Aspect New Player Primer

In Aspect, you use your Physical, Mental, and Social aspects to defeat foes and to overcome danger. Participants work together to weave a tale of danger and heroics in a world of fantasy.

Playing the Game

Aspect uses a simple die-rolling mechanic to resolve action. Swinging your sword, climbing treacherous cliffs, bluffing the town guards, casting magic spells, and even persuading the count to grant clemency is all done with one simple mechanic:

*Roll 1d20 (a 20-sided die). Add your bonuses and penalties to the roll. If the result is equal to or greater than the Difficulty Target (**DT**), you succeed.*

Physical, Mental, and Social

Like other fantasy role playing games, Aspect adventures are filled with physical combat and challenges. Aspect offers much more, by including both mental and social encounters as well. But what is the difference between mental and social?

Mental is about *can*, and social is about *should*.

Mental questions ask *can this work? can I do it? can I defeat this enemy?* Mental attacks challenge a foe's reality and perception. A mentally defeated foe is **stupefied** and finds it difficult to do the simplest of tasks.

Social questions ask *should I do this? should she be allowed to do that? should I fight him?* Social attacks challenge a foe's morality and social position. Socially defeated foes are **dominated** and are more vulnerable to influence by suggestion (page 5).

Encounters

Encounters occur when more than one character in the game is actively doing something. This can be anything from a clash of weaponry, a battle of wits, or even a diplomatic engagement.

At the beginning of any encounter, you need to determine the turn order. Each creature involved in the encounter rolls a d20 plus their initiative bonus to determine who goes first. Ties are decided by whoever has the highest initiative bonus. Further ties are decided by rerolls. Make a list of the participants in turn order on your scratch paper. Making a mark next to the person whose turn it is helps you keep track. This also lets you easily see how many rounds have passed.

Encounters are divided into rounds. During a round, each participant in the encounter gets a turn, in order of the initiative rolls from the start of the encounter. A round is approximately 6 seconds long of in-game time. There are 10 rounds per minute of in-game time.

Your Turn

On your turn, you use actions to do things like move, attack, shout or use your skills. You get a **major**, **move** and **minor** action each turn. You may use them in any order you like. We use special icons to help you see the different kind of actions at a quick glance: ◎ ○ ▢ • .

Major actions (○, Major) are most active skill uses and attacks.

Move actions (▢) are moving your full speed in squares or shifting a single square in order to avoid a reaction attack.

Minor actions (•) are drawing a weapon, drinking a potion, moving one square, or using a **quip** (saying up to 10 words).

You can downgrade your actions. For example as a major action, you can move your full speed, though it is normally a move action. Some powers require a **full** action (◎). These powers require a major, move, and minor action to perform.

Movement

Aspect measures distances in areas of 5 feet by 5 feet, simply called squares. Ranges, areas, and movement are all measured in squares.

Your character has a speed value listed in the upper right box. When you move, you may move up to your speed value in squares as a move action

OR shift a single square as a move action. Shifting is moving carefully to avoid reaction attacks (see quick actions, below). You may use two move actions in a turn by using your major action as a move action. Moving a square can be to any of the 8 squares surrounding your character (or 12 for large characters like Gills). You may move through allies.

When It's Not Your Turn

You also have one **quick** action and one **free** action each round. These actions you can do even if it's not your turn.

Free actions can be done after any action, yours or someone else's. You can say two words, change your expression, gesture and/or drop any number of items in your hands as a free action.

Quick actions are used for **reaction attacks**, attacks you can do when it is not your turn. You can interrupt the action of an adjacent creature (an **adjacent** creature is one that is in one of the squares surrounding you). You get a reaction attack against an adjacent enemy that

- Moves without using a shift (but is not being slid/pushed/pulled).
- Uses any ranged power that isn't itself a reaction attack.

You may only use reaction attacks to use powers with the **simple** keyword, and you must target the creature that triggered the reaction attack. If you use a simple ranged attack as a reaction attack, you do not provoke a reaction attack yourself.

Action Points

When characters wake up from a long rest, their action points (AP) reset to one (plus one extra if they are human). At the end of any challenging and successful encounter, they gain another AP. The GM should hand out tokens to the players to represent their current number of action points.

You can spend an AP to gain an additional ○ major action on your turn. Characters with timed actions may use an AP to reduce a timed action to a single action of that type. You may use only one AP per turn.

When you spend an action point, give the token back to the GM.

Health and Defenses

Each of the three aspects (Physical, Mental, Social) have two defenses. Attacks target different defenses, depending on the kind of attack.

Physical attacks target your strength or dexterity defense (abbreviated as Str Def / Dex Def); mental attacks target your genius or awareness defense (Gen Def / Awa Def); and social attacks target your charisma or savvy defense (Cha Def / Sav Def).

The agile defenses (dexterity, awareness, and savvy) defend against damage in that aspect. The powerful defenses (strength, genius, and charisma) defend against effects that hinder you.

You have a health pool for each aspect and one scratch pool. The scratch pool is where all damage is dealt initially. Scratches represent bruises, anxiety, or self-doubt, not lasting damage. If your scratch pool is full, excess damage is dealt to your wound pool. Wounds do not easily heal.

If one of your wound pools is full, you are defeated in that aspect.

- Physical defeat means you are unconscious and possibly dying.
- Mental defeat means you are stupefied. You use d8s instead of d20s and may only use actions that have the **simple** keyword.
- Social defeat means you are dominated. You are dazed (you don't get your move and minor action each turn, just a major action) and are highly susceptible to suggestion (see Suggestion, page 5).

The effect of a defeat remains while your wound pool in that aspect is full. Resting for 1 minute will heal all your scratches in each of your scratch pools, resting for 4 hours will heal wounds in each aspect equal to your Endurance (good accommodations grant additional healing).

Dying (and trying not to)

When you are physically defeated, if your physical wounds exceed your physical wound pool, you are dying. While dying, you take a **death mark** at the end of each of your turns. If you have the same number of death

marks as your Endurance + 2, you die. During your turn, you may attempt a self-stabilize check (Fortitude DT 25). If you succeed, you are no longer dying. Allies may attempt to stabilize you with either a staunch bleeding skill check (Nature DT 15 + your excess wounds) or by healing some of your wounds (using a potion or an action point with a healing power). You heal one death mark during each long rest (4 hours).

Skills

Skills are actions that any character may attempt. These are all the skills and their related uses. You don't need training in a skill to attempt using it.

Skill	Aspect	Related Knowledge and Uses
Athletics	Physical	Climb, lift, jump, rough terrain, swim, throw
Crafting	Mental	Artistry, craft item, tools
Customs	Social	Culture, heraldry, history, languages, manners
Diplomacy	Social	Enrage, intimidate, nobility, negotiate
Entertain	Social	Dance, enthrall, flatter, theater, music
Faith	Social	Clergy, divine domains, religion, undead
Fortitude	Physical	Concentrate, health, self-stabilize, survival
Handy	Mental	Constructs, devices, improvise, profession
Leadership	Social	Console, dissuade, inspire, military
Magic	Mental	Arcane schools, magical, extraplanar
Nature	Mental	Find shelter, forage, medicine, natural, track
Nimble	Physical	Acrobatics, tight spaces, martial styles, riding
Perception	Mental	Confuse, listen, sense motive, spot, weather
Precision	Physical	Catch, disable device, lift, rope, stealth, traps
Science	Mental	Elemental and elements, unnatural
Shrewd	Social	Appraise, assess, blend in, gather info, local
Tactics	Mental	Gaming, I have a plan, outwit, strategy
Trickery	Social	Bluff, gambling, insult, persuade, supernatural

Active Skill Checks

You may actively roll skill checks by rolling a d20 and adding your skill bonus. However, if you fail an active skill check by too much, you will suffer repercussions or damage, otherwise you simply make no progress. Whenever you fail an active skill check, you take damage in the aspect of that skill equal to the amount you failed by, minus your aspect.

For example, if you roll a total of 8 vs. an Athletics DT of 15 to climb a wall, and your Physical is 3, you fall and take 4 physical damage (15-8 is 7, then subtract your Physical from 7 for a total of 4 damage). Remember that if it is scratch damage, it can be healed by resting for a minute.

For competitive challenges (like arm wrestling), pit your skill roll against an opponent's, dealing damage until one party gives up from the damage.

Passive Skill Checks

Your GM will make passive attempts at skills for you for things such as common knowledge or spotting the obvious. Passive skill use is your skill bonus versus the target difficulty. A passive skill check takes no action.

If you can passively succeed at a task, you need not take any action to assess its difficulty, you know you can succeed at it from your past experience. Otherwise, assessing the difficulty of a task is an action your GM will roll the check for (see Assess Difficulty (Shrewd), page 6).

Powers

Your powers are things you can do that are combat-oriented.
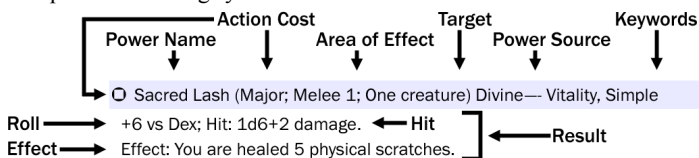
Action cost is the kind of action used to do that power.

Area of effect specifies what kind of area the **target** or targets can be in. There are several kinds of areas of effect.

- **Melee** or **adjacent** means you can safely use it while enemies are adjacent to you. For a melee or ranged power, the number shows how many squares the target can be from you (a diagonal space counts as one space of distance, no matter if it is vertical, horizontal, or both).

In this example, it is a melee 1 power. This means the power can only target creatures or objects that are in the 8 squares directly adjacent to (or the 9 above or below) a medium-sized character.

- **Ranged** means if a creature is adjacent to you, using this power will provoke a reaction attack. Ranges with a + sign after them can be used at ranges longer than the one listed. If the range has a + after it, you may attack targets that are further away, but at a -2 penalty to accuracy for each additional Agility or fewer squares of range.

- **Area** is an area of effect where each creature in the area can be targeted by the power. They are cubes with lengths on each side equal to the area's size. Some examples:

  - An *adjacent area 2* is a 2x2x2 block of squares where one of the squares is adjacent to you.

  - A *ranged 5 area 3* is a 3x3x3 block where the center square is 5 or fewer squares away from you.

- **Lines** are a special kind of Area. A line is defined by drawing a straight line from the center of the starting square to any other location. Each square that the line passes through is affected, up to a number of squares equal to the specified length. An adjacent line's starting square is always adjacent to the caster. A ranged line's starting square must be within range, though its ending square may be further. Lines are only one square tall.

Yes, lines can be 45 degrees and only pass through squares diagonal to one another. Same for other lines that pass through corners. Nerd.

- **Chains** are a special kind of lines that do not have to be straight. Chains are a contiguous number of squares equal to the specified length. Except for the ends, each square of the chain must be adjacent to at least 2 other squares in the chain. Unlike other lines, diagonally adjacent squares are not allowed. Chain squares can be stacked vertically and the squares of a chain can be tightly packed together if desired. For example, a chain 8 could be shaped as a 2x2x2 cube.

Target describes what the power affects.

The first part is target quantity. When a number is specified, you always choose the target or targets. Targets you have no line of sight to cannot be chosen. If **each** is specified, it targets each target that fits the type criteria.

The second part is the target type. Powers that state **creature** can target any creature in that area, (including ones you might not want to, if the quantity is **each**). Powers that target **ally** or **enemy** only target creatures you want to target. Powers that target **ally** only target creatures willing to be affected by your powers.

The target of Sacred Lash is one creature. So this power targets one creature of your choice that is adjacent to you.

Other important things are sometimes listed in the parentheses, such as a requirement to use the power, or special actions you can take when using the power.

Power sources are where a particular power comes from. This power comes from the Divine power source.

Keywords denote special effects or restrictions tied to the power. This power has the **simple** keyword, which means you can use it any time you can do a simple action (such as in a reaction attack). Powers with the **vocal** keyword are delivered with a free quip.

Many powers have special keywords that give those powers additional effects. Some of these keywords are described in the glossary one page 5. The *Aspect Core Rulebook* goes into more detail on using keywords.

The bottom area of the power shows the **result** of the power. It may contain a **roll and hit** or an **effect**, or both (as in this case).

Roll shows your attack roll bonus, if any, followed by the opponent's defense which is your DT. **Hit** tells what happens if you succeed with the roll. In the example, you would **roll** 1d20+6, compare the total to your foe's Dex Def, and if you equal or exceed it, **hit** for 1d6+2 for damage.

Effect shows an effect that always happens automatically, even if you miss with your roll. In this example, you always heal 5 even if you miss.

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Talking

Aspect enforces word counts on characters talking during encounters. This prevents monologues where other characters don't get any actions. The word count (10 words per quip) represents a certain amount of focus that is needed to say whatever it is.

Some words take no thought to say. Each character has a **flavor word** that never counts towards this word count. The words "the," "an," and "a" also never count towards total word count. However, these free words can never be used to more than double the total word count.

Universal Attacks

Every character has the six universal attacks. Each character's universal attacks are slightly different based on their stats. Here is an example set.

○ Basic Melee (Major; Melee 1; One creature) Universal — Weapon, **Simple**
   +8 vs. Dex; Hit: 1d10+3 damage.
○ Basic Ranged (Major; Ranged 3+; One creature) Universal — Weapon, **Simple**
   +8 vs. Dex; Hit: 1d10 damage.
○ Basic Grapple (Major; Melee 1; One creature) Universal — Grapple, **Simple**
   +3 vs Str; Hit: 5 damage. The target is immobilized until the end of your next turn.
○ Basic Shove (Major; Melee 1; One creature) Universal — Weapon, **Simple**
   +8 vs. Str; Hit: 5 damage and the target is pushed 2 squares.
○ Mental Assault (Major; Ranged 1; One creature) Universal — Vocal, **Simple**
   +6 vs Awa; Hit: 1d10+1 damage to mental.
○ Social Pressure (Major; Ranged 5; One creature) Universal — Vocal, **Simple**
   +10 vs Sav; Hit: 1d10+5 damage to social.

We use the universal attacks to do attacks that you are not specifically trained to do.

Basic Melee is used when your character makes an attack at an adjacent foe using a weapon they are not proficient with or an improvised weapon such as a rake or bar stool. If your character is proficient with longswords, they will have a Basic Melee, Longsword attack in their main stat block which is strictly better than the Basic Melee attack presented here.

Basic Ranged is used when your character throws an item or weapon that they are not proficient in throwing, such as a loose cobblestone.

If you have a power with the Cold, Earth, Fire, Force, Lightning, Plant, Poison, Radiant, Shadow, Thunder, Water, or Wind keyword, you may make Basic Melee and Basic Ranged attacks using that attack element.

Basic Grapple is when you physically attempt to wrestle a foe. Whenever you start a grapple attack, you may move into the opponent's square. While in an opponent's square, you and the opponent suffer a -4 penalty to accuracy with every non-grapple attack.

Basic Shove is when you physically push a foe away from you.

Mental Assault is when you attempt to change a foe's view about what is real. Mental Assault questions a foe's perception and understanding of reality. This can be a tall tale, stalling tactics, riddles, mind games, or merely telling your foe "You stand no chance against me."

You might notice that this particular example has a Mental Assault attack with a range of 1. This means that using the attack will provoke a reaction attack from adjacent foes, since it is a ranged attack but you always have to be adjacent to the target to use it.

Social Pressure is when you attempt to convince a foe as to what they should do. Social Pressure questions a foe's morality and social standing. This can be peer pressure, leadership, ridicule, intimidation, good manners, or merely calling your foe unkind names.

GM Notes: If you to want to have monsters use these attacks, here are the rules to calculate them:

Basic Melee uses Physical+(Agility or Endurance, whichever is more) for attack bonus, and Power dice + Physical for damage.

Basic Ranged uses Physical+(Agility or Endurance, whichever is more) for attack bonus, Agility for range, and Power dice for damage.

Basic Grapple uses Physical for attack bonus, and Power for damage.

Basic Shove uses Physical+(Agility or Endurance, whichever is more) for attack bonus, and Power for damage, and Endurance for distance.

Mental Assault uses Mental+(Agility or Endurance, whichever is more) for attack bonus, Mental for range, and Power dice + Mental for damage.

Social Pressure uses Physical+(Agility or Endurance, whichever is more) for attack bonus, Social for range, and Power dice + Social for damage.

Suggestion

Sometimes you want someone to do something for you. You can use your skills to attempt to convince them to do what you want.

As a ○ major action with a free **quip** (saying up to 10 words), you can confuse (a function of the Perception skill), flatter (Entertain), dissuade (Leadership), outwit (Tactics), negotiate (Diplomacy), or persuade (Trickery) to convince that foe to do nearly anything.

Roll a d20 plus the applicable skill bonus and your social rank against the target's Charisma defense plus their social rank and the pool of hit points with the least remaining (+0 if the foe is defeated mentally or socially). If successful, the target must attempt to do as suggested if possible the next round. Suggestions are attacks that have the vocal keyword (see Vocal (Keyword), page 6).

If the target is wounded socially, the suggestion gains (save ends). If the target is socially defeated, the suggestion gains (save ends) with a penalty to the save equal to the suggester's Social.

If there are conflicting suggestions affecting a creature, the one with the highest roll wins out. If there is a tie, the one with the highest bonus wins. Otherwise, the creature is conflicted and doesn't know what to do.

Glossary

Here are some other commonly-used terms and their definitions. Less common terms are on the character sheets with their definitions.

Advantage

Advantage is a situational benefit. When you have advantage on a target, you gain a bonus to accuracy against that target or a bonus to skill checks against that target equal to your Mental. There are several ways to gain advantage on a target.

• If you are flanking a target, you gain advantage on that target. Flanking means the target is directly between you and your ally and you are both adjacent to the target. If you draw a line from the center of your character to the center of the other and that line passes through the space the foe is in, you might be flanking that foe. If you are not adjacent to the target, you are not flanking that target.

• Stunned or prone creatures grant advantage to adjacent foes.

• When you surprise a foe that is unaware of you, you gain advantage against that foe until the end of your current turn.

Dazed

When you are dazed, you lose your move and minor action. You still get your major action, free action, and quick action. You may still use an action point to get an additional major action.

Falling

When a creature falls, roll one die per 2 squares it fell (each 10 feet) and subtract the creature's Nimble. That is how much damage it takes from the fall. The die type depends on the creature's size: 1d6 for tiny creatures, 1d8 for small, 1d10 for medium, 1d12 for large. Falling 1 square is safe.

Healing (Keyword)

If you use an action point to use a power that heals a target, you heal wounds instead of scratches. Any excess healing is applied to the target's scratches. If you use an action point to reduce a healing action to a single action, you also gain this benefit. If you are the target of a healing power, you may spend an action point for it to heal wounds instead of scratches.

Healing is always reduced by damage reduction, if any.

Immobilize

Every character can try to immobilize a foe with Basic Grapple.

When you are immobilized, you cannot move, shift, drop to prone, or get up from prone (if you are prone). You can still be slid, pulled, pushed, and teleport, or be teleported.

Ongoing Damage

Ongoing damage is dealt at the beginning each of the target creature's turns. If they are able to save before then (because of a special ability or an ally's help), the ongoing damage ends and they do not take the damage.

Prone

While prone, non-adjacent creatures have a -2 to hit you and you have a -2 to attacks. You grant advantage to adjacent foes. You can get up from prone as a simple move action unless you are immobilized. Your speed is reduced to 2. Getting up from prone does **not** provoke reaction attacks from adjacent foes. Dropping prone is a minor action.

When knocked prone, your current stance ends (see Stances, below).

Slide

Slide effects are effects that move enemies around the battlefield. These moves do not trigger things that a move or a shift would, their purpose is merely to put foes in disadvantageous locations. If you attempt to slide a foe over rough terrain or off a ledge, the target gets a save to stop the slide in the square before the hazard. The target has a penalty equal to the number of squares of slide remaining.

If you slide a creature into a solid object, any remaining squares of the slide are converted into points of physical damage.

You may use slide status effects on allies if you hit them with an attack that has a push, pull, or slide. Slide status effects used on allies are converted to normal movement for that ally, thus triggering reaction attacks like a normal move. This movement is also reduced by slow and rough terrain effects. Direction of the movement is still constrained if it is a push or a pull.

Push

Push is simply a slide where every square of movement must be away from the attacker. Each square of push always has three possible squares the target could be pushed towards. Every character can try to push targets with Basic Shove.

Pull

Pull is simply a slide where every square of movement must be towards the attacker. Like a push, there are always three possible squares a target can be pulled towards. You may not pull a target into any square you occupy, unless the power specifically says so.

Saves

Sometimes you are asked to roll a save. Roll a d20 against a DT of 10. If you succeed, you have saved. Some powers used against you will have the phrase (save ends). You roll the save at the end of each of your turns. If you succeed, the effect ends. You or an adjacent ally can give you an **improvised save** by spending a ○ major action to help (for example, bandaging a bleeding wound, dumping water on fire).

Slowed

Creatures that are slowed have a maximum speed of 2 and a maximum shift speed of 1. Powers that let you move further have their distances reduced. For example, Illania's Lightning Form would only let her shift a single square if she was slowed.

Stances

Alert Stance is a power that all characters have.

○ Alert Stance (Major; Personal Stance) Universal — Stance
Effect: You gain a +5 bonus to all passive skill checks.

This power has personal as the area of effect. Personal area of effect powers only directly affect you and have no target.

When you use a stance, you only pay its action cost once, and then you gain the benefits of that stance until you start another stance. You may only be in one stance at a time.

Whenever you say something to the effect of "I'll stand watch," "I'm going to look around carefully" or "I'm being very cautious," the GM will assume you are getting into Alert Stance unless you tell him otherwise. Resting also counts as a stance.

Alert Stance's bonus is not added to active skill rolls.

You may drop your stance at the beginning or end of your turn at no action cost. All effects from your stance end when you drop your stance. This is useful because sometimes stances have negative effects as well (such as the immobilize effect in Thorston's Stand Your Ground stance) and you might not want to spend a major action to start Alert Stance in order to negate your previous stance.

Stunned

When you are stunned, you only have one move action per turn and grant advantage to all adjacent enemies. You cannot take free actions or quick actions, and you lose your major and minor action. You may use an action point to get a major action, however.

Vocal (Keyword)

Mental Assault and Social Pressure are attacks with the vocal keyword.

Powers with the vocal keyword do not require line of sight. However, you have a -4 comprehension penalty to accuracy if the target cannot either hear, see, or understand you. If more than one of these states (see, hear, understand) are true, the target is immune to the attack.

Skill Uses

Here are a few special skill uses the players might want to use during the adventure.

Stealth (Precision)

You can attempt to sneak past some creatures, hide in plain sight, avoid detection, or hide your trail. Each time you attempt to make any physical action unseen, use this check.

Stealth uses a move action. Stealth is a Precision check opposed by the target's passive Perception skill if the target is not yet aware of you. If the target is aware of you, it is opposed by the target's Perception roll. If you succeed at being stealthy, the target does not know where you are and you have advantage against that foe.

In a group, each character makes the Stealth roll individually.

Because you are using an additional move action for each concealed action, you cannot use full actions in a stealthy manner without spending an action point for an extra action.

Assess Difficulty (Shrewd)

You can use shrewd to learn whether or not a foe or task that is before you is impossible, easy, or somewhere in between.

Free action. DT (Difficulty Target) 20. The GM always rolls this check. Assess Difficulty allows you to gauge how tough a foe is, or how tricky a skill check might be. If your check is failed, the task or foe seems easier by one category for each 5 points you fail by. The categories and descriptions are listed below.

Foe Grade	GM Describes As	Skill DT	GM Describes As
Fodder	Pathetic	5	Like breathing
Minion	Weak	10	Very simple
Basic	Average	15	Easy task
Hero	Tough	20	Moderate task
Elite	Powerful	25	Challenging task
Boss	Daunting	30	Difficult task
Elite Boss	Fearsome	35	Master Task

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I Have A Plan (Tactics)

Using I Have A Plan gives you one or more chances to change the outcome of rolls made by creatures following your plan. These chances are called Contingency Rolls (CRs).

Choose one to four CRs before describing your plan. You outline your plan to your allies at an action cost of one minute per CR.

Once outlined, after you or a target ally rolls dice for any action within your line of sight, as long as the target is following the outlined plan, you may quip as a quick action and use a CR. You may only roll CRs for creatures who you outlined your plan to.

Roll a Tactics against the Difficulty Target (DT) on the chart below.

If you succeed, reroll the dice for the targeted roll. You choose which roll is used. If you fail the DT by enough to take damage or you fail rolling a natural 1, all dice associated with that roll and your actions during your next turn are treated as 1s.

You may only have one plan running at a time. Creatures can only benefit via CRs from following a single plan and must specify (at least to the GM) which plan that is. In general it is good to have a plan, but you don't always have time to put one together before it is needed.

Number of CRs	Time to outline the plan	DT
1 Contingency Roll	1 minute	15
2 Contingency Rolls	2 minutes	20
3 Contingency Rolls	3 minutes	25
4 Contingency Rolls	4 minutes	30

GM Notes

We want you to be able to find the information you need at the drop of a die. So here's a bunch of useful information.

Stacking Status Effects

When a creature has more than one status effect on it of the same kind, such as a stun or slow, the best one is in effect. So a creature that is stunned and dazed is stunned until the stun wears off, and then is dazed (if the daze is still in effect). Immobilize and slow also do not stack. However, multiple ongoing damage sources each do damage separately.

Resolving Rules Conflicts

We attempt to cover the various actions that players might take in this booklet, such as combat and skill checks for various things, so hopefully you won't have to rely on this section too often.

However, sometimes a player wants to do something not covered by the rules. Maybe you can't find a rule for it, but you know it is there! What do you do? Roll dice. Pick an appropriate skill and difficulty level, and let the player roll to succeed.

To find the appropriate skill on the skill chart (see Skills, page 4), find the related use that makes the most sense, and use that skill. To find the most appropriate difficulty, choose from the table below.

Difficulty	DT
Like breathing, anyone can literally do it in their sleep	5
Average character can do it passively	10
Easy task (average character can do it with effort)	15
Moderate task (risky for an average character)	20
Challenging task (unskilled character has slight chance)	25
Difficult task (skilled character has reasonable chance)	30
Master task (skill ranks and high stat required)	35

When pitting a character versus another character, use an opposed skill check as the target DT (see Active Skill Checks, page 4).

Look at the list of skills to determine which skill would make the most appropriate defense against the other character. Two characters arm wrestling would use two opposed Athletics checks, for example. A character trying to fool another character would probably use Trickery against the defender's Shrewd.

Once you have the right defense to use, you can adjust the difficulty for more difficult tasks by using the chart below. The main question is how dire and how immediate the consequences are.

Difficulty	Skill vs.
Easy task: distracting the target – long term mild consequences for the target	Skill
Moderate task: convincing a foe to flee in the middle of combat – immediate mild consequences or long term dire consequences for the target	Skill + remaining scratches
Difficult task: convincing the target to fight against its own allies – immediate dire consequences for the target	Skill + remaining scratches and wounds in lowest pool

For example, perhaps a player wants to persuade an enemy to surrender. The skill chart shows persuade under Trickery. You might use the target's Leadership as defense, since it is the skill of military knowledge and of inspiration, so is the exact opposite of what the player is persuading. If the foe expects to be executed immediately, we might call this a difficult task. But this foe expects mercy from the player, so we call it only a moderate task. There might be long term dire consequences, but nothing immediate. We add the target's remaining scratches to the target defense and roll.

Effects like frightening a foe only last a round if the target is not wounded at all. It gains (save ends) if the target is wounded in any aspect. If the target is defeated, it gains a penalty to saves equal to your aspect (Social if it is a social attack, Mental if it is a mental one).

Quick Character Skill List

A list of all the skills and which characters are good at what.

The Derriston characters:

	Adara	Baloc	Crystal	Fumo	Jaxen	Lorrenna	Paka	Tallon
Athletics	11	8	10	9	9	12	7	11
Crafting	5	11	3	13	7	7	8	3
Customs	7	6	11	3	5	5	8	8
Diplomacy	4	18	8	6	3	8	3	7
Entertain	8	7	8	5	9	7	4	11
Faith	4	11	7	6	3	8	3	7
Fortitude	7	12	6	10	5	14	6	6
Handy	6	4	7	8	11	4	11	4
Leadership	8	7	8	5	7	7	4	15
Magic	3	9	3	14	7	9	8	5
Nature	8	4	7	8	9	4	11	6
Nimble	19	5	10	5	7	9	9	7
Perception	6	4	7	8	9	4	17	4
Precision	10	5	18	5	7	7	11	7
Science	7	5	4	10	17	6	9	7
Shrewd	8	6	11	3	5	5	10	8
Tactics	7	5	4	10	11	6	9	7
Trickery	7	6	13	3	5	5	6	8

The Skevin characters:

	Della/Wolf	Gills	Illania	Jebbedo	Lycatius	Tananda	Thorston	Vilpa
Athletics	7 / 8	5	8	7 (10)*	4	5	11	9
Crafting	7 / 2	10	11	7	7	8	8	8
Customs	9 / 8	6	3	7	5	8	5	4
Diplomacy	5 / 6	10	6	3	9	8	7	9
Entertain	9 / 10	8	8	6	9	6	8	7
Faith	5 / 6	10	6	3	7	5	7	9
Fortitude	3 / 4	9	8	6	4	4	13	16
Handy	9 / 4	6	7	17	5	11	4	3
Leadership	9 / 14	8	6	4	11	6	8	7
Magic	7 / 4	16	15	7	7	8	6	8
Nature	10 / 6	6	7	11	5	11	4	3
Nimble	5 / 6	5	5	10	0	7	6	6
Perception	14 / 6	6	7	11	5	15	4	3
Precision	7 / 6	3	5	10	0	9	6	6
Science	11 / 6	8	12	12	9	9	7	6
Shrewd	7 / 8	6	3	7	5	10	5	4
Tactics	11 / 6	8	10	8	9	9	7	6
Trickery	7 / 8	6	3	7	5	8	5	4

*Jebbedo has a +3 bonus to Athletics while in the Mechanized Propulsion stance