



| Attributes | |
|-------------|--|
| Body | |
| Senses | |
| Mind | |
| Willpower | |
| <hr/> | |
| Faith | |
| Magic | |
| Science | |
| <hr/> | |
| Life points | |
| Evade | |
| Toughness | |

| Skills | | |
|-----------|------------------|--|
| Body | Athletics | |
| | Brawl | |
| | Dodge | |
| | Speed | |
| | Stealing | |
| | Stealth | |
| Senses | Animal handling | |
| | Perception | |
| | Performance | |
| | Survival | |
| Mind | Common knowledge | |
| | Cultures* | |
| | Machines* | |
| | Persuasion | |
| | Valuation* | |
| Willpower | Bravery | |
| | Decay resistance | |
| | Magic resistance | |
| | Pain resistance | |
| | | |
| | | |
| | | |
| | | |
| | | |

| Weapon |
|-------------------------|
| Damage without a weapon |

Armor

| |
|-------------|
| Name: |
| Race: |
| Age: |
| Height: |
| Appearance: |
| Past: |

Rules

— Basic check —

D10 + Attribute + Skill + Bonuses

— Damage dealt —

D10 + Body/Senses + Bonuses

— Damage received —

Damage - Body - Toughness - Bonuses

— Delayed action —

Players can delay their action to act in enemies' turn. Before interrupting they make opposing Speed check and if failed they lose priority of action. Otherwise action takes place as normal but in enemies' turn.

— Consciousness check —

When Life points fall below 0 player receives 1 Fatigue point and rolls D10 + Willpower + Pain resistance on difficulty 5 + Life points below 0 to stay conscious.

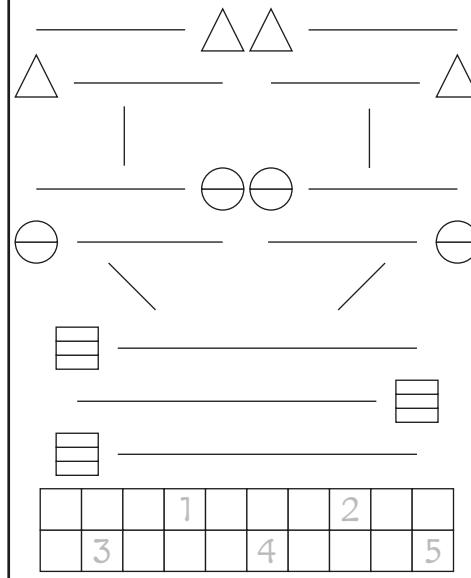
— Combined action —

Players can combine their action to receive Skill bonus of the player with the highest bonus.

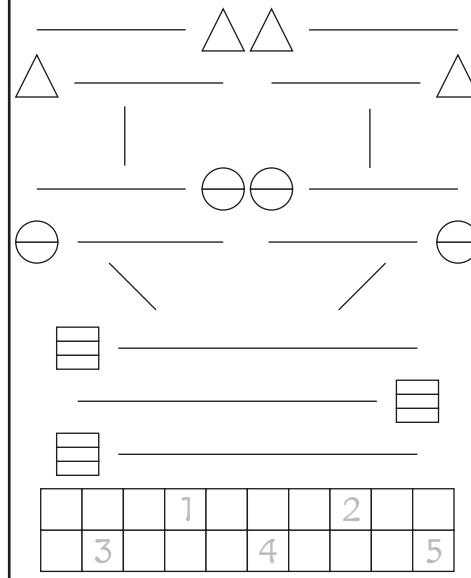
— Aimed attack —

Aimed attacks are declared in players turn and are executed after enemies turn with bonus of +3 to attack.

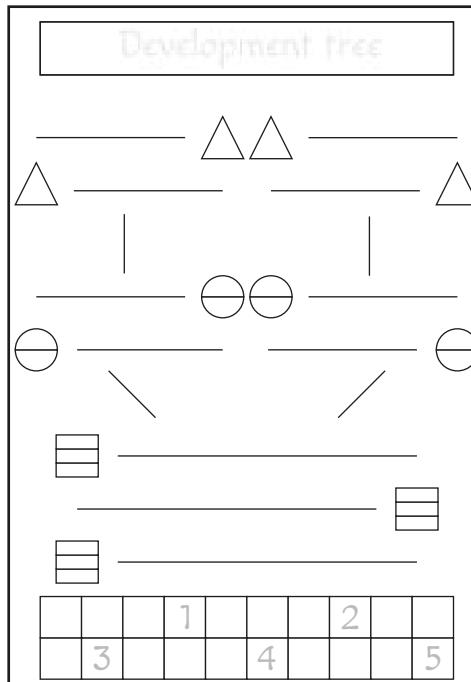
Development tree



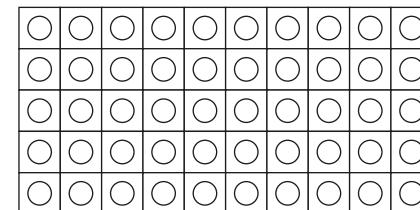
Race development tree



Notes



Experience



Breakthrough

