THE SIGIL SYSTEM

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VERSION 1.4

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"The world of reality has its limits; the world of imagination is boundless."
~ Jean-Jacques Rousseau

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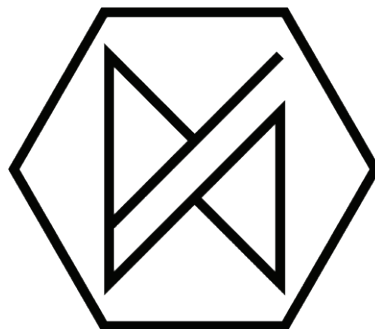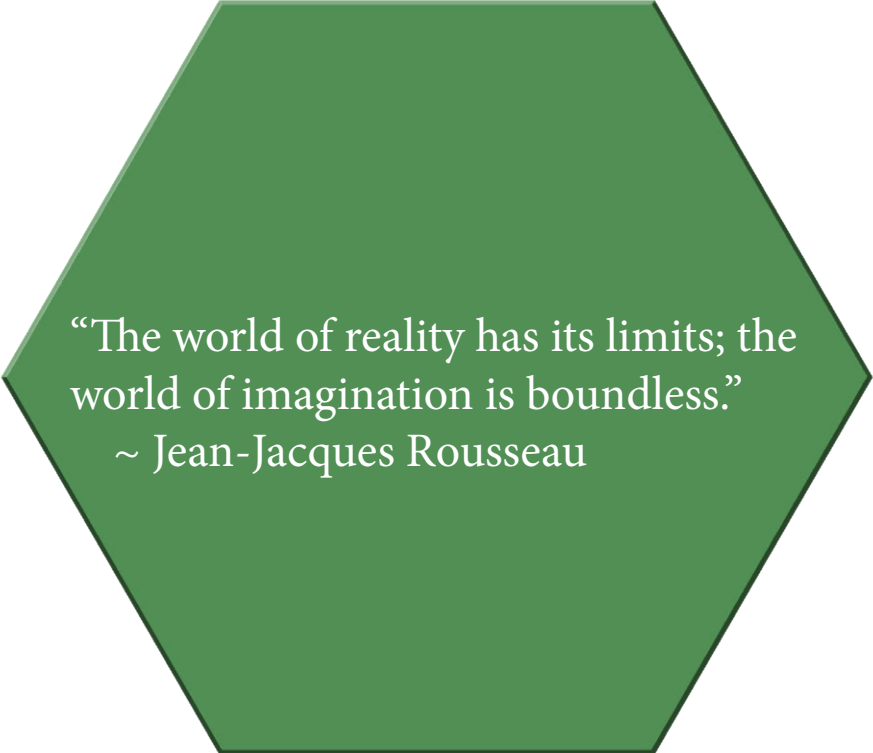
The Sigil System is the backbone on which all Stormforge Productions' RPGs are and will be built. The Sigil System will give you the rules and mechanics that you can weave your story around. After all, what is a game without rules? The main objective of the Sigil System is to give you the ability to resolve conflicts in a fair and balanced way without intruding onto your story and immersion.

What is a Roleplaying Game?

A roleplaying game is pretty much what it says in the name: it is a game where you play the role of a fictional character. Rather than playing as existing characters, you and your group will create your own original characters that will have adventures, intrigues, comedy and drama.

Playing a role playing game is much like playing a video game: you take control of a character and direct them through their fantastical world, interacting with the world and its people. The difference here is that you are in full control of your character. There are no dialog boxes or buttons to press, no pre-generated stories or quests. You as a group will create your own stories and whatever your character does is completely up to you.

Basic Game Concepts

Game Dice

The Sigil System uses only one type of dice: ten sided dice. This abbreviates as d10. The d stands for dice, and the 10 for how many sides are on the dice, in this case ten. For the Skill Checks you will be rolling in game, you will need a d100: a hundred sided dice. While you can, if you look far and wide, find a dice with a hundred sides, it is easier to use two d10s. Designate one dice as the tens and the other as the ones dice, then when you roll them together you will get a number between 00 and 99. A 00 in this case is treated as 100.

For example, if you roll a 3 on your tens dice and a 5 on your ones dice, you have rolled a 35. In hobby stores and on hobby websites you will often find a special d10 which is already marked for tens (00, 10, 20, 30, etc. instead of 0, 1, 2, 3 etc.) that will make rolling a d100 far easier. Or, if you are feeling very 21st century today, there are plenty of websites and free mobile apps that can let you roll dice digitally.

Terminology

As with any instructional manual, this book will make use of jargon and abbreviations that may be unfamiliar to those who have not played a tabletop roleplaying game. To make your life easier, here are the jargon with their explanations so you can refer back to this list if you find anything later on that you don't immediately understand.

GM: The **Game Master**. This is the person that will be "running" the game. While the other players in the group will be playing as characters, the GM will be playing as the world. They will create the quests and obstacles and all other characters that you will encounter. They will also act as a referee should any dispute arise.

PC: The **Player Character**. This is you in the RPG, your avatar, embodiment, representation, what-have-you. Just as you would control a character in a video game, you will be controlling your PC.

NPC: The **Non-Playable Character(s)**. The opposite of the PC, the NPCs are the characters you can't control. They are the barkeep, the merchant, the quest giver, the enemy minions you fight. They are all the characters your PC will interact with in the game. The GM controls the NPCs.

d10/d100: A **ten** and **hundred sided dice**, respectively. You will use a d100 throughout the course of the game and for the Character Creation.

d5: A **five sided dice**. A true d5 is quite hard to get a hold of, so the best thing to do is roll a d10 and divide the result by two, rounding up. So a 1-2 becomes 1; 3-4 becomes 2; 5-6 becomes 3 and so on.

Don't worry overly much about the d5, you will only be using it in the Character Generation.

Skill: The way your PC mechanically interacts with the world. This could be through using the Fight Skill to punch a bandit or the Diplomacy Skill to get a better price on that hat you have had your eye on.

Skill Check: Whenever your PC does anything in the game that has some element of risk involved, your GM might call for you to make a Skill Check. This is done with your chosen Skill and a d100.

EXP: Experience Points. Those lovely little numbers we all want so dearly. EXP is used to increase the potency of your Skills. They are how you get stronger, faster, and hopefully wiser. The more EXP you get, the more powerful your character will become.

Roll: Rolling dice. In the course of the book, rather than constantly saying "roll a d100 and obtain a number under your Skill Level", it will usually just say "roll under your Skill Level" or "roll a Skill Check". It all means the same thing. So when you see "roll" it means the dice, not you.

Roleplay: "Acting", as a wise man once said. You don't have to dress up in costume or put on an accent (although I won't stop you, who am I to judge, I'm a book) but roleplay is how you tell the story of your characters in the world. There is no Skill Check for walking down the street, having a pint at your local and discussing your upcoming plans for the heist. This is all done through you: talking about it, sharing about it, roleplaying it.

Playing the Game

Your Character

Throughout the course of this book you will generate a character to call your own. It will be your own unique character that you can stamp your name on. You give your character their hopes and dreams and ambitions, you make them a complete and fully rounded person. You can come up with everything about the character before you play, coming to the table with a character that you know everything about, or you can let the game teach you about the character, letting how you act in the game influence who your character is. Either option is perfectly acceptable and both makes a great character.

Whichever option you take, be prepared that once you start playing with that character it might all change. Just like how real life affects and changes you as a person, the game will change your character. And this is great, a lot of roleplay is all about character growth and development. That shy scholar you first made might have to start standing up for themselves and by the end of a long campaign become the greatest warrior in the world.

Once you get your character in the game, it is always important to keep asking yourself "what would my character do in this situation?". This is important as your character could be completely different to how you are as a person in the real world and thus your character could act differently in any given situation than you would.

Your GM will give you the scenario, they will fill the world with NPCs and events and it's up to you to decide how your character interacts with all of this. You will decide if your character is rude or nice, if he takes the left road or right road. You tell the group and the GM what you want to do and the GM will tell you how the world responds to your actions and the other players will tell you what their characters are doing.

Playing as a Group

No man is an island and while it is certainly possible to play an RPG by yourself, games like these are meant for a group. At the very least you will need two people because one person needs to be the GM, the referee, the judge, the one who plays as the whole world just as you will play as your character.

This is a group game so always remember the golden rule: be nice. It doesn't matter what your characters get up to, who they hate and love, what they do, how they feel about the other PCs; remember, the people playing with you are real people. They are also here to have fun just like you are. You would hate it if someone ruined your fun, so don't go around ruining their fun. Don't hog all the spotlight, don't try and do everything yourself, don't cut others out, and if there is conflict between your characters, keep it in character, don't let it spill into

real life. At the end of the day, it is just a game. There is no reason to lose friends over it.

Treat your gaming group like a relationship, and as your mum will tell you: the secret to a good relationship is communication. If something happens that you don't like, that makes you uncomfortable, speak up and say something. Make sure do it politely. Keeping those things bottled up will just make them brew and stew till you are no longer having fun coming to the game. There is nothing wrong with making house rules about what is acceptable and not. It's all about having fun, and if someone isn't having fun then it stops being a game.

Campaigns and Adventures

When it comes to role playing games, you can think of a campaign as a TV series and an adventure as a movie. A campaign is a long, sprawling story that can take months if not years to complete. In it, you could go through half a dozen characters as the plot moves along or you could have one character that ends up being completely different to what you started with. It will have plenty of twists and side stories, and you will be kept busy and by the end of it you will feel like you have finished a book series.

An adventure is more like the movie: short, compact and powerful. Adventures rarely last more than a few sessions. They usually have only one quest or story you can play and there will be a definite end to the mini-story. Some adventures will follow on one another so that you can get a campaign made up of adventures.

The Sigil System supports both campaigns and adventures; it's all up to how you want to play. Campaigns do involve more commitment as they will take a long time to finish and missing players may mean you have to postpone that session. On the other hand, campaigns have a bigger payoff as you will have a lot of stories your characters will go through.

Example of Play

Below you'll see an example of the Sigil System in action. This is by no means the only way to play, but it will give you an illustration of the core concepts. Don't worry too much about all the terminology used as it will be explained further on.

This scenario sees the would be adventurers in the world of *The Runed Age*, trying to break into a storehouse to steal a painting on behalf of one of the trade families of Middelburg. Karen is playing Cassandra, the "dreaded" pirate "captain", Harry is playing Selwyn the silver tongued Cael, and William is playing Gerrit, the local constable working his second job as a burglar.

GM: You approach the storehouse. The night is overcast and the only light bathing the area comes from the sporadic streetlights and the rare building window. The narrow street is clear of people, they have long since gone to bed. Except for one. There seems to be some sort of guard at the storehouse's front door.

William [Gerrit]: If there's one guard, there is usually more. I want to see if I can spot anyone hiding.

GM: OK, roll a Perception Skill Check. Since it is dark, it will be quite difficult to see, but you've been out all night and your eyes have adjusted to the light, so a Challenging Modifier at +0.

William [Gerrit]: ~rolls~ 36! Just under my 39 Perception. So, what do I see?

GM: Nothing. Well not nothing, you see a lot of things, just not people, other people than the guard I mean.

Harry [Selwyn]: Now that that's taken care of, back to business. How should we take care of him?

William [Gerrit]: Shoot him, that usually works.

Karen [Cassandra]: Guys, wait. I got a plan that won't be too noisy. Let me distract him, and one of you sneak up behind him and knock him out. No mess.

William [Gerrit]: That works for me. Selwyn can do the sneaking, I'll keep a watch out in case anyone comes.

Karen [Cassandra]: Good. So I mess up my hair, rub some dirt over me, and take off one boot to look banged up.

GM: Alright, you ready to go?

Karen [Cassandra]: Ready as I'll ever be!

GM: Not at all. Well it's the middle of the night and this poor chap is all alone in a street bored out of his mind, and in comes a pretty young woman in distress who looks like she needs a knight in shining armour. So it won't take too much to distract him. But roll a Deceive Skill Check to keep him distracted. It will be an Easy Modifier +40.

Karen [Cassandra]: Sweet, I only need to get under a 81. ~rolls~ 54. Easy peasy! Your turn, guys.

Harry [Selwyn]: Gerrit, pass me your billy club. OK, I'll sneak around behind him, in the shadows, and beat him over the head with the electrified billy club.

GM: He is well and truly occupied, so a Routine +30 Stealth Skill Check.

Harry [Selwyn]: ~rolls~ 67, phew, just one under. We were almost in trouble.

GM: Yeah, you are very lucky. The guard, whose name by the way is Jan you found out Cassandra, falls to the ground like a sack of potatoes. The way is clear.

William [Gerrit]: I quietly check the door, is it open?

GM: It is.

William [Gerrit]: Well then, what are we waiting for?

What happens on the other side of the door? Perhaps it's empty and their mission is as easy as going to the shops for milk. Maybe the owners have been tipped off and there is a whole battalion waiting. Anything could happen as soon as they walk through the door.

Skill Checks

Whenever a character attempts an action that has a risk of failing, the player makes a d100 roll to determine the outcome. This is known as a "Skill Check". All Skill Checks, as the name implies, will involve a Skill that a character has some, or none if unlucky, training in. Some Skill Checks will be quite straightforward such as rolling "Fight" to attack an opponent. Other Checks may be more elaborate such as rolling "Investigate" to know if the scorch marks you are looking at could have come from an explosion or an improvised flame-thrower.

Apart from roleplay, Skill Checks are how you will affect the world around you. You will use them in any situation, from trading with a nomad to fighting off bandits to finding that food you have been scavenging for, to surviving a week in the wilderness. They will be used a lot, so let's make sure we know how they work.

How to roll a Skill check:

- Decide which Skill is best suited for the task at hand.
- Make a note of the level of the Skill.
- The GM will apply situational modifiers to the roll, which can increase or decrease your Skill level *for this roll only*.
- Roll a d100.
- Compare the result of the roll to the modified level of your Skill.
- If the result from the roll is equal to or less than your modified Skill level then congratulations, you succeeded at this task.
- If it is higher than your modified Skill level, then unfortunately you failed the test and your character did not succeed at this task.

Example:
- Karen is playing Cassandra, the "dreaded" pirate "captain", who is currently running from the local police across the rooftops of a metropolis.
- Cassandra comes to an alleyway. She needs to jump. The police are right behind her. It's either jump or go to gaol.
- Karen's GM tells her this will be an **Athletics Skill Check** to make that jump.

- Cassandra's **Athletics Skill** is at **Level 46**.
- So far, she needs to **roll under a 46** to make the jump.
- Karen's GM says it's pretty wide alleyway and the police are right behind her so this isn't going to be easy.
- He puts the **Difficulty Modifier** of **Difficult** on her Skill check. This is a **-10**.
- This means that her **Modified Skill Level** for this Skill check is **36**.
- Karen **rolls a d100**.
- The **result is 27**. Success!
- Cassandra leaps over the alley and escapes the long arm of the law!

And that is all there is to it. All the Skill checks you will be rolling for in the game will follow this format. Just remember: Check your Skill Level, add Modifiers and roll under it. Also remember that the **Modifiers go on the Skill Level, not the Roll Result.**

Opposed Skill Checks

Most of the time your characters will be going up against the world, the environment and their own limitations, so you will be the only one rolling dice. Other times however, you characters will be going up against other flesh and blood creatures, be it animals, NPCs or even other PCs. For this we use Opposed Skill Checks. They work very similar to normal Skill Checks except that two people will be rolling dice here.

Figuring out who wins an Opposed Skill Check is simple. **Whoever rolls highest but still underneath their Modified Skill Level wins**. Think of it like blackjack. You want to get as high a number as possible while still saying at or under the target number. If there is a tie, then whoever has the highest Modified Skill Level wins.

Example:
- Karen's character Cassandra has gone into hiding, waiting for the police to give looking for her.
- She did not expect someone else was looking for her.
- Harry's character Selwyn is a mercenary, tracking Cassandra to get back the jewels she stole from the noble family.
- Their GM decides this will be a **Stealth vs Investigate Skill Check**.

- Cassandra's **Stealth Skill** is at **Level 38**.
- Selwyn's **Investigate Skill** is at **Level 42**.
- So far, Karen needs to **roll under a 38** to stay hidden.
- Harry needs to **roll under a 42** to find her.
- Their GM says Cassandra didn't pick the best spot to hide in, an empty barrel really is a cliche, but she fits so it's only a **Challenging Modifier** at **+0.**
- Their GM says because Cassandra didn't know until just a few moments earlier Selwyn was looking for her, he has a good idea of where she is. So it should only be an **Ordinary** task for him. This means a **+10 Modifier**.
- This means that Cassandra's **Modified Skill Level** for this Skill check stays at **38**.
- Selwyn's **Modified Skill Level** for this Skill check goes up to **52**.
- Karen and Harry both **roll a d100**.
- Karen's **result is 28**.
- Harry's **result is 30**.
- Since both players rolled underneath their Modified Skill Levels, it's just a case to see who rolled higher.
- Since Harry rolled higher, Harry wins!
- Cassandra's game of hide and seek was too little, too late. It doesn't take Selwyn long to find her hiding in that old stinking rum barrel.

And that's all there is to it.

When both Fail an Opposed Test

It is easy to tell who is the winner when both players rolled under their Modified Skill Level or even if only one rolled under their Modified Skill Level. But what happens when both fail? Can one character fail at hiding, thus being found, but the other player fails at finding them at the same time? Is this some strange physics paradox?

There are two ways of dealing with this situation and it depends which of the characters is **proactive** and which is **reactive**, or if both are **proactive**.

In the Example of an Opposed Test, Cassandra is being **proactive** in trying to hide. Selwyn is **reacting** to Cassandra's attempt to hide and is looking for her. Determining who is proactive and reactive is much easier in combat: **whoever is attacking is proactive,**

whoever is defending is reactive.

In an Opposed Test, the **proactive character rolls first**, and **if they fail then the reactive character wins by default**. If Cassandra failed miserably at hiding, then there is no need for Selwyn to investigate as he would clearly see her. If the thug shot at your PC and failed that Skill Check, it means he missed you, and you don't have to roll to dodge (you can, but you don't have to).

There are some uncommon cases where both players are proactive, usually in some form of contest: running a race, a tug of war, an arm wrestle. If both characters fail in an Opposed Test when both characters are proactive then it is up to the GM to decide if they both succeed at the task or not. For example, if two characters are racing to a target and roll an Athletics Skill Check then they both can't lose the race. The Skill Check was also for who was running the fastest, not to see who could run, so clearly both will reach the end. When this is the case, the characters may tie, the one with the highest Skill Level would win or they may both get run over by a car. It all depends on the GM's decision.

Critical Successes and Failures

Regardless of any Skill Level or Situational Modifiers, **if you roll exactly on your Modified Skill Level that is a Critical Success**. This means that whatever you tried to accomplish, you did so in magnificent style. If you succeeded on a Shoot Skill Check by rolling on your Modified Skill Level, you hit that bandit through the head even though he was behind the door.

However, **if you roll a 100 that is a Critical Failure**. If you failed on a Fight Skill Check with a roll of 100, not only did you miss but you tripped and your knife went straight through your leg. This is where GMs can get creative with how events happen.

In combat, Critical Successes and Failures take on a special role. If you are **attacking and you roll on your Modified Skill Level and hit the opponent, the Wound you cause will automatically be increased in severity by one step**. If you are defending and roll a 100 then any wound you incur will automatically be increased in severity by one step.

There are limits to Critical Successes and Failures, so don't abuse it. It doesn't matter how much you flap your arms, you won't fly to the moon. No amount of critical successes will help that. If a GM thinks a task is outside the realms of possibility then you will fail. GMs, this is a responsibility on your part to be both fair and just. You know what comes with great power.

Skill Check Modifiers

Difficulty

First and foremost, The Sigil System is a narrative-based RPG system. It is all about the story that you as a group tell about your characters and what they do in the world. It is for that reason that the rules presented here are as simple as possible while still providing quality game mechanics. A perfect example of this is any modifier put on to Skill Checks to modify their difficulty.

It is exceedingly easy to use the d100 system to give everything in existence a modifier, such as the difficulty of kicking down a plain wooden door (-14) to kicking down a solid steel door (-61) and become a simulationist game instead of a narrative game. This however brings in too many numbers that need to be kept track of while playing the game and, at the end of the day, turns the game from a narrative game into a game simulating the world in minute detail.

Test Difficulties	
Insignificant	+60
Simplistic	+50
Easy	+40
Routine	+30
STANDARD	**+20**
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Severe	-40
Harrowing	-50
Near Impossible	-60

Therefore we are providing a blanket modifier that can be used in any circumstance and situation: the **Difficulty Modifier**. While there are more modifiers shown later in this book, they are optional and so you do not need to use them if you don't want to, or you can use them together with the

Difficulty Modifier. The Difficulty Modifier is really all you need. Between it and the 20 Skills (plus specialisations) on offer, there is more than enough flexibility to do absolutely anything in the game that you can think of.

And of course, if you do want to get more technical and precise in your games, there are plenty of other modifiers listed in this book to help you with exactly that.

When you attempt a Skill Check, your GM will decide how difficult that Skill Check should be. This should be based on the circumstances you are in and will include a lot of different aspects that will ultimately boil down to a single Difficulty Modifier. For example, your PC, equipped with a rifle, wants to shoot a target. The circumstances surround that simple action will include how far away the target is, if the target is moving, if the sun is in your PC's eyes, if it is raining, how many obstacles there are between your PC and the target, if your PC is in a hurry or if your PC can take time to do it right, and many many more. Your GM will condense all these circumstances into one modifier, for example a Difficult -10 modifier.

Combat Modifiers

Combat Modifiers are, unsurprisingly, only used in combat situations. It is up to the GM if they want to use these; they can always just use Difficulty Modifiers if they feel this slows the game down too much.

The Ranged Attack and Defence Modifier table assumes there is a clear attacker and defender. If both characters are attacking each other with ranged attacks, in a firefight or a standoff, then both characters can use the Ranged Attack Modifiers.

Ranged Attack Modifiers		Ranged Defense Modifiers	
In melee	-40	In melee	-10
Moving quickly	-20	Moving quickly	+20
Off-Handed weapon	-20	Area of Effect Attack	-15
Firing blindly	-40	Dodge	+10
Aimed	Shoot Skill/2	Surprised by Attack	-40
Area of Effect Attack	+15	In cover	+20

Melee Attack Modifiers		Melee Defence Modifiers	
Charging	+20	Parry	-20
In a superior position	+40	In a superior position	+40
Off-Handed weapon	-20	Off-Handed weapon	-20
Aimed	-10	Dodge	+10
Enemy is flanked	+5 for every ally flanking	Being flanked by enemies	-5 for every enemy flanking

If the defending character in a Ranged Attack Opposing Skill Check elects to do nothing (perhaps they believe they are behind cover that they will not be hit) then it is up to the GM to decide if the defending character deserves some form of defence roll.

If the character truly is doing nothing, then treat the Opposing Skill Check as if the attacking character is shooting an inanimate object. This means that only the attacking character rolls and all damage is calculated by just the attacking character's roll.

If the defending character does nothing, but there is something that can prevent the ranged attack hitting them (that has nothing to do with the attacking character) then simply do a flat Skill Check with base Skill Level of 30 with the Ranged Defense Modifiers added to represent all the external things that can aid that character.

Melee combat, on the other hand, is a dance made for two, but as in any dance there is someone who leads. For this we use the Melee Attack and Defense Modifiers. If you declare an attack on an opponent, then you use the Melee Attack Modifier and your opponent uses the Melee Defense Modifier. Once your attack is done, your opponent then has the chance to attack you, where you will use the Defense Modifier. Think of this as a sort of turn based combat. There is no strict turns and rounds, that will all be handled narratively, but for the purposes of opposing rolls there definitely is.

Three things to note with Melee Modifiers. Firstly, every flanking combatant gets the flanking bonus for every other flanking combatant. This means if there are three allies flanking an enemy, each ally will gain a +15 to their combat Skill Checks. Bottom line: *don't get flanked or you'll get shanked.*

Secondly, a Parry is not simply a block but a turning away of your opponent's weapon to set up a counterattack. For this reason it is a -20 Modifier, **but** if you successfully parry your opponent's attack then for your next Melee Attack against that character you will gain the Superior Position +40 Modifier.

Thirdly, it may seem counterintuitive that aiming would mean you have less of a chance to hit, but it is the difference between hitting someone anywhere you can and hitting them on one specific position. Aiming does give you a bonus to deciding where you will wound your opponent and it can also be used for non-lethal methods as well, such as disarming your opponent.

The Superior Position

Innuendo aside, the Superior Position Modifier is perhaps the most important combat modifier. It is the modifier that encompasses a host of others. Instead of having a "prone" or "longer reach" or "have the high ground" or any such modifier, the Superior Position Modifier covers all of these and more.

The basic concept is this: whenever you are in a much better position in melee combat than your opponent, for whatever reason, you can get this modifier. You could have tripped your opponent and now he is on the ground; you could be standing on top of the stairs letting your opponent come to you; you could be fighting with a long halberd while your opponent only had a short knife; or you could have just disarmed your opponent. In short, the Superior Position is whenever the situation has made it much, much easier for you than for your opponent.

It is a powerful modifier and reflects in how much better a position you have to be to get it. It is up to the GM's discretion, but it is something that should be situational an make you think "this is not a fair fight."

Flanking someone does not automatically give you the Superior Position Modifier; that is why the Flanking Modifier exists.

Skill Checks as Modifiers

No action, task or Skill Check happens in a vacuum. There is always the context of the situation to consider when dealing with Modifiers and how

difficult, or easy, a Skill Check has to be.

There are times, though, when you can let the PCs own actions determine their future Modifiers. In simpler terms: the result of one Skill Check can become the Modifier for future Skill Checks.

Let's say for example that you are trying to win someone over to your point of view, whether it be haggling with a passing trader or trying to prevent a fight breaking out between to hostile characters. One way or the other what you say will affect how they feel about you, so you can't simply insult and denigrate them one second and then win them over with a lucky Skill Check.

In cases such as these, you can let the one Diplomacy Skill Check's result act as a Modifier for the next Diplomacy Skill Check. If the PC succeeds at the first Skill Check, take the amount by which they beat the Check and add it as a positive Modifier to their next Skill Check. Similarly, if they fail their first Skill Check, take the amount by which they failed and add it as a negative Modifier.

While this use of Checks as Modifiers works well for ongoing challenges, it can easily be used for quick events. If a PC is driving along and another car comes barreling at it, the result of the PC's first Perception Skill Check can act as a Modifier for their Drive Skill Check to avoid the oncoming car.

Be careful not to let these Modifiers stack up between Skill Checks as the Checks may become impossibly difficult or absurdly easy. These are best used once only, although the success or failure of the next Skill Check can determine the next-next Skill Check.

Multiple Modifiers

Always remember that you can add multiple modifiers to any Skill Check depending on the situation the characters are in. You can always add a Difficulty Modifier to everything because it is such a blanket statement, and if the characters are good at multitasking you can even combine a Social and Combat Modifier or a Melee and Ranged Combat Modifier.

Assisting

It won't always be the case where only one character is performing a task. Sometimes, multiple

characters will be doing the same task. Two characters might be helping each other lifting and carrying a person out of a burning building, or three characters might all be scavenging through the same building, looking for supplies. When such a situation comes up, **it is up the GM to decide** how best to resolve it. There is no one size fits all cure.

If it's a task where all parties need to succeed or everyone fails, then it would be best to **average the Skill Levels** of all the characters participating and then add Modifiers and **let one player** roll for the outcome. For example: if the characters need to carry a large container filled with food out of burning building, if any character drops the container then it is not going anywhere. One character can't lift it by himself. Either everyone carries the container out the building or it is not going anywhere.

If it's a task where one character is pulling most of the weight and the other characters merely helping a little bit then **add a +10 Modifier for each assisting character to the main character's Skill Level** and treat it like a normal Skill Check. For example, if the characters want to intimidate a rival faction's leader to staying off your territory, one character will be doing the most of the "negotiation" while the others occasionally throw in the odd insult or threat to help emphasise the lead character's points.

If it's a task where one character has a reasonable chance at success alone, but it is safer to use more than one character, then **add the Skill Levels together of all the characters** involved, and treat it like a normal Skill Check. For example, if a character needs to hold open a heavy sewer grate so that the other characters can quickly escape, that character might be able to do it alone but it would be safer for all involved if another character joined in. If the second character drops the grate, the first character will still have hold of it so it wouldn't be a failed test.

Degrees of Success

The dice rolls in The Sigil System inevitably come down to a binary outcome: you are either succeed or your fail. However, this doesn't mean everyone does equally well. The result of your Skill Check will also give you an idea of how well you succeeded or how badly you failed.

To see how well you succeeded in whatever task you were attempting to perform; simply look at the

Degrees of Success	
1-10	Scarce
11-20	Mediocre
21-30	Average
31-40	OK
41-50	Good
51-60	Great
61-70	Excellent
71-80	Outstanding
81-90	Unreal
91-100	Superhuman

result of your roll and match it to the table above. **The higher you rolled, the better you did**. This means that the higher your Skill Levels, the better your chances will become at excelling at your tasks.

For example: if you rolled a **38, it means you had an OK success** in whatever task you were performing, while if **you rolled an 81 then you had an Unreal success** in your task.

If you happen to fail your Skill Check, the process is a little bit different. You don't just compare your Check result, instead you **see how far above your Modified Skill Level you rolled**. After that, you can compare it to the table below to get an idea of just how badly you did.

Degrees of Failure	
+1-10	Scant
+11-20	Poor
+21-30	Bad
+31-40	Awful
+41-50	Miserable
+51-60	Horrid
+61-70	Terrible
+71-80	Pathetic
+81-90	Catastrophic
+91-100	Subhuman

For example: if **you rolled a 62 and your Modified Skill Level is 43**, it means you **rolled 19 above** your Modified Skill Level which means **you had a Poor failure**. If you had **rolled a 94** instead, then you would have rolled **51 above** your Modified Skill Level, which means **you had a Horrid failure**.

Just as with the successes, remember that the higher your Skill Levels, the less likely you are to fail

horribly. If you can get your Skill Levels to above 50 then the worst you can fail is Miserably.

Remember that these Degrees are not absolutes, but are instead guidelines to give you and your GM a better sense of your successes and failures.

Recycling Over 100

If you're doing a Skill Check and through high Skill Levels, modifiers, Sigils, or other means you happen to **get a Modified Skill Level of over 100**, then you can **add to your rolled result however much your Modified Level is over 100**.

For example: Karen is doing a Shoot Skill Check, and has a Modified Shoot Skill Level of 125. She rolls a 43, and adds 25 to this to get a final result of 68 for her Shoot Skill Check.

Sigils

Sigils are tokens that you can spend to **gain a +25 bonus to any Skill Chec**k. Remember that this is not the final modifier to your roll, the Situational Modifiers can still affect the final Modifier you get. You can only spend **1 Sigil per Skill Check to gain a +25 bonus.**

In the same vein, you can **spend a Sigil to reroll a failed Skill Check**. As with gaining a +25 bonus, you can only spend **1 Sigil per Skill Check to gain a reroll.**

Sigils can be spent for any sort of Skill Check and for as many Skill Checks as you have Sigils. However, if you are using a Sigil to gain a bonus to your Skill Roll, you must declare the use of a Sigil **before** you roll the Skill Check. You cannot roll the Check and then decide you want to use a Sigil.

You can, however, roll the Skill Check and then declare that you are using a Sigil to reroll that Check.

You start each session with an amount of Sigils equal to your Sigil Threshold. Your Sigil Threshold is equal to the first digit of your Will Skill Level. For example, if your Will Skill Level is 38, then you have a Sigil Threshold of 3; if your Will Skill Level is 54, then you have a Sigil Threshold of 5. While your Will Skill may increase or decrease during gameplay due to penalties and positive Modifiers, **your Sigil Threshold is always taken from your unmodified Will Skill Level.**

Use your Sigils as much as you can, because they do not carry over between sessions. **Any unspent Sigils at the end of a session is lost**. On the plus side, you start each session with your full complement of Sigils again. **You can also always have many more Sigils than your threshold**, if you can gain them during gameplay.

In drastic circumstances, you can **burn a Sigil.** This can be done even if you do not have any Sigils left. **Burning a Sigil negates any Wounds you were given this turn**, even if they should have incapacitated or killed you. This is best used if you are about to take your 3rd Grievous wound or about to lose a limb. It is fate itself and the hands of the gods that saved your life. If you burn a Sigil, work it out with your GM to decide how and why your life was just saved. **If you burn a Sigil, your Sigil Threshold is permanently decreased by 1.**

GM Intrusions

Sigils can be earned during gameplay through GM Intrusions. A GM Intrusion is when the GM makes your character's life difficult, sometimes for the good of the story, sometimes to add drama, sometimes for their own amusement. A GM can Intrude at any moment they feel appropriate to add some spice. They can declare that your pistol just misfired, your sword got stuck in its scabbard, your horse suddenly broke a leg, you slipped off the balcony you tried to jump off, etc.

When a GM wants to Intrude they will declare they are about to do so and explain exactly what is about to happen. Then they will offer you a choice. You can **accept the intrusion** and all the drama that comes along with it, and for your trouble **be given a Sigil**; or you can refuse the intrusion but then you will also miss out on the Sigil.

Just remember that not everything bad that happens in your character's life is worthy of an Intrusion and a Sigil. Sometimes bad things happen, and there is nothing you can do about it. On the other hand, if it feels that so many bad things are happening to your character that you are longer in control of events, then it's time to talk to your GM about it.

GMs: be fair and be reasonable.

Combat Resolution

The actions you take in combat will be mechanically played out with Skill Checks and the Situational Modifiers as shown in the Skill Checks chapter. That, however, only covers the actions you take in combat, not their effects. Roleplay and the GM's narrative will play a big part in how the combat goes. It is the roleplay that will determine what you do and what happens, and then the mechanics which determine how it turns out.

The mechanics are all condensed for you in the Order of Combat table that you can also find at the end of the book in the **Cheat Sheets**.

Order of Combat

1. Declare an Attacker and a Defender.
2. Both parties pick an appropriate Skill.
3. GM places Difficulty and/or Combat Modifiers on the chosen Skills.
4. Both parties roll an Opposed Skill Check.
5. Determine which party has rolled highest below their Modified Skill Level.

If the Defender won then the Combat Round ends here.

6. If the Attacker won: Determine by how far the attacker won the Opposed Skill Check and compare this number to the Wound Severity table.
7. Reduce the Wound Severity based upon the armour that the Defender is wearing.

If the Armour reduces the Wound Severity to 0 or less then the Combat Round ends here.

8. Reverse the numbers on the Attacker's dice (i.e.: 69 becomes 96) and compare this to the Hit Locations table.
9. Resolve wounds.

Initiative

To determine a character's Initiative, or who goes when and in what order in combat, all you have to do is look at that character's Skill Level.

When combat begins, or is about to begin, the GM declares what Skill will be used for Initiative. What this Skill will be will depend entirely on the context of the situation, but it will mostly be either Athletics or Intuition.

Use Athletics when everyone already knows there is going to be a fight and it is simply a race to see who can reach their weapon first or who can move first.

Conversely, use Intuition when combat begins unexpectedly, or not everyone in the scene is aware that combat is about to begin. You can also use Intuition in the classic "stand off" scenario when each party needs to read the other in order to "draw" first.

Whichever one of these Skills the GM chooses (or any other skill they feel is appropriate to the current context of the scene), it must be the same Skill for everyone involved. You can't have one person with Athletics as their Initiative Skill for this combat and another person with Intuition. Everyone must use the same Skill for the same combat scene.

Once the Skill has been chosen, all you need to do is look at your Skill Level. The higher the Skill Level, the better, since the combat turns will start with the one with the highest Skill Level and work its way down from there until it hits the one with the lowest Skill Level. After that, the next round begins in the same order (assuming everyone remains alive).

Turn Slots

Once everyone has checked where in the turn order their character's Skill Level puts them, check and see which result was from a PC and which came from an NPC.

This is because you are not determining your own character's position in the combat turn order. Instead, you are determining where there will be a Player Slot and where there will be a GM Slot. Every result generated by a PC creates a Player Slot and every result determined by an NPC creates a GM Slot.

So after all this is done you (or most likely your GM) will have a piece of paper noting down where all the Turn Slots are (and in what order they are for each round).

If more than one character has the same Skill

Level for determining Initiative AND they come from the same group (Player or GM), don't worry about it. Since you are determining slot order, if two results are equal, it just means two slots go one after the other.

If however, there is an NPC and a PC with the same Skill Level, the NPC always goes first unless the player spends a Sigil. This works on a per-NPC and per-PC basis. So if three NPCs and three PCs all have the same Skill Level, each player will need to spend three Sigils to get their Player Slot ahead of the NPCs.

Turn Order

Now that you know in what order a PC or NPC goes in combat, it's time to figure out where your specific character's turn comes.

This part is easy: the players collectively decide who among them goes where in the Player Slots, and the GM decides who among the NPCs goes where in the GM Slots.

This isn't a permanent order for the entire combat scene. After everyone has had their turn and a new round begins, the players all again pick which PCs go in which Player Slot and the GM picks which NPCs go in which GM Slot. So you can have the PC that went last in Round 1 be the PC that goes first in Round 2, effectively having two turns after each other.

Turn Times

Combat within the Sigil System is designed to be as fluid and narrative as your group needs it to be. As such there is no definite and set for how long a turn must take or how many actions can be performed per turn. We can do, however, is tell you how long a turn should take, as that will inform how much you want to do once it gets to your turn.

A turn should take approximately 5 seconds.

Five seconds isn't very long, but you will be amazed at what you can fit into it, as the section below will give an indication. There is no set amount of actions or movements that you can do within a turn. As long as it doesn't take more than five seconds, and your GM allows it, then there shouldn't be an issue. So don't take the actions listed in the section below as exhaustive.

Five Second Actions

- You can walk (in meters) up to the 1st digit of your Athletics Skill
- You can run twice as far as you can walk and sprint thrice as far as you can walk.
- You can do one Fight or Shoot Skill Check.
- You can perform one of the Combat Actions below.
- You can aim your firearm for an Aiming bonus Modifier on your next turn.

Combat Actions

Action	Skill
Grapple	Constitution/Fight
Throw (person)	Might
Disarm	Athletics/Fight
Choke	Might
Pin	Might
Leg Sweep	Fight
Feint	Deceive
Throw (weapon)	Fight/Shoot
Throw (object)	Might

While it is the ostensible purpose of combat to do as much damage to your opponent(s) before they can do the same to you, there are more actions that can be performed in combat than simply Fighting, Shooting, Dodging and Moving. In fact, one can argue that simply doing damage is the exception and not the rule to what can be done in combat.

Remember that combat is as much about dominating the field of battle and your opponents as it is about damage, so there is a host of non-lethal moves you can do to make this happen.

This is by no means an exhaustive list. It is simply an example or two of what can be done in combat. As you can see, different actions are performed by different Skills, and some actions can even be performed by more than one Skill depending upon the context in which it is performed.

Action Descriptors

Grapple: Call it wrestling or brawling, grappling is when two (or more) opponents use their sheer

strength and technique rather than their weapons in order to hold, throw, pin or choke one another. Depending on whether you are using technique or strength will mean the difference between using the Fight or Might Skills, respectively.

Throw (person): Exactly what it sounds like. It's taking a person that you already have a hold of and throwing them as hard or as far as you can. This can do damage depending on what you throw them into (or off of) and damage will depend on context. The distance you can throw another person is equal to the first digit of your Might Skill Level in meters. For smaller things (like children or small animals), you can double this distance.

Disarm: This can be done either during grappling (by using the Athletics Skill) or with your own weapon during a standard attack (with the Fight Skill). The purpose is quite clear: to get the opponent's weapon out of their hands.

Choke: Can be either non-lethal or extremely lethal. If non-lethal, the purpose is to render the opponent unconscious and so any Wound caused will simply reflect the length of time the opponent remains unconscious. If lethal, then the purpose to cut airflow to the opponent's brain until it expires. If so, resolves Wounds as normal.

Pin: To hold an opponent in such a way as to render them incapable of significant movement. This must be done after grappling an opponent and can be done standing up, pushing an opponent against an object or on the ground.

Leg Sweep: It does what it says: to sweep the leg(s) out from under an opponent in order to make them fall on the ground.

Feint: This is a fighting technique used in order to misdirect an opponent as to your true intentions. For example, making your opponent think you are going to swing on their right while actually swinging on their left. If successful, the amount by which you succeeded becomes a bonus to your next immediate Combat Skill Check against that opponent.

Throw (weapon): Sometimes throwing a pistol works just as well as shooting someone with it.

Other times, you may have a flair for the dramatic and enjoy throwing knives. Whatever the case may be, you want to throw something to hurt someone and depending on what it is it may use your Fight or Shoot Skills.

Throw (object): Throwing something other than a weapon. This is meant more for things which aren't easily held in one hand (which can be covered by Throw (weapon)) such as crates and kegs and donkeys and chairs. This is why it uses your Might Skill because it is more about the physical feat of lifting it up and throwing it than about aiming.

WOUNDS

Wounds are the main mechanic that will deal with the stress and injury surrounding physical conflict. Wounds act in a narrative fashion in that it is up to the GM to detail what sort of wound a character receives based on the actions performed by the characters in combat.

HIT LOCATIONS	
Head	1 - 10
Torso	11 - 40
Left Arm	41 - 55
Right Arm	56 - 70
Left Leg	71 - 85
Right Leg	86 - 100

How and where the character's wounds will be located is determined by the Hit Locations mechanic. When you have **rolled an attack Skill Check** and **it was a success**, simply **reverse the numbers on the dice** and compare them to the Hit Locations table. The new number is the location on a character's body where you successfully struck the defender.

Example:
- Karen's character Cassandra and William's character Gerrit are in a shootout
- After the Situational Modifiers have been applied Cassandra needs to roll under a 54 to hit Gerrit and Gerrit under a 39 to dodge the bullet
- Karen **rolls a 31**
- William **rolls a 74**
- Karen wins the test.
- Karen **reverses the numbers** on the dice, making the **31 into a 13**
- Karen consults the Hit Locations Table and sees that a **13 falls within the range of the**

Torso

- Gerrit gets hit in the torso, gaining a Wound.

If you have **Aimed with an Attack**, it stands to reason that you will be more accurate than a simple random dice roll. Because of this when you **reverse the dice numbers** to obtain your Hit Location after you have Aimed, you can **modify that number by adding or subtracting up to half of your unmodified Shoot or Fight Skill Level** (depending on ranged or melee combat), giving you the possibility of hitting closer to where you intended.

For example, say you want to specifically shoot an enemy's head. You declare that you are Aiming, make your Shoot Skill Check and succeed on it with a roll of 43, which when reversed would be 34 and meant you hit the enemy's Torso. However, since you have a Shoot Skill Level of 60, you can move that Hit Location number by up to 30. So you can choose any number from 4 to 64 in order to hit the Location that you want. In this case, since you want to hit the enemy's head, you choose 1 which corresponds to the Head Hit Location.

Wound Slots

Each Hit Location has **3 Types of Wound Slots**. These are, in order: A **Minor** Wound Slot, a **Significant** Wound Slot, and a **Grievous** Wound Slot. That means that a character can have, in total, a potential maximum 18 Wound Slots: 6 Minor, 6 Significant, and 6 Grievous (3 Wound Slots for each Hit Location). However, to get all these Wound Slots, you would need a Constitution Skill Level of 100.

Result	Severity
1 - 20	Minor
21 - 50	Significant
51 - 80	Grievous
>81	Location Destroyed

A character may have more than 3 Wound Slots per Hit Location, or may not have all 3 Wound Slots filled up. The **amount of Wound Slots** a character has is **determined by their Constitution Skill Level**. The first number of the character's Constitution Skill Level is the amount of Wound Slots that character has per Hit Location. For example, if your character has a Constitution Skill Level of 52 then they have 5 Wound Slots, at 48 they would have 4 Wound Slots, and if they managed to get their Constitution Skill Level to 100 they would have an amazing 10 Wound Slots.

Wound Slots come in groups of 3s, so if your character has more than 3 Wound Slots their 4th Wound Slot becomes a Minor Wound Slot again, their 5th a Significant, their 6th a Grievous and their 7th another Minor and so forth.

Resolving Wounds

When a character gets hit, the specific Hit Location gains a Wound. To determine the severity of a wound, **simply look at the result of your roll**. **Whatever you rolled is the damage** you inflicted. **If your opponent did an Opposed Roll to yours, subtract the result of their roll from yours to see what the final damage is**, (e.g.: if you rolled a 30 and the opponent rolled a 20, your damage is 10).

If the defender rolled over their Modified Skill Level, add the defender's result to the attacker.

Compare this number to the Wound Severity table above and see into which Wound Severity category it falls. That then is the Wound the defender suffered.

Example:

- Karen's character Cassandra and William's character Gerrit were in a shootout.
- Cassandra shot Gerrit and successfully hit him.
- Karen **rolled a 23** which is under her Modified Skill Level.
- William rolled **35 above** his Modified Skill Level .
- Since William **rolled over** his **Skill Level**, Karen **adds together the results**.
- 23+35=**58**.
- Karen **compares this number to the Wound Severity Table** and see that Cassandra **inflicted a Grievous wound** on Gerrit

It is clearly possible through luck to inflict the same severity of wound on the same hit location multiple times. That's just how the dice rolls. If this happens, one of three things will happen next. If the **defender has more than one Wound Slot of the same Severity available** (for example having two Significant Wound Slots) then just **use that Wound Slot**. If the **defender does not have another Wound Slot of the same Severity available then use the next lowest available Wound Slot** (for example

moving to a Minor Wound Slot if all Significant Wounds have been filled). If all lowest available Wound Slots have been used up, then use the next available higher Wound Slot.

Example:
- Karen's character Cassandra shoots and successfully hits William's character Gerrit once again.
- Karen works out the Hit Location and the Wound Severity.
- Cassandra has once again hit Gerrit in the Torso for a Grievous Wound.
- **Gerrit does not have another Grievous Wound Slot**, but he still has an **empty Minor and Significant Wound Slot**.
- The **Grievous Wound becomes a Significant Wound** as the Significant Wound Slot is the next lowest available Wound Slot.

If all the Wound Slots on a specific Hit Location have had Wounds allocated to them, then **the next Wound that Hit Location receives permanently destroys that Hit Location.**

Wound Repercussions

For every Significant Wound a Hit Location (e.g.: Head, Left Arm) has, **using that limb incurs a -10 Injury Modifier** until that Wound is seen to. **For every Grievous Wound** a Hit Location has, **using that limb incurs a -15 Injury Modifier** until that Wound is seen to. **For every Location Destroyed** a Hit Location has, **using that Limb incurs a -40 Injury Modifier**. Minor Wounds incur no Injury Modifiers.

Any Injury Modifiers to the Head Hit Location will affect every task a character attempts. Similarly, if a character suffers a Hit Location Destroyed on either the Head or Torso Hit Location, then that character automatically dies.

For every 1 Grievous Wound and/or 3 Significant Wounds that a character incurs, **roll a Constitution Skill Check** to see if that character goes into shock.

The first time a character rolls a Constitution Skill Check due to their wounds, **it will be a +0 Constitution Skill Check**. For e**very successive Wound** that causes a Constitution Skill Check, those characters will **incur a -10 penalty** to the Constitution Skill Check. **These penalties stack,**

meaning that by the fourth wound that causes a Constitution Skill Check, the difficulty will be -40.

If a character succeeds this Constitution Skill Check, then they do not have to roll another one until the next Significant or Grievous Wound that causes a Constitution Skill Check. **If that character fails the Constitution Skill Check, then they go into shock**. Every time that character wishes to attempt to do anything, **they must retake the Constitution Skill Check** to snap out of the shock.

If a character suffers a Hit Location Destroyed Wound then they must pass a **-40 Constitution Check every time they attempt to do anything**, until the remainder of that Hit Location has been seen to and it is not an immediate threat. Unlike the regular Constitution Skill Check to avoid going into shock, a success on this Skill Check does not mean they are OK. **Even if they succeed, they must pass another Constitution Skill Check each time they want to perform a narrative action. If that character ever fails the Constitution Skill Check, then they go into shock.**

Critical Successes and Failures

In combat, Critical Successes and Failures take on a special role. If you are **attacking** and you **roll exactly on your Modified Skill Level** and **hit the opponent** then the **Wound you cause will automatically be increased in severity by one step**. If you are **defending** and **roll a 100** then any **Wound you incur will automatically be increased in severity by one step.**

Wound Descriptions and Healing

A Minor Wound is something small and insignificant: a scratch, a bruise, a bump, a cut that barely broke the skin. It is something that is no more than an irritation that will take care of itself within a matter of minutes. It won't heal that quickly, but it will stop being an issue. Because of this **Minor Wound Slots refresh after each scenario or encounter**.

A Significant Wound is exactly that: it is painful; it is distracting; it is weakening. It is a deep cut, a broken bone, a cracked rib, an arrow through the leg. Getting a Significant Wound will weaken you. **Significant Wounds need to be seen to** by someone

with medical expertise. They need to be splinted, or stitched up, or bandaged or whatever it will take to start the healing process. Once you have done so, **after that session** of gaming has finished, the **Significant Wound Slots will refresh** so that when you have your next session you are good, relatively speaking, to go.

A Grievous Wound is something you may never recover from. It is truly something to grieve. It can be your hamstrings being cut completely through and you will never fully recover the use of your leg; it can be a hand cut clean off; a collapsed lung; a knife through your eye; a mace to the skull causing irreversible brain damage. It is not about healing a Grievous Wound, but learning to live with it. Even after you have received medical attention for your Grievous Wound, the **Wound Slot will not refresh until your GM is satisfied your character has learned how to cope with life after receiving it**. A good estimate for how long it will take is **at least 5 sessions.**

As the name implies **Hit Location Destroyed is a permanent condition**. This does not mean that the limb in question suddenly disintegrated (although that is a possibility); it merely means that you will never be able to use that limb for absolutely anything useful ever again.

If this Hit Location is either the Torso or Head Hit Location, then that character automatically dies. If it is an arm or a leg that has been destroyed and that character gets hit in that location in the future **use the closest Hit Location** to the number on the dice as the true Hit Location.

Example:
- Harry's character **Selwyn lost his left leg.**
- In a fight, William's character **Gerrit shot Selwyn** and the Hit Location number was **83: the Left Leg** Hit Location.
- Since Selwyn no longer has a left leg, **Harry checks the closest Hit Location to 83** which is **86: the Right Leg** Hit Location.
- Thus **Selwyn was actually shot in his Right Leg.**

Remember that **once a Wound Slot has refreshed**, the penalty associated with it is removed from the PC.

When a limb has suffered a Hit Location destroyed, it is clearly unusable and so you suffer a -40 modifier to any Skill Check using that limb. This

-40 Modifier will remain forever as a Hit Location Wound lasts forever. However, after you have received medical attention, the **modifier will only apply to directly using that limb**. For any other task and Skill Check that is not directly dependant on that limb (but would benefit from having it), you will only **suffer a -20 Modifier** to that Skill Check.

Example:
- Harry's character **Selwyn lost his left leg.**
- In a fight, **Selwyn is being shot at and wants to dodge** out of the way.
- He doesn't need his left leg for it, but it would certainly help.
- Thus, Selwyn **suffers a -20 Modifier** to his Athletics Skill Check to dodge.
- Selwyn needs to roll under a 24 to dodge.
- Selwyn rolls a 34 and fails. He really did need that leg after all.

Narrative Combat Resolution

The Sigil System is first and foremost a narrative system. While there are lots of numbers to play around with, their job is only to further the story that your group is putting together. This is a Roleplaying Game, not a Numbercrunching Game. This applies to combat as well.

There will be plenty of situations where Combat Modifiers and Hit Locations and Wound Slots just don't make it feel "real". This might be something like the infamous coup de grâce (a lethal blow to an opponent unable to defend), or in fact it could be the opposite when you want to take down an opponent in a non-lethal manner, or even sneaking behind an unsuspecting opponent to take him out in one hit without anyone else knowing (dead men tell no tales after all).

When such a scenario takes place, talk it over with your GM to see what would be the most logical and reasonable way for it to happen. Most times it may involve you rolling another Skill Check such as a Stealth Skill Check to sneak up to backstab the guard.

Bear in mind that just because you want to do something, doesn't mean you can automatically succeed. A sword to the skull is lethal unless angels and trumpets are involved; there just isn't getting around that fact no matter how much you want it. On the other hand: GMs, be nice, it's about fun after all.

SOCIAL & MENTAL WOUNDS

SOCIAL SKILL MODIFIERS

The opposite of combat, although no one would stop you from trying to talk in combat. Social Modifiers will mostly be used when dealing with NPCs. If you want to use a social skill against another PC it would be best done using an opposed test, if roleplay alone isn't enough to end the conflict, so that both players are involved in the interaction other than as a Modifier.

There are three different modifiers for social interactions depending on whether you want to use Diplomacy, Deceive or Intimidate; because an unfriendly character could also be a coward, and utterly naive so could still effortlessly be deceived or intimidated. Similarly, a helpful ally of yours could be a fearless cynic and so deception and intimidation would be much harder.

When someone is attacking you, it is hard to get a word in when swords and axes and pistols are flying around, so it doesn't matter whether you are trying to be diplomatic, deceptive or intimidating. In the same vein, when someone is a fanatic of yours they will believe and agree with almost anything you say so it will never be hard to manipulate them to do what you want.

Remember that social interaction is as dictated by the context of the situation as by what is being said. If you want to be intimidating, it is much better to be so in a dark alley than at a sunny beach, so don't be afraid to use Difficulty Modifiers to simulate this.

SOCIAL COMBAT

This isn't meaning using Social Skills in combat, but rather using Social Skills in such a way as to "harm" a character. Whether it be browbeating an opposing debater into accepting defeat or intimidating a suspect into confessing, you can use Social Skills in a similar way to Combat Skills to win a "fight".

Note that **this is for extended encounters**, not just quick and simple conversations that require only one or two Social Skill Checks. Social Combat is for when two parties are locked in an argument or debate that will require the verbal or mental defeat of

DIPLOMACY MODIFIERS		DECEIVE MODIFIERS		INTIMIDATE MODIFIERS	
Attacking	-40	Attacking	-40	Attacking	-40
Hostile	-20	Distrustful	-20	Fearless	-20
Unfriendly	-10	Cynic	-10	Brave	-10
Indifferent	**+0**	**Indifferent**	**+0**	**Indifferent**	**+0**
Friendly	+10	Naive	+10	Anxious	+10
Helpful	+20	Trusting	+20	Coward	+20
Fanatic	+40	Fanatic	+40	Fanatic	+40

one party for the encounter to continue.

How, where and when a conversation or confrontation evolves into Social Combat is up to the GM. While a player can tell the GM that it is their intention to engage in Social Combat, a good rule of thumb to use to transition from conversation to social combat is when there appears to be a stalemate in roleplay.

As with all social encounters, player roleplay will be the driving force behind the debate, argument or interrogation that is happening, but there are some unique mechanics available for this type of drawn out social confrontation.

The first of this is deciding what can defend against what sort of verbal attack. Just as you can use Athletics or Fight to defend against a melee attack, the Social Skills can each be used against each other to both attack and defend.

The attacking and defending Skills are fairly straightforward. If you are debating you will be using Diplomacy and so

ATTACK	DEFEND
Diplomacy	Diplomacy
Deceive	Intuition
Intimidate	Will
Investigate	Will/Deceive

will your opponent. If you are lying, you will be using Deceive vs. Intuition. To Intimidate or interrogate through Investigation will of course only be beaten by an iron Will. This, however, is the same as with any Social Skill Check. What makes Social Combat different is how it is resolved.

Social Wounds

This is using the term "wounds" as liberally as can be.

Wounds in Social Combat work similarly to wounds in Physical Combat in that there are **three types of Wounds** to be had and the more severe the wound, the worse you will fare in combat.

Determining the severity of a Social Wound works is exactly the same way as in Physical Combat. Work out how far the attacker won the Opposed Skill Check and compare that to the severity table above.

Here, though, is where things start to stray from the established physical realm. Rather than using your PC's Constitution Skill to ascertain how many Wound Slots your PC has on each limb, Social Wound Slots are determined by the Will Skill.

The **first number of your PC's Will Skill Level** dictates how many Social Wound Slots your PC has at **each Wound level**. This means that if your PC has a Will Skill Level of

Result	Severity
1 - 20	Minor
21 - 50	Significant
51 - 80	Grievous
>81	Location Destroyed

30, then your PC has 3 Minor Social Wound Slots, 3 Significant Social Wound Slots, and 3 Grievous Social Wound Slots. **There is only ever one Location Destroyed Social Wound Slot**.

As with Physical Wounds, Social Wounds carry with them a penalty to future skill use. **Minor Wounds have no penalty, Significant Wounds** give the PC a **-10 penalty** to Social Skill Checks and **Grievous Wounds** give a **-15 penalty** to Social Skill Checks.

A distinct difference between Physical Wounds and Social Wounds is that **penalties from Social Wounds _do not_ stack with others of the same Wound Severity**. This means that if you have 2 Grievous Social Wounds, you won't get a -30 penalty. Penalties from Social Wounds only stack with other of different severities.

The goal of Social Combat is to deliver the "attack" that will result in a Location Destroyed Wound. When this happens to one party in the social confrontation, then that party has been defeated.

There are two way to accomplish this. The first is by filling up all the Social Wound Slots until only the Location Destroyed Slot remains. This is how Social

Combat can become an engaging and lengthy affair for both parties.

The second way is through luck of the dice. **If the difference between the attacker's roll and defender's roll is ever above 80 then the defender is defeated immediately.** This is where the Wound penalties come into play, the more penalties a character gains, the worse their rolls will be and thus the greater the difference between attacker and defender's rolls.

Wound Descriptors and Recovery

While Physical Wounds are easy to describe (after all, a cut is a cut, and a bash and scrape and missing hand are all fairly easy to imagine) Social Wounds are a different story.

What the Wounds will be is up the GM, but here the instructions are far more vague. The Wound Descriptors and their Recovery will depend entirely upon the context of the encounter and what was, or was not, said. Whether a secret was exposed or a hidden fear capitalised on, or it was a humiliation in public, a Social Wound can be nearly anything.

There is a key thing to remember when dealing with Social Combat and its Wounds. Unlike Physical or Mental Wounds, Social Wounds are not on/in the character. Social Wounds are in the minds of the spectators; they are the perceptions that other people have to the socially wounded character. So when describing the Wounds and their effects, keep in mind how other people will view the wounded character (even if this may not be factual, as perceptions rarely are the truth).

Their recovery also works slightly differently to Physical Wounds. Social Wounds still require the same length of time to recover as Physical Wounds (1 session for Significant Wounds, 5 for Grievous Wounds), but **the penalties of these Wounds only affect social interactions with those characters that were part of, or observed, the Social Combat.**

This is because the healing of Physical Wounds depend on your body, while Social Wounds depend on society. So if the Social Combat only happened between one PC and one NPC and there were no other characters nearby, then any Social Wounds suffered by the PCs would only penalise their Social Skill Checks with that specific NPC in the future.

This can become a bit tricky when Social Combat happened in a crowd and having to figure out every

person in said crowd to whom the Wounds will apply, but this where narrative control by GM comes into play.

Always remember that all these mechanics serve only to support and enhance the narrative that you as a group are creating. These mechanics are not here to constrict or formalise your roleplay, but merely to keep a tally of what is going on. Roleplay must always come first in social encounters and the mechanics second.

Mental Wounds

If your Social Combat is getting particularly nasty in that it could leave psychological scars, or if you are using some psychic supernatural elements in your setting, or if there is a particularly horrifying event taking place, or even if you just want to use good old Fear Checks, you can choose to use Mental Wounds.

The amount of Mental Wounds that a PC has is calculated exactly the same as Social Wounds, however Mental and Social Wounds do not share the same Wound track, meaning that any Wound caused on the Social Wound track does not affect the Mental Wound track and vice versa.

Skills Affected by Mental Wounds.
Deceive
Diplomacy
Intimidate
Intuition
Logic
Perception

Just like with Social Wounds, **penalties from Mental Wounds *do not* stack with others of the same Wound Severity.** This means that if you have 2 Grievous Mental Wounds, you won't get a -30 penalty. Penalties from Mental Wounds only stack with other of different severities.

What differentiates Mental and Social Wounds is that the penalties from Mental Wounds target both the Social Skills as well as Logic, Intuition and Perception.

This is to simulate that mental stress causes us to become more inwardly focused as we struggle with what is going on inside our heads. As such we become less adept at handling social situations,

remembering and judging things as clearly, and our ability to perceive the outside world diminishes the worse our mental state becomes.

As with Physical Wounds, Minor Mental Wounds heal and refresh after the encounter and Significant Mental Wounds heal and refresh after the session in which they were recovered from. This is where the similarity between Physical and Mental Wounds ends, as Grievous Mental Wounds and Mental Location Destroyed are handled differently.

The **penalties that Grievous Mental Wounds give you are based off the subject** that caused those Wounds. This may be seeing a loved one die, killing an innocent, seeing an undead eating someone alive, etc. This subject (dead loved one, killed innocent, being eaten alive) becomes your Grievous Wound.

How you respond to this subject will depend on what type of Grievous Mental Wound you gained, and that in turn will depend on the context at the time and your GM's decision. There are four broad categories of mental stresses (Anxiety, Mood, Delusional and Hallucinogenic) and depending on which one you gained, will indicate how you respond in game to your Grievous Mental Wound.

To begin, your PC will have a -15 Penalty to the Skills affected by Mental Wounds but **only for the session** in which it happened, much like a Significant Mental Wound. **After the first session, there are no penalties for a Grievous Mental Wound**. Instead, being near the subject that caused this Wound can trigger a reaction from your PC.

Each time your PC encounters the subject of their wound, you must do a Will Skill Check. If you pass this Skill Check, then your PC is coping with the mental strain. However, **if you fail** the check, then the **subject of the Wound triggered a reaction** from your PC. When this happens, **roll on the Reactions Table** to see what specific reaction your PC will do.

If you succeed on these Will Skill Checks **3 times in a row**, then your PC has overcome their mental condition and **the Grievous Wound Slot refreshes**. However, if you fail a Will Skill Check before you get to 3 in a row, then the counter resets.

A Mental Location Destroyed takes this one step further. Unlike Physical Wounds, a **Location Destroyed result does not mean death** for Mental Wounds. It does, however, mean insanity.

When a character suffers a Mental Location Destroyed, that character is classed as going into Mental Shock; and just like shock caused by physical

REACTIONS		
ROLL	**ANXIETY**	**MOOD**
01- 25	PC recklessly attacks the subject.	PC breaks down, sobbing uncontrollably.
26 - 50	PC runs away from the subject.	PC stars laughing hysterically.
51 - 75	PC freezes in terror.	PC tries to harm themselves with the subject.
76 - 100	PC tries to hide from subject.	PC becomes catatonic and non-responsive.
ROLL	**DELUSIONAL**	**HALLUCINOGENIC**
01- 25	PC is convinced the subject is the cause of all their problems.	PC thinks subject is a monster from their nightmares.
26 - 50	PC believes the subject is telling it to harm other party members.	PC thinks subject is delicious and attempts to eat it.
51 - 75	PC believes subject has been following them.	PC thinks subject is their long lost love.
76 - 100	PC believes the subject has a divine message for them.	PC believes subject is imaginary.

wounds, this comes with a -40 Will Skill Check. Should the PC fail this Will Skill Check, they will then go into shock and become non-responsive for the remainder of the encounter.

A Mental Location Destroyed means exactly that: the character's mind is broken; that character has gone insane. **Every time a PC** suffering from insanity **wants to make a decision, the player has to pass a Will Skill Check.** If the player succeeds, then the PC can do what they decided. If they failed then the PC's insanity has prevented them from doing whatever it may have been.

Just like with a Grievous Mental Wound, **if the player fails the Will Skill Check, they roll on the Reactions Table** to see how their PC reacts to the decision they had made. How this differs from a Grievous Mental Wound is that there is no distinct "subject" that triggers this reaction. Instead, every decision that the PC makes becomes the subject that triggers it.

Every decision has a "subject", in the sense of "I need to [subject]" or "I need to do something to [subject]". That is what the Reaction Table refers to for the insane.

There are of course times when the "subject" of a decision is far too awkward or nebulous a concept to attack or eat, etc. Should that be the case, the GM can simply choose another subject of the decision or an object in the decision. Should none of these apply, simply have the insane character become catatonic for the rest of the encounter.

THE ROAD TO INSANITY

When a character becomes insane, it means that their mind is now broken. They have moved beyond the realms of mental illness into the realms of madness. That is why their reactions to things are on the primal level, because that is all that is left.

However, that is not say that you can't model a PC's road to insanity or other mental illnesses. In fact, the reverse is true. By using Mental Wounds, you can show the strains that have been placed on the PCs' minds and what maladies and illnesses they have received from this.

The Wounds System, whether Physical or Mental, are intentionally vague enough so that the GM can determine on what the wound is based using the context in which it was obtained. For Physical wounds this can be a broken rib, a bisected bicep or a crushed ankle, but the premise works equally well for Mental wounds.

The only thing to remember is that a Minor wound refreshes after the encounter, a Significant wound after the session in which it was seen to, and a Grievous wound after the PC has overcome their mental condition by succeeding a triggering Will Skill Check 3 times in a row.

With only this, the GM can decide that, upon seeing a loved one dying, the Grievous wound the PC got was severe depression; or that the Minor wound that the PC got from being in a haunted mansion was hearing voices.

Severity	Minor	Significant	Grievous
Anxiety	Panic, Shock	Obsessive Compulsion, Irrational Worry	Phobia, Chronic Stress, PTSD
Mood	Hysteria, Anhedonia	Mania, Listlessness	Catatonia, Depression, Bliss
Delusional	Irrational Jealousy, Destined action	Being followed, Blessing of the gods	Paranoia, I-am-a-god!, Conspiracy theorist
Hallucinogenic	Hearing voices, Seeing ghosts	Imaginary friend, Something-inside-me	Nothing-is-real, Body-snatchers, Devil-on-the-shoulder

This is a great opportunity for the GM and player to roleplay these sorts of mental stresses and illnesses through the penalties these wounds give to Skill Checks.

The table shown gives some brief examples on what sort of affliction each severity of wound could mean for different types of mental conditions.

Mental Recovery

For Significant and Grievous wounds to refresh and stop giving the player penalties to their Skill Checks, they need to be seen to. For Physical wounds, this is easy enough. A bandage here, a stitch there, a set bone here and that is enough medical attention to start the healing process.

A Mental wound can't be bandaged, stitched, or set. It needs care, love, and attention and that makes it a far more nebulous wound to heal. This is where roleplay and GM's decision making comes in.

What it takes to heal mental trauma is different for each person and so must be handled differently. For some, a night of drinking with friends can heal the scars of a lost one, while for others it needs a trip to a quiet place and some meditation.

However it is done, it does require roleplay and agreement between the player(s) and the GM as to whether this is sufficient to heal the Mental wound. This is also a case where a wound can be downgraded in severity (e.g.: Grievous to Significant) after some roleplayed healing if the player(s) and GM feel that some more work needs to be done.

EQUIPMENT

The short of it is that there isn't money or equipment in the traditional sense. The Sigil System is first and foremost a narrative one. It's all about the story your group creates together, and keeping track of how many coppers and silvers you have in your coin purse to buy the Ultimate Sword +1, or whether the two handed sword or two handed axe does more damage completely breaks the immersion of the game.

In saying that, there are mechanics that you can use to add to the realism of your games without breaking the immersion of your players.

MONEY

While there isn't any coppers and silvers to keep track of, money still plays a role as it can be a source of drama when you can't buy what you need and have to work out alternative, perhaps not so legal, means of getting what you want.

To simulate this, the Sigil System uses the **Wealth Skill**. This represents your coin purse, your pocketbook or wherever you keep your "hard earned" money. It can be levelled up just as any other Skill and you can even Specialise in it, should you so wish. If you want to buy anything, your G**M will decide the value** of the object by **using the Difficulty Modifier** to determine how difficult it would be for the ordinary chap to buy the object given the circumstances you are in. If you pass, you've bought it, if you fail you couldn't afford it.

GMs, you don't have to make your players roll for every little thing they want to buy; remember it's all about what furthers the plot and adds drama. Getting a pint from a wandering trader probably doesn't need a Wealth Skill Check, but buying the last bottle of stout that the secretive, cloistered order of monks brewed centuries ago certainly does qualify for a Wealth Skill Check.

LOSING AND GAINING MONEY

Even though you have a Wealth Skill, you can spend all your money. Your Wealth Skill might never go down, but that does not mean your coin purse is infinite. If you ever **succeed on a Wealth Skill Check but your roll is 10 or less**, then you **gain a -5 penalty to all Wealth Skill Checks** for the remainder of the session. This **penalty does stack with itself**, meaning if you roll a successful Wealth Skill Check again and once again roll within under 10 points then you will receive another -5 penalty, making your Wealth penalty -10 now. This simulates you slowly losing money by spending it all.

This **penalty will stay in effect until the end of the session or until you get more money.** How that happens is up to you. You could pickpocket a trader, rob a vault, kidnap someone rich and wealthy, or go scavenging for more loot. When you get money, your GM can remove some of the penalties you have acquired. How many of the penalties are removed is up to your GM and how much money you got. One pickpocketing might only remove a single penalty while cracking open a safe could get you back to your full Wealth Skill.

Of course **you can always get more money even if your Wealth Skill has no penalties on it**. Your ability to pick pockets does not magically disappear if your pocket book is full. If this happens, then you will gain bonuses to the next few purchases you make.

How large a bonus for how many purchases? Once again, that's up to your GM. One pocket picked might only give you a +5 bonus for the next purchase, while a vault burglary could give you +30 for the rest of the session.

EARNING MONEY

While stealing your way through life and doing odd jobs for odd folk may put food on your table, you might be looking for something a little more stable. Perhaps a career, or a stipend from wealthy benefactors, or even a return on investing in that quaint lemonade stand down the road.

Whatever the case may be, earning a regular income is handled differently than the money luck and fate hands you.

Your GM will give your source of income a

Wealth Skill Level quite like that of a character, that will range from 1 - 100 depending on how great a source of income it is. Then, once a week your GM will roll (1 - 5)d10 depending on how successful your GM thinks your source of income has been that week. For fixed sources of income, like that stipend from your rich but childless uncle, this will of course be a fixed number.

Add this result to your income's Wealth Skill Level and you have that week's Profit. For the rest of that week, whenever you have to roll a Wealth Skill Check, you can take some of that Profit and use it as a bonus to your roll. The Profit then loses those points you've taken.

Example:

- Thomas' character Cy owns a weapon store in a small town. While Cy is off adventuring, his sister runs the store.
- Thomas' GM decides that the store's Wealth Skill is 35 since it is the only weapon store in the small town.
- The GM decides that since the weapon store has performed quite well the past week, he will roll 4d10.
- The result is 24, which the GM adds to the store's Wealth Skill of 35.
- Thomas' Profit for this week is 59.
- Thomas decides that it is time for Cy to get a new warhorse, but his Wealth Skill Level is only 43 and his GM has said this is a *Severe -40* Skill Check.
- He decides to take 40 points from his Profit to give Cy a +40 bonus to the Skill Check.
- His Profit is now only 19. He has to budget if he wants to have any money left over by the end of the week.

Whatever is left over at the end of the week is lost when you get your new Profit.

If several characters share a source of income, then they have to share the Profit amongst themselves as well.

Haggling

No one ever buys something at full price. You always haggle the price down to something a little more kind to your bank account. Some people will even spend an hour haggling just to take 1% off the price. If you do it right, you could get even more than that.

Haggling in the Sigil System will mostly be handled by roleplay. You will get to flex your acting muscles with the GM to see how much a discount you can get. However, there are some rolls involved that you can use if you want. These will all give you a bonus to your Wealth Skill Check that you will need to roll to purchase the item in question.

Be warned though: you can't just use everything in the Haggling Modifiers table to make sure you get the best deal. You can't use Diplomacy to make the seller like you to give you that bonus then turn around and use Intimidate to get another bonus. The work you just put in to get him to like you just vanished. You also can't use the Diplomacy more than once to get multiple bonuses, **you only get one bonus per sale.**

Since you are in competition with the seller to get a better price, Haggling is always an Opposed Skill Check: Diplomacy versus Diplomacy, Deceive versus Insight, and Intimidate versus Will.

Haggling Modifiers	
Successful Diplomacy Skill Check	+20 to Wealth Skill
Successful Deceive Skill Check	+20 to Wealth Skill
Successful Intimidate Skill Check	+20 to Wealth Skill

Gear

There isn't too much to worry about in the equipment department, mechanically speaking. At the end of the day a one inch knife can kill you as easily as a ten pound hammer, and a pistol can put a hole in you just as well as a shotgun, so they will wound as much as each other mechanically.

You should always make sure you know what weapons and armour and ammunition you have on you, as well as any other gear you need so you never caught with your pants around your ankles. You don't want to forget whether you have a two handed sword or a paring knife on you when the proverbial hits the fan.

In saying that, there are some modifiers that you can use to aid in your gameplay. This will mainly come down to armour and ranged weaponry.

Armour

Armour Classes	
Soft Armour	-15
Sturdy Armour	-25
Strong Armour	-35

While there are no hard and fixed descriptions of the protective value of each possible type of armour (and there are a lot of different types of armour in the world!), for the purposes of the Sigil System all armour fall under three broad classes:

Soft armour covers the various types of fabric-based armours that are available in the world such as gambesons, stiffened silks and leather. Note that this does not cover basic, everyday clothing. Basic clothing is not considered armour. Sturdy armour covers hardened and boiled leather, chainmail, Kevlar vests rated for handguns or its equivalent. Strong armour is your plate mail, military grade flak vests or the equivalent.

Armour does not stack for gameplay purposes, so don't even think about wearing three suits of plate mail over each other. You can, however, have different types of armour, or no armour at all, covering different Hit Locations. For example you can have a military grade flak vest (Strong Armour) covering your torso; hardened leather (Sturdy Armour) covering your arms and legs; and a fashionable hat (No Armour) on your head.

When you determine the severity of a Wound by seeing how much the attacker and defender rolled and subtracting the defender's result from the attacker's, add in the modifier of the armour to this calculation. In effect, the armour will lower the Wound severity. If the Wound severity number hits 0 or below, then no wound is incurred.

Example:
- Karen's character Cassandra and William's character Gerrit were in a shootout.
- Cassandra shot Gerrit and hit.
- Karen rolled **23 under** her Modified Skill Level.
- William rolled **35 above** his Modified Skill

Level .
- Since William **rolled over** his **Skill Level**, Karen **adds together the results** to calculate Wound Severity.
- 23+35=**58**.
- Gerrit is wearing **plate armour** over his torso, which **counts as Strong Armour**
- Strong armour has a rating of **-45**
- 58-45=**13**
- Karen **compares this number to the Wound Severity Table** and see that Cassandra **inflicted a Minor wound** on Gerrit instead of the **Grievous Wound** he would have suffered.

Armour is not the most comfortable attire to walk around in and it does hamper your movement, not to mention the extra weight that you are carrying around that will also take its toll on you. For this reason, any Skill Check that involves your character being quick or nimble will come with a penalty if you wear armour. This is a -5 penalty per armour type, so -5 for Soft, -10 for Sturdy and -15 for Strong Armour. If you are wearing different armour types on different parts of your PC's body, then take the appropriate armour penalty based upon which limb is used. If the whole body is being used in a Skill Check, then used the highest rated armour your PC is wearing.

Always remember in what sort of setting your playing in when thinking about armour. It is always tempting to get the biggest and strongest armour available, but you can run into some trouble because of it. Think about seeing a man walk into your local restaurant wearing a military flak vest, you'll certainly treat him differently.

Ranged Weaponry

A key difference between ranged and melee combat is that in ranged combat it is not solely your skill with the weapon that determines whether you successfully hit your opponent.

The chief culprit in this is range. Between the force of gravity and the amount of powder in your rounds, you have the least say in how far your bullets travel.

In the Sigil System there are 5 range bands which affect how far you can shoot a ranged weapon. Each type of ranged weapon has an associated range which shows the maximum range it can accurately shoot. Beyond its given range in the table above, it

is inaccurate to such a degree that hitting someone comes down more to luck than skill.

A ranged weapon can always be fired at targets in ranged bands closer than it's maximum range, just not farther.

The 5 ranged bands are as follows:

- **CLOSE:** melee range. If you can hit something with a stick then they are within Close range.
- **NEAR:** from a few meters away up to a couple of dozen meters. This is the range at which pistols and thrown objects will accurately hit their target. Anywhere in a room, decently sized house or equivalent is in Near range.

WEAPONS	RANGE
Pistols	Near
Shotguns	Medium
Cross Bows	Medium
Short Bows	Medium
Submachine	Medium
Long Bows	Far
Rifles	Far
Machine guns	Far

- **MEDIUM:** most of the way across a football field, Medium range requires a people to shout to be heard and good sized weapons to hit something.
- **FAR:** from the far end of a football field to easily twice that distance. This is the furthest a person can reliably hit someone or something without assistance from a scope.
- **DISTANT:** any distance further than the above. You need binoculars to see what's going on and a scope to accurately hit anything.

CLASS	DAMAGE
Light	10
Medium	20
Heavy	30

RANGED DAMAGE

The weapon you have will not only say how far it can shoot, but how much damage it will deal. All weapons are divided into three broad classes: Light, Medium and Heavy.

The table above shows the damage each class does when you hit someone or something with a Shoot Skill Check. Damage from a weapon works similarly to Armour. After you have successfully hit someone/

WEAPONS	LIGHT	MEDIUM	HEAVY
Near	.22 pistol	9mm pistol	44 Magnum
Medium	Shortbow	Crossbow	Slug shelled Shotgun
Far	.22 hunting rifle	AK-47	50 caliber rifle

something, and you determine the severity of Wound to be inflicted, you add to that number the damage from your weapon class, making the damage you inflict worse and potentially increasing the severity of the Wound Inflicted.

The table below gives some examples of what the classes of ranged weapons can be, but the individual ranged weapons you use will be classed by your GM.

SCOPES

Scopes and other magnifying devices for ranged weaponry work by increasing the ranged band for firing a ranged weapon. A +1 Scope will turn a Rifle's range from Far to Distant, while a +2 Scope will turn a Pistol's range from Near to Far. A +3 Scope is the best Scope you will be able to find.

A scope is no good to anyone if you don't look through it to shoot. As such, you can only get the benefits from using a scope if you take the time (and a turn in combat) to Aim.

ARMOUR PIERCING

Armour piercing for ranged weapons work exactly the same as the Armour Classes do. Just as armour is rated as either Soft, Sturdy, or Strong, armour piercing projectiles are rated against Soft, Sturdy, or

CLASS	DAMAGE	MOD
Light	10	-5
Medium	20	-10
Heavy	30	-15

Strong.

So if you have an armour piercing round that is rated against Strong Armour, then when determining the wound severity of a hit, ignore the modifier that Strong Armour provides. The same would be true for an armour piercing round rated against Soft or Sturdy Armour.

Melee Weaponry

For melee weapons, there clearly aren't any ranged bands to worry about, but there is the weight and

Weapons	Example
Light	Knives Daggers Batons Knuckle-dusters
Medium	Swords Maces Clubs Bats Hatchets Spears
Heavy	Axes Sledgehammers Pole-weapons Greatsword

shape of the weapon that can have an impact on how accurate you are with it. The more cumbersome a weapon, the harder it is to hit.

Melee weapons are classed into different weights in the same way that ranged weapons are (Light, Medium and Heavy) with the same damage done by each class. However, each class of melee weapons has an associated penalty to using it with a Fight Skill Check, as shown in the table above. The heavier a weapon is, the more difficult it is to use, but the more damage it deals when it does hit.

The table above has some example of melee weapons from each class, but as with the ranged weapons, your GM will determine the weight class of the specific weapon you are using.

SKILLS

SKILL LIST

Below are the twenty skills in the Sigil System. Using any of these or a combination of them, you will be able to do anything humanly possible. The first group of Skills are labeled as physical skills, this is mainly important for the Aging part of Character Creation as your physical skills decline with age. They are also the skills most likely to be affected by Wound penalties.

Suggested Specialisations of all the Skills are shown in italics.

Physical Skills

- Athletics
  - *Dodge*
  - *Acrobatics*
  - *Running*
  - *Parkour*
- Burglary
  - *Pickpocket*
  - *Lockpicking*
- Constitution
  - *Survival*
  - *Masochist*
- Drive
  - *Horse riding*
  - *Boat sailing*
  - *Airship operations*
- Fight
  - *One handed weapons*
  - *Two handed weapons*
  - *Unarmed combat*
  - *Dual wielding*
- Perception
  - *Enhanced [Sense]*
- Might
  - *Lifting*
  - *Climbing*
  - *Swimming*
- Shoot
  - *Pistols*
  - *Rifles*
  - *Bows*
  - *Crossbows*
- Stealth
  - *Sneaking*
  - *Smuggling*
  - *Blending in*

Non-Physical Skills:

- Broad-Craft
  - *Craft [Profession]*
  - *Craft traps*
  - *Carpentry*
  - *Cooking*
- Deceive
  - *Disguise*
  - *Lying*
  - *Impersonate*
- Diplomacy
  - *Trading*
  - *Etiquette*
  - *Leadership*
  - *Rapport*
- Fine-Craft
  - *Craft [Profession]*
  - *First Aid*
  - *Tinkering*
  - *Wiring*
- Intimidate
  - *Demoralise*
  - *Threaten*
  - *Command*
- Intuition
  - *Sense Motive*
  - *Danger Sense*
  - *Lie Detector*
  - *General Knowledge*
- Investigate
  - *Interrogation*
  - *Tracking*
- Logic
  - *Biology*
  - *History*
  - *Maths*
  - *Tactics*

- Special
  - *???*
- Wealth
  - *Land*
  - *Slaves*
  - *Antiques*
  - *Jewelry*
- Will
  - *Meditation*
  - *Resist interrogation*
  - *Fearless*
  - *Resist Temptation*

Specialisations

Once you get a skill to Skill Level 50 you can gain a Specialisation in that Skill. After that, every 10 Skill Levels (i.e.: at Skill Level 60, 70, 80, etc) you can gain another Specialisation in that Skill. You can't get a Specialisation of another Specialisation, so leveling up your Specialisation will not get you another Specialisation. You have to level up the base Skill to get the Specialisations. Each Skill is tracked separately, so every Skill you get to Skill Level 50 can give you a Specialisation in that Skill.

The Specialisations shown in this section are merely examples of what you can do; they are not an exclusive list. You can specialise a Skill in any which way you choose as long as it fits within the context of the base Skill and does not perform the same function as another base Skill.

Specialisations are permanent. Once you have it, you can't lose it. You can trade one EXP between Skills and Specialisations between gaming sessions, and this means that it is possible to reduce a Skill with a Specialisation below Skill Level 50. If that happens, you don't lose the Specialisation.

Skill Descriptors

Athletics: This skill covers most of what the human body can do. Whether it be running, jumping, climbing, throwing yourself out of the way of oncoming bullets or holding open a heavy gate. If you want to push your body to its limits then this is the skill to use.

Specialisations: Dodge, Climbing, Running, Parkour.

Broad-Craft: The first of the two Craft Skills and the exact opposite to Fine-Craft. Broad-Craft deals with creating or fixing anything where you are looking at the bigger picture rather than the detail. It's about working in broad strokes, looking at it as a whole, and thinking about the space/time it will occupy once it's done.

Broad-Craft can be used at any scale, from building a house, to fixing a cupboard, to making a good meal.

Specialisations: Craft [Profession], Craft Traps, Carpentry, Cooking.

Burglary: Taking things that don't belong to you. Burglary covers the dirty deeds that thieves do, from picking locks to picking pockets to getting into places where you don't belong. Burglary allows you to perform certain acts without being noticed, but be careful, it's not Stealth.

Specialisations: Pickpocket, Lockpicking.

Constitution: The other part of your physical body. If Athletics is what your body can do, then Constitution is what your body can take. Resistance to the elements, surviving poison, holding your breath, shrugging off wounds, this is what Constitution is made for.

The first digit of your Constitution Skill Level is also the amount of Wound Slots you have per Hit Location.

Specialisations: Survival, Masochist.

Deceive: Convincing someone a lie to be the truth. Quite simple really. There are many and varied ways of achieving this, but at its core it's all about getting someone to believe a falsehood.

Specialisations: Disguise, Lying, Impersonate.

Diplomacy: The art of making people like you. Getting a better deal at the merchant's, making sure your contacts give you the best information possible or defusing a sticky situation, the Diplomacy Skill is all about forming and keeping positive connections.

Specialisations: Trading, Etiquette, Leadership, Rapport.

Drive: Operating heavy equipment, hopefully while not taking medication. The Drive Skill covers anything you can ride, drive or pilot. Cars, boats, trains, airships, horses, donkeys, ostriches, as long

as you are controlling something else to move you around, Drive will most likely cover it.

Specialisations: Horse Riding, Boat Sailing, Airship Operations.

Fight: Some say this is what humans are best at. Some say we only achieved our current level of technology because of this. All we know is it's called the Fight Skill, and that if you want to get gritty and dirty in melee combat, you need to get your Fight Skill up as high as possible.

Specialisations: One Handed Weapons, Two Handed Weapons, Unarmed Combat, Dual Wielding.

Fine-Craft: The first of the two Craft Skills and the exact opposite to Broad-Craft. Fine-Craft is all about details and fine-motor skills. If what you are creating or fixing needs intricate work then it calls for Fine-Craft. Fine-Craft can be used at any scale, not just for little things. From trying to stitch a wound, to fixing the wiring of a house, to making a new firing pin for a gun, to coding a new computer program.

Specialisations: Craft [Profession], First Aid, Tinkering, Wiring.

Intimidation: If Deceive is about lying and Diplomacy is about convincing, then Intimidation is all about putting the fear of god into them. You could go the blunt way, using your raw strength and aura to frighten someone into backing down, or perhaps you like the subtle, quiet, decent way and threaten his family with intimate knowledge of his children's schedule. It's not nice and sometimes it's not clean, but someone's gotta do it.

Specialisations: Demoralise, Threaten, Command.

Intuition: Gut feelings, instinct, life experience. Intuition is the knowledge you pick up through life just by living. There's no reason or theory involved, just *knowing* things. Whether that is picking up on someone lying, some general knowledge trivia, or how to fix a broken lightbulb, if your gut knows how to do it, you're set.

Specialisations: Danger Sense, Sense Motive, Lie Detector, General Knowledge

Investigation: Searching, tracking, querying, researching. Investigate is all about finding the truth, whether it is through the interrogation of a person of interest, looking at a room and knowing the butler did it, or tracking your quarry down ten days after they skipped town. Investigation is not just Perception, it is the entire process of searching and uncovering.

Specialisations: Interrogation, Tracking.

Logic: Traditionally defined as "reasoning", "deduction", "analysis". Logic in the Sigil System is as vague a skill as Intuition and covers all form of academic learning, problem solving, and technical knowledge. Logic is not gut instinct or trivia; you would have needed to study something at length and with difficulty in order to use Logic to for your Skill Check.

Specialisations: Biology, History, Maths, Tactics

Perception: The five senses. Actually closer to fifteen if you believe some people. Perception is unsurprisingly about what you perceive about the world around you. It's not just about the signals your brain is getting, but about the processing of those signals. It is the difference between looking and seeing, between hearing and listening. You could see the lady in red, but your mind might be a million miles away and there goes the target without you ever truly noticing.

Specialisations: Enhanced [Sense].

Perform: If Craft is about creating the physical, then Perform is about creating the immortal mental works of art that will survive long after you have shuffled off the mortal coil. Poetry, theatre, singing, dancing, miming if you are into that, Performing includes all these forms of entertainment and more, even those that good and proper folks only do behind closed doors.

Specialisations: Singing, Dancing, Acting, Play [Instrument].

Special: The supernatural elements of your setting. Whether it is raw, unadulterated magic, divine gifts from the heavens above, or superhuman abilities gained from laboratory accidents or genetics, the Special Skill is there for it.

What supernatural elements you choose for your setting will determine how this skill is used, so bear

in mind its usefulness and the balance between its power and other skills when designing your setting.

Of course, your setting may not have any supernatural elements and if that is the case, simply ignore this skill. Between the other 19 skills and all their Specialisations, whatever the players can think of is covered.

Specialisations for this skill will depend on what your supernatural elements are, but in general they should give the players better and more specific knowledge on the elements and better ways of using it.

Specialisations: ???

Shoot: If you can kill the opponent before they ever get to you, was it really a fight? Whatever the case may be, like Fight, Shoot is unsurprisingly about shooting things at, usually, people. Fight is for melee, Shoot is ranged. Pistols, muskets, cannons, bows, crossbows, slings or the good old throwing a rock. The higher your Shoot Skill, the more accurate you will be.

Specialisations: Pistols, Muskets, Bows, Crossbows.

Stealth: Being undetected by others, usually with the purpose of doing something you aren't supposed to. Honourable men don't sneak, do they? Anything underhanded you wish to do without anyone being the wiser, you can rely on the Stealth Skill, be it sneaking about rooftops in the middle of the night, palming a key off a desk or blending in with the crowds.

Specialisations: Sneaking, Smuggling, Blending In.

Wealth: Money, the love of which has been said to be root of all evil. Looking at the rich nobs, it's hard to argue with that sentiment. But we'd all rather be the rich nob than the poor pleb staring daggers at said rich nob, now wouldn't we? Money can't buy happiness, but I'd rather be crying in a palace than in a hovel if it's all the same to you.

Specialisations: Land, Slaves, Antiques, Jewelry.

Will: The body can't achieve anything without the mind. A weak body with a powerful mind is infinitely more dangerous than a powerful body with a weak mind. The Will Skill is all about willpower.

Resisting temptation, interrogation, intimidation, torture, hunger, thirst, fear, resisting the urges and weakness of the flesh to keep you alive.

Specialisations: Meditate, Resist Interrogation, Resist Temptation, Fearless.

CONTACTS

Everyone needs a friend. Nowhere is this more true than in an RPG. You and your group won't be able to do everything by yourselves, and so you will need people who can get you information, equipment, and help you in your journey.

CREATING A CONTACT

After you have finished with Character Creation and you have tallied up all your Skill Levels, your **Deceive, Diplomacy and Intimidate Skills** will tell you how many **Contact Points** you have with which to create your Contacts.

For each of these three Skills, take t**he first digit of the Skill Level** and then **add those together**. This is the number of **Contact Points** you have. For example: if you have these Skills at Levels *3*1, *4*3 and *3*8 respectively, you will add together 3+4+3 to get *10* Contact Points.

These Contact Points are then spent to build the effectiveness of your Contacts. Contacts only have two Skills, **Influence** and **Aptitude,** and you can use your Contact Points to increase these Skill's Levels at Character Creation. Like Character Skills, the Contact Skills **start at 30**, and **each Contact Point you spend** on a Contact's Skill **raises it by 5 Levels**.

For each individual Contact, you can also lower one of its Skills' Levels below 30 to increase the other Skill. Any number of Levels you take off one Skill can go onto the other one, however, you can't take Skill Levels off one Contact and give it to an entirely different Contact.

You can have as many Contacts as you like, as long as **each Contact has at least 1 Contact Point spent** on it. Once you run out of Contact Points, you can't make any more Contacts, and if, **at the end** of creating all your Contacts, any **Contact Points you still have left over are permanently lost**.

CONTACT SKILLS

Influence describes the **relationship between your character and the Contact**. At Skill Level 10 there barely is a relationship at all and your Contact is really only in it for the payment. At Level 40 you've

INFLUENCE	
01 - 10	Just in it for the payment.
11 - 20	Repeat customer.
21 - 30	Good for business.
31 - 40	Reliable client.
41 - 50	Friendly acquaintances.
51 - 60	Trusted associates.
61 - 70	Trustworthy comrade.
71 - 80	Good, honest friends.
81 - 90	Best friends for life.
91 - 100	Blood brothers.

become friendly with each other, and by Level 80 you're good friends.

The higher your Influence with the Contact, the less likely they are to betray you, or stab you in the back when the going gets tough. A Contact, after all, is fairly useless if you can't trust them.

Aptitude on the other hand, **describes how good a Contact is at their job**. The higher their Aptitude, the better they are at what they do and the greater chance they'll have of getting you what you want

APTITUDE	
01 - 10	Quite "Limited".
11 - 20	Mediocre.
21 - 30	Decidedly Average.
31 - 40	Competent.
41 - 50	Highly Skilled.
51 - 60	Exemplar.
61 - 70	Expert.
71 - 80	Master at the Crafts.
81 - 90	World Class.
91 - 100	Paragon.

You may think that this attribute is most important for your socially-inclined Contacts, those that you need to get Information, rare or illegal equipment or even future jobs, but you'd be surprised at how useful this attribute can be.

Even if you just want a Contact to fix your equipment, if that Contact had a high Aptitude

attribute then they'll be able to fix your gear quicker and with much better quality. Medical-type Contacts will also be able to heal you far better if their Aptitude attribute was higher.

If your Contact isn't good at their job, then they aren't a valuable Contact.

A Contact's Usefulness

If a Contact isn't useful, then they aren't really worth much as a Contact. You wouldn't put their number down in your little black book if they didn't have something to offer you.

When creating a Contact, you must specify the reason why you go to this Contact, called the Contact's **Usefulness**. The Contact may have a good few uses that you can wring out of them, but overall there will be **one** reason you would specifically go to that Contact and not another Contact. For example, you might have a Contact you go to when you need information, and another Contact you go to when you need your equipment repaired, etc.

You can make up any reason you want for visiting your Contact when you create them, and this will form the basis of your relationship and backstory with them. If you can't think of anything, or you'd like to randomly determine the Contact's Usefulness, you can use the table below.

Usefulness	
01 - 10	Equipment merchant
11 - 20	Information
21 - 30	Equipment repairs
31 - 40	Medical aid
41 - 50	Black market goods
51 - 60	Getting jobs
61 - 70	Money loans
71 - 80	Transportation
81 - 90	Recruiting mercenaries
91 - 100	Help with law enforcement

Paying the Piper

Nothing in this life is free. Your Contact won't just do whatever you want for free either. No matter how good of a friend you two are, there will always be some form of payment that you will need to pay. Of course, the closer the relationship between you and your Contact, the cheaper things will be.

Preferred Payment	
1 - 25	Money.
26 - 50	Goods.
51 - 75	Services.
76 - 100	Information.

Broadly speaking, a Contact's payment will come in one of four forms: Money, Goods, Services, or Information. When you create your Contact, you will select one of these four payment methods for your Contact, or you can roll on the Preferred Payment table for a random result.

Money is straight forward. The Contact just wants to get paid in some fashion with **actual currency** for the service they render to you.

Goods means that the Contact wants **physical items** that they can either use or sell on. Think of this like **bartering**.

Services means that your Contact will ask you to **do a job** for them in return for their service. This can be done before, during or after getting what you want from them.

Information means that the Contact wants you to **tell them something they don't already know**. Maybe the information is about you, your party, your mission or something in their line of work. The bigger a job you want from them, the more important the information will be that you give them.

Who your Contact is

Now that you have the mechanics for your Contact sorted, it is time to give them life. After all, your Contact won't just exist as two Skill Levels and a name on your Character Sheet. They will be an actual character found in your campaign, and now is your chance to turn them into a full rounded character.

Think of what connection there is between your character and the Contact. How did they meet? Why do they still keep in touch? Use the Contact's Influence and Aptitude Skill Levels to guide how you write the Contact's backstory, and work with your GM to weave the Contact into the campaign setting.

While your GM will have the final say on what the Contact is like (as it is the GM's setting that the Contact will inhabit), make sure to craft your Contact in a way that fits with your character and you. You've spent valuable points in the Contact, so

you will be using them time and time again in the campaign. The Contact needs to be a NPC you'll enjoy interacting with or it will just become an annoyance.

CONTACTS IN GAME

Always keep in mind that you can only create Contacts before you start the game. Once your character is actually in the game/campaign/adventure/session then you can't create Contacts any more.

During gameplay, your character will have to learn how to make friends if you want more Contacts. Through roleplay, you will have to find NPCs and either befriend, bribe or blackmail them into becoming a Contact.

How exactly a NPC transitions from "a person that I know" to full-blown Contact is between you and your GM, but very generally speaking if your character and the NPC knows each other and are not hostile to each other then they can be called a Contact with at least an Influence Level of 1.

USING CONTACTS

What good is a Contact if you never use them? During any game session, if you need a service from your Contact you will have to find them, talk with them and make a deal. Like everything else, this will involve a lot of roleplay between yourself and your GM, but there are a few modifiers you can use to make sure the deal goes in your favour.

Before you even start haggling over the price of the Contact's service, you first need to see if your Contact will help you in the first place. Perhaps the job isn't up their alley, or maybe they're busy, or the service might just be too large a task for them.

To find this out is very simple: just **roll a Skill Check** with your **Contact's Influence Skill**. If you succeed, your Contact has the time to do what you want. If you fail that Check, then bad luck, it's just not your day.

Of course, as with any other Skill Check in the Sigil System, there are Modifiers to be added to this Influence Skill Check. **The first is entirely optional** and can be a risk for you. Before you roll the Influence Skill Check, you can roll a **Social Skill Check** for your own character and choose any of

the three Social Skills to use. **If you succeed** on this Check, then the n**umber that you rolled becomes a positive Modifier** that you can add to the Influence Skill Check; but **if you fail** this Social Skill Check, the amount by which you failed **becomes a negative modifier** to your Influence Check.

This Social Skill Check will also serve to flavour the narrative and show how you approach your Contact to ask them to help you.

The next modifier to the Influence Check will depend on **how difficult the task** is that you want your Contact to perform. The more difficult it is, the less likely they are to do it. After you describe the task to your GM, he will choose one of the modifiers on the table here and apply it to the Influence Skill Check.

TASK SEVERITY	
-20	Considerable
-10	Major
0	Standard
10	Minor
20	Insignificant

And last, but certainly not least, is the **Payment Modifier**. Yes, one way or the other you will end up paying for asking your Contact to help you out. **The more you are willing to pay, the more your Contact will be willing to assist you**.

If your Contact takes money as payment, then this is very simple. You just give pick a number between 1 and your Wealth Skill Level and that becomes a bonus modifier to the Influence Check. Then, the number you picked becomes a penalty to all Wealth Skill Checks you roll until the end of whatever session your Contact completes their task.

If your Contact takes goods, services or information as payment, it becomes a little more complex. Just as with the task severity, you can haggle and describe how much you are willing to do for your Contact, and your GM will decide where on the Payment Table above it falls and apply the appropriate modifier to the Influence Check.

PAYMENT	
50	Considerable
40	Major
30	Standard
20	Minor
10	Insignificant

Example:
- William's character Gerrit needs information on a mansion he intends to rob, and so he goes to his Contact James, hoping he can help.
- James' Influence Level is only at 30, so William knows it's a longshot, and rolls a

Diplomacy Skill Check to help the odds.
- He succeeds with a roll of 16. It's something, but Gerrit's plea hasn't been too convincing
- William can't ask for much without giving himself a penalty, so Gerrit only asks how well guarded the mansion's exterior is.
- William's GM agrees this a Minor task, and gives him a bonus of 10.
- Since the intent of the heist is to make money, William doesn't want to spend too much, so goes to even out the modifiers by giving up 14 Levels of Wealth
- All told, he has a +30 modifier to his roll and needs to roll under a 60.
- Rolling a 43, James agrees to find out what Gerrit needs to know.

Keep in mind that just as with normal Skill Checks, you can spend a Sigil to gain a +25 bonus or a reroll on either the Influence of Aptitude Skill Checks.

PERFORMANCE EVALUATION

Once you've sorted out what your Contact will do and how much it will cost you, it's up to the Contact to actually do it.

This is where a Contact's Aptitude Skill comes into play. To see if your Contact can do what you want, **roll your Contact's Aptitude Skill Check and apply the same Task Severity Modifier from the Influence Check**. That's it, that's all there is to it. Whether your Contact succeeds or not is entirely up to him.

How long it takes your Contact to complete the task rests with your GM and what precisely you asked him to do. Giving you a loan could be an instant transaction, while "helping" with law problems could take a very long time. Generally speaking, though, the more severe the task was that you asked, the longer it will take.

How well the Contact did at the task you paid him for can be determined just like a normal Skill Check: by looking

DEGREES OF SUCCESS	
1-10	Scarce
11-20	Mediocre
21-30	Average
31-40	OK
41-50	Good
51-60	Great
61-70	Excellent
71-80	Outstanding
81-90	Unreal
91-100	Superhuman

at the Degrees of Success table. Your GM will, of course, narrate how it all plays out, but you can look at the table to see that if you rolled a 35, then the Contact did an OK job, but if you rolled a 68 then they did Excellent work.

Example:
- It's been a while, but James gets in contact with Gerrit to tell him that he's done his investigation.
- James has a Aptitude level of 55, and with the severity modifier of 10, William needs to beat a 65 to get what he needs.
- He rolls a 52, and James tells Gerrit not just that the mansion is well guarded, but also exactly how many guards are stationed outside at night.

LEVELING YOUR CONTACTS

A Contact is never static, they evolve just like any other character. At the end of each session in which you interacted with your Contact, your GM will make 1 of 3 decisions for **both** your Contact's Skills. These decisions are:
- Something happened that could *increase* the Skill's Level.
- Something happened that could *decrease* the Skill's Level.
- Nothing out of the ordinary happened.

For the last one there is nothing to worry about. Nothing extraordinary happened in the session, so nothing happens to your Contact's Skill. For the other two, that is where the fun is. Remember that your **GM doesn't have the make the same decision for both Skills**. One could increase and the other could decrease, or one could decrease while nothing happens to the other one.

If there is a chance that a Contact's Skill could increase, then roll that Skill Check, but with a twist. If you **roll underneath** that Skill then nothing happens, but **if you roll over** the Skill then it **increases by 1d10 Levels.** The higher the Skill then, the less of a chance of it increasing.

There are always things you can do to help get that increase roll for your Contact's Influence:
- **Using Diplomacy** to persuade your Contact and succeeding at those Checks.
- **Paying promptly**.

- **Paying more** than you should.
- **Not asking too much** from your Contact.
- **Doing** your Contact **a favour**.
- **Seducing** your Contact.

And for Aptitude:
- Getting a **Critical Success** on the roll
- Your Contact **performing better than expected**
- **Helping out** your Contact in their task

Of course, nothing ever goes according to plan, and things could happen that might make your Contact lose Skill Levels. The roll for this is exactly the same as for increasing the Skill. Roll the Check, and if you **roll lower** than the Skill, **nothing happens**, but if you **roll higher** than the Skill, **decrease it by 1d10 Levels**.

It can be tough, especially in lower Skilled Contacts, so be cautious when you doings like the following for their Influence Skill:
- **If you used Intimidate** to convince a Contact to work for you.
- **Getting caught** by your Contact **using Deceive**
- **Failing miserably at using Diplomacy**
- **Not contacting the Contact** for several Sessions.
- **Not paying the Contact** within agreed upon time-frame.
- **Double-crossing** the Contact.
- **Attacking** the Contact.

And for aptitude:
- Getting a **Critical failure** on the roll
- Your Contact **performing particularly badly**
- Your Contact's **work being sabotaged**

All of these lists are non-exhaustive, and your GM will look at the context of the session and decide what should happen to the Contact's Skills.

Loyalty

Every man has his price, and loyalty pays more than trust. If a Contact's **Influence Level ever drops to 0 then you have lost that Contact**. You can, however, prevent this happening by **burning a Sigil** to keep your Contact's Influence at Level 1d10.

DOWNTIME

Not every moment of your character's life will be spent sneaking around places they're not supposed to be, taking things that don't belong to them, killing people who get in the way of the first two, and in general being up to no good. They'll need time to rest, recuperate, get stuck into a project, or get back to their regular lives. That is Downtime: seeing what your characters do on their days between adventures and "off camera". Downtime will still keep them busy, they just won't be out adventuring.

Other than all the Activities you can perform during Downtime, it is a good means to skip ahead in time. Downtime is also a good way to "park" a character for a bit if you want to change out characters. One can be spending his time "off camera" while you take a new one out for a spin.

Downtime is split into three main parts: Work, Live, Play. The Work section is where your character can find a job and spend his Downtime working to earn a living. The Lifestyle section is where you determine how rich or poor your character will live during Downtime and how much it will cost. Then the Play section is where you choose what Activities your character will do, and see how well that goes.

There is a key thing that happens at the end of Downtime: paying the Bill. Nothing in life comes for free, and you'll need to pay for whatever you do on your Downtime.

BONUS AND PENALTY REROLLS

At the end of it, paying the Bill comes down to a Wealth Check with a Modifier based on your lifestyle, but will be the only Modifier. Everything else that happens during Downtime that can affect your Wealth Check to pay the Bill will give you either a Bonus Reroll or a Penalty Reroll. A Bonus Reroll forces you to reroll the Wealth Check if you failed it; and a Penalty Reroll forces you to reroll if you succeeded on that Wealth Check. Bonuses and Penalties cancel each other out, so when it comes time to pay the Bill, you're either gonna be left with just Bonus Rerolls, none at all, or just Penalty Rerolls.

TIME FRAMES

Downtime works on three broad timeframes: a Month, a Season, and a Year. The main difference between the three is the amount of Activities your character can perform during Downtime: two for a Month, four for a Season, and eight for a Year. Think of these timeframes as thresholds. If your Downtime lasts anywhere up to a month, then use the Month timeframe; if it will last for up to a season; then use the Season; and same for the Year timeframe.

You can, of course, always do a bit of Downtime then go back to adventuring, then a bit more Downtime and so on. There's an ebb and flow to adventuring that won't always perfectly fit with the Downtime timeframes. If you have this sort of stop-and-start Downtime, just keep in mind the "Rule of Two". In Downtime, two Months make up a Season and two Seasons Make up a Year (even though in reality, we know that's not the case). This means that you can have two Months' worth of Downtime within a season's length of time before you lose any mechanical benefits from it; or four Months' worth of Downtime within a year before they stop giving your character any benefits. This means that you can spend all your time doing month by month Downtime to quickly increase your character's Skill Levels and other boons.

WORK

Nothing in life is free, and the bills have to get paid. For most of us, the only way to make money is to work. During Downtime, your character can go looking for a job, or go back to their current one and work like the rest of us plebs.

To look for a job, you'll need to pass a Skill Check. Each job has a set of associated Skills, and if you succeed on one of those Skills' Checks, you can do that job for this particular Downtime. If you fail, however, you need to go look for another job. You can only attempt each job once per Downtime, and if you fail to get into a job, you'll get a -10 Modifier to the next job-hunting Skill Check you do. This negative Modifier is cumulative, so if you fail to get into 5 jobs, you will get a -50 Modifier to your next

job-hunting Skill Check for this Downtime. At the end of a Downtime period, these Modifiers reset.

If you already have a job from your background or a previous Downtime, you can just go straight back to it without having to do a Skill Check. And if you can't find a job, or don't want one, you can be a vagrant for the Downtime and get a Penalty Reroll to your Wealth Check at the end to pay the bills.

Here's the list of Skills and what jobs you can get if you pass their Checks.

Skills	Careers
Athletics	Athlete, Miner, Soldier, Labourer
Broad-Craft	Tradesman, Chef, Artisan, Artist
Burglary	Hunter, Merchant, Solicitor, Designer
Constitution	Labourer, Miner, Farmer, Tradesman
Deceive	Solicitor, Clerk, Merchant, Philanthropist
Diplomacy	Teacher, Merchant, Clergy, Clerk
Drive	Farmer, Labourer, Tradesman, Policeman
Fight	Policeman, Soldier, Athlete, Chef
Fine-Craft	Artisan, Tradesman, Physician, Designer
Intuition	Physician, Artist, Artisan, Clergy
Intimidate	Chef, Teacher, Miner, Clerk
Investigate	Artist, Policeman, Academic, Hunter
Logic	Academic, Physician, Teacher, Solicitor
Might	Miner, Labourer, Farmer, Athlete
Perception	Designer, Soldier, Artisan, Chef
Shoot	Soldier, Hunter, Policeman, Farmer
Special	Philanthropist, Academic, Designer, Physician
Stealth	Clerk, Hunter, Artist, Athlete
Wealth	Merchant, Philanthropist, Solicitor, Clergy
Will	Clergy, Philanthropist, Teacher, Academic

And here is the list of jobs to see what Skills go with them:

Careers	Skills
Academic	Investigate, Logic, Special, Will
Artisan	Broad-Craft, Fine-Craft, Intuition, Perception
Artist	Broad-Craft, Intuition, Investigate, Stealth
Athlete	Athletics, Fight, Might, Stealth
Chef	Broad-Craft, Fight, Intimidate, Perception
Clergy	Diplomacy, Intuition, Wealth, Will
Clerk	Deceive, Diplomacy, Intimidate, Stealth
Designer	Burglary, Perception, Special, Fine-Craft
Farmer	Constitution, Drive, Might, Shoot
Hunter	Burglary, Investigate, Shoot, Stealth
Labourer	Athletics, Constitution, Drive, Might
Merchant	Burglary, Deceive, Diplomacy, Wealth
Miner	Athletics, Constitution, Intimidate, Might
Philanthropist	Deceive, Special, Wealth, Will
Physician	Fine-Craft, Intuition, Logic, Special
Policeman	Drive, Fight, Investigate, Shoot
Soldier	Athletics, Fight, Perception, Shoot
Solicitor	Burglary, Deceive, Logic, Wealth
Teacher	Diplomacy, Intimidate, Logic, Will
Tradesman	Broad-Craft, Constitution, Drive, Fine-Craft

When you're in a job, you can also choose to make another Skill Check for the Downtime to see how well you are performing at your work. Pass this second Check and you'll get a Bonus reroll to your Wealth Check at the end.

The more you work, the better you will become at doing that work. Therefore, if you work during your Downtime, you will gain Levels in any of the Skills associated with your job. Work for a Month, and you will get 1 Level; work for a Season, and you will get 2 Levels (split amongst any of the job's Skills); and

work for a Year or more and you will get 5 Levels (again, split amongst any of the job's Skills).

If you don't have a job for the Downtime Period, you are considered a Vagrant. The positive to being a Vagrant is that you will get twice as many Activities in the Play section of Downtime later on. The negatives, unfortunately, are that you will get a Penalty Reroll at the end to pay the Bill, and you lose out on getting Skill Levels while Working.

LIVE

It's the quickest and easiest part of Downtime, and it says what sort of level of lifestyle you have. How rich or poor are you living? The answer to that will determine the Modifier you'll get to your Wealth Check at the end of Downtime to pay the bill.

LIFESTYLE COST	
HOMELESS	80
Subsistence	60
Poor	40
Average	20
Comfortable	0
Wealthy	-20
Lavish	-40
Opulent	-60
Decadent	-80
Kingly	-100

Your chosen lifestyle will also affect the flavour and aesthetic of the Activities you do in the Play section of Downtime, and thus may affect the Modifier your GM gives to the Skill Checks you roll and the rewards you get. For example, having an Opulent Lifestyle and going out Socialising will be a tremendously different night out on the town than doing so with a Poor Lifestyle. The places you go to and the people you meet will be of an entirely different calibre, so how you and your GM narrates that part of your Downtime will be quite different as well.

The same will go for almost all the Activities. If you want to Research, then the wealthier you are, the greater access you will have to academic material, so your GM may give you a positive Modifier to your Skill Check. If you want to Craft something great,

but you are poor, well then the tools available to you might well be of poor quality too. Your GM could then decide to give you a negative Modifier to your roll.

Remember that if you are travelling and on the road, not all Lifestyles may be available wherever you stop and decide to spend your Downtime. Your GM may decide that Lifestyles above or below a certain mark simply cannot be chosen at a given destination. For example, if you come across a luxurious resort-town, your GM could declare that only Wealthy Lifestyles and greater are available; or if you travel through a poor shanty-town, you can only choose Poor or lesser.

LIFESTYLE MODIFIERS AND REROLLS

There are two things that can get you Rerolls to your Wealth Check at the end of Downtime. If you have dependants living with you, you'll get a Penalty Reroll. "Dependants" here means anyone living with you that aren't helping to pay the bills. So children, other family members, guests, etc. For every dependant of note, you will get a Penalty Reroll to your Wealth Check. What counts as "of note" is up to your GM, but a newborn baby clearly don't require as much resources, and your money, as a fully grown adult.

If, however, you have another breadwinner in the house then you will get a Bonus Reroll. For every person living with you that has a job, or other source of income, you will get a Bonus Reroll.

Each Downtime you can also choose to increase or decrease your standard of living. Increasing means a Penalty Reroll for that Downtime, while decreasing is a Bonus Reroll (on top of the change in Modifier).

If you don't have a place to live, you are Homeless. This is good for saving money, but not that good for your health. If you are Homeless, then you will need to succeed on a Constitution Skill Check to avoid getting sick. If you fail, you take a Physical Wound to your Torso Hit Location equal to the amount by which you failed.

COMMUNAL LIVING

If you choose to lodge with someone else, you can use the Homeless Modifier. You don't, however, have to roll a Constitution Skill Check since you will have a roof over your head. If you have a job for the

Downtime, then the person you lodge with will get a Bonus Reroll, but if you are a Vagrant, they will get a Penalty Reroll.

If two or more players live together (and not one lodging at another's), then all players use the highest Wealth Skill Level among those players, and add a +20 Modifier for each additional player to the roll at the end of the Downtime to pay the bill.

PLAY

The Play Section is the place where you will spend most of Downtime. This is where you decide what Activities your character will do (beyond working) while they are on Downtime. Bear in mind that you will only be able to perform a certain number of Activities depending on the length of your Downtime: two for a Month, four for a Season, and eight for a Year.

There are ten broad categories of Activities that you can partake in during Downtime, and each has its own quirks and special rules, and some will even give you Bonus Rerolls or Penalty Rerolls to your Wealth Check at the end to pay the Bill. Some will also give you other types of rewards or misfortunes that could carry over into the next gaming session and adventure.

ACTIVITY	DESCRIPTION
Craft	Create an item or an object
Gamble	Wager money on a game of chance
Relationship	Improve a relationship
Research	Learn about a specific topic
Rest	Recuperate and relax
Scout	Travel to an unexplored location
Shop	Buy or sell items or objects
Socialise	Spend time with others
Train	Improve a specific skill
Tutor	Teach another character a skill

There is also an extra non-Activity which your character can partake in: Overtime. This is where you decide to forego doing an Activity, and instead work further at your job for extra money.

You can perform an Activity multiple times in a Downtime period (up to your maximum number of Activities for the Downtime). You aren't just limited

to doing one of each. If you do the same Activity multiple times in a single Downtime period, you can also continue on with the same project or topic throughout them all. For example: if you want to research a specific topic and don't finish doing so one the first attempt, then you can continue your research by spending another Activity on it.

Players can also cooperate on many Activities. If more than one character wants to work on the same project or topic, they can each take that Activity and roll the appropriate Skill Checks separately, but then add their roll results together (if successful) to get a final result for the Check.

CRAFT

Creating can be a hobby, a side-job, a necessity for the next adventure, or even an act of worship. Whatever your motivations, you can spend your Downtime creating and crafting objects and items. This project of yours can be as large or small as you want, from a few pieces of ammunition, a single piece of jewellery to a vehicle, a house, or even bigger.

When you start a new crafting project, you describe to your GM what it is you're wanting to create and he'll give you a challenge target number that you will need to beat. This challenge target number is based on the complexity, intricacy and difficulty of your proposed project. An indication of the difficulty levels can be seen on this table.

CRAFTING DIFFICULTY	
2	Effortless
5	Simple
8	Easy
11	Average
14	Challenging
17	Difficult
20	Arduous

To start crafting, you roll a Broad-Craft or Fine-Craft Skill Check (GM's choice depending on the project). If your roll is successful, the first digit of your roll (e.g.: 5 for a roll of 56) is then counted towards the project's challenge target number. If you beat the challenge target number, the project is completed and your object or item is crafted. If you

haven't beaten it yet, you can continue to work in subsequent Activities, and each time your succeed on your Skill Check you add the first digit of your roll to your previous one. Every following roll you make on the project, if successful, is counted towards the challenge and is added to your previous roll's number until the project is completed.

Your chosen lifestyle will dictate the quality of the tools and materials you have on hand to do your crafting, and how well kitted out your workshop is. Because crafting anything requires tools and materials, your GM will give your Broad-Craft or Fine-Craft Skill Check a modifier based on the tools and materials you have brought with you, and what you get from your lifestyle. The better equipped you are, the better the modifier you will get. Try to build a ship with a toothpick and pliers in a back alley, on the other hand, and you will get a severe negative modifier.

You can, however, elect to take a Penalty Reroll in order to get the materials and tools needed, but bear in mind that will only count for this one Skill Check. If you take another Crafting Activity later, you will either have to scrounge together the tools and materials, upgrade your lifestyle, or take another Penalty Reroll.

Gamble

Gambling is always a risk. You can win the jackpot or lose it all. Whether you are rolling dice, playing cards, or betting on the ponies, you can do all of that with this Activity.

Gambling during Downtime is incredibly easy. First off you place your wager. This is any number of points up to your current Wealth Skill Level. Then you roll 2d100. The first d100 roll sets the target number, and to win the bet you must roll the second d100 at or below the result of the first. For example, if you rolled a 39 with the first d100, you must get a 39 or lower with your second roll.

If you succeed, then you get a positive modifier to your Wealth Check at the end of Downtime equal to the number of points you bet. If you fail at the gamble roll, then you will get a negative modifier to that Wealth Check equal to the number of points you bet.

More than one player can join in the same gamble. They can both pool their points together for

the bet, and then roll the 2d100 once. Two or more players can also gamble against each other. To do this, they each place their bets and then one rolls a d100 to establish the target number, and the other rolls the d100 to match or get less than the target number. Whomever wins, gets the positive modifier to the Wealth Skill Check at the end of Downtime, and the loser gets a negative modifier.

You can, of course, always bet on yourself. If there is a type of competition that you are particularly skilled at (horse riding, shooting, pit-fighting) then you can make a wager that you'd win that competition. The process is very similar: you bet a number of points up to your Wealth Skill Level, and then roll the relevant Skill Check for the competition. Your GM may then roll an opposing Check he chooses for the opposition, and then the one who had the best result wins.

Relationship

Relationships take a lot of work to maintain and improve them. If you do nothing with them, then nothing is all you're going to get.

In this Activity, you can work on any sort of relationship, from a romantic one, to a friendly platonic one, to getting a Contact's relationship better, to improving ties with a Faction. To improve a relationship, you describe to your GM which relationship you want to work on and how you want to go about it. Your GM will then tell you which Social Skill to use for the Skill Check, and give you a positive or negative modifier to that Skill Check based on how well he thinks you've gone about improving the relationship.

Of course, a gift always helps when trying to build up a relationship. You can choose to take a Penalty Reroll for your Wealth Skill Check at the end of Downtime in order to get a +20 modifier to your Social Skill Check here.

If your Skill Check succeeds then you've improve the relationship. What this means depends on the relationship you were trying to improve. For any of your official Contacts, this means that their Influence Skill increases by 1d10. For other relationships (romantic, platonic, faction or otherwise) that don't have concrete game mechanics, you can use the table below and advance the relationship one step for each full multiple of 30 that you rolled (so 1 for 30, 2 steps for 60, 3 steps for 90).

Relationship Score	
1	Uncertain
2	Cool
3	Neutral
4	Amiable
5	Friendly
6	Warm
7	Affectionate
8	Close
9	Partners
10	Couldn't be closer

If, however, you failed your Social Skill Check and rolled 90 or higher, then things went terrible and the relationship is worse off than it started. For Contacts, reduce their Influence Skill by 1d10, and for other relationships, reduce where they sit on the table above by one step.

Research

Knowledge is power, and to be forewarned is to be forearmed. With this in mind you can undertake this Activity to research a specific topic. Do you need to know how something works or what something means, where something comes from or who someone is? This is where you find out.

To research, you tell your GM what you are trying to find out and he'll tell you to roll either a Logic, Intuition or Investigate Skill Check depending on what it is your researching and how you're going about it. Your GM will also give you a positive or negative modifier to the Skill Check to show how easy or difficult the topic is to research. If your roll is successful, then you've found out information about your topic. The higher your roll, the more you've found out about the topic.

If you aren't happy with the amount of information you've discovered, you can always undertake another Research Activity, roll again and then add that result to this one, giving you an overall higher roll and thus more information about your chosen topic.

Your chosen lifestyle will dictate what you have available to you to do your research. The better your lifestyle, the more resources you have on hand to help, and your GM will take this into account when giving your Skill Check that modifier. The less

resources you have to help you, and the more work you will need to do on your own will result in getting a worse negative modifier.

You can, however, elect to take a Penalty Reroll in order to get the resources you need, but bear in mind that will only count for this one Skill Check. If you take another Research Activity later, you will either have to scrounge together the resources, upgrade your lifestyle, or take another Penalty Reroll.

Rest

Sometimes all you need to do is rest, relax and recuperate. Your body and mind is taxed, pulled apart, beaten up and pushed around in adventures and so you often need some time to sit down and take a breather. Resting is there to give you the chance to recover, so you can get back on the road as good as you were before.

There is no Skill Check or anything else you need to do for this Activity. All you do is choose one Physical Wound and one Mental Wound and reduce their severity by one step (e.g.: from Grievous to Significant). Hit Location Destroyed Wounds cannot be healed this way.

Scout

To boldly go where you haven't gone before. With this Activity you can spend your Downtime travelling to new locations to discover as much about them as possible. This can be a new area your party will visit soon in your adventures, a place you need to case for a heist, or perhaps even looking for a new home.

Scouting is an incredibly involved activity that requires a lot of planning. First off, the length of your Downtime will determine how far you will be able to travel (depending on the mode of transportation of course), so plan accordingly. Your GM may also declare that several jobs be unavailable if your intended scouting will not be compatible. After all, if you're stuck to a desk or a store, you can't go on a journey across the world. You will need to find a job that works well on the road, or you'll have to go without work while you travel.

Lastly, your Lifestyle will dictate how well you are provisioned while scouting. The better your Lifestyle, the better style you'll be traveling in. A journey can be perilous, and you want as much resources to make

sure you survive it. Food, shelter, animals, vehicles, assistants; you'll get more of them at higher quality the better the Lifestyle you choose.

To Scout, describe to your GM where you want to go and how you intend to go about it. Your GM will then tell you to roll either an Investigate or Perception Skill Check and give you positive or negative modifiers depending on how difficult the journey will be. If your Skill Check is successful, then you've made it to your destination and found out what you needed to know. The higher you roll, the more you've discovered about your destination.

If you aren't happy with the amount of information you've discovered, you can always undertake another Scout Activity, roll again and then add that result to this one, giving you an overall higher roll and thus more information about your destination.

If you wanted to travel incognito, sneak about, be disguised during your journey, or in any way be unnoticed during your Scouting, you'll need a Stealth Check. However, you won't have to do another roll, instead the same Investigate or Perception roll you make will also count as your Stealth Check. This means that if you want to be stealthy, you will need to roll below both your Investigate/Perception as well as your Stealth Skill with that single roll.

If you roll over your Stealth Skill (regardless if you rolled under your Investigate/Perception Skill), then you've been caught out and discovered. What this means to your trip will be up to your GM, but it may involve some Checks to get you out of trouble.

Shop

In this Activity, you can buy and sell whatever you need to in between adventures. If you need to stock up on equipment, pawn off loot, get some new gear, then this is where you'd do it.

If you want to go buy items, describe to your GM exactly what you are looking for, and he'll tell you to roll a Wealth Skill Check with a positive or negative modifier depending on how expensive your final purchase will be. You can also dig into your savings to help buy what you need by taking a Penalty Reroll to your Check at the end of Downtime. This will give you a +20 modifier to the Wealth Check here to buy your items.

Selling things work in much the same way: you

tell your GM what you are trying to get rid off, and if you need to, roll an Investigate Check to find a buyer. Your GM will then tell you what your goods are worth in the form of Wealth Skill points, and you can see below an indication of where your goods could fall.

Goods Worth	
10	Insignificant
20	Scant
30	Little
40	Average
50	Serviceable
60	Worthwhile
70	Desirable
80	Plenty
90	Invaluable
100	Priceless

Then it's all about the haggling to get you the right price, if you want to take that risk. You can roll a Social Skill Check of your choice, and if you are successful, then you can increase the worth of your goods by 10, but if you fail then you reduce the value of your items by 10.

The points value you end up with will then become a positive modifier to your Wealth Check at the end of Downtime to pay the Bill.

Socialise

Having a quiet drink with a few friends, or going out and painting the town red, the Socialise Activity is all about having fun with others. It's a time to destress, enjoy yourself, but also to network and make new connections.

Socialise is the Activity where your Lifestyle will be most important. Your Lifestyle will dictate where you're going, who you'll be out with, and what you could get up to. Will you be going to a back-alley smokey bar with the local street rats, or out to a 5-star restaurant with the bourgeois elite? This has a greater effect than just flavouring your Activity's narrative, as the Socialise Activity is where you can acquire new Contacts, but the Contact you get will come from those you go out socialising with. That means your Lifestyle with determine what sort of Contact you can get.

If you're looking for a new Contact, you can talk to your GM about what sort of Contact you are seeking, and he'll let you know if that fits within your Lifestyle. You will then roll a Social Skill Check to see if you can put your best foot forward and form that connection with your would-be-Contact. You can take a Penalty Reroll to your Wealth Skill Check at the end of Downtime to give you a +20 positive modifier to this roll. This shows your generosity in footing the bill for the evening of socialising, and is sure to butter up your Contact.

If your Social Skill Check is successful, then you've acquired a new Contact. While the GM will work out his Aptitude Level, be warned that your new Contact's Influence Level will start off at Level 1, which means he can be lost as easily as he was obtained.

Regardless if you are looking for a Contact or not, socialising will also help you destress. To that end, you can choose one Mental Wound (except Location Destroyed) and reduce its severity by one step. So if you had a Grievous Mental Wound, you can reduce it down to Significant.

Train

We all have things that we can get better at, and skills and talents we can improve. Practice makes perfect, and undertaking this Activity will give you that time to practice.

The Train Activity is incredibly straightforward: you choose a Skill or Specialisation that you want to Train up, and then you roll that Skill/Specialisation Check. If you succeed in that Check, you will gain 2 Levels if you chose a Skill, and 4 Levels if you chose a Specialisation.

It's incredibly simple, but that doesn't make training easy. Everyone needs help to show them how to do something right, and if you choose to take a Penalty Reroll at the end of Downtime then you can get a trainer to help you out, or get the equipment and resources you need to train effectively. This will translate into a +20 modifier to your Skill/Specialisation Check.

Tutor

We all have knowledge, skills, talents, and abilities that can be shared with others. By undertaking the Tutor Activity, you elect to share that knowledge and skills with another character, be they another player's character or an NPC. This is your opportunity to pass on what you know to someone else, and this is an especially important Activity if your character has an heir or family member that you'd like to play as one day. This is your chance to train that heir up to take the reins should something ever happen to your main character.

Training is fairly simple: you first choose which Skill or Specialisation you would like to tutor the other character in. Then both you and that character rolls the Skill/Specialisation Check. If both of you succeed, then that character gains 2 Levels if you chose a Skill, and 4 Levels if you chose a Specialisation. If only one of you succeeded, then the character gains 1 Level for a Skill and 2 for a Specialisation.

As enjoyable as tutoring may be, having the right tools and resources will make it easier, and you can get those by taking a Penalty Reroll to your Wealth Check at the end of Downtime to pay the Bill. If you do, both you and the character you're training will get a +10 modifier to your Skill/Specialisation Check.

Overtime

Rather than spending your Activity on leisure, a hobby, or another pastime, you can instead spend your time working overtime at your job (assuming you're not a Vagrant). The reward for your diligence is that you will get a Bonus Reroll to your Wealth Check at the end of Downtime to pay the Bill as well as being able to increase a Skill associated with your job by 1 Level.

Entanglements

Downtime isn't always predictable. Just because you aren't on an adventure, doesn't mean that surprises won't find you. Your GM may decide to throw something unexpected your way during Downtime and give you a chance to roleplay. These Entanglements could be anything that fits the narrative of your Downtime, but if in doubt your GM can always roll on the table opposite to see what luck brings you.

Roll	Entanglement
1-4	A close friend betrays you.
5-8	A family member suddenly passes away.
9-12	A local crime lord pressures you to commit crimes.
13-16	A stray animal starts following you around.
17-20	Burglars break into your home.
21-24	Scurrilous rumours are spread about you.
25-28	Someone in trouble asks you for sanctuary.
29-32	Someone is stalking you.
33-36	The authorities have come to arrest you.
37-40	Too much drink makes you black out for a whole day.
41-44	You are accused of committing a heinous crime.
45-48	You are banned from a local establishment.
49-52	You are challenged to a duel to settle a matter of honour.
53-56	You are fired from your job.
57-60	You become involved in a serious fight.
61-64	You come across a grisly crime scene.
65-68	You discover there is a bounty on your head.
69-72	You get promoted at work.
73-76	You get severely sick (Gain a Grievous Wound to Torso)
77-80	You offend, and then lose, a Contact.
81-84	You receive an ominous and threatening letter.
85-88	You receive an unexpected marriage proposal.
89-92	You take part in a joyful local festival.
93-96	You unexpectedly make a new friend and gain a Contact.
97-100	You've made a powerful rival.

The Bill

At the end of the Downtime period, you have to pay the Bill. This shows whether you could afford everything you did during Downtime. Paying the Bill is quite simple: you roll a Wealth Skill Check and apply the Modifier you received from your Lifestyle in the Live Section of Downtime.

After you've rolled, it's time to tally up how many Bonus Rerolls and Penalty Rerolls you gained from the Downtime period. The Bonuses and Penalties cancel each other out, so determine how many (if any) of one of them you have left. For example, if you have 7 Bonuses and 5 Penalties, they'll cancel each other out until you only have two Bonuses left.

Bonus Rerolls force you to reroll if you failed the Wealth Check, and Penalty Rerolls force you to reroll if you succeeded the Wealth Check. So if you have only Bonus Rerolls remaining, reroll until you've run out of them, or until you succeed the Wealth Check. Similarly, if you only have Penalty Rerolls remaining, reroll until you've run out of them, or until you fail the Wealth Check.

If you ultimately succeed in paying the Bill, it means you have some money left over from Downtime that you could use in your adventures. You can choose to take the result of your final roll as a positive Modifier to all Wealth Checks in your next few gaming session (until your GM decides you've spent all your savings), or you can choose to increase your Wealth Skill Level by the first digit of the result of your roll (so by 5 for a roll of 54).

If your final roll to pay the Bill was a failure, then you didn't have enough money to pay for everything during Downtime. This leaves you with a choice of how to handle your poor financial situation. You can either choose to have a negative modifier equal to the amount by which you failed for the next few gaming sessions (until your GM decides you've managed to scrape together enough money), or you can choose to decrease your Wealth Skill Level by the first digit of the amount by which you failed your roll (so if you rolled a 50 to try and beat a 20, you failed by 30 and reduce your Level by 3).

There is also a third choice if you failed your final Wealth Skill Check: go into debt. You won't lose any Wealth Skill Levels or suffer negative Modifiers, but someone has taken on your debt which means you now owe a lot to that certain someone, and then can come to collect any time.

Whatever choice you make, if you fail to pay the Bill your Lifestyle level for the next Downtime will be reduced.

ADVANCEMENT

Advancement of your characters works by spending EXP to increase your Skill Levels. Each Skill is leveled up individually and it takes **1 EXP to increase a Skill Level by 1 level**. Each Skill's base level is 30, although by the time you finish Character Generation your Skill Levels will be greater than this.

Starting at Level 50 **every 10 Skill Levels** you will be given the option of a **Specialisation** in that Skill, so you can get one at Skill Level 50, 60, 70, etc. **A Specialisation Level is increased by 2 for every EXP** you spend in that Specialisation. Whatever you spend in a Specialisation or its parent Skill is not carried over between the two. For example: say you have **Fight at Skill Level 51** and **One Handed Weapons Specialisation at 62**, if you spend an EXP to increase Fight to Level 52, One Handed will not increase to 63, and vice versa.

EXP AND LEVELING UP

EXP ARE GAINED VIA THE FOLLOWING WAYS:

- Every person gains **1 EXP for turning up** to the game.
- Each person who is **instrumental to advancing the plot** while remaining in character **gains 1 EXP**.
- The single person who **rolled the lowest under their Modified Skill Level gains 1 EXP**. This can be calculated in the same way an Opposed Skill Check is.
- Whoever **rolls a 1 in a Skill Check** gains **1 EXP to be used only in that Skill or Specialisation**.
- **Finishing an important quest line or a mission** grants all those involved **1 EXP**.
- Any **amazing roleplay**. This is up to the group and GM, but the roleplay needs to be a magnitude to be the stuff of legends. Then **gain 1 EXP**.
- If you are using supernatural elements in your setting then the single person with the **most ingenious and inventive use of that supernatural element** in the session **gains 1 EXP**. This is decided by the GM with input from the group.

If you get all these EXP every session, it is possible to level up 1 Skill from the Base Level of 30 to Level 100 in only 10 sessions (assuming no Specialisations). It will take a long while to get *all* your Skills up to high levels, and this is meant for the longer campaigns you can play in.

DECIDING WHICH SKILLS TO LEVEL UP

Whichever Skill you want to level up with your newly acquired EXP is (almost) entirely up to you. You choose where you want to spend your EXP.

There is only one restriction: **you can only choose a Skill to level up if you have rolled that Skill this last session**. The Skills you have not rolled this session haven't been used by your character this session, and thus your character can't have gotten better at something they haven't been practicing. When it comes to Specialisations, you need to have rolled that specific Specialisation this session to be able to spend EXP in it, rolling its parent Skill doesn't count.

LEVELING TIME

EXP is only awarded after a session, so that is the only time when you can spend the EXP **to level up your Skills. In between sessions** you will have the time to decide which Skills to level up by taking into account which Skills you have rolled that session, which Skills you think you will need most next session, which Skills you think your character or the group needs most or even just what you think is the coolest Skill.

Because you can only choose a Skill to level up if you have rolled that Skill this last session, **you cannot store EXP** for a later date and time. Any EXP you gained from a sessions **must be spent before the next session**.

TRADING EXP

In between sessions, as well as spending your EXP you can also trade 1 EXP between Skills. This is for those Skills that you have decided not to use as often

but you don't want to waste the EXP you spent in them.

There are **restrictions** on this however. In between each session, you can **only trade 1 EXP** from 1 Skill to another. You also **can't trade that 1 EXP from or to a Skill that you have just spent your fresh EXP on**. If you want to trade EXP from or to a Specialisation, then you can still only trade 1 EXP. The doubling you get when leveling a Specialisation doesn't count when trading EXP.

Trading EXP is also restricted by which Skills you rolled in the latest session. You can only trade to a Skill that you have rolled in the latest session.

Skill Cap

By default all Skills are capped at Skill Level 100. This means that the maximum Skill Level a Skill can get to is Skill Level 100. Any EXP that is spent on a Skill after Skill Level 100 is wasted. This also includes Specialisations.

Depending on your setting, you may wish to increase or decrease the Skill Cap for all Skills or only for some Skills. For example, if you are using PCs from species other than humans you may feel that these species are distinct enough from humans that some, or all, of their Skills are better or worse than humans.

If this is the case, simply make a note of the new Skill Caps and remember that they will act just as the default Skill Caps, meaning that any EXP spent in that Skill after it has reached the Skill Cap will be lost.

Perks & Quirks

Perks

When you get a Skill to Level 50 (and for every 10 Skill Levels above that), you can choose to get a Specialisation in that Skill. These Specialisations are tracked separately to the base Skills and, most importantly, they level up twice as quickly as their base Skills.

However, Specialisation aren't the only way you can customise your character and make them more powerful. You can always choose to get Perk.

Perks are permanent bonuses that your character gets that changes the way certain rules work, or adds extra rules to your character. For example: some Perks will let you use one Skill instead of another; some will change how you gain and use Sigils; and others can change the way you heal and inflict Wounds.

Whenever you have the option of gaining a Specialisation (Levels 50, 60, 70...) **you can instead choose to gain a Perk**. Most Perks will have a Skill as a prerequisite, and this means that you need to get that specific Skill up to a multiple of 10 in order to get that Perk.

Quirks

You aren't only limited to only getting either a Specialisation or a Perk when a Skill hits the right level. You can instead choose one of the following:

- Two Perks
- Two Specialisations
- One Perk and one Specialisations

If you choose one of these options, then you must also get a Quirk. A Quirk works much the same as a Perk, except that a Quirk is inherently harmful to your character.

On top of this, you also don't get to choose which Quirk you get. Your GM will either choose for your character, or he will roll randomly for it. You get more by having two Perks/Specialisations, but you will suffer for it.

Character Creation

You can start the game off with Perks and Quirks to get an edge on the game. To do this, simply roll on the table below to see how many Perks and Quirks you get.

When you start off the game with Perks and Quirks, you won't choose either the Perks or the Quirks. Instead, you can either roll for them, or have the GM choose them for you.

Take note that you will start off with an equal number of Perks and Quirks.

Starting Perks/Quirks	
01-30	No Perks/Quirks
31-55	1 Perk/Quirk
56-75	2 Perks/Quirks
76-90	3 Perks/Quirks
91-100	4 Perks/Quirks

LIST OF PERKS

#	Name	Effect	Prerequisite
1	Adonis	You can spend EXP to increase Physical Skill Levels even if you did not use that Skill this Session	Any Physical Skill
2	Aloof	Once per session, you can reduce the severity of any Social Wound you receive by one step (e.g.: from Grievous to Significant).	Will
3	Animal Friendship	Animals, even carnivores, will not attack you unless you provoke them or their minds are artificially influenced.	-
4	Armoursmith	Armour you craft provides +10 armour than their toughness class normally does.	Broad-Craft, Fine-Craft
5	Back of Your Head	You do not suffer any negative modifiers from being flanked in melee combat.	Perception
6	Backstab	If a character is unaware of you, you can use your Stealth Skill instead of a Fight or Shoot Skill to attack them.	Stealth
7	Bloodlust	During Combat, you can spend a Sigil to enter a state of bloodlust. In this state you must always attack the nearest enemy you see, but you gain a +25 to all attacks made and you don't suffer any penalties from Wounds. Your bloodlust ends when all enemies you can see are dead.	-
8	Body Linguist	You can use Investigate instead of Intuition when making Skill Checks to determine if someone is being deceptive.	Investigate
9	Brains	Increase each Non-Physical Skill Level by 1, but decrease each Physical Skill Level by 1 as well. (This Perk can be selected multiple times)	Any Non-Physical Skill
10	Brawns	Increase each Physical Skill Level by 1, but decrease each Non-Physical Skill Level by 1 as well. (This Perk can be selected multiple times)	Any Physical Skill
11	Bucket of Bolts	You can use Drive instead of Broad-Craft or Fine-Craft to fix a vehicle that you own and can drive/pilot.	Drive
12	Budget	When you succeed on a Wealth Skill check, and roll within 10 points of your modified Skill Level, you can spend a Sigil instead of taking the -5 modifier to successive Wealth Skill Checks.	Wealth
13	Bullseye	When Aiming for a Shoot Skill Check, add your whole Shoot Skill Level as a bonus, instead of only half your Skill Level.	Shoot
14	Burn	If you successfully hit someone with a Social Skill Check in Social Combat, you can spend a Sigil to immediately roll another Social Skill Check against the same target (max 2 Social attacks per turn). Any modifiers from the first Check applies to this Check.	Diplomacy, Deceive, Intimidate
15	Catharsis	Each time you inflict a Physical Wound on another character, remove a Mental Wound if it is of equal severity, or reduce a Mental Wound's severity by one step if it is of a higher severity.	Will
16	Change Fate	You can spend a Sigil to add or remove 10 from the result of a Skill Check you rolled.	-
17	Chosen One	You can use Special instead of Will when determining your Sigil Threshold.	Special

#	Name	Effect	Prerequisite
18	Concilliation	Remove a Quirk of your choice. (This Perk can be selected multiple times)	-
19	Counterattack	If you are hit in combat, you can spend a Sigil to immediately make a Combat Skill Check against that character.	Fight, Shoot
20	Critical Fortunes	Whenever you roll a Critical Success, you gain a Sigil.	-
21	Cunning Craftsman	You can use Fine-Craft instead of Burglary when making Skill Checks to pick locks.	Fine-Craft
22	Dark Side	Select a Quirk. (This Perk can be selected multiple times)	-
23	Death Touch	If you hit an character in combat, and your roll is a critical success, you can spend a Sigil to automatically kill that character.	Fight, Shoot
24	Deluded Healing	You do not suffer the penalties from Physical Wounds if you have a Mental Wound of equal or greater severity. However, one Mental Wound can't negate more than one Physical Wound's penalty.	-
25	Dispensable	You can trade 2 EXP between sessions instead of just 1.	-
26	Double Criticals	Rolling a 1 also counts as a critical success for you.	-
27	Double Tap	If you successfully hit something with a Shoot Skill Check, you can spend a Sigil to immediately roll another Shoot Skill Check against the same target (max 2 attacks per turn). Any modifiers from the first Check applies to this Check.	Shoot, Perception
28	Dual Wielding	You do not suffer the negative modifier associated with using weapons in your Off Hand.	Fight
29	Eidetic Memory	For Intuition or Logic Skill Checks made to recall any memories or information from your past, you get one free reroll per Skill Check.	Intuition, Logic
30	Extra Sensory Perception	You can use Perception instead of Special to search for, detect, or perceive supernatural phenomona that are normally unoticable without unique gifts.	Perception
31	Fateweaver	Spend a Sigil to add a minor detail to the current scene/encounter/GM's narration.	Intuition, Logic, Special
32	Fearsome Reputation	Choose either the Fight or Shoot Skill. You can use this Skill instead of Intimidate when threatening someone. (This Perk can be selected multiple times)	Fight, Shoot
33	Fencer	You no longer suffer the penalty associated with Aiming in melee combat.	Fight
34	Ferocity	If you successfully hit something with a Fight Skill Check, you can spend a Sigil to immediately roll another Fight Skill Check against the same target (max 2 attacks per turn). Any modifiers from the first Check applies to this Check.	Fight
35	First Strike	You can take a single turn out of Initiative order when combat begins, before anyone else has a turn.	Athletics
36	Flesh Wound	Once per session, you can reduce the severity of any Physical Wound you receive by one step (e.g.: from Grievous to Significant).	Constitution
37	Force of Will	You can choose to suffer a Significant Mental Wounds instead of spending a Sigil. If all your Significant Mental Wound Slots have been used up, you instead suffer a Grievous Mental Wound.	Will

#	Name	Effect	Prerequisite
38	Foresight	At the start of each session, roll 2 d100. Record the result of each roll. During that session, you can replace the result of any roll with one of these foreseen rolls. You can only use each foreseen roll once.	Intuition, Logic, Special
39	Gunfighter	You don't suffer negative modifiers to your Shoot Skill Checks for using ranged weapons in melee combat.	Shoot
40	Gunsmith	Ranged weapons you create deal +10 damage than their weight Class normally does.	Broad-Craft, Fine-Craft
41	Heavy Weapon Proficiency	The modifier for using Heavy Melee Weapons is only -10 for you, instead of -15.	Fight
42	Homeland Ranger	Choose a specific environment (forest, tundra, ocean, urban, etc). While in this environment, you gain a +25 to all Investigation Skill Checks, suffer no penalties to Athletics Skill Checks due to obstacles or difficult terrain, and suffer no penalties to Constitution Skill Checks due to the environment. (This Perk can be selected multiple times).	Any Physical Skill
43	Incredible Fortitude	You can spend a Sigil to automatically pass any Shock rolls.	Will
44	Insanely Terrifying	Instead of taking penalties to Intimidate Skill Checks, Significant Mental Wounds give a +10 bonus, and Grievous Wounds a +15.	Deceive, Diplomacy, Intimidate, Will
45	Inspire	Spend a Sigil and roll a Diplomacy Skill Check. If successful, your party members gain a bonus to their next Skill Check equal to the result of your roll. If you fail the Skill Check, the Sigil is not spent.	Diplomacy
46	Intervention	Spend a Sigil instead of burning one to prevent losing a Contact through disloyalty.	Deceive, Diplomacy, Intimidate
47	IOU	You can use Diplomacy instead of Wealth when making Skill Checks to purchase items, and (earnestly) promising to pay them back later.	Diplomacy
48	Iron Fists	Your unarmed attacks do +10 damage.	Fight
49	Iron Stomach	You do not get drunk, no matter how much you drink, and you can eat almost anything without ill effects.	Constitution
50	Jack of all Trades	Gain 5 EXP that you can spend on any Skill (but not Specialisation). (You can take this Perk multiple times)	-
51	Lecturer	Whenever you need to explain something to someone, you can use your Logic Skill instead of a Social Skill for the Skill Check.	Logic
52	Light Footed	You can use Athletics instead of Stealth when making Skill Checks to avoid having your movement being heard.	Athletics
53	Light Weapon Proficiency	Ignore the negative modifier associated with using Light Melee Weapons.	Fight
54	Looter	You can use Burglary instead of Investigation when making Skill Checks to loot or scavenge for items.	Burglary
55	Luck Reversal	After you have made a roll, you can spend a Sigil to reverse the numbers on the dice to create a new result for that Skill Check.	-
56	Lucky	When using a Sigil to reroll, you can choose to use either result.	-

#	Name	Effect	Prerequisite
57	Masochist	Each time you receive a Physical Wound, remove a Mental Wound if it is of equal severity, or reduce a Mental Wound's severity by one step if it is of a higher severity.	Constitution, Will
58	Master Debater	Increase the severity of all Social Wounds you inflict on other characters by one step.	Diplomacy, Deceive, Intimidate
59	Master Salesman	Successful Social Skill Checks for Haggling results in a +40 bonus to the subsequent Wealth Skill Check.	Diplomacy, Deceive, Intimidate
60	Medium Weapon Proficiency	The modifier for using Medium Melee Weapons is only -5 for you, instead of -10.	Fight
61	Melee Weapon Master	Choose a Weight Class of Melee Weapons. You deal +10 extra damage when using that Weapon Class. (This Perk can be selected multiple times)	Fight
62	Mind Over Matter	Use your Will Skill Level instead of Constitution to determine the number of Wounds you have per Hit Location.	Will
63	Money Talks	You can use Wealth instead of Diplomacy when making Skill Checks to persuade a character.	Wealth
64	Navigator	You always know which way is north and your elevation above/below sea-level. You always know the time of day, and the date. You can never get lost.	Investigate
65	Networking	You gain 10 Contact Points to create additional Contacts, following normal Contact Creation rules. (This Perk can be selected multiple times)	Deceive, Diplomacy, Intimidate
66	Night Vision	You don't suffer negative modifiers for any Skill Checks made to see at night or in low light conditions. You still suffer negative modifiers in areas of deep darkness or pitch blackness.	Perception
67	No Limits	Select a Skill or Specialisation. The Level 100 Level Cap does not apply to that Skill or Specialisation. (This Perk can be selected multiple times)	-
68	Only as Old as You Feel	Remove the penalties associated with your current age. If you age up to the next age bracket, you still gain those penalties. (You can take this Perk multiple times)	Age Over 40.
69	Packmule	You can use Constitution instead of Might when making Skill Checks to see how much weight you can carry and move around.	Constitution
70	Poker Face	You can use your Deceive Skill whenever the GM calls for you to roll a Diplomacy Skill Check.	Deceive
71	Prodigy	You can use Intuition instead of Logic when making Skill Checks to recall academic and scholastic knowledge and trivia.	Intuition
72	Proxy Sacrifice	You can burn a Sigil to save another PC from dying.	-
73	Psychopathy	For every Mental Wound you have, you gain a bonus to Combat Skill Checks. +5 for Minor, +10 for Significant, +15 for Grievous.	-
74	Ranged Weapon Master	Choose a Weight Class of Ranged Weapons. You deal +10 extra damage when using that Weapon Class. (This Perk can be selected multiple times)	Shoot

#	Name	Effect	Prerequisite
75	Reckless Luck	You can burn a Sigil to automatically get a critical success on any Skill Check. You can activate this Perk even after you rolled the Skill Check.	-
76	Researcher	If you don't have knowledge of a topic, you can spend a Sigil to know where to find information about that topic.	Logic, Intuition
77	Sage	You can spend EXP to increase Non-Physical Skill Levels even if you did not use that Skill this Session	Any Non-Physical Skill
78	Second Chance	Burn this Perk instead of a Sigil to save yourself from dying. (You can take this Perk multiple times)	-
79	Sex Appeal	For Social Skill Checks made against characters of the opposite sex, you get one free reroll per Skill Check.	Diplomacy, Deceive
80	Sharpshooter	Extend the range band of any Ranged Weapon you are using by 1 band.	Shoot
81	Shepherd	If you've used a Contact this session, you can spend your EXP to increase either the Contact's Influence or Aptitude Skill Levels.	Diplomacy, Intimidate, Deceive
82	Sigil Donor	Other players can use your Sigils (with your permission) to reroll, or gain a +25 modifier to their Skill Checks. They cannot burn your Sigils.	-
83	Soft Armour Proficiency	Ignore the negative modifier associated with wearing Soft Armour.	Might
84	Soul Mates	Select a character, gain +10 to all Skill Checks if they are in Near Range, if they have this Perk, AND if they selected you as part of this Perk. Once you select a character, you cannot change that decision until your soul mate has died.	-
85	Specialist	Permanently gain 5 Levels in your highest Skill (if you have more than one Skill tied for highest, you can choose which one is affecfed). (This Perk can be selected multiple times)	-
86	Speed Burst	You can use Might instead of Athletics when making Skill Checks to sprint across short distances.	Might
87	Spite	Once per session, you can spend a Sigil to force any other character to reroll a Skill Check.	-
88	Stagger	Whenever you successfully hit a character with a melee attack, you can spend a Sigil to make them lose their next turn.	Fight
89	Stoicism	Once per session, you can reduce the severity of any Mental Wound you receive by one step (e.g.: from Grievous to Significant).	-
90	Strong Armour Proficiency	The modifier for wearing Sturdy Armour is only -10 for you, instead of -15.	Might
91	Sturdy Armour Proficiency	The modifier for wearing Sturdy Armour is only -5 for you, instead of -10.	Might
92	Supportive Sidekicks	You gain +10 to all Social Skill Checks for each supportive ally within Close Range.	-

#	Name	Effect	Prerequisite
93	Tactician	At the start of each combat round, you can spend a Sigil to decide which NPCs will fill the GM Turn Slots for that round.	Logic, Intuition
94	Taunt	Choose a number of characters within Near Range up to the first digit of your Intimidate Skill Level. Make an Opposed Skill Check between your Intimidate Skill and their Will Skill. If they fail, they must target you during their next turn.	Intimidate
95	Tech Driver	You can use Broad-Craft instead of Drive when making Skill Checks to handle a vehicle.	Broad-Craft
96	Utility belt	Spend a sigil to declare you have a hitherto unknown "mundane" (in all senses of the word) item on your person that is no larger than what can be held in one hand.	Burglary, Special, Stealth
97	Vengeful	Gain a +20 modifier to your Shoot or Fight Skill Checks against any character that has given you a Physical Wound (severity of Significant or greater).	-
98	Wary	When determining Initiative, you can add a bonus 20 to whichever Skill's Level is being used for Initiative.	Athletics, Perception, Intuition, Special
99	Weaponsmith	Melee weapons you create deal +10 damage than their weight Class normally does.	Broad-Craft, Fine-Craft
00	Well Rounded	Permanently gain 5 Levels in your lowest Skill (if you have more than one Skill tied for lowest, you can choose which one is affected). (This Perk can be selected multiple times)	-

LIST OF QUIRKS

#	Name	Effect
1	Addiction	You must sate your addiction at least once per session (but can be more frequent depending on your GM) or you must succeed on a Will Skill Check. Failure means gaining a Mental Wound equal to the number by which you failed.
2	Antisocial	You have 0 Contacts. If you had any Contacts prior to getting this Quirk, you lose them. (This Quirk can be selected multiple times)
3	Atrophy	Decrease every Physical Skill Level by 1. (This Quirk can be selected multiple times)
4	Bad Company	Reduce the Influence rating of every other player's Contacts by 1d10. (This Quirk can be selected multiple times)
5	Bane of Athletics	Permanently lose 5 Levels in your Athletics Skill. (This Quirk can be selected multiple times)
6	Bane of Broad-Craft	Permanently lose 5 Levels in your Broad-Craft Skill. (This Quirk can be selected multiple times)
7	Bane of Burglary	Permanently lose 5 Levels in your Burglary Skill. (This Quirk can be selected multiple times)
8	Bane of Constitution	Permanently lose 5 Levels in your Constitution Skill. (This Quirk can be selected multiple times)
9	Bane of Deceive	Permanently lose 5 Levels in your Deceive Skill. (This Quirk can be selected multiple times)
10	Bane of Diplomacy	Permanently lose 5 Levels in your Diplomacy Skill. (This Quirk can be selected multiple times)
11	Bane of Drive	Permanently lose 5 Levels in your Drive Skill. (This Quirk can be selected multiple times)
12	Bane of Fight	Permanently lose 5 Levels in your Fight Skill. (This Quirk can be selected multiple times)
13	Bane of Fine-Craft	Permanently lose 5 Levels in your Fine-Craft Skill. (This Quirk can be selected multiple times)
14	Bane of Intimidate	Permanently lose 5 Levels in your Intimidate Skill. (This Quirk can be selected multiple times)
15	Bane of Intuition	Permanently lose 5 Levels in your Intuition Skill. (This Quirk can be selected multiple times)
16	Bane of Investigate	Permanently lose 5 Levels in your Investigate Skill. (This Quirk can be selected multiple times)
17	Bane of Logic	Permanently lose 5 Levels in your Logic Skill. (This Quirk can be selected multiple times)
18	Bane of Might	Permanently lose 5 Levels in your Might Skill. (This Quirk can be selected multiple times)
19	Bane of Perception	Permanently lose 5 Levels in your Perception Skill. (This Quirk can be selected multiple times)
20	Bane of Shoot	Permanently lose 5 Levels in your Shoot Skill. (This Quirk can be selected multiple times)
21	Bane of Special	Permanently lose 5 Levels in your Special Skill. (This Quirk can be selected multiple times)
22	Bane of Stealth	Permanently lose 5 Levels in your Stealth Skill. (This Quirk can be selected multiple times)
23	Bane of Wealth	Permanently lose 5 Levels in your Wealth Skill. (This Quirk can be selected multiple times)

#	Name	Effect
24	Bane of Will	Permanently lose 5 Levels in your Will Skill. (This Quirk can be selected multiple times)
25	Bellcurve	Gain 5 Levels in Skills under Level 30, gain 5 in Skills between 30-39, gain 1 in Skills between 40-49; lose 1 Level in Skills/Specialisations between Levels 50-59, lose 5 in those between 60-69, and lose 10 Levels in those 70 and above. You do not gain any Perks/Specialisations from these Level gains.
26	Blackmailed	Someone has information on you that you don't want released. Choose a Social Skill to be permanently attached to this blackmail. At the start of the session spend a Sigil or roll the Social Skill Check. If you fail, the blackmailer will find you in the session with a task in hand.
27	Borrowed Time	You are going to die. It is only a question of when. At the beginning of each session roll a d100, if you roll a 1 then you will die that session and there is nothing you can do about it.
28	Brain Damage	Your GM rearranges the Skill Levels of all your Skills in random order. (This Quirk can be selected multiple times)
29	Butter Fingers	Increase the negative modifiers for the weight classes of melee weapons by 10.
30	Chains of Fate	Reduce the Level Cap of one Skill or Specialisation by 10 Levels. A Skill or Specialisation's Level Cap cannot be reduced below its current Skill Level. The GM selects the Skill or Specialisation. (This Quirk can be selected multiple times)
31	Charity	At the end of each session, permanently reduce your Wealth Skill Level by 1, and permanently increase the Wealth Skill Level of another party member by 1.
32	Chink in the Armour	Any armour you craft has 5 less armour than its normal weight class.
33	Chronic Migraines	At the start of each session, roll a d100. On a result of 20 or less, you gain a Significant Mental Wound.
34	Conscience	Reduce the amount of EXP you receive at the end of each session by the number of Physical, Mental and Social Wounds you inflicted onto other characters in that session (down to a minimum of 0).
35	Cracked Crafting	Any weapon you craft does 5 damage less than its normal weight class.
36	Craven	You automatically fail Combat Skill Checks as well as Will Skill Checks to resist fear unless you spend a Sigil. If you spend a Sigil, you can roll the Skill Check as normal.
37	Crippled	You gain a permanent Grievous Physical Wound. (This Quirk can be selected multiple times)
38	Death Wish	To save yourself from dying, you need to burn 2 Sigils instead of just 1.
39	Delicate	Increase the severity of all Physical Wounds you receive by one step.
40	Dependent	Gain a Minor Mental Wound for each encounter/scene that you do not spend in the company of another party member.
41	Disturbed	You gain a permanent Significant Mental Wound. (This Quirk can be selected multiple times)
42	DNR	You cannot burn Sigils to save yourself from dying.
43	Doomed	You cannot use any Sigils for any reason whatsoever.
44	Draining Luck	Suffer a Significant Mental Wound each time you Spend a Sigil.
45	Envy	If you don't have the most Perks and Specialisations amongst the party members, take a number of permanent Minor Mental Wounds for the difference in number between yours and the rest of the party's Perks and Specialisations.
46	Fade Away	Decrease every Non-Physical Skill Level by 1. (This Quirk can be selected multiple times)

#	Name	Effect
47	False Friends	You lose a Contact (GM's choice), and a player of the GM's choosing gains that Contact.
48	Fatal Flaw	Permanently lose 5 Levels in your lowest Skill (if you have more than one Skill tied for lowest, you can choose which one is affected). (This Quirk can be selected multiple times)
49	Fragile Ego	Increase the severity of all Mental Wounds you receive by one step.
50	Greed	If you rolled a Wealth Skill in a session, you must spend at least 1 EXP in Wealth at the end of that session. In addition, you cannot trade EXP from the Wealth Skill.
51	Hard luck	Spending a Sigil costs 2 Sigils each time instead of 1.
52	Hidden Treachery	Each time a party member gains a Physical Wound, you heal a Mental Wound of equal or lesser severity. If you have no Mental Wounds, you gain a Sigil instead.
53	Hypochondriac	You automatically fail any Shock rolls.
54	Impaired	You gain a permanent Significant Physical Wound. (This Quirk can be selected multiple times)
55	Incitation	Remove a Perk of your GM's choice. (This Quirk can be selected multiple times)
56	Initiative Gamble	When determining Initiative, roll a d100 and use the result as your Initiative, instead of using a Skill's Level.
57	Insanity	You've snapped, suddenly and without warning. Gain a Mental Location Destroyed Wound.
58	Insecure	Increase the severity of all Social Wounds you receive by one step.
59	Introvert	You cannot spend Sigils to reroll or get bonuses to Social Skill Checks.
60	Leftovers	You only gain Sigils in game when other players refuse GM interactions. The Sigils they don't get, come to you freely.
61	Locked In	You cannot trade EXP in between sessions.
62	Miserly	Halve any bonuses, and double all penalties, to your Wealth Skill Checks.
63	Nemesis	Somewhere in your past you have greatly wronged someone (justly or unjustly, on purpose or by accident), and they have sworn eternal vegeance against you. At the start of each session, spend a Sigil or roll your highest Social Skill Check. If you fail, your Nemesis will find you somewhere this session.
64	Notorious	You don't quite know how, but word of your exploits have somehow become (in)famous. Everywhere you go, people will recognise you and will have heard rumours about what you've done.
65	Oblivious	When determining Initiative, you get a -20 modifier to whichever Skill's Level is being used for Initiative.
66	Opposing Balance	Lose 10 Levels in Skills under Level 30, lose 5 in Skills between 30-39, lose 1 in Skills between 40-49; gain 1 Level in Skills/Specialisations between Levels 50-59, gain 5 in those between 60-69, and gain 10 Levels in those 70 and above. You do not gain any Perks/Specialisations from these Level gains.
67	Outcast	You gain a permanent Significant Social Wound. (This Quirk can be selected multiple times)
68	Over-Reaction	If you are hit and Wounded by an attack, forfeit your next turn.
69	Painfully Ugly	You automatically fail any Diplomacy Skill Checks made against characters that can see you, unless you spend a Sigil. If you spend a Sigil, you can roll the Skill Check as normal.
70	Paranoia	Every Intuition Skill Check made to determine if someone is telling the truth results in you thinking that they are lying, unless you spend a Sigil. If you spend a Sigil, you can roll the Skill Check as normal.

#	Name	Effect
71	Pariah	You gain a permanent Grievous Social Wound. (This Quirk can be selected multiple times)
72	Permanent Bruises	Physical Wounds take twice as long to heal and refresh.
73	Possessive	Your GM picks a character. When that character takes a Physical or Social Wound, you take a Mental Wound of equal severity.
74	Pride	If your highest Skill or Specialisation's Level is not the highest amongst all the party members, you take a Mental Wound equal to the difference between it and the highest Skill or Specialisation in the party.
75	Psychopathy	You automatically fail Intuition Skill Checks to sense emotions, or in regards to other displays of empathy, unless you spend a Sigil. If you spend a Sigil, you can roll the Skill Check as normal.
76	Ravages of Time	Double the penalties associated with your current age. If you age up to the next age bracket, you gain the normal penalties associated with the bracket. If you are under 40, gain the penalties of a 40 year old. (This Quirk can be selected multiple times)
77	Respite	Select a Perk. (This Quirk can be selected multiple times)
78	Restraining Training	Reduce the amount of EXP you receive at the end of each session by the number of Sigils you spent/burnt in that session (down to a minimum of 0).
79	Shame	Social Wounds take twice as long to heal and refresh.
80	Sheltered mind	Suffer a -10 Penalty to Logic and Intuition for each character within Near Range that is aware of you.
81	Short-sighted	On top of any other modifier, you gain a -10 modifier to any Perception Skill Check for every range band the target you are trying to perceive is away from you, if you aren't wearing correctional lenses or its equivalent.
82	Sigil Roulette	At the start of each session, roll a d100. On a result of 17 or less, you begin the session with 0 Sigils.
83	Sloth	You cannot spend Sigils to reroll or get bonuses to Physical Skill Checks.
84	Slow	You cannot spend Sigils to reroll or get bonuses to Mental Skill Checks.
85	Spent Effort	Spending a Sigil to gain a bonus on a Skill Check only gives a +15 instead of a +25.
86	Square Peg	Always round up your the result of your Skill Checks to the nearest multiple of 10.
87	Squeamish	For every Physical Wound you inflict on another character, you gain a Mental Wound of equal severity.
88	Strictly Business	Your Contacts' Influence Level cannot be increased higher than Level 20. If you have any Contacts with Influence Level higher than Level 20, decrease them to Level 20.
89	Stubborn	Mental Wounds take twice as long to heal and refresh.
90	Tall Poppy	Permanently lose 5 Levels in your highest Skill (if you have more than one Skill tied for highest, you can choose which one is affected). (This Quirk can be selected multiple times)
91	The Debt Collector	You owe someone a lot of money from a long time ago, and they've tracked you down. At the beginning of each session, spend a Sigil or roll a Wealth Skill Check. If you succeed, someone is coming to take some of your money, or make you pay it off with a job.
92	The Watchers	Someone is always watching you. Always. No matter where you go, what you do, or how well you hide, there is always someone there watching you. You can never escape them.
93	Tunnel Vision	After each session, choose one Skill/Specialisation that you rolled in that session. You can only spend EXP in that Skill/Specialisation.

#	Name	Effect
94	Turnabout	Swap the Skill Levels of your Highest and Lowest Skills. If you have more than one Highest and/or Lowest, your GM chooses which Skill(s) to swap.
95	Uncomfortable	Increase the negative modifiers for the weight classes of armour by 5.
96	Unhinged	You gain a permanent Grievous Mental Wound. (This Quirk can be selected multiple times)
97	Unlucky	When spending a Sigil to reroll a Skill check, you must use the worst result of the two rolls.
98	Unwise Spending	When you roll within 10 points of your modified Skill Level on a Wealth Skill Check, double the penalties you receive.
99	Wanted	There's a bounty on your head. At the beginning of each session, spend a Sigil or roll a Stealth Skill Check. If you fail, someone is coming to collect on that bounty.
00	Wrath	When in combat, you must spend a Sigil each turn unless you are moving into Close Range with an opponent, or are attacking.

CHARACTER CREATION

CREATING YOUR CHARACTER

In this chapter, you will build a character all the way from birth to the age when you choose to start the game. It is all randomly done with dice rolls (although if you already have a specific character idea in mind, you can always choose the options that are best suited to your idea, we won't judge).

The character creation is set up in four sections which will take you through your character's look, their Childhood, Teenage and then Adult years.

At the end of the Character Creator there is also a **Random Name table** if you can't think of a good name for your character or if you want fate to decide.

For each question, roll a d100 and record the result. In each cases, your result will get you two Skills. Each time you gain a Skill, **roll a d5 (d10/2)** and increase that Skill's Level by that amount. **All Skills start a Level 30**, so everything you get here is added onto that.

Skill Arrays

If you want to start a game quickly without going through the entire Character Generation process you can always use the Basic Skill Array method to create a character. In this way you look at the table to the right and assign each Skill Level to a Skill. You have one Skill you can have at Level 50, three Skills at Level 45, five at Level 45, etc. It's that simple.

Level	# Skills
50	1
45	3
40	5
35	5
30	6

Your character's Age

While the Character Creation process is all done randomly, you can to a degree decide at what age you want your character to start the game. You can choose whether you want your character to be a Child, a Teenager or an Adult. Once you've made that decision, you can use the tables to the right to roll for their exact age.

If your character is over 40 years old, then the ravages of age will start to set in.

If your character is between **41-50** then they will have **-2 Skill Levels** to all their **Physical Skills**.

If your character is between **51-60** then they will have **-4 Skill Levels** to all their **Physical Skills**.

If your character is over **60** then they will have **-6 Skill Levels** to **all their Skills**.

Check the Skills Section to see which Skills are Physical or not.

Minor	
Child	5+1d5
Teenager	10+1d10

Adult	
01-35	20+1d10
36-70	30+1d10
71-85	40+1d10
86-95	50+1d10
96-100	60+1d10

WHO ARE YOU?

Sex

01-50	Male
51-100	Female

Handedness

01-89	Right Handed
90-99	Left Handed
100	Ambidextrous

Complexion

01-10	Pale
11-20	Fair
21-30	Golden
31-40	Rosy
41-50	Ruddy
51-60	Tan
61-70	Olive
71-80	Dark
81-90	Swarthy
91-100	Dusky

Male Body Type		Female Body Type	
01-10	Scrawny	01-10	Petite
11-25	Lean	11-25	Slender
26-40	Athletic	26-40	Fit
41-60	Average	41-60	Average
61-75	Brawny	61-75	Muscular
76-90	Stocky	76-90	Buxom
90-100	Heavy	90-100	Plump

Distinctive Trait

01-02	Androgynous.	35-36	Lip piercing.	69-70	Plant tattoos.
03-04	Animal tattoos.	37-38	Long fingers.	71-72	Pockmarked skin.
05-06	Bald head.	39-40	Major electrical burn marks.	73-74	Protruding brow and chin.
07-08	Bow-Legged.	41-42	Military tattoos.	75-76	Religious tattoos.
09-10	Close-set eyes.	43-44	Missing ear.	77-78	Scarring on arms.
11-12	Crooked nose.	45-46	Missing finger.	79-80	Severe flame burn marks.
13-14	Crooked teeth.	47-48	Missing teeth.	81-82	Stain-mark on arm.
15-16	Excess body hair.	49-50	Missing toe.	83-84	Stain-mark on face.
17-18	Exotropic eyes.	51-52	Mythological tattoos.	85-86	Stain-mark on neck.
19-20	Extensive liquid burn marks.	53-54	Nervous facial tic.	87-88	Stain-mark on torso.
21-22	Extreme scarring on legs.	55-56	Nose piercing.	89-90	Terrible scarring on chest.
23-24	Eyebrow piercings.	57-58	Old brand on face.	91-92	Tribal tattoos.
25-26	Gang tattoos.	59-60	Old brand on neck.	93-94	Underbite.
27-28	Glasgow Smile.	61-62	Old brands on arms.	95-96	Unpleasant odour.
29-30	Healed chemical burn marks.	63-64	Old brands on arms.	97-98	Vitiligo.
31-32	Heavy scarring on face.	65-66	Old brands on torso.	99-00	Roll twice.
33-34	Huge scarring on back.	67-68	Overbite.		

CHILDHOOD

WHAT WAS YOUR EARLIEST MEMORY?		
01-10	A loud explosion and then silence.	Drive & Intimidate
11-20	Running for my life.	Athletics & Perception
21-30	Getting caught stealing.	Burglary & Will
31-40	Eating like there's no tomorrow.	Constitution & Wealth
41-50	Crying because I got hopelessly lost.	Fine-Craft & Investigate
51-60	Being covered in someone else's blood.	Broad-Craft & Shoot
61-70	My parents telling me it will all be OK.	Deceive & Might
71-80	The joyful laughter of my family.	Diplomacy & Special
81-90	A vicious battle. I don't know who won.	Fight & Logic
91-100	Playing hide and seek with my friends.	Intuition & Stealth

WHERE DID YOU GROW UP?		
01-10	On the streets.	Stealth & Fight
11-20	On the open road, always traveling.	Drive & Diplomacy
21-30	On a farm, in the muck.	Broad-Craft & Athletics
31-40	Near a church, helping the priests.	Investigate & Might
41-50	In a mansion, waited upon hand and foot.	Intimidate & Burglary
51-60	Near a library that I always visited.	Logic & Fine-Craft
61-70	Wherever I could.	Shoot & Perception
71-80	In a busy shop, constantly underfoot.	Will & Wealth
81-90	In a comfortable urban home.	Special & Intuition
91-100	On the stage, performing every night.	Deceive & Constitution

WHAT WERE THE PEOPLE YOU CALLED FAMILY LIKE?		
01-10	Businessmen hunting after money.	Athletics & Stealth
11-20	Pious folks, always praying.	Will & Stealth
21-30	Cops chasing down criminals.	Shoot & Special
31-40	Labourers tinkering and building all day.	Perception & Might
41-50	Smart people, their noses in books.	Logic & Diplomacy
51-60	Note takers and bookkeepers.	Investigate & Drive
61-70	Drifters, never putting down roots.	Intimidate & Constitution
71-80	Artists, who created beautiful things.	Intuition & Fine-Craft
81-90	Soldiers fighting one war after the other.	Fight & Broad-Craft
91-100	Thieves and criminals.	Burglary & Deceive

How did you respond to religion?

01-10	Fanatical	Constitution & Fight
11-20	Zealous	Athletics & Shoot
21-30	Devout	Broad-Craft & Special
31-40	Sincere	Diplomacy & Will
41-50	Tolerant	Investigate & Perception
51-60	Indifferent	Might & Intuition
61-70	Apathetic	Wealth & Stealth
71-80	Agnostic	Logic & Drive
81-90	Atheistic	Deceive & Intimidate
91-100	Defiantly	Fine-Craft & Burglary

How strict was your upbringing?

01-10	Draconian	Constitution & Shoot
11-20	Brutal	Broad-Craft & Intimidate
21-30	Heavy-handed	Athletics & Will
31-40	Strict	Perception & Fight
41-50	Tolerant	Logic & Might
51-60	Indifferent	Fine-Craft & Diplomacy
61-70	Easy-going	Drive & Intuition
71-80	Lenient	Burglary & Stealth
81-90	Pampered	Special & Deceive
91-100	Spoilt	Investigate & Wealth

Who had the biggest influence on your childhood?

01-10	My bully.	Drive & Stealth
11-20	My sibling.	Athletics & Investigate
21-30	My best friend.	Burglary & Diplomacy
31-40	A religious leader.	Constitution & Will
41-50	A hero from legends.	Might & Special
51-60	My teacher and mentor.	Broad-Craft & Logic
61-70	Myself.	Deceive & Intuition
71-80	A heroic soldier.	Fight & Shoot
81-90	A kind old (wo)man that helped me.	Intimidate & Fine-Craft
91-100	My parents.	Perception & Wealth

Your childhood left you feeling..?

01-10	Afraid	Athletics & Stealth
11-20	Peaceful	Burglary & Logic
21-30	Happy	Fine-Craft & Broad-Craft
31-40	Cynical	Diplomacy & Investigate
41-50	Proud	Might & Drive
51-60	Sad	Constitution & Intuition
61-70	Ashamed	Deceive & Perception
71-80	Confused	Fight & Special
81-90	Angry	Intimidate & Will
91-100	Indifferent	Shoot & Wealth

TEENAGE

Who was your best friend?		
01-10	A farmhand, close to the earth and hard of spirit.	Athletics & Special
11-20	Someone with more money than sense.	Burglary & Drive
21-30	No one. Absolutely no one.	Constitution & Investigate
31-40	The voices that won't go away, not even when I sleep.	Intuition & Broad-Craft
41-50	A bookworm who had an answer for everything.	Deceive & Logic
51-60	My dog, the best friend a man could ask for.	Diplomacy & Wealth
61-70	A soldier's child, who knew every weapon there was.	Fight & Will
71-80	A street thief, always one step ahead of everyone.	Might & Stealth
81-90	An outdoorsy kid, always away hunting and fishing.	Shoot & Intimidate
91-100	A trading apprentice, always tinkering away at something.	Fine-Craft & Perception

How was your first love?		
01-10	They loved me and so did their best friend	Athletics & Shoot
11-20	They were a petty criminal and ended up in jail.	Burglary & Intuition
21-30	They left a note and disappeared forever.	Constitution & Drive
31-40	I caught them and their old lover together.	Broad-Craft & Fight
41-50	Expensive and by the hour.	Deceive & Stealth
51-60	Sweet, like fine wine.	Diplomacy & Will
61-70	I fought my rival for them.	Might & Wealth
71-80	Our families hated each other.	Intimidate & Special
81-90	They hid something important from me.	Investigate & Perception
91-100	It was unrequited, through a window, from afar.	Logic & Fine-Craft

What did you learn from the adults around you?		
01-10	That hard work and effort will be rewarded in time.	Drive & Might
11-20	To aim for the stars, and fake it till you get there.	Athletics & Deceive
21-30	That if you're gonna steal, do it quietly.	Burglary & Stealth
31-40	That I need to be patient with my dreams.	Constitution & Broad-Craft
41-50	To see the beauty in the world, rather than the misery.	Fine-Craft & Diplomacy
51-60	That violence is the only answer some will listen to.	Fight & Wealth
61-70	That everyone and everything has a price.	Intuition & Intimidate
71-80	To always do the right thing, no matter what.	Investigate & Shoot
81-90	That you can never stop learning an studying.	Logic & Perception
91-100	To trust in a higher power and stop worrying.	Special & Will

WHAT DREAMS DID YOU HAVE FOR THE FUTURE?		
01-10	To track someone down. My future was with them.	Fight & Drive
11-20	I wanted to invent things, to create and build!	Investigate & Broad-Craft
21-30	Just wanted to get rich. Simple as that.	Special & Wealth
31-40	A future where I could finally disappear.	Shoot & Stealth
41-50	As long as the future was away from here, I didn't care.	Athletics & Perception
51-60	Screw the future, I just wanted to survive the present.	Burglary & Will
61-70	To be the best there ever was.	Constitution & Might
71-80	To make the world a beautiful place through art.	Fine-Craft & Deceive
81-90	I wanted to help others and make the world better.	Diplomacy & Intuition
91-100	To be strong, so that I don't need to be afraid anymore.	Intimidate & Logic

WHO DID YOU LOSE?	
01-20	My mother.
21-40	My father.
41-55	A sibling.
56-70	My best friend.
71-80	My girl/boy-friend.
81-90	My mentor.
91-100	Another relative.

WHAT HAPPENED TO THE ONE YOU LOST?		
01-10	Murder most foul.	Broad-Craft & Intimidate
11-20	They simply vanished. No one knows how or when.	Deceive & Drive
21-30	I betrayed them to make myself wealthy.	Investigate & Wealth
31-40	They were a criminal and were sent to prison.	Athletics & Burglary
41-50	A terrible accident. It wasn't anyone's fault.	Constitution & Fine-Craft
51-60	Picked a fight with the wrong person.	Diplomacy & Fight
61-70	They gave up on this world and on us.	Intuition & Will
71-80	Illness. Not even the priests could help them.	Logic & Might
81-90	They betrayed me. Vengeance was my right.	Perception & Shoot
91-100	An ill-fated journey was their unlucky end.	Special & Stealth

HOW DO YOU FEEL ABOUT YOUR TEENAGE YEARS?		
01-10	Ashamed	Deceive & Broad-Craft
11-20	Afraid	Will & Drive
21-30	Confused	Diplomacy & Stealth
31-40	Proud	Perception & Wealth
41-50	Angry	Fight & Intimidate
51-60	Happy	Athletics & Might
61-70	Indifferent	Burglary & Special
71-80	Peaceful	Constitution & Logic
81-90	Sad	Shoot & Fine-Craft
91-100	Cynical	Intuition & Investigate

	The turning point in your life was when I...	
01-10	Got an addiction. The withdrawal is as bad as the drug.	Burglary & Broad-Craft
11-20	Nearly died. I still bear the scars of the incident.	Constitution & Intuition
21-30	I found out that violence does solve everything.	Diplomacy & Perception
31-40	Found an ancient treasure hidden among the dirt.	Deceive & Wealth
41-50	Had my most prized possession stolen.	Might & Intimidate
51-60	Saved someone from dying. I was the hero they needed.	Athletics & Fine-Craft
61-70	Found a starving, dying animal and nursed it back to health.	Drive & Investigate
71-80	Was given a precious family heirloom. I keep it on me always.	Logic & Special
81-90	Got disowned by those closest to me. I never saw them again.	Shoot & Will
91-100	Was blackmailed by criminals to do something horrific.	Fight & Stealth

ADULTHOOD

What sort of life lead you here?		
01-10	A holy life, trusting in a higher power.	Will & Wealth
11-20	A life spent reading and studying.	Burglary & Special
21-30	A working life, doing an honest day's work.	Constitution & Perception
31-40	An artistic life of beauty and wonder.	Fine-Craft & Fight
41-50	A life on the streets, battling to survive.	Broad-Craft & Stealth
51-60	The golden life, trading goods and coin.	Deceive & Drive
61-70	A stale life, counting numbers and figures.	Diplomacy & Intimidate
71-80	The right side of life, keeping law and order.	Intuition & Might
81-90	A life lived on the move.	Investigate & Athletics
91-100	One fighting from one battlefield to the next.	Logic & Shoot

What role do you play in a group?		
01-10	The Counselor.	Athletics & Intuition
11-20	The Tinkerer.	Burglary & Broad-Craft
21-30	The Warrior.	Constitution & Fight
31-40	The Mentor.	Will & Logic
41-50	The Face.	Deceive & Special
51-60	The Boss.	Diplomacy & Perception
61-70	The Warden.	Drive & Intimidate
71-80	The Scout.	Investigate & Might
81-90	The Striker.	Shoot & Fine-Craft
91-100	The Wildcard.	Stealth & Wealth

What's your outlook on people?		
01-10	I approve of the just.	Athletics & Logic
11-20	I admire the scholarly.	Will & Fine-Craft
21-30	I like almost everyone.	Burglary & Diplomacy
31-40	I prefer the wealthy.	Wealth & Deceive
41-50	I favour the pious.	Constitution & Special
51-60	I dig the outlaws.	Shoot & Drive
61-70	I applaud the skeptical.	Fight & Intuition
71-80	I care for the poor.	Might & Intimidate
81-90	I respect the unschooled.	Broad-Craft & Perception
91-100	I dislike almost everyone.	Investigate & Stealth

Your motto in life?		
01-10	The end justifies the means.	Deceive & Intimidate
11-20	Knowledge is power.	Logic & Drive
21-30	Victory likes careful preparation.	Might & Broad-Craft
31-40	Nothing ventured, nothing gained.	Fight & Investigation
41-50	Love conquers all.	Fine-Craft & Wealth
51-60	He who hesitates is lost.	Shoot & Diplomacy
61-70	Evolve or die.	Burglary & Perception
71-80	Beyond fear lives freedom.	Athletics & Will
81-90	Fortune favours the bold.	Special & Intuition
91-100	Always darkest before the dawn.	Constitution & Stealth

WHAT CAN'T YOU STOP YOURSELF DOING?

01-10	Wanting to take what others have.	Fine-Craft & Investigate
11-20	Always wanting more and more.	Logic & Burglary
21-30	Being consumed by my hidden desires.	Special & Diplomacy
31-40	Feeling better than others around me.	Shoot & Wealth
41-50	Getting the energy to do my fair share.	Stealth & Might
51-60	Forcing others to my point of view.	Constitution & Drive
61-70	Consuming more than what's good for me.	Broad-Craft & Intuition
71-80	Taking my anger out on anyone I see.	Athletics & Fight
81-90	Not caring much for anyone or anything.	Deceive & Will
91-100	Refusing to listen, even when I should.	Perception & Intimidate

WHAT DO YOU ALWAYS TRY TO BE?

01-10	Chaste in my passions.	Athletics & Intimidate
11-20	Empathic to others' needs.	Burglary & Fight
21-30	Humble in what I do.	Will & Perception
31-40	Patient with my plans.	Fine-Craft & Drive
41-50	Diligent in my work.	Investigate & Special
51-60	Adaptable to what happens.	Logic & Intuition
61-70	Charitable to those who need it.	Wealth & Broad-Craft
71-80	Kind to those around me.	Diplomacy & Might
81-90	Respectful to all I meet.	Constitution & Deceive
91-100	Temperate in my choices.	Stealth & Shoot

WHAT IS MOST IMPORTANT TO YOU?

01-10	My people, my nation.	Athletics & Diplomacy
11-20	Power and the will to use it.	Burglary & Investigate
21-30	Myself, clearly.	Constitution & Might
31-40	My friends, the family I chose.	Fine-Craft & Deceive
41-50	My god(s), my faith.	Broad-Craft & Will
51-60	Technology and the future.	Drive & Special
61-70	Freedom and chaos, as nature intended.	Fight & Perception
71-80	My family, my blood.	Intuition & Shoot
81-90	Order, peace, tranquility.	Intimidate & Wealth
91-100	Knowledge, and the study thereof.	Logic & Stealth

IN YOUR SPARE TIME, WHAT DO YOU ENJOY DOING?

01-10	Hunting and Fishing.	Athletics & Drive
11-20	Taking what doesn't belong to me.	Burglary & Shoot
21-30	Socialising with others.	Constitution & Diplomacy
31-40	Going where I'm not suppose to.	Fine-Craft & Stealth
41-50	Creating, tinkering, building.	Broad-Craft & Special
51-60	Putting bastards in their place.	Deceive & Fight
61-70	Exploring places I've never been.	Intuition & Perception
71-80	Watching the lives of people go by.	Intimidate & Investigate
81-90	Learning new things.	Logic & Wealth
91-100	Keeping my body in shape.	Might & Will

Did you find your soul mate?

01-40	Yes, for better or worse.
41-70	No, I'm not that lucky.
71-90	Yes, but only for a while.
91-100	Wait, just one?

And what about kids?

01-10	Just the one.
11-30	A small handful.
31-50	A whole litter.
51-100	Never work with kids or animals.

Do you stand alone?

01-20	Never. I need people.
21-40	No, there's always someone around
41-60	Only when I have to.
61-80	I might as well, few others care.
81-100	I do now, it's better this way.

What heirloom do you always carry with you?

1-2	A bracelet made of silver charms	51-52	A pendant with your ancestor's coat of arms
3-4	A braided necklace made of different metals	53-54	A piece from an old war banner
5-6	A bell with a large crack running through it	55-56	A piece of petrified wood carved into a knife
7-8	A puzzle box you've never been able to open	57-58	A plain heavy golden ring that fits perfectly
9-10	A broken pendant showing only half a face	59-60	A pocket mirror that's cracked and blackened
11-12	A brooch with a faded bone cameo	61-62	A prehistoric insect trapped in amber
13-14	A coin with its markings scratched off	63-64	A rusty dagger without a hilt
15-16	A comb carved from coral	65-66	A scrimshawed ivory pipe
17-18	A compass that always points to the moon	67-68	A shard of a mirror coated in dried blood
19-20	A compass that points to a random location	69-70	A signet ring with the seal nearly faded
21-22	A faceless doll made from bone	71-72	A six sided dice with each side a different colour
23-24	A flag bearing unfamiliar heraldic devices	73-74	A bag of potpourri that never loses its scent
25-26	A gigantic tooth from an unknown creature	75-76	A wooden horn carved into a lion's head
27-28	A golden brooch in the shape of a constellation	77-78	A statuette of an old warrior
29-30	A pendant that hums like a tuning fork	79-80	A tiny chest holding the ashes of an ancestor
31-32	A journal written in a script you can't read	81-82	A twelve sided dice with the zodiac symbols
33-34	A key carved from bone that fits no lock	83-84	A wooden chess piece blackened by fire
35-36	A large coin bearing unfamiliar markings	85-86	A worn book filled with children's tales
37-38	A pearl that change colour with the climate	87-88	An agate arrowhead
39-40	A locket that's been melted shut	89-90	An ancient key with your name on it
41-42	A picture locket of someone you don't know	91-92	An archaic armband shaped like a serpent
43-44	A lucky charm	93-94	An iridescent multi coloured feather
45-46	A moonstone cracked like a lightning strike	95-96	An old copper whistle
47-48	A necklace made of braided finger-bones	97-98	An opalised ammonite fossil
49-50	A palm sized geode carved like a skull	99-100	An ornate pipe carved of pure black wood

NAME TABLES

Roll	Male	Female	Unisex	Surname
1	Aaron	Abigail	Ainsley	Abdullah
2	Abel	Agatha	Alex	Adamson
3	Abraham	Alice	Amal	Andrews
4	Adam	Allison	Angel	Aslan
5	Adrian	Amanda	Arlo	Attar
6	Ali	Amber	Armagan	Balewa
7	Amir	Amelia	Ashley	Bauer
8	Andrew	Amy	Ashton	Bautista
9	Antonio	Anna	Bailey	Bliss
10	Bartholomew	Aurora	Blaine	Brady
11	Benjamin	Ava	Blake	Britz
12	Boris	Avra	Bodhi	Campbell
13	Bradley	Barbara	Brennan	Castro
14	Bran	Bridget	Cameron	Chen
15	Brian	Brooke	Carmen	Clark
16	Caleb	Caroline	Carson	Cohen
17	Carter	Catherine	Casey	Davis
18	Charles	Charlotte	Chase	Dugdale
19	Christian	Chloe	Claude	Dulatre
20	Cole	Claire	Cody	Dupont
21	Collin	Coralie	Darian	Dvorak
22	Connor	Daisy	Desi	Erasmus
23	Cristopher	Dasha	Dominique	Eriksson
24	Cruz	Dora	Drew	Evans
25	Daniel	Dorothy	Eden	Farkas
26	David	Elizabeth	Elvan	Fernandez
27	Dean	Ella	Esin	Ferreira
28	Diego	Emily	Ezra	Fischer
29	Dimitry	Emma	Farrell	Fontaine
30	Doug	Estelle	Finch	Fyodorov
31	Dylan	Esther	Galen	Garcia
32	Edward	Eva	Gene	Golding
33	Elijah	Evelyn	Glenn	Gruber
34	Ethan	Fatima	Gray	Hamilton

Roll	Male	Female	Unisex	Surname
35	Evan	Fleur	Harley	Hansen
36	Finn	Francine	Harper	Hasan
37	Flynn	Gladys	Hero	Horvat
38	Francis	Gloria	Hunter	Janssens
39	Fraser	Grace	Indiana	Johnson
40	Frederick	Haley	Indra	Jones
41	Gabriel	Hannah	Ismat	Joubert
42	George	Hazel	Jayden	Katzarov
43	Gerard	Helen	Jean	Khan
44	Harry	Holly	Jet	Kim
45	Henry	Imogen	Jo	Kowalski
46	Hugo	Isabella	Joss	Kumar
47	Isaac	Ivy	Jude	Lambert
48	Isaiah	Jennifer	Jules	Lang
49	Jackson	Jessica	Jun	Lawton
50	Jake	Julia	Kai	Le Gall
51	James	Karen	Kazumi	Le Roux
52	Jan	Lana	Keats	Lee
53	Jared	Lea	Kendall	Leroy
54	Jason	Leila	Kiran	Lowe
55	John	Lily	Korel	Mahmud
56	Jonah	Linda	Laden	Mamadov
57	Jordan	Lois	Leigh	Martinez
58	Joseph	Logicna	Lexus	McKenzie
59	Joshua	Lucy	Logicn	McLeod
60	Julian	Lulu	Lynn	Meyer
61	Justin	Madison	Mason	Molnar
62	Kazuo	Maisie	Max	Moreau
63	Kevin	Margaret	Mercer	Müller
64	Lachlan	Martha	Micah	Murphy
65	Leonard	Martuna	Morgan	Musayev
66	Levi	Mary	Murphy	Naidoo
67	Liam	Megan	Nairi	Nelson

Roll	Male	Female	Unisex	Surname
68	Logan	Melina	Noam	Novak
69	Luke	Mia	Noel	O'Brien
70	Mark	Mila	Noor	Obi
71	Mason	Monika	Oscar	Park
72	Matthew	Naomi	Parker	Patel
73	Michael	Natalie	Phoenix	Pavlov
74	Mohammed	Natasha	Poe	Peterson
75	Nathan	Nikki	Quinn	Powell
76	Nicholas	Nina	Raman	Rodriguez
77	Noah	Oksana	Reagan	Rossi
78	Omar	Olga	Reese	Santos
79	Own	Olivia	Remy	Sato
80	Patrick	Patricia	Reyes	Schneider
81	Paul	Penelope	Riley	Singh
82	Peter	Persephone	Robin	Smirnov
83	Phillip	Phoebe	Rowan	Smith
84	Quentin	Piper	Ryder	Struna
85	Rashid	Rosa	Sage	Tait
86	Ren	Ruby	Sam	Tailor
87	Reuben	Ruth	Samar	Thompson
88	Robert	Sabina	Shae	van der Berg
89	Roderick	Sakura	Shia	van Dyk
90	Ryan	Sandra	Shiloh	Vega
91	Scott	Sarah	Skye	Wagner
92	Sean	Sophia	Sydney	Walker
93	Sebastian	Stella	Tanner	Watson
94	Stavros	Susan	Taylor	Weber
95	Stephen	Victoria	Tristan	White
96	Thomas	Violet	Tyler	Williams
97	Toby	Wanda	Val	Wilson
98	Vasco	Willow	Wren	Wright
99	William	Zahra	Yeats	Zabat
100	Wyatt	Zoey	Zia	Zhou

PARTY CREATOR

Now that you and your entire group have made your characters, it's time to give your whole party some character and flavour.

The tables below won't give you any extra Skill Levels, but they will give your party some context and backstory. They will show how your characters all initially met up, what the party's vague goal is, what keeps the party together and what can break it apart.

Keep in mind that your party is just like a character and it will evolve during gameplay just like your personal character would. Your party can change their goals and ambitions through roleplay, and what keeps you together and tears you apart will also change as you go about your adventures. Think of these tables as platforms to work off and start your journey with.

How did you all meet?	
01-10	Got conscripted together in the same force.
11-20	Pure luck and happenstance.
21-30	Spent time locked up together.
31-40	The same enemy targeted all of us.
41-50	We all grew up in the same area.
51-60	We all had the same friend that's now gone.
61-70	We had prior business dealings.
71-80	We used to be rivals and enemies.
81-90	We were employed together.
91-100	We're pretty sure that we're distantly related.

What is your ambition?	
01-10	Fame, glory and renown.
11-20	Money, wealth and riches.
21-30	Power, as much as we can get.
31-40	Someone's hunting us and we have to run.
41-50	There is someone we need to kill.
51-60	There's always another place to explore.
61-70	We have to save someone important.
71-80	We need to clear our names.
81-90	We need to atone for all we have done.
91-100	We owe a huge debt we need to pay back.

What ties you together?	
01-10	A promise of riches.
11-20	Good, honest friendship.
21-30	Not friendship, but mutual respect.
31-40	Only our goal, nothing else.
41-50	Past crimes we committed together.
51-60	Strong, effective leadership.
61-70	We have a common enemy.
71-80	We share the same belief/faith.
81-90	We swore an oath together.
91-100	We've shared a lot history together.

What threatens to tear you apart?	
01-10	A complicated love triangle.
11-20	Broken promises and lies.
21-30	Conflicting egos.
31-40	Conflicting ideologies.
41-50	Historic injustices between us.
51-60	Paranoia about an alleged traitor.
61-70	There's been an unequal share of loot.
71-80	We can never decide on anything.
81-90	We don't make for a stable group.
91-100	We simply don't trust each other.

YOUR PARTY NAME

Your characters are done, your party is made, now all that is left to do is name your party. A name is everything. Every great band of adventures have had one, and now it's time for your to get yours.

There are two tables below, one for Adjectives and one for Noun. Simply roll once on each table and then you could be part of the Green Cloaks, the Water Demons, the Ruby Hounds or even the Void Kings.

Adjective	
01-04	Air
05-08	Ashen
09-12	Blue
13-16	Bronze
17-20	Earth
21-24	Fiery
25-28	Gold
29-32	Green
33-36	Moon
37-40	Mountain
41-44	Obsidian
45-48	Ocean
49-52	Orange
53-56	Ruby
57-60	Shadow
61-64	Silver
65-68	Soul
69-72	Star
73-76	Stone
77-80	Storm
81-84	Sun
85-88	Violet
89-92	Void
93-96	Water
97-100	White

Noun	
01-04	Angels
05-08	Arrows
09-12	Axes
13-16	Beasts
17-20	Blades
21-24	Cloaks
25-28	Crystals
29-32	Demons
33-36	Giants
37-40	Gods
41-44	Guards
45-48	Hearts
49-52	Hounds
53-56	Hunters
57-60	Jesters
61-64	Kings
65-68	Knights
69-72	Lillies
73-76	Masks
77-80	Prophets
81-84	Sentinels
85-88	Shields
89-92	Shrouds
93-96	Thieves
97-100	Wolves

GM
Section

ADVICE FOR GAMEMASTERS

THE GM'S ROLE

Always remember the cardinal rule of roleplaying games: *you are all here to have fun*. It is just a game. It is your job as the GM to ensure this happens. If the group is not having fun, then you are all wasting your time. Sometimes it's an uphill battle and sometimes you just have to end the game early or cancel a game altogether, but as any experienced gamer will tell you: no game is better than a bad game.

Don't let this power and responsibility get to your head though, you aren't the king or tyrant. Think of yourself as a movie, or stage, director. You are there to guide the game and the players so that by the end of the day everyone, including you, walks away feeling like they did in fact just watch a fantastic movie.

Apart from the "fun" aspect and managing your players, it will also be your responsibility to manage the entire world and the adventure and campaign. This at first will sound like a monumental task, but it is at times even easier than just managing one character. All the NPCs you will control will only come into the players' lives for a moment, so at the end of the day all those NPCs' fifteen minutes of fame will add up to one full fledged character.

KNOW YOURSELF AND YOUR PLAYERS

Sun Tzu, in his Art of War, wrote: "If you know the enemy and know yourself, you need not fear the result of a hundred battles." Now, you should never see your players as the enemy, but the principle remains. If you know your own capabilities, imagination and limitations, and you know your players' capabilities, imaginations and limitations then you shouldn't worry about how your game will go.

KNOW YOURSELF

Before you go any further, ask yourself why you want to be the GM for this game. A lot of times the answer will be "because no one else in my group wants to" and that's par of the course. Every GM has been there. But you stepped up to the plate and it is

an important question.

However, if your first answer is "because I want to tell a story" then I have some bad news for you, GMing might not be for you. A roleplaying game is a **collaborative story telling experience**. If you are telling your own story and using your players as props, then it isn't fair on them. A better way to put it would be to have an "idea" for a story, a premise rather than a novel. Let the players and their PCs create the story from the premise you have given them and the obstacles and twists you put in.

Once you've figured out why you want to be to run a game, then you have to ask what sort of game do you want to run, and what are you good at? We aren't all the best at everything, otherwise the Olympics would really be a boring affair, so you need to think about what you can and can't do. Are you better at describing the detail of a scene? Try a game of mystery and crime solving. Are you better at acting our different personalities? Try a game of social intrigue and politics. Are you better at fast paced, off the cuff storytelling? Try an action based, combat heavy game. Playing to your strengths will results in a better, stronger, more enjoyable game than trying to do something you aren't confident in handling.

KNOW YOUR PLAYERS

When you have figured out why you are here and what you can do, it's time to go talk to your players. The story in large part will be driven by the actions, and reactions, of the players. If they don't pick up on your clues and hints on where to go, the story stalls. If they don't want to chase after the villain, the story stalls. If they want to set up a lemonade stand instead of the skullduggery you had planned, the story becomes a stall.

What your players want to play is what you will have to provide them, so the first thing you should do is sit down and have a nice chat about what sort of story and game they want. This can easily be your first session as you go through the **Character Generator** and have a quick go over of the rules. This is even more important if there are new players to the group or the group have not played together before.

Before any gameplay happens, find out what they are looking for. Do they want a social/political game, a combat heavy game, a slow paced mystery game or a fast paced, high octane game or any other sort of game?

Sometimes the players themselves may not know what sort of game they want, especially if they are new to tabletop RPGs. If they aren't sure, ask them what sort of other media they enjoy. What sort of videogames they like to play, what genre of books and movies they like to watch. This will give you an idea of what sort of game to prepare for them. This will always involve some form of compromise. The players may not all agree on one type of game, or what the players want may not be what you want. So talk it through and come up with a game that everyone can enjoy.

This does not mean to always stick to exactly what the players want. Perhaps they have not experienced every sort of game and you can pleasantly surprise them. However, if you do go beyond what the players ask for, always have a plan to get back on track should you see the players not taking a liking to what you are offering.

The last thing to remember about players is that each of them requires a unique approach. Even if they all agreed on a type of game to play, there will still be variations in what they like. Some will like interacting with the NPCs, some will like getting down and dirty with combat while others will like hunting for clues. So no matter what sort of game you end up playing, remember to throw each of your players a bone so they feel like they are playing an important role in the story.

House Rules

Morality

So now you and your players have discussed everything you want in the game. Now it's time to discuss what you and the group **don't want** in the game.

Many settings, especially the ones that we publish, as indeed even the real world aren't always the nicest of places. Have a look at current world news, read up on those history books, folks, it isn't always sunshine and lollipops.

Racism, sexism, religious persecution, slavery, corruption, extortion, rampant crime, and of course gratuitous violence are present in many settings to varying degrees and it is best to come to terms with that before any game starts. Any and all of these may be too much for your players to handle. Before starting a game, ask any players if anything should be declared off-limits.

Remember to be reasonable about this sort of thing. What is offensive to one person may not be offensive to others. If one player declares something to be off-limits that other players find acceptable, or may even want (after all, who doesn't like a bit of blood and guts on occasion?) within the game's universe then it may be best if that player does not continue with this group. Remember it is about fun, if one person makes it not fun for the rest of the group then the whole experience is ruined. As the GM, you should make decisions like these on a case by case basis, be reasonable, and do so in the best interest of the whole group.

Table rules

Next on the list are tables rules, known a generation ago as manners and two generations ago as common sense. This is just figuring out when is the best time to order or make food, coasters or no coasters, that sort of thing. Before your first game sort all of these niggling things out so they don't mar and slow down your games.

Figure out how long to spend before starting the game chatting and hanging out so there aren't constant interruptions every five minutes so that one player can talk about the latest cat video they saw on the internet (This will become a dated reference fairly quickly). Also figure out how much out-of-character talk there should be at a table or if it should be scheduled and what to do when one player interrupts another.

This may all seem like a lot of rules and regulations for playing a simple game of pretend, but once you figure it all out it becomes those unwritten rules that make life easier. After all, you wouldn't appreciate it if you are watching a movie and someone starts listening to pop music at full blast next to you, or constantly talks and distracts you from the movie. This is much the same thing, when you are playing with the Sigil System you are watching that engrossing movie and you want to stay engrossed.

The Game

So you have figured out what sort of game you want to run, you have figured out what sort of game your players want and you've sorted out all the nitty-gritty things playing in a group requires. All that remains now is to prepare that game. Don't worry too much, with the Sigil System this won't be a hassle for you.

Preparations

Once everything have been discussed and talked over, your biggest role now will be to design the game. Whether you use the **Adventure Generator** at the end of the section or design your game from scratch, there are a few aspects which you will need to bear in mind. Whether you are designing a stand alone adventure or a campaign, these aspects will remain largely the same.

The Who:

You have to think about who the PCs will be working for, who they will be working against, and who the third party involved will be.

Will the PCs be working for someone else, even temporarily, or will they be doing their own thing? If they will be working for someone else, you will need to create a reason why this person, group, organisation or entity would employ the PCs. It does not always have to be the most complex and convoluted of reasons, but it needs to be a reason for the PCs to fall back on and to keep them in line. The PCs should know that there are consequences to their actions should they cause trouble for their employer but also know that their employer needs them and will protect them.

If the PCs are working alone, then there is less for you to worry about. However, they will need to know there is now no man upstairs to protect them should they find themselves hip deep in the proverbial.

The PCs will always be working against someone in some fashion. The opposition does not always have to be a villain but could be just the enemies, scoundrels, bandits they face. They will however need to be more than a cardboard cutout. The PCs' employers, or the players if the PCs work alone, will come up with the reasons why the PCs are working against the opposition, but you will also have to determine how the opposition responds to this.

No story is as exciting as when a third party is thrown into the mix to complicate the lives of the PCs. If you do want to use a third party, you will have to spend some time fleshing them out so they become rounded characters rather than one dimensional cartoon villains.

The What:

The meat of the game. This is the story as such, the bait, the hook to get the players moving. How much you plan will depend entirely on how much influence the players want in the story. On one side there are groups who want to be in total control of what they do, and the GM then reacts to how they play, also known as the "sandbox" style. On the other hand are players who prefer the "quest" style of gaming: getting a quest/job/mission from an NPC, completing it and then going onto the next one (the Adventure Generator at the back of the section is geared towards this).

Whichever style your group chooses, you will have to at least plan what the world will throw at the characters, what obstacles the characters will need to overcome. If it is a quest the characters will be doing then you need plan all the important steps along the way that they may come across. They may not get to all of them, but it is better to be over prepared than under prepared. If it is a more sandbox style of game, you will need to prepare the eventualities. Since it is completely up to the players to decide what they do, you can't prepare everything, so you will need to be flexible and prepare a little bit here and a little bit there. For sandbox style games it is much better to prepare events that you can fit into any scenario in any place than fixed scenes in an adventure. The ring they can steal does not have to be in the tallest tower of the king's castle but could be in any chest they find along their travels. The merchant they need to meet does not have to be in any specific town but could always be in the next town they visit.

To help you with getting together the "what" of a specific quest or storyline, you can use the 4-Scene approach.

The 4-Scene Story:

At the most basic, a RPG storyline comes in four parts, or four scenes if you think of it like a movie. If you are planning a quest, a side-quest or just a random encounter for the players on their adventures, you can easily do so by using the four scenes.

The first scene is the **Brief** Scene. Here is where the players get the plot-hook, the job, the quest. It can take place in a bureaucrat's office with an official stamp or it could be as simple as a thief bumping into the character and they see him disappear around a corner. The important role of the Brief Scene is that the players get an objective, a goal, a mission that they can work towards or against. In many instances, this is the most important scene as this will give the players the motivation for the storyline.

Next up is the **Legwork** Scene. The characters now know what they have to do, now they just need to figure out how to do it. This is where buying needed equipment, scouting and investigating, and looking up their contacts to find out information happens. Everything that needs doing before they get onto the task at hand is done here. As such, this scene is most often a very informal event (if an "event" at all), there is no one person deciding it is time for legwork, it is something that is just done. Therefore, the Legwork Scene is mostly handled by the players themselves as they decide what they need to do to prepare for the next scene.

When the characters are ready, it's the **Mission** Scene. This is fairly straightforward, this where the action takes place. The characters now know what to do, they have prepared for it, and so they do it. Most of what you have planned will take place here. Whatever the mission or story may be, here is where it will happen. The Mission Scene will be the climax to the storyline. A lot of times, the characters may do a bit of the mission, do some legwork, do more of the mission, some more legwork, etc, so that the legwork and mission scenes start to blend together.

Lastly, of course, comes the **Debrief** Scene. Much like the first scene, this doesn't have to be an official declaration that the mission is over. It is just that time when the characters have finished for the day and can catch their breath, have a pint and sleep it off. The important aspect of the Debrief Scene is that the players know that this storyline or quest is now over. The overall story or campaign (if this storyline

was merely one small part) may still be ongoing, but they know this stage is over.

If you want to put in some twists or complications, you can add them into any scene or even create a scene just for them. In most cases, the twist will happen after the climax just when the players start to get comfortable and believe the worst is behind them, so the easiest place to put the twist in is during just after the Mission scene.

Following this simple template, you should be able to create almost any story you can think of for your group to enjoy.

The Why:

This is perhaps the most important aspect you will need to plan. There needs to be a motivation for the game, doesn't matter whether it is sandbox or a quest. You will already have created the motivations for any potential employers and opposition, and the players will create their characters' motivations, so this is not what is meant here.

The entire game needs motivation. There needs to be a drive for the players to succeed, a sense of importance. Whether the characters are all great princes or the poorest thieves, the game needs to feel important so that there is all the more reason to succeed and all the more emotion should they fail. It is this drive and motivation which creates the gripping tension we all enjoy from watching and reading thrilling movies and books.

To put it another way, you need to make your players care about the game. If they don't care about the outcome, they get bored, and boredom is the death of fun.

If you can provide this drive, you will engross your players into the game and they will become so immersed in the story that any small mistake you do make will be overlooked. In short: provide a great motivation and your game will be as safe as houses.

Running the Game

The group has been assembled. The characters have been made. House rules have been sorted out. The game has been prepared. All that is left to do now is kick back and enjoy the game… if you weren't the GM. While you can start relaxing now that the hard work is done, it's not all over yet.

When running the game, your main concern is to make sure it goes smoothly. The better your group plays together, the easier it will go for you. If they enjoy each other's company and work well as a team together with little bickering, half the job has already been done for you. Then you just have to worry about the game and not the players as well.

Clear communication

Like the old expression says: never assume. Unfortunately, no player seems to have ever heard this. It is unfortunately something that can't be helped with a medium such as a tabletop RPG.

Unless you explain everything to the smallest detail, your players' imaginations will fill in the rest. You mention a guard armed with a pistol and sword approaches, but what colour are his boots? Does he have facial hair? What colour are his eyes? Are his socks matching? All of these things are irrelevant to the scene at hand, but something the players' imagination will fill in. Most of the time, this is a very good thing as it means you don't actually have to take half an hour to describe every NPC your players meet.

Unfortunately, there are some times when this doesn't go according the plan. You mention that a man with a "gun" approaches the PCs from afar. The group may assume this to be a pistol, but you meant a rifle and now a PC is dead because they expected the NPC to have to come much closer before getting off a shot.

Communicating the important details is crucial. What the colour of his underwear is doesn't matter. What he had for breakfast doesn't matter. What can impact the players, especially if it can be bad for them, needs to be clearly communicated. If you are ever unsure about what information to give the players ask yourself if the PCs could be seriously harmed if you didn't give them this information. This doesn't mean you need to spill all your secrets and twists for the game, just tell them the obvious things that their characters should know in any given situation.

Also, remember that the Perception and Investigation Skills do exist for a reason. If you are unsure how much you should tell the players, let them roll a Perception or Investigation Skill Check and then you can decide how many of the important details they noticed.

Information management

One quick way of losing momentum in a game is forgetting what comes next and having to go through all your notes to try and find that one specific piece of information. While a player only really needs to keep track of one character sheet, a GM needs to keep track of the entire world. While it may be a hassle, knowing where all of your information is will make the game easier for you in the long run. It is for this exact reason that there are Cheat Sheets at the back of this book that contains all the modifier tables so you can easily refer to them, or even print them out to make it even easier.

For all your other notes, it is best to categorise them (and remember what the categories are). For example, all the notes with the NPCs you may be using will be in a pile to your right, all the notes with the events that could happen in a pile to your left and of course this book close at hand in case you need to look up a detail or two. If you are using a laptop or tablet or the like, this will be even easier for you. You don't have to go overboard and bring a filing cabinet along with you, just be sure to know what is going on with your notes so it doesn't bring the game to a halt.

Combat and Damage

Narrative Damage

The Sigil System is a lethal system and every NPC the players meet could be quite dangerous. The PCs will suffer damage, a lot of it if they are unlucky, and some of them may even die. How that will happen is entirely up to you as the GM.

Damage will fall under two categories: Combat and Non-Combat Damage. Combat Damage is the easiest one to deal with as it will be the dice rolls that do most of the work. Non-Combat damage on the other hand will rest entirely on your shoulders.

Combat Damage

The **Wound Severity** and **Hit Locations** tables will, clearly, tell you where on the PCs body they were wounded and how severe the wound is. However, these tables will not tell you what sort of wound it was. Whether it was a scratch or a cut,

a bullet wound or a broken rib, the description of any wounds the PCs receive is up to you. Take into account the context that the wound is received in, what the environment is like, what weapons are used, what armour (if any) is worn, and any other factors that could have an impact on the wound.

There are some vague guidelines such as swords cuts and maces bash, but with all the thousands of different weapon types in history and even more in fictional universes, it will be up to you to describe the type of wounds the PCs and NPCs receive.

Always keep in mind the severity of the wound: A Minor Wound is something small and insignificant that will take care of itself within a matter of minutes; a Significant Wound is exactly that. It is painful, it is distracting, it is weakening, and it requires medical attention; and a Grievous Wound is something you may never recover from. It is truly something to grieve.

The supernatural elements that may be in your setting of choice will always be a wild card when it comes to wounds. Because the players will be able to create nearly any effect with magic or psionic powers and whatnot that you can imagine, the wounds that they create will similarly be as varied. Supernatural elements can do anything to a human from turning flesh to stone to disintegrating flesh all together, from pumping arsenic into the blood to turning the blood inside the body to fire. Very nasty stuff and at first it does look like it will all be lethal, but there are only three levels of Wounds that can be dealt and if the dice rolls say Minor Wound then Minor Wound it will be. You will have to work out why the full impact of the supernatural elements did not kill the NPC or PC, perhaps by the weapon only grazing the body.

Non-Combat Damage

There are many more ways to get injured and die out of combat than there are in combat, and they aren't normally as quick and clean. Drowning, suffocating, poisoning, burning alive, falling off a tower, and so much more. The issue with all of these is that there are no easy Wound Severity and Hit Locations tables to tell you how bad the damage would be and where it will be.

Most of these can be handled through roleplay and your judgement. For example, falling off a ten story building with nothing below but pavement will kill you, no questions asked. So would a block of

concrete around your feet and a lake. A lot of Non-Combat wounds will have to be dealt out to NPCs and PCs in a way that best fits the narrative. Use your judgement on this carefully as it may seem to the players to be arbitrary.

If you are ever in doubt about how severe a wound has to be or where it should be located. Simply roll on the Wound Severity and Hit Locations tables. You can roll on the Hit Locations table as if it was a normal d100 roll and then just use the location you rolled, however the Wound Severity is a little more tricky.

In nearly all circumstances there will be a Skill Check associated with whatever danger the PC is in such as an Athletics Skill Check to run out of a burning building or at the very least a Constitution Skill Check to see what is harder, flesh and bone or gravity and pavement. Allow the player to roll the Skill Check and roll a d100 yourself. Treat this like an Opposed Check and treat the Skill Level you have to beat as Level 100. By however much you win the Opposed Skill Check, that is the severity of the wound inflicted. By doing this, you allow the player to succeed without taking damage (difficult but possible) and you grant some randomness to the result.

Remember also that Non-Combat damage in most cases will involve situations that would realistically affect more than one body part. Falling off a building does not just injure your left arm, it will cost you a lot more than that. Don't be discouraged then from giving wounds to PCs on more than one Hit Location if you feel the narrative needs it. Similarly, certain Non-Combat damage wouldn't feel realistically correct being on certain Hit Locations. **Thirst** and **starvation** for instance does not really affect your legs (it does, but through a roundabout way of affecting your stamina and balance and your brains). For cases likes this and for things like **poison** or **illness**, it is best (generally speaking) to damage the torso or brain as any penalties gained from Wounds will then affect any movement the PC makes.

Mental Damage

They say that insanity is much like gravity, all it requires to tumble down that slippery slope is a little push.

Mental damage and insanity may be the most

controversial and complicated aspect of the Sigil System that you may have to implement in your games. There are more mental conditions and disorders in the world than you can name in one day and the Sigil System compacts all of these into one easy-to-use mechanic to track. Such is the way of games.

However, just because there is a single mechanic for mental traumas and conditions does not mean that there will only be a single mental condition that your players will suffer from. In fact, because the mental wounds are set up like combat wounds, there can be thousands of different traumas and disorders that characters can suffer from throughout the course of an adventure or campaign.

And just like with physical combat wounds, it comes down to your descriptions and narrative as to what the mental wounds will be that the characters suffer from.

As with physical wounds, keep in mind the severity of the wound when describing what it is: A Minor Wound is something small and insignificant that will take care of itself within a matter of minutes; a Significant Wound is exactly that. It is painful, it is distracting, it is weakening, and it requires medical (in this case perhaps psychiatric) attention; and a Grievous Wound is something you may never recover from. It is truly something to grieve.

Last but not least is the Location Destroyed Wound. In physical combat this is fairly straight forward: the limb or body part in question has become permanently non-functional. Perhaps it was obliterated or disintegrated, or maybe all the nerves were simply damaged beyond repair. Whatever the case may be, the character can no longer use it.

In Social Combat, Location Destroyed simply means that the combat is over and the character has lost. There is no real lasting damage other than what you, the GM, believes is appropriate.

For Mental Damage, Location Destroyed works differently. Here, Location Destroyed means insanity. As with physical combat, it is a permanent and horrific scenario but it does not mean loss of function. A Mental Location Destroyed sits somewhere between Social and Physical.

At the end of the day a Mental Location Destroyed does, in a philosophical sense, mean quite that: the character's mind has been broken, it has been shattered, it has stared into the abyss and something stared back. They are no longer, and will

Severity	Minor	Significant	Grievous
Anxiety	Panic, Shock	Obsessive Compulsion, Irrational Worry	Phobia, Chronic Stress, PTSD
Mood	Hysteria, Anhedonia	Mania, Listlessness	Catatonia, Depression, Bliss
Delusional	Irrational Jealousy, Destined action	Being followed, Blessing of the gods	Paranoia, I-am-a-god!, Conspiracy theorist
Hallucinogenic	Hearing voices, Seeing ghosts	Imaginary friend, Something-inside-me	Nothing-is-real, Body-snatchers, Devil-on-the-shoulder

never again be, the same person they were before.

While it is possible to go from no wounds to Location Destroyed through one unlucky Skill Check (just as in physical combat), most often you will be able to clearly show the players how their PCs have gone insane through all the mental wounds they have accumulated. This can be a way to show what type of insanity the character eventually suffers from and how it manifests.

This in itself could be a story and the more that you can bring it into a game, the more that characters will grow and will realise that their minds are as fragile as their bodies and need to be taken care of. A character with three Mental Grievous Wounds should have as hard a time as a character with three Physical Grievous Wounds.

If there are no supernatural elements in your setting, then the mental wounds will come from what traumas we can experience in real life. Seeing someone die, seeing a gruesome murder scene, being tortured or interrogated, living through combat, or the constant mounting stresses of a hard life.

If there **are** supernatural elements in your setting, then all bets are off. Once you add in psionic powers or magic that can crawl into someone's mind, there will be far more exotic and interesting ways to make someone go insane. Not to mention of course if there are demons, angels, aliens or eldritch horrors present that can make a person go insane merely from looking at them.

There are some examples in this section that you can use, but always remember to tailor the mental

wounds to the context they are gained in and what prior mental wounds the character has.

The Sigils and NPCs

GM intrusions

The Sigils are powerful things that can change the course of a scene, a battle or even the entire adventure/campaign. Your players will want to have as many of these as possible to make the best use of their Skill Checks. This will mean that you will need to Intrude quite often depending on how fast they go through their pool of Sigils.

GM Intrusions are a tricky thing. On one hand they are intended to complicate the lives of the PCs, yet on the other hand should not be doing lasting damage to the PCs. It is a fine balance to walk, but before you get nervous, just remember that the players can refuse the GM Intrusion. They will lose the potential Sigil but if they believe the GM Intrusion is too powerful, they have the power to stop it.

A good idea to know exactly when to Intrude is to see how they are faring. Do they still have a lot of Sigils left, or even their entire pool left? Then there is no urgent need to intrude. Are they being utterly hammered by the world and each are sporting major wounds? Then perhaps their lives are already complicated enough. At the opposite side of the spectrum, if everything is going smoothly, maybe too smoothly, then it can be time to Intrude. After all, you don't get tension and gripping drama if everything is moonshine and roses.

These are only the most vague of guidelines possible. The cardinal rule of GM Intrusions is that they are meant to bring drama, and perhaps a few cheap laughs, to the scene. A gun jamming at the right (or rather wrong) time, a PC tripping over when they are trying to stay hidden, a pocketbook suddenly "missing", saying the wrong thing to the NPC the player is trying to flirt with, *that* is the sort of drama you can give with GM Intrusions.

The Exalted and Accursed

The players are not the only people who can use Sigils to increase their chance of success at Skill Checks. You can too. If the players are having too good of a lucky streak and are overcoming everything you throw at them, you can have your NPCs use Sigils just like the players can to increase the difficulty of the game.

NPCs come in three different flavours and each use Sigils in different ways. These three types are called the **Faceless**, the **Accursed** and the **Exalted**.

The **Faceless** are your **normal, run-of-the-mill NPCs**. You could have made whole character sheets for them, just thought out one or two Skills, or they could even just be a face in the crowd. 99% of the NPCs you will have in your campaign will be Faceless.

There are two things to note about the Faceless. The first is that their Wounds work the same as the PCs' Wounds. They have 6 Hit Locations and the amount of Wound Slots per Hit Location is the first digit of their Constitution Skill Level.

The second thing to note is how they use Sigils. **For each encounter and scene**, you as GM will have a limited **Pool of Sigils use among the NPCs** present in that scene. Once the Pool is drained of Sigils, no Faceless NPC can use Sigils anymore for the duration of that Scene.

The number of Sigils in this pool is equal to half the NPCs in the area that are contributing to the narrative, rounded up. Contributing to the narrative means they are involved in the story. For example if there is a shoot out between the PCs and some ruffians, the innocent bystanders hiding behind barrels and crates and in their stores are not contributing to the narrative, but the ruffians are.

Should any of the hiding bystanders try and intervene in this shootout, then they will become part of the narrative. When any reinforcements come into the scene or area, or some NPCs already in the area start contributing to the narrative, then they will also generate Sigils for the GM Sigil Pool. Calculate the amount of Sigils they bring into the pool separately from the NPCs that have already contributed.

Then there are the Accursed. Accursed NPCs are mostly used in combat and are intentionally weaker so that the PCs can more easily defeat them. These may be animals, or a horde of minions, or a character you just don't care about. Whatever the cause may be, they are Accursed for a reason.

The **Accursed only have 1 Hit Location** that represents their entire body. Once that reaches Hit Location Destroyed, they are dead. Penalties from

Wounds affect all of the Accursed's actions and Skill Checks.

The **Accursed also can't use any Sigils.** They don't draw from the Pool of Sigils and they don't have any of their own.

Lastly there are the **Exalted**, the VIPs of NPCs. The Exalted are PCs in their own right. Just like the Faceless and normal PCs, they have all 6 Hit Locations and determine the number of Wounds normally. What makes them so special, however, is that **they have their own Sigils just like a PC**. They do contribute to the Pool of Sigils that the Faceless use, but the Exalted don't borrow from this Pool. Instead, like PCs, they have their own Sigils that they calculate by taking the first digit of their Will Skill Level.

This makes the Exalted very dangerous and quite durable, so use them for those NPCs which you don't want to see die too quickly.

The Long Game

So you want to turn your game into a campaign but are worried it may be too much work? Well fret no more! It is actually far easier than you might think.

There are two main ways of running a long consecutive game: a series of standalone adventures or a single long running campaign. They can overlap quite frequently, but broadly speaking they are separate.

Stand alone adventures are just that: a series of adventures that have at best a tenuous link to each other can be played over as long a time as you want. This will give you and the players the opportunity to test out different styles and genres of games, playing different characters and enjoy different scenery. Adventures can also vary the tone of the game, easily switching between drama, comedy or horror between adventures. With stand alone adventures, there is no real "long game" you would have to prepare for, just taking each adventure as it comes. The best analogue to a campaign of stand alone adventures is the police shows on television. While the cast mainly stays the same, the episodes are all one offs that have a distinct beginning, middle and end that are separate from the rest of the show's episodes.

A Campaign on the other hand is one (usually) long story that may take months if not years (if you are ambitious) to complete. This at first does seem like a huge task to craft such a long story, but it is always better not to craft the whole thing. If you did, you could well find that the actions your players take may invalidate the whole story. You wished them to take the left path to the ruined castle, instead they took the right path to the swamp and kept going on right. What can you do? Two things really, one is to force them back (something called "railroading") but this might upset them because the choices they make no longer matter. Or you could replan the story.

It's much better to prevent this sort of thing than try and fix it. If you want a campaign, plan only the broadest, most vague story elements. Who's the villain, what does he want and how well he does it. That's it. Then just plan your gaming sessions as they go. Let the actions of your players dictate how the grand scheme of things unfold. By keeping the details vague, you can use each session to merely nudge the players in the right direction.

You can always combine the two. For stand alone adventures you can keep similar themes across each adventure. Perhaps the same employer. Perhaps you can put clues in each adventure to hint at a larger story such as one villain causing all the trouble the PCs have been seeing. Similarly, you could have adventures in a campaign. If you are familiar with video game RPGs, you will know of side quests, those adventures the PCs can do that are not connected to the main story line.

Whichever way you choose to do it, if you allow the players' choices to matter and influence the storyline, both you and the players will walk away happy.

ADVENTURE GENERATOR

The Adventure Generator is here to make your life as GM that much easier. Whether you want to create a sidequest, a one-session story, or a whole campaign, the Adventure Generator can do it all. You will find eight tables below, and for each one you can roll a d100 to see what result you get for each table. With all eight answers taken together, you will have the outline for your new story, its major characters and even a name to go with it.

 You won't find any nitty-gritty details about a potential story here. The Adventure Generator will only give you the broad strokes for your randomly-determined Adventure, and it's up to you to fill in the blanks. Don't worry, though, the Generator will give you the mood, the feeling and the tone that you will need to bring it all together. It's also flexible enough to keep up with any genre and type of story you could want.

And so with all that said, start rolling those d100s.

THE THEME

The first thing you need to know about your adventure is what its Theme is. This will set the tone for the entire story. After all, a Comedy story is entirely different from a Horror or Espionage one. Of course, there is always the chance you will have to Roll Twice and then you can find yourself with an Action Comedy or Romantic Horror.

Remember that this is only the theme for this story; so even if you are folding this adventure into a grander plotline for your players, don't worry if the mood of the theme doesn't quite match for your grand campaign. Variety is the spice of life and the Themes are vague enough to be matched up with any existing plotline.

THEME	
01 - 10	Action
11 - 20	Adventure
21 - 30	Comedy
31 - 40	Espionage
41 - 50	Horror
51 - 60	Mystery
61 - 70	Romantic
71 - 80	Thriller
81 - 90	Tragedy
91 - 100	*Roll Twice*

THE MOTIVE

Whatever the plot will demand of the players, there will always be a motive. There needs to be a reason why the players' character will go through the obstacles the plot will throw at them.

Whatever your plot for this Adventure will be, it will require a task to be carried out, and that is what the Motive is for: to give that drive to the PCs and to give the players a feeling to connect to and understand.

Whether the Motive belongs to the Villain of the plot, the PC's Ally or perhaps even an involved Third Party... well that's up to you.

Between the Theme and the Motive, you will have more than enough to set the mood for your new adventure.

MOTIVE	
01 - 10	Ambition
11 - 20	Envy
21 - 30	Fear
31 - 40	Greed
41 - 50	Love
51 - 60	Politics
61 - 70	Secrecy
71 - 80	Vengeance
81 - 90	Wrath
91 - 100	*Roll Twice*

The Plot

This is the meat of the adventure and is the task that the PCs will have to complete. Unless you happen to hit Roll Twice on the table, the Plot is only a single thing that the PCs must do and that is important. The clearer the Plot and the task, the easier it will be for the players to immerse themselves into the story.

So while the Plot answers on the table are fairly open-ended, try not to clutter up the Plot with unimportant side details. Leave those up to a nice, little sidequest that you can also create with this Generator.

HOOK	
01 - 05	A courier brings a suspicious package.
06 - 10	A desperate NPC begs the PCs for help.
11 - 15	A lost wager and a dare to the PCs courage.
16 - 20	A thief that robs the PCs has info about the plot.
21 - 25	An old friend asks for a favour.
26 - 30	Extreme weather forces PCs to remain in the area.
31 - 35	Information about the plot is overheard in a pub/tavern.
36 - 40	Last words of a dying man are about the plot.
41 - 45	News of a peculiar event reaches the PCs.
46 - 50	PCs are ambushed by enemies tied to the plot.
51 - 55	PCs are arrested for allegedly being involved in the plot.
56 - 60	PCs are blackmailed to do the plot.
61 - 65	PCs are hired for something unrelated to the plot.
66 - 70	PCs are hired to to the plot.
71 - 75	PCs are kidnapped and wake up in unfamiliar area.
76 - 80	PCs make a wrong turn in their journey.
81 - 85	PCs stumble upon a crime scene.
86 - 90	The wrong place at the wrong time.
91 - 95	To pay off a debt, PCs must do the plot.
96 - 100	*Roll Twice*

PLOT	
01 - 05	Assassinate someone
06 - 10	Destroy object or place
11 - 15	Escape from current threat
16 - 20	Escort someone
21 - 25	Explore new area or place
26 - 30	Kidnap someone
31 - 35	Locate person or object
36 - 40	Misdirection/Distraction
41 - 45	Negotiate a deal
46 - 50	Plant evidence
51 - 55	Protect object or place
56 - 60	Rescue person(s)
61 - 65	Sabotage object or place
66 - 70	Save person(s) from danger
71 - 75	Smuggle object or person(s)
76 - 80	Steal object
81 - 85	Stop the Villain's Plan
86 - 90	Survive the Villain
91 - 95	Uncover information
96 - 100	*Roll Twice*

The Hook

Every new story needs its Call to Adventure, and that's exactly what the Hook is. It's how the PCs get roped into completing the Plot.

If you are folding this new adventure into an existing story, it is important to try and merge the Hook with your current story as best as you can. This will mean there is a seamless transition from that story to this one.

The Villain

Every story needs a Villain, an Antagonist, a Bad Guy in order to feel complete. Here is your chance to create that character.

Remember that the Villain for this adventure does not need to be the classic, Saturday-morning cartoon type of Villain. They don't have to be in direct opposition to the PCs and be cacklingly evil. All they need to do is get in the way of the PCs completing the plot.

If you happen to get two Villains from this table, you can decide whether you want a team of antagonists, two competing Villains or combine them into an even Bigger Badder Guy.

The Villains on the table here are more roles than characters and are there to give you an idea of the Villain's personality. The Mad King doesn't actually have to be royalty, or the Undercover Spy doesn't need to be an Intelligence Agent. These are merely their personas and personalities that you can fit into any genre of game you need.

VILLAIN	
01 - 05	Charismatic Rogue
06 - 10	Cold Bookworm
11 - 15	Corrupted Hero
16 - 20	Cursed Sufferer
21 - 25	Dumb Brute
26 - 30	Faith Corrupter
31 - 35	First Vanguard
36 - 40	Honourable Adversary
41 - 45	Lesser Evil
46 - 50	Mad King
51 - 55	Puppet Master
56 - 60	Religious Zealot
61 - 65	Sadistic Inquisitor
66 - 70	Self-Righteous Avenger
71 - 75	Silent Assassin
76 - 80	Undercover Spy
81 - 85	Unhinged Ravager
86 - 90	Unknowable Evil
91 - 95	Wrathful Warlord
96 - 100	*Roll Twice*

ALLY	
01 - 05	Affable Lunatic
06 - 10	Aged Sage
11 - 15	Air-headed Expert
16 - 20	Allied Villain
21 - 25	Curious Chronicler
26 - 30	Distressed Ingénue
31 - 35	Drunk Bard
36 - 40	Gibbering Madman
41 - 45	Glib Trickster
46 - 50	Grim Warrior
51 - 55	Grumpy Retiree
56 - 60	Hero Worshiper
61 - 65	Prideful Noble
66 - 70	Romantic Fop
71 - 75	Secretive Priest
76 - 80	Silent Observer
81 - 85	Sly Sycophant
86 - 90	Talkative Shopkeep
91 - 95	Tragic Hero
96 - 100	*Roll Twice*

The Ally

The PCs' friend during the Adventure. The Ally can be the NPC that gave the PCs their quest, or they could be the NPC the PCs need in order to complete the plot, or they could be someone involved in the plot that is willing to help the PCs. The possibilities are endless.

What is important is that they provide an extra layer to the story. Their mere presence will change the plot and they can be used to provide exposition and explanations to the players so that they know what's going.

As with the Villain, the Allies in the table here are more roles than characters that show you their personas and personalities so that you can fit them into any genre of game you need.

The Third Party

Things are never as simple as they seem. The Third Party is an NPC that is in the plot to add an extra complication to the PCs.

What they want and what is driving them is up to you, but the key thing about the Third Party is that they start off being independent. They aren't on the PCs' or the Villain's side, but that doesn't mean they can't be swayed to either side.

Maybe they are after the same thing the PCs are, or maybe they are after the Ally, the Villain or even the PCs themselves. Whatever the case may be, the Third Party adds an unpredictable element to the plot.

THIRD-PARTY	
01 - 05	Amoral Pragmatist
06 - 10	Angry Beggar
11 - 15	Bounty Hunter
16 - 20	Crooked Cop
21 - 25	Cult Fanatic
26 - 30	Cunning Harlot
31 - 35	Demonised Monk
36 - 40	Disgruntled Servant
41 - 45	Dispossessed Bourgeois
46 - 50	Greedy Opportunist
51 - 55	Incompetent Lackey
56 - 60	Naïve Hero
61 - 65	Paranoid Prisoner
66 - 70	Reformed Villain
71 - 75	Sardonic Professor
76 - 80	Sinister Jester
81 - 85	Tired Knight
86 - 90	Wandering Gunslinger
91 - 95	Wanted Fugitive
96 - 100	*Roll Twice*

PLOT TWIST	
01 - 05	All NPCs mistake the PCs for the Villain.
06 - 10	Ally always gives wrong advice.
11 - 15	It was all a secret test for the PCs.
16 - 20	It's all a trap laid by the Villain.
21 - 25	Object that PCs require for the plot is a fake.
26 - 30	PCs become fugitives because of the plot.
31 - 35	PCs must choose between finishing plot and defeating Villain.
36 - 40	PCs must join forces with Villain to finish the plot.
41 - 45	The Ally back stabs the PCs.
46 - 50	The Ally is the Villain in disguise.
51 - 55	The PC's misunderstood the plot, their goal is the opposite.
56 - 60	The plot is a wild goose chase or red herring to another plot.
61 - 65	The Villain is actually the hero of the plot.
66 - 70	The Villain is the Ally in disguise.
71 - 75	The Villain wins if they are defeated.
76 - 80	The Villain, Ally and Third Party all mysteriously disappear.
81 - 85	There is a time limit on completing the plot.
86 - 90	Villain is secretly related to the PCs.
91 - 95	Villain is trying to save the PCs from the secretly evil Ally.
96 - 100	*Roll Twice*

The Plot Twist

Plot twists turn an ordinary story into an extraordinary one. With a twist in your story, your players will never be able to anticipate what happens next.

With twenty plots and twenty twists, it means you can craft four hundred different stories, and that's without even adding in all the different villains, allies and other NPCs.

NAMING YOUR ADVENTURE

A name can be everything. It can be the hook that draws your players in and keeps them riveted to seeing it unfold, and it can be a good way to keep a roll of honour for your players to show off the adventures they completed.

The tables below allow for two different naming conventions:

You can go with **"The Adjective Nouns"** such as *"The Cryptic Tombs"* or *"The Iron Towers"*.

Or you can go with **"The Nouns of Complement"** such as *"The Rings of Wrath"* or *"The Fortresses of Ash"*.

ADJECTIVES

01-02	Ancient	21-22	Enduring	41-42	Haunting	61-62	Mystical	81-82	Spectral
03-04	Banished	23-24	Faceless	43-44	Hellish	63-64	Patient	83-84	Starving
05-06	Broken	25-26	Final	45-46	Hidden	65-66	Perilous	85-86	Summoned
07-08	Cosmic	27-28	First	47-48	Inconceivable	67-68	Poisoned	87-88	Tarnished
09-10	Cryptic	29-30	Foolish	49-50	Iron	69-70	Righteous	89-90	Twisted
11-12	Cursed	31-32	Forgotten	51-52	Jagged	71-72	Runic	91-92	Unceasing
13-14	Damned	33-34	Frozen	53-54	Laughing	73-74	Secret	93-94	Unholy
15-16	Defiant	35-36	Gilded	55-56	Lone	75-76	Severed	95-96	Vengeful
17-18	Drunken	37-38	Glass	57-58	Lost	77-78	Shackled	97-98	Violet
19-20	Empty	39-40	Grasping	59-60	Morbid	79-80	Shattered	99-100	Wailing

NOUNS

01-02	Altars	21-22	Empires	41-42	Hounds	61-62	Nights	81-82	Strangers
03-04	Angels	23-24	Engines	43-44	Hunters	63-64	Omens	83-84	Tears
05-06	Beasts	25-26	Faces	45-46	Jesters	65-66	Prophets	85-86	Thrones
07-08	Bones	27-28	Flames	47-48	Kings	67-68	Pyres	87-88	Tombs
09-10	Caverns	29-30	Fortresses	49-50	Knights	69-70	Rains	89-90	Towers
11-12	Children	31-32	Giants	51-52	Lanterns	71-72	Rings	91-92	Vagabonds
13-14	Crowns	33-34	Gods	53-54	Lilies	73-74	Saviours	93-94	Valleys
15-16	Crystals	35-36	Graves	55-56	Masks	75-76	Sentinels	95-96	Whispers
17-18	Demons	37-38	Guards	57-58	Masters	77-78	Shrouds	97-98	Winters
19-20	Dreams	39-40	Hearts	59-60	Mountains	79-80	Skies	99-100	Wolves

COMPLEMENTS

01-02	of Amber	21-22	of Eternity	41-42	of Joy	61-62	of Pain	81-82	of the Past
03-04	of Ash	23-24	of Evil	43-44	of Kindness	63-64	of Patience	83-84	of the Soul
05-06	of Beauty	25-26	of Fortune	45-46	of Laughter	65-66	of Pleasure	85-86	of the Stars
07-08	of Blood	27-28	of Gluttony	47-48	of Lies	67-68	of Regret	87-88	of the Truth
09-10	of Chaos	29-30	of Gold	49-50	of Life	69-70	of Silence	89-90	of the Void
11-12	of Confusion	31-32	of Greed	51-52	of Light	71-72	of Sloth	91-92	of the Wastes
13-14	of Darkness	33-34	of Hatred	53-54	of Love	73-74	of Sorcery	93-94	of Thorns
15-16	of Death	35-36	of Heaven	55-56	of Lust	75-76	of Sorrow	95-96	of Time
17-18	of Doom	37-38	of Hell	57-58	of Madness	77-78	of the Deep	97-98	of Vengeance
19-20	of Dread	39-40	of Iron	59-60	of Memory	79-80	of the Future	99-100	of Wrath

SIGIL SYSTEM

Sex:.............................. Complexion:..............................
Age:.............................. Build:..............................

Character Name:

Sigils Available

HEAD: 1 - 10
ARMOUR: ....
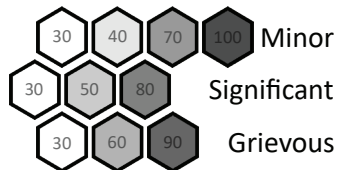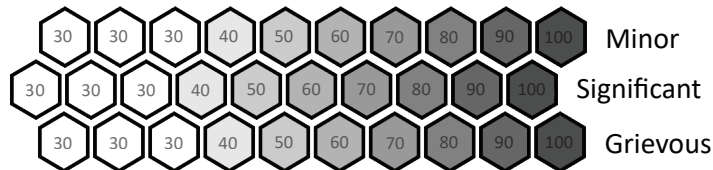
30	40	70	100	Minor
30	50	80		Significant
30	60	90		Grievous

TORSO: 11 - 40
ARMOUR: ....

30	40	70	100	Minor
30	50	80		Significant
30	60	90		Grievous

MENTAL

30	30	30	40	50	60	70	80	90	100	Minor
30	30	30	40	50	60	70	80	90	100	Significant
30	30	30	40	50	60	70	80	90	100	Grievous

L. ARM: 41 - 55
ARMOUR: ....

30	40	70	100	Minor
30	50	80		Significant
30	60	90		Grievous

R. ARM: 56 - 70
ARMOUR: ....

30	40	70	100	Minor
30	50	80		Significant
30	60	90		Grievous

CONTACTS

NAME	INF.	APT.
....	......	......
....	......	......
....	......	......
....	......	......
....	......	......
....	......	......

L. LEG: 71 - 85
ARMOUR: ....

30	40	70	100	Minor
30	50	80		Significant
30	60	90		Grievous

R. LEG: 86 - 100
ARMOUR: ....

30	40	70	100	Minor
30	50	80		Significant
30	60	90		Grievous
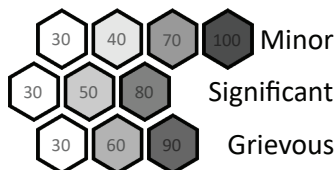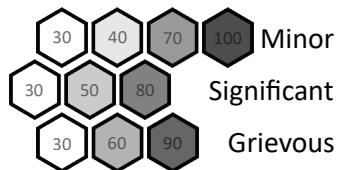
SKILLS

Athletics		Intuition	
Broad-Craft		Investigate	
Burglary		Logic	
Constitution		Might	
Deceive		Perception	
Diplomacy		Shoot	
Drive		Special	
Fight		Stealth	
Fine-Craft		Wealth	
Intimidate		Will	

RANGED WEAPONS

WEAPON	RANGE	DMG
....		
....		
....		
....		
....		
....		

SPECIALISATIONS

....		....	
....		....	
....		....	
....		....	
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MELEE WEAPONS

WEAPON	MOD.	DMG
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CHEAT SHEETS

RANGED ATTACK MODIFIERS		RANGED DEFENSE MODIFIERS	
In melee	-40	In melee	-10
Moving quickly	-20	Moving quickly	+20
Off-Handed weapon	-20	Area of Effect Attack	-15
Firing blindly	-40	Dodge	+10
Aimed	Shoot Skill/2	Surprised by Attack	-40
Area of Effect Attack	+15	In cover	+20

MELEE ATTACK MODIFIERS		MELEE DEFENCE MODIFIERS	
Charging	+20	Parry	-20
In a superior position	+40	In a superior position	+40
Off-Handed weapon	-20	Off-Handed weapon	-20
Aimed	-10	Dodge	+10
Enemy is flanked	+10 for every ally flanking	Being flanked by enemies	-10 for every enemy flanking

RESULT	SEVERITY
1 - 20	Minor
21 - 50	Significant
51 - 80	Grievous
>81	Location Destroyed

HIT LOCATIONS	
Head	1 - 10
Torso	11 - 40
Left Arm	41 - 55
Right Arm	56 - 70
Left Leg	71 - 85
Right Leg	86 - 100

CLASS	DAMAGE	MOD
Light	10	-5
Medium	20	-10
Heavy	30	-15

WEAPONS	RANGE
Pistols	Near
Shotguns	Medium
Cross Bows	Medium
Short Bows	Medium
Submachine	Medium
Long Bows	Far
Rifles	Far
Machine guns	Far

TEST DIFFICULTIES	
Insignificant	+60
Simplistic	+50
Easy	+40
Routine	+30
STANDARD	**+20**
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Severe	-40
Harrowing	-50
Near Impossible	-60

DIPLOMACY MODIFIERS		DECEIVE MODIFIERS		INTIMIDATE MODIFIERS	
Attacking	-40	Attacking	-40	Attacking	-40
Hostile	-20	Distrustful	-20	Fearless	-20
Unfriendly	-10	Cynic	-10	Brave	-10
Indifferent	**+0**	**Indifferent**	**+0**	**Indifferent**	**+0**
Friendly	+10	Naive	+10	Anxious	+10
Helpful	+20	Trusting	+20	Coward	+20
Fanatic	+40	Fanatic	+40	Fanatic	+40

HAGGLING MODIFIERS	
Successful Diplomacy Skill Check	+20 to Wealth Skill
Successful Deceive Skill Check	+20 to Wealth Skill
Successful Intimidate Skill Check	+20 to Wealth Skill

ARMOUR CLASSES	
Soft Armour	-15
Sturdy Armour	-25
Strong Armour	-35

WEAPONS	EXAMPLE
Light	Knives Daggers Batons Knuckle-dusters
Medium	Swords Maces Clubs Bats Hatchets Spears
Heavy	Axes Sledgehammers Pole-weapons Greatsword

We always want to make the best games we can, and to do that we need to know how we're doing. If we know what we're doing wrong then we can fix it, and if we know what we're doing right then we know not to mess with it.

Your feedback is more valuable to us than gold and silver, and we would be eternally grateful if you could do us a favour and fill out the Sigil System Feedback Survey. It will be your chance to tell us exactly what you think about the system and you can even say what type of projects you want us to work on next. You will have our undivided attention.

We've also got a gift for those who do they survey: you can grab any one of our paid digital products for free. So if you've had your eye on a game of ours, but haven't gotten it yet, now is your chance to get it for free.

You can fill out the survey by using this url: https://goo.gl/forms/IFJGHxMC2krijmCD2