect is avoided. Otherwise the effect applies as noted in its description. Effects that list a duration require a test each turn until the duration ends.

ASPHYXIATION

Most creatures can hold their breath for Endurance minutes (minimum 1). Beyond that, a lack of breathable air can lead to asphyxiation. For every 30 seconds without air, make an Endurance (10) test with vex. Failure means that you fall unconscious. Once unconscious, you accumulate 1 temporary wound every 30 seconds until you reach death. If you are revived with air before you die, the temporary wounds go away, but you are incapacitated for 1 minute.

Asphyxiation is a terrifying affair. When you run out of air, you also face a Potency 5 (MD) effect; if you fail you become panicked and

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suffer the *dazed* condition (p. XX) until you can breathe again.

FALLING

Given the great heights of the pillars, falling is a real concern for residents of the Weald. Many an unwary traveler has slipped from a branch, tripped on a pillar-side staircase, caught an unfortunate wind gust, or flown into an unseen obstacle and tumbled into the depths, never to be seen again.

Whenever a character is forced over an edge, such as with a Shift Position move (p. XX), they immediately fall. Flying characters who are knocked prone also fall.

Remember that the Weald's gravity is less than half that of Earth's, meaning people can fall farther without hurting or killing themselves. To determine potential injury, make an Athletics test based on the distance fallen to impact, as noted in the Falling table. Armor does not protect against falling damage. Fall impacts over 30 meters result in death. Any test that results in a strain or wound also makes you prone.

Accidentally falling to one's death is not an ideal way for a PC to die, so be sure to make PCs' aware of potential falling risks. Remember that characters can use their reaction to make an Arrest Fall move (p. XX), catching themselves or a friend within reach before they fall to their doom. GMs can allow PCs to spend Grit and invoke an environmental aspect (p. XX) to escape an otherwise dangerous unguided descent. The thick entangled branches of the Snarl mean that a clear descent is unlikely; settled areas also maintain safety nets for this purpose. Falling characters drop ~100 meters every round until they collide with something. PCs who can fly or glide should get an Athletics or Acrobatics (13) test to regain control of their descent every 100 meters.

FALLING

Distance Fallen	Athletics Test Difficulty	Success	Failure
<5 meters	11	–	1 strain
5–15 meters	13	1 strain	1 wound
15–30 meters	15	1 wound	2 wounds
30+ meters	–	death	death

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FIRE

Fire has a starting Potency of 3 unless noted otherwise. Additional fire effects applied to you increase the Potency by 1.

Fire-based attacks have a 25% chance of applying the aflame condition (p. XX) to a person or object if they hit, 50% if the target is particularly flammable (cloth, wood, paper, silk).

At the beginning of each turn you are aflame, the fire makes a Potency attack (p. XX) against your Physical Defense. Fire always inflicts an additional 1 jolt regardless of the attack result. Additionally, you are considered *dazed* (p. XX) while you are on fire.

You or others can take an action (>) to extinguish flames. Each > spent reduces the fire's Potency by 1.

At the end of each of your turns that you are aflame, increase the flame's Potency by 1. GMs should adjust this according to the flammability of whatever is affected; the Potency of a fire engulfing a table scattered with dry tinder or a person slathered in turpentine may increase by 2 each turn, whereas a the flames on a person really drenched may only increase in Potency every other turn. When an item is burnt to ash, the Potency drops to 0.

Anything aflame has a 25% chance of spreading the flames to other people and things it comes into contact with (adjust the percentage as necessary to account for fammability).

TOXINS

Poisons and venoms come in a variety of forms and effects. Each has a Potency rating that defines its strength. When a target is affected, they acquire the *poisoned* condition and effects are applied as noted in the description. Anti-toxins and other effects that negate the condition eliminate the effects.

Each toxin lists one or more methods by which they can be applied:

- **Contact:** The toxin is applied to a surface; anyone touching it with bare skin acquires the poisoned condition and the dose is used up. Applying the substance safely may require a Trickery test (GM discretion).
- **Cloud:** The toxin is deployed as a cloud and inhaled. When deployed as an area effect attack, anyone within that area is affected. When present in the environment, you can hold your breath to avoid being affected (*Asphyxiation,* p. XX).
- **Grease:** The toxin is applied as a venomous grease to an edged or piercing weapon. This is a task action with a timeframe of 3 turns.

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Substances that are also contact-applicable may require a Trickery test to apply safely (GM discretion). Once applied, a weapon grease lasts for one hour, after which it dries and becomes ineffective. The first time a greased weapon damages a target (inflicts a strain or wound not negated by Armor), the target acquires the poisoned condition (p. XX); apply the effect as noted. Once a target is damaged, the grease is used up.

- **Oral:** The toxin must be ingested. It can be mixed in with food or drink (possible requiring a Trickery (MD) test to do so with subterfuge), though the odor or taste may be detectable (GM discretion).

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VISIBILITY

The Weald is frequently cloaked in shadows or drenched in mist. Impaired visibility makes it challenging to see what's going on or spot potential dangers or enemies.

- *Light obscurement* provides –2 on visual-based Perception tests and ranged attack tests.
- *Heavy obscurement* gives vex to visual-based Perception tests and ranged attack tests.

DISTANCE

In normal light, unobstructed vision can reach almost 5 kilometers, more if looking from a great height. It is rare to find an unobstructed view, however—even clouds intervene above the Canopy.

Even short distances impede the ability to note fine details. Attempting to make out small features or even faces on anything beyond 20 meters is quite difficult (unless those details are large). Apply light or heavy obscurement (GM discretion) when attempting to pick out details at range.

DIM LIGHT

Torch-lit interiors. Twilight. An open night sky with full moons. Shaded areas of the Tangles. The edge of a campfire. A cave lit by glomoss.

Such areas where the absence of bright light casts a veil over vision count as light obscurement. The range of vision is reduced to 10 meters. If you have darkvision, you see as if there were normal light, except without color.

DARKNESS

Moonless night. Unlit interiors. The pitch black of the Mulch and Roots.

Such conditions count as heavy obscurement. The range of vision is reduced to 1 meter. If you have darkvision, treat darkness as light obscurement.

FOG, HAZE, OR SMOKE

The mist that blankets the tangles. Smoke from a fire. The miasma of a Creep spore field.

Conditions that choke the air with water vapor, smoke, or particles create either light or heavy obscurement, depending on the thickness

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of the haze.

GLARE

The blazing suns. A roaring conflagration. A piercing sunwell. The reflection from a well-placed mirror.

Bright light pointed in your direction impedes your vision with either light or heavy obscurement, depending on the brightness and contrast with your surroundings. Such glare is directional; it only impedes when looking towards it.

OTHER SENSES AND PERCEPTION

For most Wealdfolk, sight and hearing are the dominant senses. An impairment to either can apply a negative modifier to Perception tests. Other senses such as smell or touch may also play a role, but an impairment to them will not affect general Perception tests.

For some Perception tests, only a specific sense is applicable, such as noticing the bitter taste of a poison in a drink or using smell to detect the stench of a decaying corpse hidden under the nearby mulch. In such circumstances, only modifiers that apply to that particular sense should apply.

Species with the Scent ability take advantage of smell just as much as sight and hearing, and so they receive a bonus to Perception tests, unless smell plays no role. An impairment to smell, such as excessive wind, smoke, or pollen, may remove their Scent bonus.

>>> Begin Sidebar -- Can Float

GM ADVICE: HANDLING PERCEPTION

When informing players about what their characters perceive, avoid the temptation to call for Perception tests. Simply tell the players what their characters are likely to notice with their senses. If there is something concealed or hidden, determine if they notice it by comparing the highest Mental Defense in the group to the difficulty of detecting it. If this succeeds, give them a clue that something is amiss. *You notice a stone in the wall that seems different. Something about the bookshelf is uneven. The bush rustles in a strange way.* Otherwise, leave it out.

If a character makes a Perceive move, always give them new details, even if nothing is hidden. *The walls here are older. This trail seems to be used by many animals. The wind is picking up; a storm is coming.*

>>> End Sidebar

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>>> sidebar may not be needed. Possibly incorporate into a Rules Glossary

OTHER SENSES

A summary of alternative senses:

- **Darkvision:** You can see even in dim light, though you lose detail and colors. You cannot see in the absence of light, however.
- **Echolocation:** You emit sounds at ultrasonic frequencies, beyond the hearing range of most creatures, and use the reflected soundwaves to "see" even in darkness.
- **Heat Sight:** You "see" heat patterns, relative to the ambient temperature. When the heat differential is a factor, you gain +2 to Perception and also Survival tests for tracking.
- **Scent:** Your sense of smell is especially keen. You can detect nearby exhalations and food sources, gauge what people have recently eaten or where they've been, and catch the scents of others from kilometers away when downwind. You receive edge on Perception tests where smell is a factor and you can make Track moves to follow a trail by scent alone. Wind, rain, smoke, pollen, and strong odorants can impact your sense of smell.
- **Tremorsense:** You are attuned to movement and vibrations you feel through the ground, other surfaces you touch, water, or even through the air (such as those made by rapidly beating wings). This sense is directional but has a limited range (~10 meters in air, ~50 meters in surfaces/water, farther for particularly stronger vibrations). Tremorsense enables Tremorspeak communication.
- **Ultrasonic Hearing:** You hear ultrasonic frequencies.
- **Ultraviolet Vision:** You see ultraviolet wavelengths. Colors and patterns are visible to you that others with normal sight cannot see.

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COMBAT

Fighting is rarely a clean-cut affair where you rapidly take out an opponent with a single, well-timed, expertly executed strike. Nor is it a battle of a thousand paper-cuts, where you slowly whittle your enemy down with flesh wounds that inflict no other penalties until they suddenly die. Instead, fights are harrowing affairs where opponents maneuver for position and exchange blows in the hopes of weakening the other's defenses or creating an opening that can be exploited for a more devastating strike.

THE JOLT SYSTEM

To reflect this view of combat, there are no hit points in *The Snarl*. Instead, three indicators are used to measure the success of attacks:

- **Jolts** represent attacks and circumstances that do not (significantly) inflict damage but weaken or unsteady you. Jolts function as a metacurrency that represents vulnerability, openings, and increasing opportunity for your opponents to bypass your defenses. You spend jolts accumulated on opponents to gain advantages against them (and vice versa).
- **Strains** denote significant batterings and impairments. Taking a strain knocks the wind out of you and temporarily diminishes your capability to act and fight. Too much strain can incapacitate you and take you out of the fight.
- **Wounds** represent serious injuries, inflicted by extraordinary attacks. The more jolts you take, the more likely an opponent will land a wounding shot. A single wound can potentially remove you from the combat; several wounds will leave you struggling for your life.

Jolts, strain, and wounds are further detailed starting on p. XX.

FIGHTING ZONES

Combat is handled with a theater-of-the-mind narrative style rather than as a grid-map wargame—yet still with exciting tactical options. To achieve this, characters in a combat situation are placed in one of three zones that affect their range, movement, and action options:

- **The Engaged Zone** represents characters who are rapidly exchanging blows, grappling, and slugging it out with one another—or those

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exchanging gear or providing first aid. People engaged with each other are grouped into *engagement clusters*.

- **The Skirmish Zone** represents those who are moving about the battlefield, dodging in and out to strike when an opportunity arises.
- **The Ranged Zone** represents those on the dge of the fight, attacking others from afar.

Each zone has advantages and drawbacks. See *Combat Zones*, p. XX.

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COMBAT SUMMARY

- Roll your attack test dice (2d10) + combat skill (Melee or Missiles) + modifiers.
- The target number is the defender's Physical Defense.
- If the attacks fails, you inflict 1 *jolt*.
- If the attack succeeds, you inflict 1 *strain*.
- If the attack succeeds with a critical success, you inflict 1 *wound*.

>>> End Table

>>> Art Here: Zone Illustration

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ATTACKS

On your turn, you can attack enemies with a Melee or Ranged Attack move, or by using an ability. Who and how you attack is dependent upon which combat zone you are in (*Combat Zones,* p. XX) and what type of move you are making.

After declaring the target of your attack, roll Melee or Missiles skill, applying any modifiers. Your target number is the opponent's Physical Defense.

- **If the roll fails,** you either miss or do not inflict any significant damage—however, the target takes 1 jolt (p. XX), as they adjust to evade or are otherwise unsettled by the blow.
- **If you succeed,** you strike your target with a solid hit and inflict a strain (p. XX).
- **If you succeed and reach the target's Wound Point,** you score a critical success and inflict a wound (p. XX).

If you score a twist, a little something extra happens:

- **Positive Twist:** You gain an extra bonus effect: the target is knocked prone, disarmed, takes an extra jolt, or something similar. See *Positive Twists,* p. XX, for options.
- **Negative Twist:** Something goes wrong: you drop your weapon, trip and fall prone, get stuck in a bad position, suffer a serious wardrobe malfunction, inflict a jolt upon yourself, or otherwise face a major setback.

A few other factors may affect the outcome:

- **Failing with Opportunity:** Since missed attacks still apply jolts, this rule does not apply to failed attacks.
- **Success with Consequences:** If you expend a Grit to turn a failed attack into a success with consequences (p. XX), you succeed on the attack, inflicting a strain, but take 1 jolt (p. XX).

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ARMOR

Armor provides protection that allows you to mitigate strain and wounds (it has no effect against jolts). Light armor grants minimal protection with no drawbacks. Heavier armor provides stronger protection but impedes your Physical Defense—you are easier to hit but harder to damage. Various types of armor and specific rules for wearing them are found on p. XX.

During the course of an encounter, any time you are struck in combat with a strain or wound, you can choose to use your armor to lessen the damage effect. When you spend an Armor point, you downgrade either a wound to a strain *or* a strain to a jolt. Once your Armor reaches zero, you can no longer mitigate damage taken during the fight. It may seem advantageous to save your Armor to negate only wounds, but keep in mind that accumulated strain can also remove you from a fight.

Some abilities allow an attack to bypass armor. In this case, you cannot use Armor to downgrade the strain/wound, you must take what is inflicted.

Your Armor points refresh at the end of each encounter.

ARMOR OUTSIDE OF ENCOUNTERS

Damage doesn't only occur during combat encounters. While in adventure or travel mode, you may sometimes have need to use your armor to negate a wound or strain. Traps, hostile terrain, damaging weather—these and more can inflict damage upon you.

You can use your armor to negate strain or wounds outside of encounters, but any Armor points spent this way are not available to you during your next combat.

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SPECIAL ATTACKS AND OPTIONS

A few particular attacks deserve specific considerations.

AREA EFFECTS

Some abilities and objects create area effects. Since *The Snarl* does not use tactical/grid maps, use the following guidelines. Keep in mind that the narrative comes first: if the guidelines below don't map precisely to the theater-of-the-mind setup that has been detailed so far by the gamemaster and players, then you should adjust them as appropriate to fit.

For area-effect attacks, make a single attack roll and compare it to the Physical Defense of each target.

- **Small Area Effect (~5 meter radius):** You can target either everyone in an engaged cluster (affecting both friend and foe in that cluster alike), 2 targets in skirmish, or a single target in ranged.
- **Medium Area Effect (~20 meter radius):** You can target either everyone in the engaged zone (including allies and enemies), up to 4 targets in skirmish, or 2 targets in ranged.
- **Large Area Effect (~50 meter radius):** You target everyone within the entire arena of conflict.

ATTACKS ON THE HELPLESS

If someone is incapacitated, they are at your mercy. They may be dispatched with dead-hearted ruthlessness with a single action (>). No test is required, but the psychological and social impacts of cold-blooded murder may be lasting.

EFFECT TYPES

Some attacks and effects are tagged with a specific descriptor, known as an *effect type.* The four effect types are *cold, fire, poison,* and *shock*. Certain abilities provide bonuses to or vulnerabilities against specific effect types. Refer to the ability descriptions when such attacks come into play.

IMPROVISED WEAPONS

Violence is rude and often arrives when you are not prepared. If you don't have proper weapons (p. XX) on hand, you'll have to make do with whatever you can find. Sticks and branches are abundant in the

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Weald, and camps and dwellings usually have furniture, cookware, or tools about. The GM decides what is available.

Unfortunately, improvised weapons tend to be cumbersome and less effective. Apply a –2 modifier to attacks with improvised weapons; if the item is not very sturdy or damaging, increase the Crit Point by 2 as well, just like unarmed attacks. The GM may apply weapon traits (p. XX) such as Short Range as appropriate.

MULTIPLE ATTACKS

The action economy of *The Snarl* allows you to make multiple attack moves in a turn. However, if you have already made an assault move that turn, the only attack move you can make is a Quick Attack move (p. XX). Quick attacks are made with speed but less power, and so both do not inflict jolts when they miss. Note that extra attacks made when using a reaction or granted from an ability do not need to be made as quick attacks (unless noted otherwise).

PULLING PUNCHES

Sometimes you just want to take an opponent out of the fight, not badly injure them. When you score a wound on an attack, you can choose to inflict 1 strain instead. This must be declared before Armor is applied.

UNARMED ATTACKS

Attacks made without weapons have the Unarmed weapon trait (p. XX). Because they are less-lethal, increase the Wound Point by 2.

>>> Begin Sidebar: Can Float

TERMINOLOGY

We use specific terminology to maintain clarity within the rules. Take note of the following.

- **Strike:** A *strike* is any attack that successfully hits the target; i.e., the attack roll beats or exceeds the target's Physical Defense. If you miss and inflict a jolt, you did *not* strike the target. If you hit and inflicted a strain or wound, you did. If the damage is downgraded by Armor, the target was still struck.
- **Damaged:** You are *damaged* when an attack hits you and inflicts a strain or wound (after Armor is applied).

>>> End Sidebar

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JOLTS

Torn clothing. Rent armor. Disheveled hair in your eyes. A misstep. A slippening grip on your weapon. Weary muscles. Trembling limbs. A temporary loss of balance.

Jolts represent the weakening of your defenses, the increased potential for an opponent to find an opening. The more jolts you accumulate, the more likely an opponent is to get in a good shot.

When making an attack test, you can expend jolts accumulated on the target (by both yourself and others) for advantages:

- Spend 1 jolt to gain +2 on the attack.
- Spend 2 jolts to gain edge on the attack.
- If your attack hits but does not crit, spend jolts to raise the amount you rolled on the test to reach the Wound Point. For example, if you roll against a Physical Defense of 15 (Wound Point 18) and get a 16, you can spend 2 jolts to raise that 16 to 18 and score a critical success, inflicting a wound.
- Various abilities provide additional uses for jolts. For example, an ability may let you spend jolts to knock the opponent prone, give a bonus to someone else, or achieve some other effect.

The use of jolts for modifiers (+2/edge) must be declared before you roll the dice.

Note that you may not spend jolts that are accumulated upon yourself. Those are for your opponents to take advantage of.

You may not spend jolts that are inflicted on a target with the same move.

Accumulated jolts are removed at the end of an encounter.

MAXIMUM JOLTS

The maximum number of jolts you can accumulate is 6. Any time you start your turn with 7 or more jolts, you reset the number of jolts you have to 3 and have vex to all actions on your turn as you regain your composure.

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STRAIN

A limp. Blurred vision. A throbbing cut. A painful bruise. An inability to catch your breath. Tunnel vision. Your arm not working like it should.

Strain represents accumulating weaknesses and minor injuries sustained during a fight. It is a decrease to your capacity to fight at full potential.

Your Strain Meter has a number of boxes equal to 4 + (FIT ÷ 2, round up). Some abilities may increase this amount.

Each time you take strain, fill in a strain box. The number of actions available on your next turn is reduced from 3 to 2. If you take multiple strains, you still only lose 1 action in total on your next turn (your available actions cannot be reduced below 2). Strains only affect your next turn; after that, you get your breath back and can take your full number of actions on the round after (unless you happen to take another strain again).

When your Strain Meter boxes are filled, you are incapacitated (p. XX). Additional strains inflicted upon you have no effect.

Some abilities let you ignore the effect from an inflicted strain. In this case, you still fill in a strain box, but do not lose an action on your next turn.

Not everyone fights until they are taken out. Some NPCs and monsters will seek to surrender or retreat from a fight after receiving a set amount of strains (*Scrappiness,* p. XX).

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WOUNDS

A broken bone. A concussion. A gushing cut. A dislocated shoulder. Internal bleeding. Mangled fingers. Lost limbs.

Wounds are serious, debilitating injuries—the sort of thing that can drop you immediately.

Your Wound Meter has 3 boxes. Some abilities may increase this amount.

Wounds have the following effects:

- Any time you take a wound, you must fill in a wound box and make an Endurance (13) Test. If you fail, you are knocked prone. On a failed twist, you are knocked unconscious.
- **1 Wound:** You suffer –2 to all actions.
- **2 Wounds:** You have vex to all actions.
- **3 Wounds:** You are incapacitated, unconscious, and near death. You will die in Endurance minutes (minimum 1) unless you are treated with a Stabilize move (p. XX) or other healing measures are applied. If another wound is inflicted when your wound meter is full, you must make an Endurance (15) test or immediately die; on a success, your wound meter remains full and you resume dying (if you were stabilized before, you must be stabilized again).

If any ability has increased the number of boxes on your Wound Meter, only the last 3 boxes count towards the wound effects listed above.

Some abilities let you ignore wound effects. In this case, you still fill in a wound box, but you do not need to make a Endurance (13) Test.

Very few are willing to fight to the death. Most NPCs and monsters will seek to surrender or retreat from a fight once a set amount of wounds are inflicted (*Scrappiness,* p. XX).

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HEALING

You have several options for getting rid of strain and wounds.

- You can be medically treated once per day with a Heal (10) move (p. XX), removing either a strain or wound.
- A Rest move (p. XX) allows you to recover 1 strain with an Endurance (10) Test, 2 with a critical success.
- A Repose move (p. XX) removes all strain and lets you recover a wound with an Endurance (Difficulty) Test.
- A Recover downtime move (p. XX) removes all strain, wounds, and conditions.
- Certain abilities, saps, and medicinals allow strain or wounds to be removed, as noted.

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CONDITIONS

Certain moves, abilities, and effects apply *conditions* on a character instead of (or in addition to) strain or wounds. Below is a list of conditions and how they affect you:

Aflame: You are on fire (*Fire,* p. XX). At the beginning of each turn, the fire makes a Potency attack against your Physical Defense. Fire always inflicts an additional 1 jolt regardless of the attack result. Additionally, you are considered *dazed* (p. XX) while you are on fire. At the end of your turn, the fire's Potency increases by 1.

Blinded: You cannot see. You automatically fail vision-based Perception tests and suffer vex to all actions. You are immune to effects that rely on sight.

Charmed: You are euphoric, easily influenced, and friendly to everyone. Even former enemies are now potential allies. NPCs who are charmed have the *friendly* demeanor (p. XX). Deception, Persuasion, and Provocation tests have edge against you. This effect ends immediately if you or your allies are attacked, asked to put yourself in perceptible danger, or instructed to do something that violates a motivation, bond, or core aspect of your personality. You are aware of the manipulation when the effect ends.

Dazed: You have trouble focusing. You are –2 to all tests and attacks made against you have +2.

Deafened: You cannot hear, suffer –2 to general Perception tests, and automatically fail hearing-based Perception tests. You are immune to effects that rely on hearing.

Dominated: Your willpower is undermined. You are under the complete control of whomever dominated you. You follow their commands to the best of your ability.

Encumbered: When you are burdened with extra gear slots in your kit, you are slowed down by the extra weight (*Encumbrance,* p. XX). You get –2 to all of your actions when you carry 3 extra slots and vex to all of your actions when you carry 6.

Engaged: You are engaged with one or more others in an engaged zone cluster (p. XX). Non-engaged attacks against you are +2. Your ranged attacks have vex.

Frightened: You are terrified of a specific opponent. If you are not in the ranged zone, you must use all available moves to get there. If engaged, you are forced to take a Disengage move (not Withdraw), triggering an Intercept. If the opponent you are frightened of attempts to Clinch you, you must Flee with your next available move.

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Grabbed: You are engaged with whomever has grabbed you and may not Disengage/Withdraw without making an Escape move first.

Hidden: You are unseen, but others are aware of your presence and general location. Attacks against you have vex. Your next attack against a target you are hidden from has edge, but you are revealed.

Incapacitated: You are helpless and unable to move. You cannot take actions or reactions, nor can you make moves, but you are dimly aware of your surroundings.

Poisoned: You have been exposed to a toxin and are under its effect. The specific effect depends on the toxin as noted in its description.

Prone: You are on the ground. Melee attacks have +2 against you, but ranged attacks have –2. You cannot skirmish or change zones, but Clinch moves automatically succeed against you. You can only make melee attacks against engaged opponents (unless using a reaction against someone attacking you), and such attacks are –2. You have vex on ranged attacks. If you were flying when knocked prone, you are now falling (p. XX).

Ranged: You are in the ranged zone. You cannot make melee attacks unless you Advance to the skirmish zone first.

Restrained: You are immobilized. You are engaged with whomever has restrained you and cannot take any physical moves aside from Escape. Melee attacks against you have edge.

Skirmishing: You are mobile, darting around the skirmish zone. If you end your turn in the skirmish zone, you must spend > to Skirmish or take 1 jolt.

Staggered: You are knocked off balance. You cannot take reactions until your next turn. You also have vex on the first REF- or FIT-based skill test you make on your next turn (if any; including attacks).

Stunned: You find it difficult to think or act. You have vex on all tests and attacks made against you have edge.

Surprised: Attacks made against you have edge and you may not take reactions against actions/attacks that surprise you.

Taking Cover: You use an environmental feature to shield yourself from missile attacks. You have +2 PD vs. ranged attacks.

Unconscious: You are unable to move and unaware of your surroundings. You cannot take actions or reactions, nor can you make moves. You gain no information from your senses. You stay unconscious until you complete a Repose or the effect making you unconscious ends.

If you are unconscious because you were sleeping, you awaken if anyone attacks you or shakes you, or at the end of a Rest or Repose.

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You might also awaken due to loud noises or similar disturbances with a Perception (11) test.

Undetected: Your presence and location are unknown. You cannot be targeted with an attack. Your next attack against a target from whom you are undetected from has edge, but you become *hidden*.

CONDITIONS

Condition	Effect
Aflame	On fire. Fire makes Potency attack and Potency raises by 1 each turn. Also dazed.
Blinded	Cannot see. Vex to all actions. Fail sight-based Perception tests.
Charmed	Friendly demeanor. Social skill tests against you have edge.
Dazed	–2 all tests. Attacks against you have +2.
Deafened	–2 Perception. Fail hearing-based Perception.
Dominated	Under another's control.
Encumbered	–2 all actions w/3 extra kit slot; vex w/6.
Engaged	Non-engaged attacks against you are +2. Your ranged attacks have vex.
Frightened	Terrified of opponent. Move to ranged zone or Flee.
Grabbed	You are engaged and may not Disengage/Withdraw without making an Escape move first.
Hidden	Attacks against you have vex. Your next attack against a target you are hidden from has edge, but you are revealed.
Incapacitated	Helpless and unable to move. You may not take actions or reactions or make moves.
Poisoned	Under a toxin's effect.
Prone	Attacks against you are +2 (melee)/–2 (ranged). You cannot Skirmish or change zones; Clinch moves against you automatically succeed. You can only melee attack engaged targets at –2. Your ranged attacks have vex.
Ranged	In ranged zone. No melee attacks.
Restrained	Immobilized. You are engaged and cannot take any physical moves other than Escape. Melee attacks against you have edge.

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Skirmishing	In skirmish zone. Must spend > to Skirmish on turn or take 1 jolt.
Staggered	Off-balance. No reactions. Vex on first REF- or FIT-based skill test.
Stunned	Vex on all tests. Attacks against you have edge.
Surprised	Cannot take actions or reactions on first round. Attacks against you have edge.
Taking Cover	+2 PD vs. ranged.
Unconscious	Unaware and unable to move. You may not take actions or reactions, make moves, or use senses.
Undetected	You cannot be targeted with an attack. Your next attack against target you are undetected from has edge, but you become hidden.

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COMBAT ZONES

In combat, every character is placed within one of three zones: *engaged* (*p. XX*), *skirmish* (*p. XX*), or *ranged* (*p. XX*). Each has its own rules that define how characters can enter and leave the zone and what they can do there.

A standard arena of conflict incorporating all of the zones is considered to be ~50 meters in radius. For guidelines on handling non-standard terrain, see *Unusual Environments* (p. XX).

SIMPLE ZONE MAP

Using a zone map allows players to visually keep track of where the various characters in a fight are loosely situated while keeping the actual terrain and placement flexible for narrative purposes. You can make your own map or use the one provided on **our website.**

>>> hyperlink "our website" above to the zone map url. Un-bold the text.

A zone map can be as simple as marking out three separate areas for engaged, skirmish, and ranged. If a character switches to a new zone, move them over. Note that within the engagement zone you still need to cluster people together to note whom they are engaged with.

>>> Insert Simple Zone Diagram

5-COLUMN MAP

For more clarity, we suggest using a 5-column grid; this allows you to separate the PCs from their opposition. For a 5-column zone map, do the following:

- The outer column on either side is the ranged zone. This is one single zone, but we use two separate columns to keep track of the PCs and their opponents.
- The two inner columns are both the skirmish zone—again, we use two columns to denote PCs and their opponents.
- The middle column is the engaged zone. This has a number of circles or boxes within it representing different engaged clusters. Any time two or more characters become engaged, they are placed together in a single cluster to denote that they are dealing directly with each other.

>>> Insert 5-column Zone Diagram

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STARTING ZONES

Determine your zone placement at the beginning of a fight according to the narrative. For example, if a fight starts off because you engage in a shoving contest with an NPC, both of you start off engaged with each other. If the PCs and their opponents are yelling at each other across a market square when things kick off, everyone starts in the ranged zone.

If your position is not decided by the story, you choose whether to start in either the skirmish or the ranged zone.

If one side is ambushing the other and achieves surprise, the ambushers decide where they and the ambushees get placed.

ENTERING A FIGHT

If characters show up late to the fight, they are added in to the ranged zone. In some circumstances, characters may enter more directly into the fight, such as coming in through a door or dropping from an airship; in this case, they enter into the skirmish zone.

>>>Begin Sidebar: Can Float

USING A REGULAR MAP

What if you want to use a regular map? That's fine! Just remember to keep track of who's in what zones, either by noting it off to the side or using markers. The key to this style of play is to be flexible and loose with movement. A character's place on the map is a rough approximation, as they are moving around—especially if they are in skirmish. For example, if someone is skirmishing but in the middle of the map, surrounded by engaged clusters, and they choose to make a Fall Back move, then assume they somehow maneuver around everyone to get to ranged.

>>>End Sidebar

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ENGAGED ZONE

You are thick in the tussle with an opponent, sword-to-sword, toe-to-toe. You feel their breath as you wrestle, slam into each other, and exchange blows. Safely breaking free is a challenge.

The engagement zone is for characters who are directly fighting or otherwise focused on each other. Multiple (2+) characters may be engaged with each other at once (pile on!).

The benefits to being engaged are that you go early in the initiative order and you do not need to spend an action skirmishing to avoid taking a jolt. You also get a free Intercept attack if your opponent disengages. The drawback is that ranged attacks are difficult and you are vulnerable to attacks made by anyone you are not engaged with.

If you need to directly interact with another character—for example, to exchange gear, apply healing, or rifle through their bag while they are incapacitated—you must also become engaged with them.

CLUSTERS

Characters in the engaged zone are grouped into clusters representing who they are directly engaged with. Each cluster is an isolated engagement zone; you are considered engaged with the others in your cluster, but not with characters in other clusters.

ENGAGEMENT EFFECTS

While engaged, the following rules apply:

- Engaged characters take their turns before characters in other zones (*Initiative,* p. XX).
- You can only melee attack opponents you are engaged with in that cluster. An exception to this is if you use a reaction to attack an opponent in skirmish who just attacked you.
- You can make ranged attacks against opponents in any zone, but with vex.
- Opponents that attack you from the skirmish or ranged zones gain +2.
- If an opponent Disengages, you can use your reaction to Intercept them (p. XX).

ENTERING ENGAGEMENT

You can only switch to engaged from the skirmish zone. There are several ways to become engaged:

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- When you melee attack an opponent, or an opponent melee attacks you, you may both agree to become engaged.
- When you strike an opponent in skirmish, you may force them to become engaged with you.
- When you attack an already engaged opponent, you may join their engagement cluster.
- You and an ally may agree to become engaged.
- You may choose to become engaged with an incapacitated character.
- An ability or move may force you to become engaged.

LEAVING ENGAGEMENT

You can use a Disengage or Withdraw action to move out of an engagement cluster to the skirmish zone.

- If you Disengage, the enemy or enemies you are engaged with may use their reaction to Intercept you.
- If everyone you are engaged with leaves engagement, you automatically go back to skirmish.
- If the last person you are engaged with becomes incapacitated, you can choose to stay engaged with them (to apply healing, search their body, etc.); otherwise, you automatically go back to skirmish.
- If you return to skirmish for any reason and end your turn in skirmish without having taken a Skirmish move, you take 1 jolt.

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SKIRMISH ZONE

You dance around the fight, lunging in to strike and darting back out to safety. You roam freely, clashing with enemies, and just as quickly separating. Staying mobile is key—if you linger in place, you are vulnerable.

Skirmish is for characters who are mobile in their attacks and defenses. You have a wider range of movement and attack options. You move about the battle, attacking freely without getting tied up in a slugfest.

The advantage to skirmish is that you have more options on who to attack and you gain a bonus against engaged targets. The disadvantage is that you must expend an action on moving about and skirmishing or you take a jolt.

SKIRMISH EFFECTS

While skirmishing, the following rules apply:

- You can melee attack anyone in the engaged or skirmish zone.
- You can ranged attack an opponent in any zone.
- Attacks made against engaged enemies get +2.
- If you end your turn in the skirmish zone, and you have not made a Skirmish move, you take 1 jolt.
- Characters starting the turn in skirmish go in initiative order after those who started in the engaged zones.

ENTERING SKIRMISH

There are four ways to enter skirmish:

- If you are engaged, you can make a Disengage or Withdraw move and switch to the skirmish zone.
- If you are in ranged, you can make an Advance move and switch to the skirmish zone.
- If you are engaged but everyone you are engaged with leaves engagement, dies, or becomes incapacitated and you choose not to stay with them, you automatically enter skirmish.
- An enemy who makes a successful Clinch move against you while you are in the ranged zone forces you into skirmish.

LEAVING SKIRMISH

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There are two ways to leave the skirmish zone:

- You become engaged with an opponent or ally (see *Entering Engagement*, p. XX).
- You make a Fall Back move and switch to the ranged zone.

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RANGED ZONE

You lurk at the edge of the fight, launching your attacks from afar. You keep your distance. You are safer; your opponents are targets.

Characters in the ranged zone are on the borders of the fight, outside the reach of opponents in the melee.

The advantage to ranged is that you cannot be targeted by a melee attack unless an opponent moves to reach you. You also have a bonus against engaged targets and can quickly flee if necessary. The drawback is that you may not make melee attacks without closing in first.

RANGED EFFECTS

While in ranged, the following rules apply:

- You can make ranged attacks against opponents in any zone.
- Ranged attacks made against engaged enemies get +2.
- You may not make melee attacks.
- Characters starting the turn in ranged go in initiative order after those who started in the engaged and skirmish zones.

ENTERING RANGED

The only one way to enter ranged is to make a Fall Back move from the skirmish zone.

LEAVING RANGED

To leave the ranged zone, you must do one of the following:

- Make an Advance move to switch to skirmish.
- Make a Flee move to leave the fight.
- An enemy can also make a Clinch move or use an ability that forces you out of ranged and into skirmish.

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UNUSUAL ENVIRONMENTS

It's a good idea for the GM to frequently change up the combat arena to keep it interesting. Environments that are smaller or otherwise restrictive can impact the way combat zones function. Some examples for this are noted below, with suggestions on how to handle them. GMs should use these as guidelines for other interesting terrain. In some cases, it may be more important to keep track of where people are in the narrative sense (different rooms, levels, etc.).

SMALL ROOM/CAVE

Any small, confined interior space.

- There is no skirmish or ranged zones. You may Disengage or Withdraw to flee.
- Everyone is either engaged with each other or split between engagement clusters. You can Disengage/Withdraw to switch clusters.
- Low ceilings might prevent flight.

BIG ROOM/CAVE

Larger but still confined interior spaces.

- There is no ranged zone. You may Flee from skirmish.
- Skirmishing is harder. You take 2 jolts if you do not take Skirmish move; each Skirmish move you make reduces the jolts by 1.
- Low ceilings might prevent flight.

MULTI-ROOM INTERIORS/THICKETS

An interior with multiple joined spaces (rooms, caves, etc.), or an exterior space that is blocked off in some spots by thick overgrowth.

- Skirmish is divided into clusters, just like engaged. You cannot melee attack targets in other skirmish clusters. You can switch between skirmish clusters with a Skirmish move.
- Walls/overgrowth separate the engaged and skirmish zones from ranged. These provide automatic cover (+2 Physical Defense against ranged attacks) to ranged attacks from anyone not in your engaged/skirmish cluster. This cover bonus can be negated with a Maneuver move (p. XX).

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- Low ceilings/overgrowth might prevent flight.

TUNNELS/CORRIDORS

Any long but narrow space.

- There is only a single engagement cluster. The engagement cluster may be limited to a small number of characters at a time.
- Skirmish is divided into 2 clusters. You cannot melee attack targets in other skirmish clusters. You cannot switch skirmish clusters unless you can fly.
- Ranged is also split into 2 clusters. Low ceilings may mean that attacks from ranged against anyone not in your own ranged cluster or the nearest skirmish cluster suffer –2 or vex (or may be impossible if the space is particularly cramped).
- Low ceilings might prevent flight.

PLATFORMS/AIRSHIPS

Any open space with limited flooring.

- Only characters with the Flight ability or who are stationed on distant but separated spaces may be in the ranged zone. In the latter case, there is no (easy) switching between ranged and skirmish.
- Depending on the space, skirmish may not be available to non-flying characters or may be harder (as noted under Big Room/Cave).

MULTI-LEVEL

Any exterior space with multiple height levels.

- Characters in skirmish may be separated and unable to melee attack others who are engaged or in skirmish on other levels without making a Maneuver move first.
- Characters at higher levels receive cover (+2 Physical Defense) from ranged attacks made against them from lower heights.

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ENVIRONMENTAL ASPECTS

While action scenes in *The Snarl* do not rely on grid maps, the setting in which things take place still matters. Though the exact placement of characters and terrain features are kept loose, you can still take advantage of specific elements of your surroundings.

ASSIGNING ASPECTS

For each encounter, make a quick list of ~3–4 *aspects* of the local environment in the form of short, descriptive phrases. Both the GM and players define at least one each. These descriptors can define general traits of the area (i.e., *mushy ground* or *thick foliage*), weather or lighting (*glaring sunlight* or *foggy*), or they can pinpoint specific features (a *raging campfire* or *slippery wooden stairs*). Make an effort to highlight elements of the environment that inhibit movement, provide opportunities for daring maneuvers, or are potentially dangerous.

It helps to write out the aspects on a notecard or the zone map itself, where everyone can see them, so the players have a visual reminder.

ASPECT FUNCTIONS

Aspects serve three purposes: narrative detail and providing both limitations and advantages to the PCs.

Add to the Narrative

Aspects provide narrative opportunities for both the GM and the players to flavor the descriptions of their actions. When you make a move, incorporate how you take advantage of the environment—or how the surroundings impact your actions.

As Hindrances

Aspects serve as limitations on character actions. They might define the boundaries of the arena (i.e., *massive fortress wall* or *rickety rope bridge*) or illustrate elements of the terrain that make it difficult to move around (*deep puddles* or *twisted roots*). As hindrances, these aspects may trigger tests or penalties. For example, if you make a Fall Back move to switch from skirmish to ranged, the GM could invoke a previously defined *row of fences* aspect and tell you that you need to make an Acrobatics or Athletics test to get over them quickly. The GM is the arbiter of what modifiers are applied or what tests are called for as a result of environmental aspects.

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As Benefits

Finally, aspects can be invoked by players when they take advantage of an environmental feature in a way that assists their move. For example, use the aspect of *hanging vines* in skirmish to leap on a vine, swing across, and knock an enemy off a ledge. When you incorporate an aspect into your action in a positive way, you can spend Grit to receive edge on the relevant test (*Grit,* p. XX).

ASPECTS IN OTHER SITUATIONS

Environmental aspects are not limited to combat situations—they can equally apply to social or exploration situations in adventure mode. It is not necessary to define aspects for every single area the PCs enter, but both GMs and players can introduce them when they want to flesh out the scene and create opportunities.

Exploration Situations

As the PCs explore new locales and trek through uncharted areas, environmental aspects can be key to setting the tone and expectations. Aspects such as *crumbling ruins* and *untamed overgrowth* give a feel for an area while opening up options for both hindrances and benefits. A PC might take advantage of a *fallen log* to get around an obstacle or an *ancient statue* to hide from a flesh-hungry beast. The GM could invoke *flooded tunnel* or *thorny thicket* to impede the character's actions.

Social Situations

When interacting with other characters—especially crowds—the environment can play a major role. In this case, the aspects could relate to the presence of people and their attitudes or activities, or to factors that could influence NPCs. A chronicler narrating a rousing folk tale could benefit from an *elaborate stage* or *dramatic lighting.* A shade engaging in clan intrigue might take advantage of a *ceremonial dance* or *masked crowd*. A firetongue might face trouble handling a mob with *simmering resentment* or *provocatuer infiltrators*. A scoundrel engaging in an illicit deal might rely on *privacy screens* or the comfort of a tavern with *intimidating clientele.*

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ENVIRO ASPECT EXAMPLES

CANOPY

1d10 Roll	Aspect
1	Blinding Light
2	Clouds of Pollen
3	Dazzling Sunlight
4	Flocks of Birds
5	Rain
6	Slick Stairs
7	Swaying Branch
8	Unstable Footing
9	Thunder
10	Strong Winds

TANGLES

1d10 Roll	Aspect
1	Annoying Insect Swarms
2	Briar and Nettles
3	Crowding Bushes
4	Damp & Slippery
5	Sudden Gusts of Wind
6	Hanging Vines
7	Intermittent Mist
8	Scurrying Critters
9	Strange Echoes
10	Thick Foliage

MULCH

1d10 Roll	Aspect
1	Choking Reek of Decay

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2	Darkness
3	Eerie Phosphorescent Light
4	Falling Detritus
5	Open Pool
6	Pile of Debris
7	Swampy
8	Thick Fog
9	Thick Mud
10	Uneven Terrain

ROOTS

1d10 Roll	Aspect
1	Close Quarters
2	Concealed Pits
3	Crumbling Tunnel Supports
4	Dim Flickering Lanterns
5	Hidden Alcoves
6	Slick Roots
7	Steep Slope
8	Tangling Vines
9	Thin Air
10	Twisty Tunnels

URBAN

1d10 Roll	Aspect
1	Abandoned Cart
2	Big Crowd
3	Dangling Ladders
4	Oblivious Passers-By
5	Market Stalls
6	Narrow Alley

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7	Picket Fence
8	Plank Pathways
9	Steep Stairwell
10	Unstable Roof

SOCIAL

1d10 Roll	Aspect
1	Busy Market
2	Celebratory Crowd
3	Costumed Dancers
4	Eager Hawkers
5	Empty Streets
6	Intimidating Clientele
7	Lurking Snitches
8	Playful Children
9	Smoke-Filled Den
10	Spotlit Stage

BLIGHT

1d10 Roll	Aspect
1	Choking Dust
2	Pit of Bleached Bones
3	Collapsing Branch
4	Biting Mite Swarms
5	Stinging Winds
6	Sight-Blocking Gray Haze
7	Slick Black Goo Patches
8	Rickety Ruins
9	Noxious Fumes
10	Burning Acidic Rain

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CREEP

1d10 Roll	Aspect
1	Overwhelming Stench of Decay
2	Choking Spore Haze
3	Large Bouncy Mushrooms
4	Fungal Cap Steps
5	Pitch Darkness
6	Gelatinous Slime Patch
7	Blinding Luminescence
8	Irritating Insect Swarms
9	Thickets of Tall Swaying Stalks
10	Gossamer Webs

>>> Note: If we don't cram these tables onto a single spread, and keep it as 2 spreads, we can add a second column to most of them for additional options.

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PURSUITS

If you Flee a fight but another character takes a Chase move and comes after you, use the following pursuit rules. Pursuits may also come about in gameplay if you spot someone at a distance, they move away, and you give chase.

TIMEFRAME

Pursuits take place in rounds, just like combat. However, the timeframe of pursuit rounds varies depending on the circumstances. A chase from an encounter is best handled in 6-second increments, whereas a situation where you pick up the trail of a war band passing through the Tangles could use rounds that represents hours or even days.

Quick pursuits are any chases with round timeframes of a minute or less, where the target can be seen or occasionally glimpsed.

Long pursuits are chases with round timeframes over a minute, where the target is unseen.

LEAD

Lead is an abstract measurement indicating how far ahead the pursued is from their pursuers, measured from 1 to 5 at start. The default Lead is 3. If the fleeing party has a significant head start, raise the Lead to 4.

THE PURSUIT PROCESS

On each round of a chase, both parties make a Pursuit test to increase or shorten the Lead. For quick pursuits, roll Athletics. For long pursuits, roll Survival. The test difficulty for both parties is 13. For groups of pursuers/pursued, handle this as an aided test (p. XX); the character with the highest skill rolls, while others can use Aid Another to give +2 or edge. If one group is capable of flight and the other is not, they get edge.

GMs should apply modifiers to these tests as they feel appropriate. For example, a hunter tracking a large group may get +2 or edge, while a hunter tracking through thick fog might get –2 or vex.

- If the pursuers succeed and roll higher, Lead is reduced by 1.
- If the pursued succeed and roll higher, Lead is increased by 1.
- If both parties fail or tie, nothing changes.
- A critical success (on either side) modifies Lead in their favor by an additional point.
- On a twist, one side faces an obstacle the next round.

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Keep in mind that the environment in which the chase takes place can change from round to round. For example, a quick pursuit may start in a park, wind through some alleys, dive through a market, turn through people's homes, and end up on the rooftops. A long pursuit could begin in the thick forests in the Tangles, lead through a small pillar-side settlement, switch back through upward-winding branch paths, and then culminate in the airy Canopy. Both parties could suffer modifiers from difficult terrain in specific rounds of the chase.

RESOLUTION

If Lead reaches 0, the chasers catch up with their target, and a combat encounter ensues with both parties in the skirmish zone. If Lead reaches 6, the pursued have gotten far enough ahead to effectively lose their tail—they get away.

OBSTACLES

The pursued can attempt to create obstacles to slow their pursuers down. Instead of making a Pursuit test to increase their Lead, they detail how they create an obstacle and make a test. If the test succeeds, the pursuers cannot make a Pursuit test to reduce the Lead until they overcome the obstacle; the pursued automatically wins rounds in which the pursuers are delayed and gain 1 Lead. The GM determines the difficulty of tests that are required. Some possibilities:

- **Difficult Terrain:** You Maneuver to cross an area of challenging topography. The pursuers must make also Maneuver to make it past the area.
- **Sneaking:** You take advantage of concealing terrain (if any) to hide your route. Make a Sneak or Cover Tracks move versus the pursuer's Mental Defense. The pursuer must make a Perceive move against your result to pick up the trail again.
- **Interference:** Deceive, Persuade, or Provoke passers-by or creatures to stall the pursuit. The pursuer must make a social test of their own to get past.
- **Obstruction (Quick Pursuits):** Make a Melee test to create an obstruction such as knocking people over, cutting the ropes that hold up a bridge, or bringing down a large plant. The pursuer must Maneuver to clear the obstruction.

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GEAR AND KITS

The equipment your character carries for their profession, travel, and adventuring is described as their *kit*. Rather than assembling an itemized list of all of your gear, kits are handled as abstract collections that you fill in as you adventure and need things. You carry a number of Kit slots equal to 8 + Endurance score.

You determine what type of kit your character is carrying from the options below. Each kit lists a number of suggested items that might be contained within it. During gameplay, when you need one of those items, you mark off one Kit box. Large, heavy, or bulky items may consume multiple slots, as noted or at the GM's discretion. When you run out of Kit slots, you have nothing else remaining in your kit.

Your armor, shield, and any weapons you are carrying always take up the first few slots in your kit.

All kits include basics such as traveling clothes, shoes/boots, a backpack or satchel, a personal trinket, and a belt and pouches to carry things for free. These do not take up slots. Additionally, weapons are assumed to come with scabbards, slings, quivers, and ammunition pouches as necessary, none of which take up slots.

To replenish your kit, you must take a Supply downtime move (p. XX). You can also Craft (p. XX) to manufacture something you need on the spot (*Crafting,* p. XX).

KITS

This list of items carried in each kit is not exhaustive. If you think of an additional item that would plausibly be included, discuss it with your GM!

- **All Kits:** All kits include the following gear, in addition to what is noted below: bedroll, mess kit, small knife, tinderbox, waterskin, soap, twine, hat, cloak, candles (5), torches (5), and a small lantern.
- **Aeronaut Kit:** Climbing gear (heavy gloves, harness, grappling hook, hammer, pitons), rope (50'), carpentry tools (mallet, nails, chisel, auger, clasp hoops), navigation instruments (quadrant, star map), tankard, flask of alcohol (p. XX), gambling implements (cards, bone dice)
- **Beastmaster Kit:** Animal training implements (leash, muzzle, hood, treats), grooming implements, rope (50'), heavy gloves, net (p. XX)
- **Chemist Kit:** Distillation implements (tubing, flasks), mortar & pestle, flask of alcohol (p. XX), flask of oil (p. XX), glue

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- **Hand Kit:** Carpentry tools (hammer, nails, chisel, crowbar, saw, pliers, heavy gloves, auger, pitons), rope (50'), sharpener
- **Healer Kit:** Physician implements (bandages, needle & thread, clippers, vials, forceps, syringe), mortar & pestle, herbs, glue.
- **Ranger Kit:** Mapping implements, hunting horn, camping gear (tent, netting, bells), climbing gear (harnass, heavy gloves, pitons, hammer, grappling hook), rope (50')
- **Riding Kit:** Saddle and stirrups, saddle bags, riding tack (harness, bridle, bit, halter, reins), blanket, grooming implements, heavy gloves, lead rope (50')
- **Rogue Kit:** Burglary tools (lockpicks, file, pliers, crowbar), disguise kit (cosmetics, inks, props), cardsharp implements (marked cards, weighted bone dice, chits)
- **Spark Kit:** Writing implements (bound journal, inkwell, quill, personal seal, wax, sheets of paper, scrolls), meditation implements (incense, bell, pipe, smoking leaf), timekeeper (seed timer, clepsydra, sundial)
- **Speaker Kit:** Writing implements (bound journal, inkwell, quill, personal seal, wax, sheets of paper, scrolls), fine clothes, small chest, cosmetics kit (charcoal, perfume, inks), whistle
- **Warrior Kit:** Sharpener, hunting horn, rope (50'), flask of oil (p. XX), bell, tankard, tent, pole, playing cards, bone dice

ADDITIONAL GEAR

You are not limited to carrying only the items listed in your kit. However, any additional items you acquire while adventuring—including goods and arcana (p. XX)—take up kit slots.

At the GM's discretion, small and light items do not take up kit slots.

ENCUMBRANCE

You can choose to increase your Kit slots by taking on the *encumbered* condition. 3 extra slots gives –2 to all tests, 6 extra slots gives vex. Encumbrance lasts until you Drop Kit (p. XX), your next downtime, or you lose your gear.

You can only choose to become encumbered when you acquire a new batch of gear/loot or end downtime mode. You cannot start a scenario unencumbered and then choose to add Kit slots halfway through, as if you hadn't been carrying that gear all along.

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GOODS & ARCANA

During the course of your adventures, you will find many rewards: rare crafting components, artifacts from old ruins, valued items taken as stolen thunder from other clans, gifts from allies, loot from enemies, lost treasures. These items are broadly grouped into two categories: *goods* and *arcana*.

GOODS

Goods are common, durable, useful items and staples that are consumed, traded, and bartered by the people of the Weald. This includes things like spices, wine, artisanal woodwork, tools, books, crafted goods, fine clothing, etc.

The rules refer to these as goods for expediency, but we suggest that GMs define these for flavor when the PCs acquire them. The Random Goods table provides suggestions.

Goods can be discovered as loot while adventuring. Each unit of goods takes up 1 Kit slot.

Goods are exchanged for gear when re-supplying your kit with a Supply move (p. XX). Goods can also be used as leverage to barter with NPCs for specific items, information, favors, etc.

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RANDOM GOODS

1d100	Good	1d100	Good
01-02	Artisanal Lamp	**51-52**	Carpentry Tools
03-04	Silk Clothing	**53-54**	Nutmeg
05-06	Cinnamon	**55-56**	History Books
07-08	Woven Mats	**57-58**	Harness & Tackle
09-10	Amber Chunks	**59-60**	Wine
11-12	Leather Armbands	**61-62**	Fine Clothing
13-14	Black Pepper	**63-64**	Vinegar
15-16	Moonshine	**65-66**	Leather Boots
17-18	Loom	**67-68**	Mead
19-20	Musical Instrument	**69-70**	Scientific Books
21-22	Fiction Books	**71-72**	Fine Rope
23-24	Leather Cloak	**73-74**	Smoking Leaf
25-26	Honey	**75-76**	Flute
27-28	Uncommon Eggs	**77-78**	Blank Petra Slates
29-30	Abacus	**79-80**	Traps
31-32	Handwoven Carpet	**81-82**	Cloves
33-34	Block and Tackle Pulley	**83-84**	Chitin Dishware
35-36	Inks and Dyes	**85-86**	Water Clock
37-38	Paprika	**87-88**	Fragrance Oil
39-40	Silkworms	**89-90**	Scandalous Literature
41-42	Cooking Oil	**91-92**	Livestock
43-44	Living Clothing	**93-94**	Syrup
45-46	Candles	**95-96**	Fancy Hat
47-48	Artistic Beadwork	**97-98**	Rare Fruits
49-50	Crafting Components	**99-00**	Decorated Face Mask

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ARCANA

Arcana are items that are rare, artistic, sentimental, or have cultural/historical value. This includes star metal, works of art, rare books, exceptionally crafted goods, rare flowers/foods, unusual items crafted by spirits, treasures, historical relics, and other weird antiquities. Artifacts devised of materials otherwise unknown to the Weald—stone, glass, gemstone, alloy, ceramic, plastic—are especially treasured.

GMs are strongly encouraged to define arcana for flavor, noting what makes them unique, but they can be kept generic for expediency.

Like goods, arcana are discovered as loot while adventuring, but they represent a higher category of value. A single arcana item is easily worth 20 or more goods, possibly hundreds. Arcana can be used as high-value goods for bartering. Each arcana item takes up 1 Kit slot.

Most arcana are considered the collective property of specific clans or factions, rather than individual people (though specific persons can be assigned stewardship or responsibility over them).

Particularly exceptional arcana can provide bonuses to skills or grant unique abilities when used. Some of these items have origins far in the Weald's past or deep outside of its boundaries. Examples of these unique *major arcana* are found on p. XX.

ARCANA AS PLOT HOOKS

Arcana work best when tied to specific plots. A few possibilities:

- A family seeks its heirloom back, unaware that the item has long been the key to a terrible secret.
- A dishonored clan seeks to re-establish itself by stealing thunder from an arrogant neighbor and taking their prized totem.
- A chronicler seeks the famed standard of a legendary war leader long lost in the Mulch.
- An airship has crashed within the Blight, carrying precious cargo of immense historical and cultural value.
- A nomadic tribe challenges their rivals for the honor of carrying an ancestral weapon this season.
- A shredstorm-sparked fire threatens to consume a famed library and storehouse of knowledge.
- A tribe seeks to make peace with an enraged warring rival by gifting them an ancient artifact.
- A scheming firetongue "rewards" the party with the burden of caring for a delicate treasured sculpture until a major festival.

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GIFTING ARCANA

Arcana are often gifted to others (*Gifting*, p. XX). Gifting is one method of increasing your reputation and standing with a group or faction and acquiring Exalted status (p. XX)

RANDOM ARCANA

1d100	Treasure	1d100	Good
01-02	Major Arcana (p. XX)	**51-52**	Opalized Wood Pendant
03-04	Rare Crafting Component	**53-54**	Star Metal Weapon
05-06	Amber	**55-56**	Old Leather Map
07-08	Scrimshaw Ivory	**57-58**	Rare Book
09-10	Glass Decanter	**59-60**	Memory Crystal
11-12	Spirit Hive	**61-62**	Jet Haircomb
13-14	Clan Totem	**63-64**	Ancient Sword
15-16	Alien Plant	**65-66**	Clan War Banner
17-18	Unknown Jewel	**67-68**	Ceremonial Dagger
19-20	Legendary Headdress	**69-70**	Jet Bead Necklace
21-22	Family Crest	**71-72**	Masterwork Painting
23-24	Fine Sculpture	**73-74**	Ivory Hunting Horn
25-26	Town Seal	**75-76**	Ancient Guild Pendant
27-28	Ceramic Artifact	**77-78**	Fine Paperwork Sculpture
29-30	Hand-Carved Bust	**79-80**	Engraved Chitin Shield
31-32	Calligraphied Umbrella	**81-82**	Silvered Hand Mirror
33-34	Unique Scrolls	**83-84**	Living Cactus
35-36	Engraved Hardwood Staff	**85-86**	Egg of an Extinct Creature
37-38	Map to a Lost City	**87-88**	Ancient Tome
39-40	Mother of Pearl	**89-90**	Masterwork Violin
41-42	Unknown Creature Skull	**91-92**	Clacker Memory Crystal
43-44	Star Metal Armor	**93-94**	Small Stone Statue
45-46	Puzzle Mechanism	**95-96**	Key to a Hidden Vault
47-48	Unique Perfume Extract	**97-98**	Rare Crafting Component
49-50	Ornate Sundial	**99-00**	Major Arcana (p. XX)

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ACQUIRING GEAR & SERVICES

The denizens of the Weald do not use money. So how do PCs get gear they need, aside from what they craft, loot, or carry in their kit? And what about services? Two ways: gifting or barter.

GIFTED GEAR & SERVICES

Internally, members of established communities freely gift goods and services to each other. This courtesy is sometimes granted to guests in need as well. This does not mean PCs can just walk into any town and have what they want.

First, the good/service must be available. If you need a rope ladder, but the clan's only ropemaker was just killed in a Creep attack and nobody has any spares, you're out of luck.

Second, you must hold Exalted status (p. XX) and be a member of the community in good standing—either as part of your background or because of your actions in the ongoing narrative. This encourages players to ingratiate themselves with a community, learn their interests, and figure out ways to support them and do favors for them, rather than just treating them as a conveniencve store. GMs should consider ways for players to become involved and earn a good standing when introducing new groups of NPCs.

Note that community members have obligations. If you do not contribute to or support the community, your standing will wane.

BARTERING

Between strangers, goods and services are exchanged with trade. If what you desire is available (GM discretion), you must convince the vendor to make an exchange with a Barter move (p. XX).

The GM sets a price for the ask—usually an equivalent cost in goods, services, or favors, or more in the case of sought-after items or rushed services. Then you make a Persuade test against the vendor's Social Defense. If you succeed, you trade at cost. If you fail, you pay extra. If you crit, you pay less.

If you lack the means for a fair trade, you can take on a debt—an obligation to reciprocate and pay the lender back at a future time. Debts should be tracked by both you and the GM. Failure to make good on your obligations could result in repercussions down the line. You might suffer a loss in reputation, the lender may demand repayment of even greater value, threats might be levied against your loved ones, or the debt might be traded to someone else you don't want to owe favors to.

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ARMOR

Armor is worn like clothing, with the exception of shields, which are carried. Armor protects against attacks (p. XX); when struck, you can expend a point of Armor to downgrade a strain to a jolt or a wound to a strain. Your Armor value resets at the end of each encounter.

You can only wear one type of worn armor at a time, and also only carry one shield at a time.

ARMOR TRAINING

Everyone is trained in wearing simple armor and using a shield. However, *martial armor* requires special training (provided by your path abilities) that allows you to move despite the extra weight and hampered mobility.

If you wear martial armor but lack the training, reduce your Physical Defense by 3 (in addition to any PD modifiers the armor provides) and treat it as Bulky.

ARMOR DESCRIPTIONS

Lacking metals, armor in the Weald is constructed from cloth, bone, chitin, horn, shell, scales, leather, silk, petra, laquered wood, etc.

- **Buckler:** A small shield worn on the wrist or carried in a fist, ideal for quick blocking.
- **Carapace:** A full suit of chitinous plates and shells, offering the most complete body protection available.
- **Hide:** Thick animal pelts, tanned and woven together. Simple but heavy.
- **Laminar:** Hardened leather strips laced together and reinforced by bone, wood, and horn: Favored over other martial armor for its maneuverability.
- **Leather:** Basic leather over a cloth undercoat.
- **Padded Cloth:** Thick layers of cloth, more protective than standard clothing.
- **Partial Carapace:** A single carapace or shell piece worn over the torso, complemented with smaller protective pieces.
- **Scale:** A backing layer of leather or cloth oversewn with rows of hundreds of overlapping small scale plates made from animal scales, leather, or hard seeds.
- **Spiderweave:** Silken strands that are light yet still resistant to stabs and cuts.

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- **Spikescale:** Scale armor interwoven with piercing thorns and thistles, warning away potential huggers.
- **Shield:** Carried on the arm, these come in a variety of shapes and can be used to bash as well as protect. Most are leather-covered wood, sometimes braced with bone or scales.
- **Thornshield:** A standard shield layered with thorns, thistles, or sometimes pointed horns, making it more effective as a weapon.
- **Thornweave:** Silken spiderweave laced with thorny vines.
- **Tower Shield:** A massive bulwark, large enough to take cover behind.
- **Vineweave:** Armor woven from thick, ropy, living vines.

GETTING IN/OUT OF ARMOR

Simple armor can be taken on or off with three actions (>>>). Martial armor takes between 1 and 5 minutes to properly don; it can be taken off in 1 minute. Martial armor and offensive armor are both quite uncomfortable to rest in; anyone taking a Repose move is assumed to have removed their armor.

Shields are equipped with an Interact (>) move and must be wielded each turn with a Deploy Shield (>) move to gain the defensive bonuses.

ARMOR TRAITS

Some armor sets have traits that define how they can be used, detailed below.

- **Bulky:** The weight and bulk of this armor are a hindrance to movement. Apply –2 to Acrobatics, Athletics, and Stealth tests.
- **Camouflaging:** Provides a +2 bonus on Steath tests to hide.
- **Living:** This armor is made from a living plant and must be regularly watered and provided with sunlight. For each week this armor does not get any sunlight (either in the Canopy or a sunwell), reduce its Armor by 1. At 0, the armor dies.
- **Offensive:** Spikes and pointy bits make this armor unpleasant to touch. Whenever you grab or are grabbed, your opponent takes 1 jolt each of your turns the grab is maintained. If you wear offensive armor and are untrained, you take a jolt every time you fail a test.
- **Tower:** This shield is tall enough to duck behind. When you Deploy Shield (p. XX), you may also get behind the shield with a Take Cover move (applying an additional +2 PD against ranged attacks).

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ARMOR

Type	Armor Value	Physical Defense Modifer	Kit Slots	Traits
Shields				
Buckler	–	+1	1	
Thornshield	–	+1	1	Offensive
Shield	–	+2	1	
Tower shield	–	+2/+4	2	Bulky, Tower
Simple Armor				
Padded Cloth	1	–	1	
Vineweave	2	–	1	Camouflaging, Living
Spiderweave	2	–	1	
Leather	2	–	1	
Martial Armor				
Thornweave	2	–	2	Living, Offensive
Partial Carapace	3	–	2	Bulky
Laminar	3	–	2	
Hide	4	-1	2	Bulky
Scale	4	-1	2	
Spikescale	4	-1	3	Bulky, Offensive
Carapace	5	-2	3	Bulky

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WEAPONS

In the Weald, weapons are made from wood, petra, or animal parts such as bone, chitin, or horn—carved and sharpened for maximum damage.

MARTIAL WEAPON TRAINING

Many weapons are intuitive to use and easy to learn. Everyone is considered trained in unarmed attacks and simple weapons. However, *martial weapons* require training to use effectively. Your path may provide you with training in different types of martial weapons. If you use a martial weapon without training, you attack with vex.

WEAPON DESCRIPTIONS

A quick summary of different weapons:

- **Ballista:** A massive crossbow, used on airships and fortifications.
- **Battleaxe:** Axes meant for chopping limbs and bodies not just wood. Sometimes double-bladed.
- **Blowpipe:** A thin tube for rapidly propelling needles and darts (often poisoned) with forceful exhalations.
- **Bolas:** A throwing weapon made from 2 or more weights connected by thin rope, which entangle the target.
- **Club:** A simple blunt instrument, easy to find or craft.
- **Crescent Blade:** A curved and/or hooked weapon useful for disarms.
- **Dagger:** A double-edged blade.
- **Firebomb, Firespout, Firetube, and Flash Powder:** See p. XX.
- **Glaive:** A polearm with a long blade at the end, good for slashing through opponents.
- **Greatclub:** A massive branch or similar instrument, often lacquered or embedded with thorns, for simultaneously crushing heads and dreams.
- **Greatsword:** A two-handed sword with a straight blade, common with warriors.
- **Handaxe:** A useful chopping tool, also handy for murder.
- **Heavy Crossbow:** A weightier crossbow with a mechanism that releases bolts with even more penetrative punch.
- **Hornwood Bow:** A composite bow made from lacquered wood, sinew, and horn that propels arrows with extra force.
- **Javelin:** A light, one-handed spear, ideal for stabbing or stabbing at a distance.
- **Light Crossbow:** A simple pulley mechanism for shooting bolts.
- **Longbow:** A tall bow made from a single piece of yew or similar wood,

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with a long draw.
- **Longsword:** A sword best held with two hands but can also be wielded with one. Double-edged and straight are common, though some are single-edged and curved.
- **Mace:** A club with a spiked or flanged head.
- **Machete:** A blade used for cutting and chopping through foliage.
- **Maul:** A two-handed warhammer, with flat and/or spiked ends.
- **Natural Weapon:** Fangs, talons, stingers, and similar biological weaponry that are part of your body.
- **Net:** A mesh of rope and weights for throwing and ensnaring victims.
- **Poleaxe:** A two-handed axe with a long shaft.
- **Sabre:** A one-handed curved sword used primarily for slashing.
- **Shields:** Shields carried for defense may also be used to bash and pummel opponents.
- **Short Bow:** A small, basic bow.
- **Short Sword:** A one-handed sword.
- **Sling:** Two cords attached to a middle pouch, for slinging nuts, hardwood chunks, teeth, and similar projectiles.
- **Spear:** A long shaft with a sharp, pointed end, great for poking holes.
- **Spiked Nut:** The sharp spikes, dense shell, and moderate heft of these nuts make them ideal throwing weapons.
- **Staff:** A simple but solid long stick, often carved, lacquered, or braced.
- **Thorn Gloves:** Leather gloves embedded with barbs for extra sting.
- **Throw-Wing:** Also called a throwing stick, this curved stick spins on its center axis when thrown. It delivers bone-crushing blows, but its aerodynamic qualities mean that it will return to its thrower if it fails to collide with anything.
- **Unarmed:** Fists, feet, elbows, knees, headbutts, and more. Not as deadly, but still dangerous when applied with skill.
- **Whip:** A long and flexible leather tail, useful for striking or entangling.

IMPROVISED WEAPONS

You may find yourself in situations where your ideal damage-dealing implements are not at hand. Many objects can be picked up and wielded or thrown as weapons: branches, furniture, tools, vines, belts, nuts, animal parts, etc. Improvised weapons inflict damage just like any other weapon. However, the GM should assign weapon traits as appopriate. Particularly cumbersome or unwieldy objects apply –2 or vex to the attack; lighter objects increase Wound Point by 1 or 2.

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WEAPON TRAITS

These traits define how some weapons can be used.

- **Ammunition:** The weapon fires and requires ammunition (arrows, bolts, nuts, etc.). Unless the GM rules otherwise, you carry all of the ammunition you need. However, if you roll a negative twist on an attack, you have run out of (or spilled) your ammunition and can no longer fire until you acquire more. Drawing the ammunition from your quiver or other container is considered part of the attack move. When a weapon grease (p. XX) is applied to a weapon requiring ammunition, 5 projectiles can be coated.
- **Area Effect:** Your attack explodes or spreads over an area, affecting multiple targets. Make a single attack roll and compare it to the PD of each target. See *Area Effects,* p. XX.
- **Concealable:** Can be hid under/within clothing or other gear. Roll Trickery when hiding and use it as the difficulty for Perception tests of anyone looking you over for weapons; a patdown search gets edge.
- **Disarming:** You Disarm (p. XX) with –2 instead of vex.
- **Entangling:** Choose to either attack normally or instead make an entangling attack that inflicts no strain/wound. A successful entangling attack makes the target grabbed (p. XX), a crit also knocks them prone.
- **Finesse:** Finesse weapons are light and maneuverable. When attacking, you can use REF as the linked aptitude for Melee instead of FIT.
- **Fixed:** This weapon is set in a fixed position, not carried, and cannot be easily moved in combat.
- **Heavy:** Requires size and strength to wield effectively. If your Endurance is not 2 or more, you suffer vex. If you are small or untrained, you cannot wield it at all.
- **Reach:** When you are in skirmish and an opponent targets you with a melee attack using a weapon that does not have the Reach trait, you get +1 Physical Defense.
- **Reload:** This weapon is slow to reload with ammunition. After each shot, you must make a Reload move using a number of actions as noted before you can fire it again.
- **Restraining:** Attacks with restraining weapons suffer –2. A successful attack makes the target prone and restrained (p. XX) instead of inflicting strain. A crit also inflicts a strain (instead of a wound). Breaking free from the restraint requires an Escape move with Difficulty 15.
- **Returning:** If you miss with your attack, this weapon returns to you

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and can be caught with a Catch move (p. XX).

- **Short Range:** When you attack from the ranged zone or target someone in the ranged zone, you suffer vex.
- **Single Use:** After you make an attack (whether it hits or misses), this weapon is spent and cannot be used again.
- **Switch:** This weapon is primarily meant to be used with 2 hands/limbs. It can be wielded with a single hand/limb at –2.
- **Thrown:** You can draw and throw this weapon as a ranged attack.
- **Two-Handed:** Requires 2 or more hands/limbs to wield.
- **Unarmed:** Unarmed attacks are less lethal than weapons. Increase the Wound Point by 2.

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EXPERT WEAPON ABILITIES

The Weapon Expert ability grants you mastery over a specific chosen weapon with which you are trained. This gives you access to that weapon's expert ability, as shown on the Weapons table (p. XX). If a weapon lists two abilities, you learn both.

- **Bleed:** When you inflict a wound, the target accumulates 1 jolt at the beginning of each of their turns until the end of the encounter. Targets can only suffer from one bleed effect each encounter.
- **Cleave:** You can target two opponents with whom you are engaged with the Melee Attack move. Make a single Melee test and compare it against the PD of each target.
- **Counterattack:** When you are in skirmish and an opponent misses you with a melee attack using a weapon that does not have the Reach trait, you may use your reaction to immediately Melee Attack them back.
- **Crush:** When you strike a target and expend a jolt, your opponent may not use Armor to mitigate the damage.
- **Hobble:** Your attacks impede the target's movement. When you inflict damage, the target may not Maneuver or make any zone moves until the beginning of your next turn.
- **Hook:** You gain edge on Disarm moves.
- **Lethal:** Expend a jolt to reduce the Wound Point of your attack by 1.
- **Living Weapon:** Your unarmed attacks are devastating. They no longer have the Unarmed weapon trait (i.e., you do not increase the Wound Point by 2).
- **Pinpoint:** When you strike a target, you gain edge on the next attack you make against them before the end of the next round. This effect can chain with successive attacks.
- **Push:** When you strike a target, expend a jolt to Shift Position (p. XX) for free and maneuver the target into an environmental feature.
- **Stagger:** When you strike a target, expend a jolt to apply the staggered condition (p. XX) until the beginning of your next turn.
- **Sweep:** When you strike a target, expend one jolt to knock them prone.
- **Swift:** Your strikes are fast. Increase your Initiative when using this weapon by +1.
- **Threatening:** Your attacks inflict one (extra) jolt, whether they hit or miss.

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WEAPONS

Type	Kit Slots	Traits	Expert Ability
Unarmed	–	Unarmed	Living Weapon
Simple Melee			
Club	1	–	Hobble
Dagger	1	Concealable, Finesse, Short Range, Thrown	Swift
Great Club	2	Two-Handed	Push
Hand Axe	1	Finesse, Short Range, Thrown	Stagger
Javelin	1	Thrown	Threatening
Mace	1	–	Stagger
Machete	1	Finesse	Bleed
Natural Weapon	–	–	Bleed
Saber		Finesse	Swift
Shield	As Shield	–	Stagger
Short Sword	1	Finesse	Bleed
Spear	1	Reach, Switch, Thrown	Threatening
Staff	1	Reach, Two-Handed	Sweep
Thorn Gloves	1	–	Bleed
Simple Ranged			
Blowpipe	1	Ammunition, Concealable, Short Range, Two-Handed	Pinpoint
Firetube	2	Area Effect, Short Range, Single Use	Threatening
Flameburst	1	Area Effect, Short Range, Thrown, Single Use	Threatening
Flash Powder	1	Area Effect, Short Range, Thrown, Single Use	Threatening
Spiked Nut (5)	1	Ammunition, Concealable, Short Range, Thrown	Pinpoint
Sling	1	Ammunition	Hobble

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Martial Melee	Kit Slots	Traits	Expert Ability
Battle Axe	2	Switch	Lethal
Crescent Blade	1	Disarming	Hook
Glaive	2	Reach, Two-Handed	Cleave
Greatsword	2	Heavy, Reach, Two-Handed	Counterattack
Longsword	2	Reach, Switch	Counterattack
Maul	2	Heavy, Two-Handed	Crush
Poleaxe	2	Reach, Two-Handed	Cleave
Whip	1	Entangling, Reach	Threatening
Martial Ranged			
Ballista	–	Ammunition, Fixed, Reload (>>), Two-Handed	Lethal, Sweep
Bolas	1	Restraining, Thrown	Sweep
Crossbow	2	Ammunition, Reload (>), Two-Handed	Stagger
Firespout	2	Ammunition, Area Effect, Reload (>>), Short Range	Threatening
Heavy Crossbow	2	Ammunition, Reload (>), Heavy, Two-Handed	Crush
Hornwood Bow	1	Ammunition, Two-Handed	Lethal
Longbow	1	Ammunition, Two-Handed	Pinpoint
Net	2	Restraining, Short range, Thrown	Threatening
Short Bow	1	Ammunition, Two-Handed	Pinpoint
Throw-Wing	1	Returning, Thrown	Hobble

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EQUIPMENT AND SERVICES

The Wealdfolk are clever and resourceful, and have devised many useful tools afrom their environment.

CHEMICALS

Tinker chemists extract a range of useful substances from plants and creatures.

Adhesive

Once applied, this epoxy dries within an hour and binds two objects together. Pulling them apart requires an Athletics (13) test, +1 difficulty for each additional dose used. Gukri spit dissolves the adhesive.

[Creature] Lure

Rare Component: [Creature] Glands

This odorant has a strong scent that will attract creatures of a specific type. At the GM's discretion, lures may not be available for some creatures or the lure may attract creatures of a similar type.

Firebomb

This skin is filled with methanol or turpentine distilled from wood or resin and equipped with a wick. Can be lit with an available fire source and thrown as a Ranged Attack. Targets have a 25% of becoming aflame with a Potency 3 fire effect (*Fire,* p. XX). Attacks that miss still spread flaming accelerant somewhere (perhaps adding a *small fire* environmental aspect).

Fire Retardant

This powder is scattered over flames to reduce the strength of the blaze. Reduce a fire's Potency by 1d6. If reduced to 0, the fire is extinguished.

Firespout

A fire-hardened and lacquered hollow trunk is packed with methanol-soaked flammables and fixed on a gimbal for use on airships, fortifications, and siege platforms. When lit, the tube spouts fire like a flamethrower over a small area. This is a Ranged Attack with a small area effect (p. XX). Struck targets have a 50% chance of becoming aflame with a Potency 6 fire effect (*Fire,* p. XX). Attacks that miss may set an area and nearby objects aflame (perhaps adding a *fire* environmental aspect).

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Firetube
A portable version of the firespout, carried as a single-use packed lacquered tube. When ignited with an available flame, makes a single-target Ranged Attack. Struck targets have a 50% chance of becoming aflame with a Potency 5 fire effect (*Fire,* p. XX). The burnt tube is discarded afterwards. Attacks that miss may still set an area aflame (perhaps adding a *small fire* environmental aspect).

Flash Powder
Made from dried fern pollen, this powder produces a loud and bright bang when ignited and thrown as a Ranged Attack. Struck targets face a Potency 5 (MD) attack. If successful, they are stunned on their next turn (p. XX). On a crit, they are also blinded and deafened for 1 minute.

Itching Powder
Can be dispersed as a single-target Melee Attack or a Ranged Attack with a small area of effect (p. XX). Coated targets suffer 2 jolts at the beginning of each turn for 1 minute or until thoroughly washed off with water (>>>).

Lubricant
This plant-derived oil makes a person, surface, or object extremely slippery when applied. Attempting to grab or hold onto a lubricated object or surface requires an Athletics (15) test. Grab attacks against a lubricated person suffer vex. Anyone attempting to move across a lubricated surface (or to move while lubricated) must make a REF (15) test or fall prone. Lubricant evaporates after 1 minute.

Smoke Bundle
When set aflame (>), smoke bundles create a thick smoke cloud that produces heavy obscurement (*Visibility,* p. XX) lasting for one minute (less in heavy winds/rain; GM discretion).

Vitriolic Oil
This concentrated acid is obtained from squeezing the glands of Blightborne creatures. It will eat through and destroy most substances found in the Weald, creating noxious fumes in the process. It is extremely difficult to wield as a weapon without risking serious injury.

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CONTRAPTIONS

Wealdfolk engineering is sometimes crude but effective.

Driftsail

Driftsails are crude parachutes/paragliders constructed from large driftseed plants. Tinkers have devised means to fold them into clever worn packs for quick deployment in an emergency. You can open a worn driftsail with a single action (>) or reaction. Use Athletics to steer and control your glide. Driftsails are notoriously difficult to use among the pillars, given the numerous branches, obstructions, dangling vines, and sudden updrafts and gusts moving between them.

Lantern

Paper lanterns held aloft on poles and lit with candles, glomoss, or various glowing bugs light the pathways of the Weald.

Lock

Locks are made from wood, and range from simple latches (Difficulty 11) to complex tumblers with carved keys (Difficulty 15). Several loud strikes with an axe will break them, but may damage the locked item.

Manacles

A set of wooden manacles to immobilize the hands and/or feet, often tied together with thick vines or rope. Applies the restrained condition to the prisoner. Simple manacles can sometimes be broken with an Escape move (difficulty set by the GM); striking them with a Melee Attack wielding a weapon will also break them open.

Pouch of Caltrops

When spread on the ground, these spiked nuts make it difficult to move across the area without injury. Dropping caltrops over a small area (p. XX) is a single > action; this creates a *caltrop patch* environmental aspect (p. XX). Anyone moving in or through this area that does not Maneuver to tread carefully takes a Potency 2 attack from the caltrops.

Pouch of Roundseeds

The hundreds of tiny hard round seeds in this pouch to make it very difficult to walk or run without falling. Spilling the contents is a single > action; they cover a small area (p. XX) and create a *roundseed patch* environmental aspect (p. XX). Anyone moving in or through this area

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that does not Maneuver to tread carefully is knocked prone.

Timekeeper
Timekeepers come in three forms: seed timers, clepsydra water clocks, and sundials. Seed timers carved from transparent wood and loaded with tiny seeds or pulverized eggshells work like an hourglass. Water clocks drip water between gourds. Sundials mark the passage of the blue sun Kai with the shadows it creates.

Torch
Flammable material and wax mounted on a stick for lighting.

>>>Begin Sidebar

TRAPS

Traps have a default Potency (noted by type), difficulty to detect (13), and difficulty to disarm (13). Adjust according to GM discretion. Extra time or a critical success on the Craft test could increase Potency, apply a weapon trait such as Lethal (p. XX), or raise the difficulty to spot or disarm. Some traps are Restraining (p. XX) rather than damaging.

>>>End Sidebar

Trap (Simple)
Potency 3 vs. Physical Defense
Simple traps include pits, snares, swinging branches, tripwires, triggered crossbows, and similar affairs. They are relatively easy to set, mildly dangerous, moderately difficult to spot, and easy to disarm.

Trap (Complex)
Potency 5 vs. Physical Defense
Complex traps require more elaborate setup: tripwire-releasing nets, collapsing stairs, triggered flamebombs, etc.

Trap (Deadly)
Potency 7 vs. Physical Defense
Deadly traps include collapsing bridges, massive deadfalls, triggered ballistas, and similar affairs. Double the inflicted effect.

Tripwire Alarm
Detecting an alarm tripwire is Difficulty 15. If triggered, they set off a loud noise, alerting the setter to the presence of interlopers.

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DRUGS

Wealdfolk of all stripes partake in recreational pharamaceuticals.

Alcohol

Beer, cider, mead, spirits, and wine are popular among the Wealdfolk. Applies +2 to Provocation tests and –1 to both Mental Defense and Social Defense for 2 hours. Additional doses cumulatively lower MD and SD by 1. Consuming doses greater than your Endurance skill (minimum 1) leads to incapacitation for 8 hours.

Alcohol takes any 2 Reposes to Craft, but it takes 2 weeks of fermentation time before it is ready.

Glimmer

When chewed, this root enhances perceptive abilities (+2 Perception for 1 hour). Taking multiple doses is known to provoke visions and hallucinations.

Keen

This stimulant keeps you alert, focused, and on your toes. For 1 hour, you may ignore up to 3 jolts.

Khat

When chewed, this stimulant provides +1 Initiative for 1 hour.

Reekweed

When smoked, this euphoric calms and provides a +2 bonus to Social Defense against Provocation tests and fear effects for 4 hours.

TrueTalk Pollen

Potency 8 vs. Social Defense

Rare Component: Verbal Plant Flowers

Cultivated from a rare plant, this drug makes it difficult to hold one's tongue or deceive when ingested. For 1 hour, roll Potency each time you are asked a question; on a success you must tell the explicit truth.

MEDICINALS

The healers of the Weald make use of many substances.

Antivenom

Rare Component: Creature Venom

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Each antivenom works against the venom of a specified creature. It must be prepared using a sample of the creature's venom. When ingested, it removes the poisoned condition and removes any other effects (but not strain/wounds) applied by that creature's venom. At the GM's discretion, an antivenom may also function against the venom from a similar, related creature.

Awakener
Derived from ammonia and other substances, this drug wakes an unconscious person when applied (>).

Poultice
When applied to a wound or strain during a Rest or Repose, downgrades a wound to a strain or removes a strain.

Salve
This ointment spurs healing. It adds +2 to Heal moves (p. XX).

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TOXINS

The poisonous and venomous creatures of the Snarl provide ample sources for harvesting toxins. Rules for toxins are found on p. XX.

Bewitching Vapor
Potency 3, Cloud, Duration 1 hour
Rare Component: Jig Vines
The sweet vapor exuded and extracted from jig vine mats induces drowsiness and susceptibility to suggestion. When bottled and deployed, the gas has a small area effect (p. XX). The vapor makes a Potency attack against your Social Defense. On a success, you are charmed (p. XX); on a crit, you are overwhelmed with lethargy and fall prone.

Boleviper Venom
Potency 2, Grease, Duration 1 minute
Rare Component: Boleviper Glands
The venom fron this snake is damaging and excruciatingly painful. Envenomated targets make an Endurance test against the Potency Difficulty each turn for 1 minute. If they fail, they are stunned (p. XX) with agony until their next turn. At the end of this duration, the target suffers an immediate wound.

Furstem Juice
Potency 5, Grease/Oral, Duration 3 turns
Rare Component: Furstem Plant
This toxin causes a short but immediate burst of intense gastric distress. For the next 3 turns, make an Endurance test each turn against the Potency Difficulty or acquire 2 jolts (cumulative).

Gloomkiss
Potency 4, Grease/Oral, Duration 3 days
Rare Component: Murkwater
Derived from contaminated water sources in the Mulch and Roots, this poison leads to certain death if a cure is not obtained in time. Make an Endurance test against the Potency Difficulty or you become unable to heal strain or wounds. After 2 days, you are unable to use Grit. After 3 days, you die. Murklure can only be cured with a healing sap.

GrueToad Slime

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Potency 3, Contact/Grease, Duration 3 turns/1 minute
Rare Component: GrueToad Residue
The sticky residue of this toad's skin has a paralyzing effect. Make an Endurance test against the Potency Difficulty each turn for the next 3 turns. On the first turn, failure means the target is dazed (p. XX). On the second, switch dazed for stunned. On the third, switched stunned for incapacitated. Success on any roll negates the need to make the remaining tests. However, the last effect applied lasts for 1 minute. An incapacitated target can expend 1 Grit to negate the condition for 1 turn.

Nervescream
Potency 3, Grease/Oral, Duration 1 minute
Rare Component: Sanguine Creeper Plant
This carnivorous plant venom inflames the muscles, turning movement into agony. Make an Endurance test against the Potency Difficulty or acquire 1 jolt any time you take an assault or zone move for the next minute, or any other move that requires movement (GM discretion).

Night Nectar
Potency 1, Grease/Oral, Duration 1 hour
Rare Component: Fireglow Flower
This nectar is a strong sedative. Make an Endurance test against the Potency Difficulty at the beginning of each turn for the next 3 turns. On a failure, take 2 jolts. If you fail all 3, you fall unconscious for 1 hour.

Nox Beetle Spit
Potency 4, Contact/Grease, Duration 1 minute
Rare Component: Nox Beetle Glands
This beetle's venom inflicts temporary blindness. Make an Endurance test against the Potency Difficulty or acquire the blind condition (p. XX) for 1 minute.

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CRAFTING

Characters with Tinker skill are capable of making and repairing their own chemicals, contraptions, and tools as needed. Likewise, characters with Medicine skill can brew their own drugs, medicinals, and toxins.

Crafting requires raw materials (referred to as *components*), a minimum skill requirement, and time, as noted with each item on the Crafting table (p. XX). The timeframe for crafting is based on the item's listed *complexity*.

SKILL REQUIREMENT

To make or repair an item, you must have either Medicine or Tinker skill at that item's minimum skill value or higher, as noted on the Crafting table (p. XX). This represents the knowledge and experience necessary to prepare and manufacture the item properly.

COMPONENTS

Before you can make something, you must gather the materials you need to put it together. For simplicity, most raw materials are treated as generic components. When you Gather Materials (p. XX), you acquire 1 or more units of components. This is either a downtime move or concurrent with a Journey move in travel mode. You can also barter with NPCs for components or find them as loot.

Each unit of components takes up 1 Kit slot.

Rare Components

Some items require specific hard-to-find materials, referred to as *rare components*. These are difficult to come by in the Weald. They might only be found in specific, unusual, or dangerous conditions, or might only be acquired from the bodies of dangerous creatures. Due to their rarity, they might be fiercely guarded by certain communities.

When you score a crit on a Gather Materials move, you can choose to find a rare component instead of standard ones. However, each rare component must be named and designated as to what it is: mantid glands, grue toad residue, a driftsail wing, etc.

Rare components take up 1 or more kit slots and can sometimes be acquired from NPCs or found as loot.

DOWNTIME CRAFTING

In gameplay, most crafting takes place in downtime mode, where you are largely stationary, have easy access to your tools and equipment,

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and have more time to work. When you Craft as a Downtime move, you manufacture/repair one of the following:

- 1 high complexity item
- 2 moderate complexity items
- 3 simple complexity items.

REPOSE CRAFTING

You can also Craft concurrent with your Respose moves in respite mode. As you camp, rest, and socialize, you also take the time to build and mend items. Since you are working on the project in stages during small windows of time, it may take multiple Repose moves for you to finish, depending on the item's complexity, as noted on the Crafting table (p. XX), and GM discretion.

- **Simple Complexity:** 1–2 days. (Default: 2 days).
- **Moderate Complexity:** 4–7 days. (Default: 1 week).
- **High Complexity:** Can only Craft in downtime mode.

CRAFTING TEST

To make or repair an item, use a Craft move and roll either Medicine or Tinker skill (as appropriate to the item) against the difficulty listed on the Crafting table (p. XX). Crafting usually requires appropriate tools, typically included with your kit. Working without tools may provide –2 or vex to the test, or may make production impossible.

Crafting consumes 1 unit of components. If the project requires rare components, those are consumed instead.

With a success, you either repair the item or manufacture 1 new item (unless otherwise noted). Many are produced in batches of multiple doses/uses/items, as noted.

On a crit, you either produce double the amount of items or make a superior item that provides a bonus of some kind (+2 on tests, superior effects, etc.) for a limited time.

A newly crafted item (or batch of doses) takes up 1 kit slot (usually the one previously held by the components).

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CRAFTING

Item	Min. Skill	Difficulty	Complexity	Rare Components
Airship Gear				
Balloon Skiff	Tinker 3	13	High	
Rope (50')	Tinker 1	8	Simple	
Sail	Tinker 1	8	Moderate	
Armor & Weapons				
Simple Weapons	Tinker 1	11	Simple	
Martial Weapons	Tinker 3	13	Moderate	
Simple Armor	Tinker 2	11	Simple	
Martial Armor	Tinker 4	13	Moderate	
Chemicals				
Adhesive (5)	Tinker 2	8	Simple	
[Creature] Lure (5)	Tinker 2	13	Simple	[Creature] Glands
Firebomb (5)	Tinker 5	15	Simple	
Fire Retardant (5)	Tinker 2	13	Simple	
Firespout (5)	Tinker 5	18	High	
Firetube	Tinker 5	15	Simple	
Flash Powder (5)	Tinker 3	15	Moderate	
Itching Powder	Tinker 2	11	Simple	
Lubricant (5)	Tinker 2	11	Simple	
Smoke Bundle (5)	Tinker 1	8	Simple	
Vitriolic Oil	Medicine 3	15	Simple	Blightborne Glands
Contraptions				
Driftsail	Tinker 5	15	Simple	Driftsail Wing
Lantern	Tinker 1	11	Simple	
Locks	Tinker 2+	13	Simple/ Moderate	
Manacles	Tinker 1	13	Simple	
Pouch of Caltrops	Tinker 1	11	Simple	

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Pouch of Roundseeds	Tinker 1	8	Simple	
Timekeeper	Tinker 2	13	Simple	
Torch (5)	Tinker 1	8	Simple	
Trap (Simple)	Tinker 1	13	Simple	
Trap (Complex)	Tinker 3	15	Simple	
Trap (Deadly)	Tinker 5	18	Moderate	
Tripwire Alarm	Tinker 1	11	Simple	
Drugs				
Alcohol (20)	Medicine	11	High	
Glimmer (5)	Medicine 2	13	Simple	
Khat (5)	Medicine 1	8	Simple	
Keen (5)	Medicine 5	15	Simple	
Reekweed (5)	Medicine 1	11	Simple	
TrueTalk Pollen (5)	Medicine 1	13	Simple	Verbal Plant Flowers
Medicines				
Antivenom (5)	Medicine 3	15	High	[Creature] Venom
Awakener (5)	Medicine 2	11	Simple	
Poultice (5)	Medicine 1	11	Simple	
Salve (5)	Medicine 1	13	Simple	
Toxins			Simple	
Bewitching Vapor	Medicine 5	15	Simple	Jig Vine Mat
Boleviper Venom (5)	Medicine 5	15	Simple	Boleviper Gland
Furstem Juice (5)	Medicine 3	13	Simple	Furstem Plant
Gloomkiss (5)	Medicine 3	15	Simple	Murkwater
GrueToad Slime (5)	Medicine 5	15	Simple	GrueToad Residue
Nervescream (5)	Medicine 5	15	Simple	Sanguine Creeper Plant
Night Nectar (5)	Medicine 3	13	Simple	Fireglow Flower
Nox Beetle Spit	Medicine 5	15	Simple	Nox Beetle Gland

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SPIRITS

The residents of the Weald are acutely aware that spirits exist around them, invisible but active. They sometimes see the results of spirit activity—strange air disturances, glittering clouds, objects appearing to move on their own. They occasionally see spirits materialize to pursue environmental caretaking duties or some mysterious task. And almost everyone knows a few flickers. Everyone knows that sparks can see spirits, as well as summon and command them.

Spirits are widely regarded as a normal part of the natural world. Their purpose may be inscrutable, but it is believed that they help maintain the Weald, as caretakers of the environment and the pillars themselves. Spirits are rarely feared and are sometimes revered and honored. Some sparks believe spirits are the remnants or servants of a species that populated the Weald in a previous age.

Most people will stay out of a spirit's way if it is visibly pursuing some task. It is not uncommon for lone people to talk to the spirits as they go about their day—though it is rare and unusual to get a response!

SPIRIT BEHAVIOR

Spirits are sapient and maintain a telepathic link with their spark, enabling nonverbal communication. This link persists even if the spirit moves out of the immediate vicinity.

To the residents of the Weald, spirits are ephemeral, alien, and strange. They seem unfettered by emotions, and can come across as callous or uncaring. They are pragmatic and practical. They often interpret things literally, though they will seek clarity if there is obvious ambiguity. They do not reveal their purpose, their makers, or what they do, except in the vaguest terms.

Spirits rarely openly interact with each other, unless commanded. Many sparks believe that spirits do communicate directly via unknown means and quietly share information with each other.

SPIRIT KNOWLEDGE

Spirits are intelligent but quirky. They can identify common objects and tools, but they will not necessarily understand their purpose or how they work. Items like art are beyond their ken. They somehow know everyone's name (even common nicknames) without being told. They know the regions of the Weald and can identify common beasts and plants, but must make a test to identify rarer things. Some sparks have the ability to summon spirits with greater stores of knowledge.

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SPIRIT SENSES

Spirits have normal senses—vision, hearing, taste, smell, and touch—and possibly more. They sometimes sense things that residents of the Weald cannot, perhaps perceiving other wavelengths, colors, chemical components, or sensory resolutions that non-spirits do not understand.

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SPIRIT FORMS

Spirits exist in one of two states: *specter* form or *incarnate* form. Most spirits prefer their specter forms, only taking on their solid incarnate form if or if circumstances depend on it.

No matter their form, all spirits have the following abilities:

- **Abnormal Healing:** Healing moves have no effect on spirits, nor do medicinals or healing saps. However, they automatically heal 1 (extra) wound per Repose move.
- **Invulnerability:** Spirits are resistant to debilitating damage. Increase their Wound Point by 2.
- **Non-Biological:** Spirits do not bleed and have no need to eat, drink, breathe, or sleep. They are immune to drugs and toxins.
- **Phantom Mind:** Spirits cannot be frightened.
- **Shock Vulnerability:** Attacks and effects that inflict shock damage have edge against spirits and they cannot be negated with Armor.
- **Spirit Sight:** Spirits can see other spirits in specter form—or at least their representations overlaid upon the physical world.
- **Transient Form (>>):** Spirits can switch between their specter form and their incarnate form (both described below).

SPECTER FORM

In their default specter state, spirits are ghostly and immaterial. They maintain a medium-sized but diffused presence, appearing as a hovering fog, smokey cloud, swarm of mites, or sparking whirlwind. Despite these amorphous shapes, they move with a cohesive and intent grace, entirely in control of their form. They can expand out, covering a larger area, or condense into a more compact space.

In specter form, spirits have the following abilities:

- **Flight:** Specters can hover and fly as needed.
- **Insubstantial:** Specters cannot lift or carry items and are largely incapable of physical interactions. They cannot make normal melee attacks but may use abilities that rely on Engulf or Envelop moves. They cannot be grabbed, restrained, or knocked prone and can pass through the tiniest cracks and openings. Physical attacks against specters other than fire, explosions, or shock attacks suffer vex.
- **Harry (>):** The specter swirls around a target like an angry buzzing vortex, acting as a major irritant. Inflicts 1 jolt.

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- **Blinding Attack (>>):** The specter assaults a target's eyes like a stinging dust cloud. With a successful Melee attack, the target is blinded (p. XX) until the end of their next turn. On a crit, they are blinded for 3 turns.
- **Invisible:** Specters can turn invisible and make a Hide move (p. XX) without needing any cover. The Hide move suffers vex against anyone with the Spirit Vision ability; against everyone else it automatically succeeds. While invisible, specters can let their presence be known in small but subtle ways: a barely visible trail of wispy smoke, a light breeze, a prickly sensation, a metallic taste, a lingering odor, a light static charge, or a subtle buzz or vibration.
- **Wind Vulnerability:** Particularly strong winds can disrupt a specter's cohesion. Treat this as a Potency attack (set by the GM) against the specter's Physical Defense each turn (Armor cannot negate). Specters suffer –2 or vex on flight-based maneuvers in strong winds.

INCARNATE FORM

When the need arises, spirits take on a more substantial incarnate physical form with which they can grasp, lift, carry, and interact with physical objects.

Each spirit has a single default shape they materialize in, noted in its description. This is usually an animal or motile plant creature, or sometimes a more amorphous shape with pseudopods, or something even stranger. These forms move just as a living creature would (they cannot fly unless their form includes wings).

Some spirits have abilities that let them take on multiple incarnate forms. Switching incarnate forms takes 2 actions (>>).

In incarnate form, spirits have the following abilities:

- **Alter Form (Ø):** The incarnate can reshape its form in subtle but distinctive ways, such as changing colors and textures or making cosmetic adjustments to its morphology.
- **Decohere (®) (Major/Prime Spirits Only):** The incarnate temporarily dematerializes part of its form as a strike connects, allowing the attack to pass through harmlessly, then reforming after. Apply +3 to its Physical Defense against that attack (after it has been rolled).
- **Shape-Change (>>) (Prime Spirits Only):** The spirit rapidly alters its physical form, changing its dimensions while keeping a roughly similar mass. It can extrude a tail, tendrils, tentacles, and other limbs at will. It can take on either the Claws (p. XX), Gliding Membranes (p. XX), Multi-Limbed (p. XX), or Wings abilities (p. XX) for free.

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SUMMONING SPIRITS

Sparks carry venerated fetishes known as *spirit hives,* from which they awaken spirits to do their bidding. Spirits are quick to arrive and communicate with their spark telepathically.

SPIRIT HIVES

To awaken a spirit, you must have a spirit hive of the appropriate type. Sparks learn to construct and shape spirit hives from pillar sap and other resources. Hives are physical objects, often in the shape of bulbs, gourds, pine cones, honeycombed nests, or similar organic structures. Sparks design them to latch to their gear or wear them (as pendants, bracelets, or even piercings) so that they can be quickly accessed. Sparks widely believe that spirits take up residence within a hive once it is created and live there, ready to be summoned. For this reason they are treated with care and reverence.

Sparks always know the rough direction and distance of their hives. They can still summon a spirit from a hive when it is not within their possession, but the spirit awakens at the hive's location.

If a hive is lost or destroyed, the spark can create a replacement as a downtime move.

Hives are attuned to individual sparks. You cannot use another spark's hive. Each hive is only good for 1 spirit.

Each hive takes up 1 Kit slot.

THE CONJURING TEST

To summon a spirit, you activate a hive to which you are attuned and make a Conjure move (p. XX). Sparks may summon a spirit from a particular hive once a day for free; additional summons require the expenditure of 1 sap. The Conjuring test result determines how many *favors* (p. XX) the spirit grants you.

Duration

Favors do not need to be redeemed immediately upon summoning; the spirit idles invisibly near you on standby until needed. Spirits stay with you until either all favors are redeemed or 1 hour has passed. At this point, they dissipate, either ending their existence or returning to their hive—or perhaps other places unknown (sparks vigorously debate which is true). Any favors that remain unfulfilled at the end of this time are lost.

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SPIRIT COMPANIONS

Sparks sometimes have the ability to summon a *spirit companion*. When you use an ability to summon an imp (hex), muse (shaper), or pooka (ecomancer), no sap or test is required; you simply acquire the spirit as a companion. It always stays with you, and you can always see it, even if it remains invisible to others.

Spirit companions do not grant favors; they always follow your commands. Spirit companions are quite sociable with their spark, though they rarely communicate with others.

If a spirit companion is destroyed, it may be resummoned using the same ability. Some sparks claim that the new companion is a reincarnation of the old, even possessing memories of the past. Others remain convinced that the companion is a new entity, whether or not it manifests the same personality and demeanor.

WILD SPIRITS

It is often the case (GM discretion) that a spirit is nearby, unseen, pursuing its own affairs and not paying any mind to the PCs. Characters with the Spirit Vision ability have the capability to see them. Such spirits are rarely interested in conversation and will usually ignore characters unless they somehow interfere with their activity.

Controlling Wild Spirits

A desperate spark with the Wild Spirit ability can call upon a wild spirit that is present when in dire need. Such attempts are challenging—wild spirits have their own agendas and don't like being interrupted. This requires a Conjuring test made with vex. On a success, the wild spirit agrees to 1 favor; on a crit success it grants 3 favors.

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FAVORS

The services a summoned (or wild) spirit owes you are measured in *favors*. Favors are specific tasks: fetching an item, using an ability, defending someone, etc.

In most circumstances, you issue a command and the spirit immediately carries out the action. This consumes 1 favor. In combat encounters, however, each round a spirit is called upon consumes 1 favor.

Some commands require more than a single turn to complete. For example, calling upon a spirit's Repair ability to fix an object, or a spirit's Track ability to trail someone. At the GM's discretion, these commands may consume additional favors; particularly long tasks may use all remaining favors.

COMMANDING SPIRITS

Commands are issued telepathically or verbally with a single action (>). If the command requires the spirit to use an ability, it requires a number of actions as noted in the ability description, as the spark oversees the ability's use. If an ability has an ongoing effect (such as a Grab move), the spark must spend the actions to maintain it each turn. If the spirit must switch forms to complete the command, the switching cost (>>) is added to to the actions required.

Every spark learns a number of basic commands that each spirit will follow, described below. Some spirits have additional commands that may be unlocked with path abilities. Spirits that are not currently following a command idle in invisible specter form near the spark until needed.

- **Attack:** The spirit deploys an attack ability against the designated target (see *Spirits In Combat*).
- **Carry/Fetch:** The spirit retrieves an unattended designated object and either carries it or brings it to you. Spirits are not always familiar with objects used by Wealdfolk and may need specific instructions on what to look for.
- **Defend:** The spirit uses the Defend move (+1 to a defense) and otherwise attempts to protect a specified target from harm until the beginning of your next turn.
- **Engage:** The spirit attempts to engage with the specified target, using appropriate moves such as Clinch if necessary. The spirit will stay engaged until told otherwise or its duration ends.

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- **Pursue:** The spirit will follow the designated target to the best of its ability. The spark is aware of the spirit's general direction and rough distance. If the spirit loses the target, it will linger at the target's last known location unless instructed to return.
- **Scout:** The spirit will investigate an area, using Perception, Survival, and other relevant skills to check for dangers and reporting what it finds. However, what a spirit does or does not notice may not always align with what the spark wishes to know.
- **Stop:** The spirit will stop and break off whatever it is currently doing. (This does not consume a favor.)
- **Track:** The spirit uses its Survival skill to follow a target's scent/trail.
- **Use Ability:** The spirit deploys a non-attack ability.

REMOTE TASKS

If a spirit's command takes it outside of the spark's immediate vicinity, it will revert to specter form and return to its spirit hive once that task is done, unless explicitly instructed to wait or return. The spirit may not be summoned again until it has returned to its hive.

SPIRITS IN COMBAT

During combat encounters, spirits act on your turn. If you begin in or move to the ranged zone, the spirit stays with you in ranged. Otherwise they stay in skirmish, taking both the Skirmish and Defend moves, unless commanded otherwise.

When you make a Command Spirit move (p. XX), the spirit will immediately interrupt and follow the command you have given. Once finished, your turn then continues. Each move the spirit takes requires a separate Command Spirit move from you (i.e., if you want your spirit to attack a target twice, you must make two Command Spirit moves).

Each round a spirit acts under your orders consumes one favor.

If you make a Flee move to leave the fight, your spirit will Flee with you unless instructed otherwise.

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NPCs & THREATS

NPCs

It is important to keep your NPCs from being too one-dimensional. Remember that they are individual people and critters, with their own lives, personality quirks, goals, and interests. To help with this, assign your NPCs a demeanor, a motivation, a fault, and a trait.

NPC DEMEANOR

Every NPC has a demeanor towards the PCs. This may be determined by the situation or the GM can roll 1d10 and consult the Demeanor table. When in doubt, start with a Neutral demeanor.

NPCs may have different demeanors towards different PCs.

- **Hostile:** They actively oppose you and may seek to interfere with your actions and goals, if they think they can get away with it or hate you enough. Note that hostile NPCs do not necessarily resort to violence; they may just as readily use subterfuge, threats, mockery, sabotage, and other measures to impede you.
- **Disagreeable:** They do not particularly like you and will not support or aid you, but they will not necessarily actively interfere with you either.
- **Neutral/Indifferent:** This NPC does not have strong opinions on you (yet), perhaps adopting a wait-and-see attitude or simply not caring. They will not go out of their way to help you, but they will aid you if it would be impolite or rude not to.
- **Agreeable:** They view you favorably, but will not necessarily put themselves at risk on your behalf.
- **Friendly:** They view you as an ally and will help you even if it is disadvantageous to do so. They may or may not put themselves at risk of physical harm on your behalf, depending on their capabilities and the circumstances.

Social Skill Modifier

Apply a modifier to skill tests using Deception, Persuasion, or Provocation as noted on the Demeanor table.

DEMEANOR

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1d10 Roll	Demeanor	Social Skill Modifier
1	Hostile	Vex
2–3	Disagreeable	-2
4–7	Neutral/Indifferent	–
8–9	Agreeable	+2
0	Friendly	Edge

Assessing Demeanor
You can determine an NPC's demeanor towards you (or others) with an Assess Others move, rolling Insight against their Social Defense.

Changing Demeanor
PCs can attempt to alter an NPC's demeanor with a Sway Relations move (p. XX). GMs should also adjust NPC demeanors to reflect changing circumstances, the PCs' actions, the ongoing story, or confidence built over time. For example, if an NPC finds out the PCs are enemies of their own hated foes, or the PCs save their relatives from danger, the GM may determine that the NPC's attitude raises positively one step.

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3	Recruit Others
4	Entertain
5	Gamble
6	Provide Help
7	Find Help
8	Patrol/Protect
9	Make a Deal
10	Insult/Taunt/Feel Superior

SAPIENT MOTIVATIONS 2

1d10	Motivation
1	Avoid Boredom
2	Teach a Lesson
3	Pass Through/Get Somewhere Else
4	Wander Aimlessly
5	Barter/Trade
6	Work/Finish Task
7	Flirt
8	Party
9	Watch for Danger
10	Study

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NPC FAULTS

Highly competent opponents can make for a good challenge, but it gets boring when all of the NPCs you encounter are skilled, driven, and good at what they do. Faults are detriments an NPC has that you can potentially exploit for advantage. They provide leverage for resolving contentions without combat as well as opportunities to introduce plot hooks and dramatic and comedic elements.

NPC FAULTS

1d6	Table to Use
1–2	NPC Faults 1 table
3–4	NPC Faults 2 table
5–6	NPC Faults 3 table

NPC FAULTS 1

1d10	Fault
1	Undecided/Indecisive
2	Resentful/Suspicious
3	Poorly Trained/Untrained
4	Incompetent
5	Intoxicated/High
6	Stupid/Obtuse
7	Corrupt/Greedy
8	Adheres to Rigid Code/Inflexible
9	Confused/Unclear
0	Lazy/Unmotivated

NPC FAULTS 2

1d10	Fault
1	Treacherous/Disloyal

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2	Unequipped/Poorly Equipped
3	Cowardly/Fearful
4	Injured/Wounded
5	Afflicted/Diseased
6	Arrogant/Overconfident
7	Narcissistic/Self-Centered
8	Depressed/Uncaring
9	Rebellious/Defiant
0	Unobservant/Oblivious

NPC FAULTS 3

1d10	Fault
1	Gullible/Conspiratorial
2	Overequipped/Overburdened
3	Tired/Impaired
4	Obsessed/Hyper-Focused
5	Distracted/Busy
6	Emotional/High-Strung
7	Poor Grooming Habits
8	Blissfully Ignorant
9	Traumatized/Scarred
0	Insecure/Meek

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NPC TRAITS

Traits provide extra flavor to your NPCs—the little hooks that keep them memorable.

NPC TRAITS

d100	Species	d100	Path
01-02	Sneezing	**51-52**	Holds Double Standards
03-04	Uncomfortably Wet	**53-54**	Exceptional Quality Gear
05-06	Cruel	**55-56**	Artistic Flair
07-08	Laconic	**57-58**	Extremely Tired
09-10	Smells Peculiar	**59-60**	Tells Bad Jokes
11-12	Pestered by Insects	**61-62**	Overly Energetic
13-14	Always Reading a Book	**63-64**	Unusually Well-Informed
15-16	Impeccably Dressed	**65-66**	Enchanting Aroma
17-18	Bolstered with Sap	**67-68**	Blood/Clan Relative
19-20	Mixes Metaphors	**69-70**	Introvert
21-22	Rare Coloration	**71-72**	Unintentionally Rude
23-24	Mismatched Gear	**73-74**	Overly Curious
25-26	Likes to Sing	**75-76**	Makes Cryptic Comments
27-28	One Exceptional Sense	**77-78**	Fawning
29-30	Unusual Eyes	**79-80**	Flat Affect
31-32	Partially Naked	**81-82**	Always Sketching
33-34	Infectious Yawning	**83-84**	Always Eating
35-36	Self-Interested	**85-86**	Impeccably Polite
37-38	Unhurried	**87-88**	Full of Advice
39-40	Unreasonably Cute	**89-90**	Can't Find Something
41-42	Nervous Talker	**91-92**	Stylish
43-44	Flippant	**93-94**	Overheated
45-46	Dropped Something	**95-96**	Oddly Defiant
47-48	Talks to Self	**97-98**	Fumbles Words
49-50	Oddly Cheerful	**99-00**	You've Met Before

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NPC RANDOM SPECIES & PATHS

d100	Species	d100	Path
01–08	Clacker	01–04	Aeronaut
09–12	Flicker	05–10	Healer
13–21	Fuzzleclaw	11–15	Tinker
22–30	Gukri	16–20	Beastmaster
31–39	Kalioctera	21–26	Explorer
40–47	M'Qwirl	27–32	Hunter
48–55	Scrill	33–38	Ruffian
56–64	Slyph	39–43	Shade
65–73	Strix	44–49	Trickster
74–82	Veetling	50–55	Ecomancer
83–91	Vescid	56–59	Glint
92–00	Weavemother	60–65	Hex
		66–71	Chronicler
		72–77	Firetongue
		78–83	Scoundrel
		84–89	Scrapper
		90–95	Soldier
		96–00	Stout

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SCRAPPINESS

Not every NPC is looking for a fight to the death—in fact, few are! Every NPC has a Scrappiness level, noted as xS/xW, with each x representing the amount of strain or wounds they will take before they attempt to flee the fight or surrender. For example, an NPC with 3S/1W is willing to take up to 3 strain or 1 wound; once one of those thresholds is reached, they attempt to exit the fight on their next turn.

An NPC attempting to leave the fight takes a Withdraw move to leave engaged, a Fall Back move to get from skirmish to ranged, and a Flee move to get away, in that order. If the NPC is unable to flee or faces overwhelming odds that make flight look dangerous, they will instead drop their weapons and surrender (even if other NPCs continue fighting). Surrendered NPCs stay in place, either kneeling, prone, or cowering with hands raised, until the end of the fight.

Note that NPCs will attempt to flee from PCs that appear especially bloodthirsty or cruel rather than surrender.

After the fight, NPCs that surrendered or were captured or incapacitated are at the PCs' mercy. They will attempt to negotiate for their release, offering information, equipment, valuables, favors, or promises as necessary.

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