



Core Rules

Alpha v1.4

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Introduction

What is Myth Maker?

This is a tabletop role-playing game with an emphasis on story and action. It's a game about making characters, thrusting them into difficult situations, and seeing how (or if) they overcome.

Things You'll Need

- **Some 6-sided dice.** Each player should have a set of three. Two per player will usually suffice, if you don't mind sharing once in a while.
- **Character sheets.** You can print them out from the back of this PDF. You can also use blank paper, but we recommend you try drawing or tracing the triangle (it helps).
- **Optional: Miniatures and a grid.** Here at Myth Maker, we like using grids & minis for tactical combat. The Combat module is designed for them, but you can play without them just fine.

How to Play

1. **Find some friends.** Myth Maker is best with a small group of 3-5 people.
2. **Pick a setting.** You can choose one of the two included mini-settings: Shamayim, or Arad. You can make your own setting if you prefer, or even adapt your favorite setting from another game.
3. **Make a character.** Each player should make an individual to serve as a protagonist (PC). If you'd rather, you can do step 4 first, and then make characters to fit the story. For supporting characters, you can divide them between players or you may prefer to have one person play them all (usually this is instead of playing a protagonist).
4. **Start a story.** You can use the Story module or you can appoint one player to guide the story.
5. **Play your role.** Get into your character's head (or heads). Let the character's personality guide you. Lose yourself in the fantasy (or the Sci-Fi).
6. **Roll dice.** When a character attempts something, use the game mechanics to determine the outcome.
7. **It's modular!** Myth Maker is a flexible and extensible framework. Use the modules you like. Ignore or replace the ones you don't. If you think the Combat module is too crunchy, you can resolve fights with just

a couple of Body checks instead. Play your way. Have fun!

Character Creation

Kind

What kind of character are you making? Characters can be divided loosely into two distinct categories: individuals and groups. In either case, "kind" is just a method of classifying and distinguishing between different types of characters.

- **Example Individuals:** human, wolf, ogre, goblin, cyborg, sentient silicon-based life form, etc..
- **Example Groups:** government, mafia, army, squad, militia, pack, gang, mob, etc..

Traits: By default, characters are assumed to be humans. For different kinds of characters, traits may be used to add mechanical distinction. You can record traits in a blank section on the back of the character sheet, if needed.

Concept

Describe the character in a few words. Having a "concept" for your character isn't required, but it can help guide the rest of your character creation process. Here's some questions to get your creative juices flowing:

- What does your character do?
- Does your character have a profession? What is it?
- Would your character fight back if attacked? How?
- Does your character have any supernatural abilities? What are they?
- How does your character handle social situations?

Attributes

Each character has three attributes: Body represents a character's strength, agility, and toughness. Mind represents a character's smarts, cleverness, and resilience. Spirit represents a character's influence, adaptability, and confidence.

Assigning Attributes: Rate each attribute between 6 and 10 so that they total 25. There are 4 possible sets: [9, 8, 8] [9, 9, 7] [10, 8, 7] and [10, 9, 6].

Resources

Each character has three resources: Ability is equal to the character's Mind + Body, and is used to perform special moves that require quickness or power. Stamina is equal to the character's Body + Spirit, and is used to defy injury and perform special moves that require toughness.

Willpower is equal to the character's Spirit + Mind, and is used to perform special moves that require fortitude or resilience.

Energy: Optionally, characters might use Energy for extraordinary or supernatural abilities gained through talents. Characters with these abilities have 20 Energy.

Ties

No character exists in a vacuum. Write down who your character is connected to, and how. Some suggestions include:

- Family members
- Close friends
- Professional associates
- Enemies and/or an arch-nemesis

Background

Wealth

Every character has a wealth rating from 1-5. Wealth is determined by a character's background, and doesn't usually change without intervention from the story.

Protagonists usually start with 2 or 3 wealth, but outliers are ok. Just make sure everyone agrees.

A character can buy and maintain things for himself that are valued equal or below his current wealth score. A character can buy and maintain things for a small group of people (i.e. a squad or party) that are at least one value below his current wealth score. A character can buy and maintain things for a massive number of people (such as an army) that are at least two values below his current wealth score.

The wealth categories are loosely defined as follows:

- 1. Poor.** You have no wealth and can't afford to buy or trade anything. You either have to provide your own necessities with your own labor or through charity.
- 2. Lower Class.** You can afford only the most basic necessities. You have no savings, property, or other investments.
- 3. Middle Class.** You can afford common goods and services. You may have some savings, own a small amount of property, or hold stake in a business.
- 4. Upper Class.** You can afford almost anything. Much of your wealth is in savings and investments. You may own a business, hold political power, or have simply inherited wealth or other assets.
- 5. Wealthy.** You can buy anything. Your wealth represents a significant part of the economy. You

might rule a country, control a monopoly, or head a religious order.

History

Write down anything you think is important about your character's past. Some suggestions include:

- Where you were born and/or raised
- Where you were educated (if at all)
- Significant character-defining events

Personality

Identity

Write down at least one motive, one belief, and one quirk. You can add more later as you get to know your character better. Representing a significant character trait in multiple categories is acceptable, and even encouraged – as this makes it more difficult to manipulate a character into doing something that opposes that trait.

- **Motives** are things a character feels compelled to do.
- **Beliefs** are things a character accepts as true.
- **Quirks** are a character's attitudes and mannerisms.

Disposition

The disposition scales represents how one character feels about another. Don't record these – just decide based on the situation, the character's identity, and any past events you remember.

Trusting / Neutral / Distrusting: When you trust someone, opposing their social actions is harder. When you distrust someone, opposing their social actions is easier.

Attracted / Neutral / Disgusted: When you're attracted toward someone, you want to preserve them as they are. When you're disgusted toward someone, you want to change or destroy what they are.

Cooperative / Neutral / Competitive: When you're cooperative with someone, you want to work with them for mutual benefit. When you're competitive with someone, you want to achieve your goals at their expense.

Inventory

Write down any important equipment. You don't have to record everything, just the stuff that you or other players might need to know about later.

Talents

We recommend protagonists start with 5 talents, but you can tailor this number to the story you want to tell. There are many talents available in the official Myth Maker

modules, or you can make your own. Supporting characters should have whatever talents make sense for them to have.

Talents represent a character's knowledge, training, special abilities, and the like. There are a number of talents available in the official rules modules, but you're not limited to those. You can make up just about anything and represent it as a talent. Just make sure the other players are cool with your ideas and that everyone is having fun.

Knowledge: Any kind of knowledge or practical skill is represented by one or more tiers on the following scale: [basic - advanced - expert]. You can do things you have appropriate knowledge of without making a check. You can attempt things at one knowledge tier higher by making a check. Everyone is assumed to have Basic knowledge, provided the character knows any necessary language. Training improves a character's knowledge to "advanced". Boosting a knowledge check increases the character's knowledge by one step for that check.

Growth and Change

Talent Gain: Characters grow by gaining new talents. A character can spend 3 morale to gain a new talent. Talents may also be awarded for any reason you and the other players find compelling. Talents awarded in this way may be specific to the occasion, or may allow the character to choose any new talent. Some suggestions include:

- The character overcomes a major obstacle.
- The character completes a significant story arc.
- The character takes time to train or learn something new.
- The character is given new power or knowledge through some kind of supernatural intervention.
- You feel the character is becoming stale or uninteresting.

Talent Loss: Characters may also lose talents for any reason you and the other players find compelling. Some suggestions include:

- The character suffers significant harm.
- The character goes a long time without using a proficiency.
- The character's power or knowledge is drained away by some kind of supernatural intervention.
- You feel the character is becoming stale or uninteresting.

Core Mechanics

Myth Maker uses 6-sided dice to determine the outcome of character actions. Why? Let's start with an example: A pro pitcher throws a baseball. You could calculate the movement of the pitcher's muscles to determine how well he throws the ball, and then do some complicated physics to determine the effects of wind, gravity and spin on the baseball's flight. Or you can use the dice as an abstract representation of all these factors (and any others you can think of). Dice let you focus more on the story, and less on the details. When playing Myth Maker, you can decide how much detail you want for different kinds of activities by choosing the rules modules that appeal to you.

Checks

When a character does something, ask yourself and the group "Is this something the character can do?" If the answer is a resolute "yes," then the character does it just fine - no rolling needed (it has a difficulty of Trivial). If the answer is "no," then the character can't do it no matter how many times or how hard he tries (it has a difficulty of Impossible). If the answer is "maybe," then it's time to roll some dice.

To make a check, roll two dice and add whichever attribute seems most appropriate for the task. If the result is 15 or higher the task succeeds, otherwise it fails. If the result is 20 or higher the task is mastered, which represents an overwhelming success and might have some additional benefit.

Difficulty: For an unusually easy task, roll three dice and use the higher two. For an unusually hard task, roll three dice and use the lower two. Trivial tasks always succeed - treat the check as if you rolled 6s for determining whether or not the task is mastered. Impossible tasks always fail.

Opposing: When one character tries to stop another from doing something (usually as a reaction), make a check with an appropriate attribute. If the opposition succeeds, roll a die and apply it as a penalty to the opposed character's check. If the opposition is mastered, the opposed task fails.

Training: Characters can spend talents to gain training in particular tasks, or with particular implements. Training grants a +2 bonus on relevant checks.

Boosts: Characters can spend talents to gain the ability to boost checks for particular tasks, or with particular implements. Boosting a check transforms any success into mastery, but only if the check is unopposed. A boost must be used before the check is rolled.

Challenges

When two characters perform competing tasks against each other (i.e. running a race or seeing who can solve a Rubik's Cube faster), make a check for each character, and the character with the higher result wins. On a tie, repeat.

Turns

Characters take turns acting and reacting. Divide the characters into teams, and decide which team goes first in whatever way makes sense to you and the other players. While one team is acting, the others may react. Each character can only perform one action and one reaction per set of turns (often called a round).

Actions: When a character does something, declare it to the table so that other characters may react. After all reactions have been rolled, resolve the declared action if it is still viable.

Reactions: Characters can react to just about anything they are aware of. Reactions that are offensive in nature should target the character being reacted to. The players should decide together what kind of reactions are reasonable, given the circumstances.

Morale & Stress

At the end of each scene, each character involved in that scene makes a check. Characters that adhered to their personality get to make a morale check. Characters that didn't, have to make a stress check instead. Morale and stress checks use a value of "7" instead of an Attribute score.

Morale Checks: If a morale check succeeds, the character can gain 1 morale or recover from stress. A character can spend 3 morale to learn a new talent.

Stress Checks: If a stress check fails, the character becomes stressed, which doubles all Ability, Stamina, and Willpower costs.

Injury, Aid & Conditions

Injury: Attacks, collisions, and other things may damage a character's Attributes or Resources. A character can prevent attribute damage by spending the associated Resource: Stamina for Body damage, Ability for Mind damage, and Willpower for Spirit damage. Each 1 Resource spent prevents 1 Attribute damage. Preventing Attribute damage is a free action and does not require a check. Usually damage is determined by rolling one or more dice. Attribute damage represents real harm – it makes a

character worse at doing stuff, and a character dies if any Attribute is reduced to 0.

Attacks: When one character tries to harm another and succeeds, the attacker deals one die of damage to the target. This value may be modified by talents, equipment, circumstances, and other factors.

Collisions: Being crashed into or crashing into something solid causes one die of Body damage (this is how fall damage is handled). If the thing is particularly dangerous (i.e. sharp, jagged, etc.), it causes an extra die of damage. If the collision involves excessive force, it may cause one or more extra dice of damage (such as being thrown or falling from a height).

Aid: When one character tries to help another and succeeds, the help restores one die of lost resource to the target. This value may be modified by talents, equipment, circumstances, and other factors. Currently, the Social Module includes several specific ways to aid others.

Stress: Characters that don't adhere to their personality risk becoming stressed. Stress doubles all Ability, Stamina, and Willpower costs. Stress doesn't stack.

Fatigue: Characters that overexert themselves or don't get enough rest may become fatigued. Fatigue reduces a character's maximum Ability, Stamina, and Willpower by half. Fatigue doesn't stack.

Trauma: When something horrible occurs, characters involved may gain a stress trigger. A character that is in a situation similar to the traumatic event becomes stressed until leaving that situation. Different traumatic events can create new triggers.

Story Module

Creating a Story

The Premise: Get everyone together and discuss the setting, the protagonists (if you made any), and any supporting cast or significant villains you're interested in exploring. The goal is to come up with a significant problem that the protagonists need to solve. You don't need to know solution, or even how to get there. The protagonists can figure that out on their own (with your help, of course). After everyone agrees on the premise, each player gains 1 story point.

Complications: After each scene, introduce one complication. Each player may put forth any number of ideas, but everyone must ultimately agree on a single complication. Complications don't have to be directly

related to the preceding scene, but they should always get in the way of resolving the core problem

The player who comes up with the idea the group chooses gains 1 story point. If the complication targets a specific character, that character's player gets the story point instead.

If you're having trouble coming up with interesting complications, consider the protagonists' personalities and ties. When a character suffers attribute damage, you can use a complication to represent a specific kind of harm (such as a maimed or severed limb).

Cliffhangers: After the last scene in a gaming session, introduce a cliffhanger instead of a complication. A cliffhanger should always throw a major wrench in the story. A new villain might make an appearance; A significant event might change the political environment; A giant sandstorm might loom on the desert horizon. A good cliffhanger should force the protagonists to rethink their approach to the premise.

As with complications, the player who comes up with the idea for a chosen cliffhanger gets 1 story point. If everyone else feels the cliffhanger is particularly compelling, they may grant the player 2 story points instead.

If you want some sort of per-session talent gain, just after introducing a cliffhanger is an ideal time to grant new talents.

Using Story Points

Rule an action: Any player can spend 1 story point to make a single check trivial or impossible, but everyone must agree to the ruling.

Introduce a Boon: All players must each spend 1 story point to introduce a boon. A boon is something that helps the protagonists. It could be a helping character, a beneficial magic item, or a significant world event that aids the characters in solving the core problem. A boon can also be used to resolve or remove a problematic complication.

Combat Module

Combat Mechanics

Unarmed Attacks: Any character may make unarmed attacks by attacking with a body part. Unarmed attacks have the quick and versatile weapon properties. Characters can improve their unarmed attacks with *Weapon Training*.

When a character hits an armored creature with an unarmed attack, the attacking character suffers Stamina damage equal to the target's DR.

When a character blocks with an unarmed attack (this requires *Blocking 1*) he suffers Stamina damage equal to the amount of damage blocked.

This may seem useless, but it's not completely so. If the blocked attack was mastered, and all of the Stamina damage is blocked, the blocking character still prevents the Body damage from the critical hit. Special equipment may enable a character to use unarmed attacks without such risk.

Combat Actions

All Combat Actions require a Body check.

Draw: You can draw a readied item, such as a sheathed weapon. This action doesn't require a check unless opposed.

Attack: You can perform an attack with a weapon or a body part. If you succeed, you score a hit and deal 1d Body damage. If you master an attack, you deal +1 Body damage which can't be prevented.

You can throw an item to make a ranged attack against a creature within 5m.

Ranged attacks suffer a -2 penalty to the attack check. You can double this penalty to double the range for an attack.

Guard: You can perform a defensive reaction in response to a threat. Use the attribute the reaction normally requires for the check.

Disarm: You can attempt to disarm an opponent's weapon. If you succeed, the weapon must be readied again before it can be used (as a draw action or reaction). If you master a disarm, the weapon is dropped and falls into an adjacent space of your choice.

Knockdown: You can attempt to knock an adjacent creature prone. If you master a knockdown, the creature suffers 1d extra damage from the fall.

Rush: You can attempt to push an adjacent creature. If you succeed, you can push the creature in a straight line up to half your remaining movement for the turn. If you push the creature into a dangerous surface, it takes 1d damage. If you push the creature over difficult terrain, it must make a Body check or fall prone. When you push one creature into another creature, they must both make Body checks or fall prone. If you master a rush, you can choose to knock the creature prone after pushing it.

Grab: If you have a free hand you can attempt to grab an adjacent creature. While grabbed, a creature cannot perform reactions. Once per turn, when a grappling character tries to move, he must make a Body check to do so. Other characters in the grapple can oppose this check

as a free action. While grabbing, you cannot normally use your grabbing hand for anything other than to hold onto the creature. If you master a grab, you can immediately attempt to choke, throw, or pin the grabbed creature.

Break or Reverse a Grab: If you are grabbed, you can attempt to break a creature's grab on you. If you succeed and you have a free you can immediately attempt to grab the creature.

Throw a Grabbed Creature: You can attempt to throw a grabbed creature prone in any adjacent space. The grabbed creature can oppose with a Body check. The thrown creature takes 1d extra damage from this fall.

Choke a Grabbed Creature: You can attempt to choke a grabbed creature. The grabbed creature can oppose with a Body check. A creature that is choked for three rounds in a row falls unconscious for 1d rounds. After being choked for a number of consecutive rounds equal to its Body score, a creature dies.

Pin a Grabbed Creature: You can attempt to pin a grabbed creature. The grabbed creature can oppose with a Body check. A pinned creature cannot perform any physical activity except to break the grab, and cannot oppose attempts to choke it. If you attempt to move while pinning a creature, the creature is no longer pinned.

Combat Reactions

All Combat Reactions require a Body check.

Draw: You can attempt draw a readied item. Other than requiring a check, this is identical to the Draw action.

Counterattack: You can make an attack, but you use Mind instead of Body for the check.

Parry: You can attempt to oppose an attack with your melee weapon or your unarmed attack. The attacker or the target of the attack must be within your reach.

Block: If you are wielding a shield, you can attempt to block an attack against you or an adjacent ally. If you succeed, roll 1d and reduce the damage of the attack by that amount. If your block reduces the Stamina damage of an attack to 0, it also prevents any Body damage done by that attack. If you master a Block, increase the block value by 1d.

Dodge: You can attempt to oppose an offensive action targeting you. If you fail a Dodge while on difficult terrain, you fall prone.

Interpose: You can attempt to cause an attack declared against an adjacent creature to target you instead.

Block with a Grabbed Creature: You attempt to block with a grabbed creature, as if it were a shield (except weapon training never applies). The grabbed creature can oppose

with a Body check. This works like the Block reaction, except the grabbed creature suffers any blocked damage. Damage suffered this way is reduced by the creature's armor.

Combat Free Actions

Ready Ammo: When you attack or counterattack with a ranged weapon that doesn't have the load property, you can draw and ready a piece of ammunition as a free action.

Armors

Armor comes in a wide variety of shapes and sizes. All of them are designed to protect the wearer as effectively as possible without impeding movement. Armor protects the wearer by reducing the damage taken from attacks. The DR value of armor ranges from 2-5, and represents the armor's coverage and quality.

Light Armor (Value 2): DR 2

Heavy Armor (Value 4): DR 4

Armor Properties

Inferior (Value -1): -1 penalty to all checks requiring physical action.

Superior (Value +1): +1 DR

Weapons

Weapons come in an endless number of permutations. Rather than looking through an enormous list of weapons, pick something that fits the character you're designing, and give it the appropriate weapon properties from the list below. If you feel like it should have property that's not listed, invent it.

Some weapons are just combinations of multiple smaller weapons, and you may decide that the character can only use a certain subset of the weapon's properties at any one time.

Base Value: The base value of anything is usually based on its availability. If a weapon is...

- **Value 2:** It is readily available to most households.
- **Value 3:** It is readily available to military forces.
- **Value 4:** It is rarely available to military forces.

Quality: As with anything, lower and higher quality weapons are more or less available. If a weapon is...

- **Inferior (Value -1):** All checks with it suffer a -1 penalty.
- **Superior (Value +1):** It deals +1 damage.

Weapon Properties

Handedness: Every weapon has one of these:

- **Light:** This weapon can be wielded in one hand.
- **Heavy:** This weapon is wielded in two hands and deals +2 damage. You may be able to wield it in one hand, but it loses all of its properties while you do.
- **Versatile:** This weapon can be used as either a Light or a Heavy weapon.

Threat Areas: Every weapon has at least one of these:

- **Reach:** Melee weapons have a rating that represents how close and how far the weapon can be used to effectively attack. Attacking an opponent farther away than the weapon's maximum reach is impossible, and the weapon loses all of its other properties when used closer than its minimum reach. Weapon training still applies when using a melee weapon closer than its minimum reach.
- **Thrown:** You apply your weapon training on thrown attacks with this weapon.
- **Ranged:** You apply your weapon training on ranged attacks with this weapon, but not on melee attacks. This weapon can be used to make ranged attacks against creatures within 30m.

Damage Types: Every weapon has at least one of these:

- **Bashing:** When you hit an armored target with this weapon, you apply your weapon training bonus on the damage roll.
- **Chopping:** You add your weapon training bonus to damage rolls with this weapon.
- **Piercing:** When you master an attack with this weapon, you treat the target's DR as 0.
- **Slashing:** When you hit a creature that has 0 DR with this weapon, you apply your weapon training bonus on the damage roll.

Other Properties:

- **Blocking:** You apply your weapon training bonus on block checks, and on the value of successful blocks with this weapon.
- **Load:** It takes an action or reaction to reload this weapon between each attack. You can load the weapon as an action without a check, or as a reaction with a successful Mind check. You apply your weapon training bonus on checks to reload this weapon.
- **Marksman:** Attacking with this weapon while prone is not harder. If you rest this weapon on the ground (while prone) or another stable surface when

attacking, you ignore the -2 ranged penalty on the check.

- **Quick:** If you are trained with this weapon, you can use Mind instead of Body for checks to parry, disarm, counterattack, and oppose disarms with this weapon. You apply your weapon training bonus checks to parry, disarm, counterattack, and oppose disarms with this weapon.
- **Rapid:** If you are trained with this weapon, you can use Mind instead of Body for ranged attacks and counterattacks with this weapon. You apply your weapon training on ranged counterattacks with this weapon.
- **Severing:** When you master an attack with this weapon, you also reduce the DR of the target's worn armor by 1. This effect stacks, and it lasts until the armor can be repaired by someone suitably trained.
- **Other:** Invent new properties for your own weird and awesome weapons!

Weapon Examples

Here's a few example weapons to show you how the weapon properties work:

Dagger: Light, Quick, Piercing, Slashing, Thrown, Reach 1

Shortsword: Light, Quick, Piercing, Slashing, Reach 1-2

Sword: Versatile, Quick, Piercing, Slashing, Reach 2

Shortspear: Versatile, Quick, Piercing, Thrown, Reach 1-2

Spear: Versatile, Quick, Piercing, Reach 2-3

Longspear: Heavy, Piercing, Reach 3-5

Club: Versatile, Bashing, Reach 2

Hammer: Light, Bashing, Severing, Thrown, Reach 1-2

Mace: Versatile, Bashing, Severing, Reach 2

Heavy Mace: Heavy, Bashing, Severing, Reach 3

Quarterstaff: Heavy, Bashing, Reach 1-3

Hatchet: Light, Chopping, Thrown, Reach 1-2

Axe: Versatile, Chopping, Reach 2

Halberd: Heavy, Chopping, Reach 2-3

Shield: Light, Blocking, Reach 1

Crossbow: Heavy, Load, Marksman, Rapid, Piercing, Ranged

Short Bow: Heavy, Rapid, Ranged

Long Bow: Heavy, Piercing, Ranged

Combat Talents

WEAPON TRAINING

Choose one weapon type. You gain training on checks to Draw, Attack, and resist being disarmed with weapons of that type.

READINESS

1: When you Recover, you can also Guard this turn as an immediate action.

2: You can spend 4 Ability to draw or stow an item as an immediate action, even if it is not your turn. You don't need to make a check when using this technique.

ASSAULT

1: Your melee attacks deal +2 Stamina damage.

2: You can spend 4 Willpower to Boost a melee attack (not a counterattack).

3: When you master a melee attack, you deal +2 Body damage (instead of +1).

GRAPPLING

1: You gain Training on all checks related to Grabbing.

2: You can spend 4 Ability to Boost a Grab.

3: You can grab as a reaction, but you make a Mind check instead of a Body check.

TRIPPING

1: You gain Training with Knockdown, and can use Mind instead of Body for the check.

2: You can spend 4 Ability to Boost a Knockdown. If you succeed at a Boosted Knockdown, you can knock the creature prone in any adjacent space of your choosing, even if the Knockdown is opposed.

3: You can use Knockdown as a reaction.

RUSHING

1: You gain Training with Rush.

2: you can spend 4 Willpower to Boost a Rush. When you Boost a rush, you can Guard against an attack provoked by the rush, even if the Rush is opposed.

3: You can use Rush as a reaction, but you make a Mind check instead of a Body check.

DODGING

1: You gain Training with Dodge, and can use Mind instead of Body for the check.

2: You can spend 4 Ability to Boost a Dodge. When you Boost a dodge, you can move half your speed as part of the Dodge, even if the Dodge is opposed.

3: When your Dodge causes an offensive action to fail, you regain 2 Stamina.

BLOCKING

1: When you Block with a Defensive weapon, increase the Block value by 1d. You can Block melee attacks with any wielded weapon, even if doesn't have the Defensive property.

2: You can spend 4 Willpower to Block as a free action, even if it's not your turn.

3: If an attack you Block deals no damage, you regain 2 Stamina.

PARRYING

1: The opposing penalty from your parry increases by +2.

2: You can spend 4 Ability to parry as a free action, even if it is not your turn.

3: If your parry causes an attack to miss, you regain 2 Stamina.

COUNTERATTACKING

1: When you use a reaction to negate an offensive action, you can immediately counterattack the offending creature.

2: When a creature tries to defend against your Attack, you can spend 4 Ability to immediately counterattack that creature instead of resolving your Attack. (This counterattack happens before the creature's reaction.)

3: You can spend 4 Willpower to Boost a counterattack.

DISARMING

1: When you use a reaction to negate an offensive action that uses a weapon, you can immediately attempt to Disarm the offending weapon.

2: You can spend 4 Ability to Boost a Disarm.

3: When you master a disarm, if you have a free hand, you can choose to take the weapon with your free hand, instead of flinging it to the ground.

INTERPOSE

1: When you Interpose, you can defend yourself from the attack as an immediate action.

2: You can interpose an attack against an ally within half your speed. As part of this action, you must move adjacent to that ally.

3: You automatically succeed at unopposed Interpose checks.

MARKSMANSHIP

1: Your ranged attacks deal +2 Stamina damage.

2: You can spend 4 Ability to Boost a ranged attack (not a counterattack). When you Boost a ranged attack, you ignore the usual -2 penalty for that attack, even if opposed.

3: When you master a melee attack, you deal +2 Body damage (instead of +1).

Social Module

Social Actions

- **Disregard (no check):** When a character attempts a social action against you, you can choose to become distrusting of that character. If you do, that character becomes less attracted toward you.

Influence Actions

Use the specified attribute for the check.

- **Motivate (Spirit):** You can restore 1d Willpower to a nearby creature. If the target is affected by a Mock effect, that effect ends.

If you master a motivate, the target gains Training in a task of your choice. At the end of each of the target's turns, it must make a Spirit check to retain this effect.

- **Inspire (Mind):** You can restore 1d Ability to a nearby creature. If the target is affected by a Confuse effect, that effect ends.

If you master an inspire, choose a task you want the target to perform. All of the target's checks for that task are Boosted. At the end of each of the target's turns, it must make a Spirit check to retain this effect.

- **Mollify (Body):** You can restore 1d Stamina to a nearby creature. If the target is affected by a Provoke effect, that effect ends.

If you master a mollify, choose a task you want the target to perform. Whenever the target fails a check for that task, it still achieves a partial success. At the end of each of the target's turns, it can make a Spirit check to maintain this effect.

- **Mock (Spirit):** You can inflict 1d Willpower damage to a nearby creature and make it less attracted toward you. If the target is affected by a Motivate effect, that effect ends.

If you master a mock, choose a task you don't want the target to perform. The target can't benefit from any training for that task. At the end of each of the target's turns, it can make a Spirit check to recover from this effect.

- **Confuse (Mind):** You can inflict 1d Ability damage to a nearby creature and make it less trusting of you. If the target is affected by an Inspire effect, that effect ends.

If you master a confuse, choose something the target is proficient with. The target cannot master checks

that kind of task. At the end of each of the target's turns, it can make a Spirit check to recover from this effect.

- **Provoke (Body):** You can inflict 1d Stamina damage to a nearby creature and make it less cooperative with you. If the target is affected by a Mollify effect, that effect ends.

If you master a provoke, choose something the target is proficient with. Whenever the target fails a check for that kind of task, it fumbles extra badly. At the end of each of the target's turns, it can make a Spirit check to recover from this effect.

Manipulate Actions

All manipulate actions can use a Mind check, a Body check, or a Spirit check, depending on how the character is attempting to manipulate the target. The same attribute must be used for any attempted opposition.

The target of a manipulate action is aware of the attempt whether it succeeds or fails. When a manipulation attempt fails, the target may alter its disposition as a response.

Details: Quirks, beliefs, motives, ties, proficiencies, dispositions, and anything else there is to know about a character are details. The detail learned from a successful manipulation should be based on what the manipulating character wants to learn about the target, and on the story/situation.

- **Charm:** You can make a character more trusting of you, and learn one detail about that character. If you master a charm, the target becomes trusting of you.
- **Seduce:** You can make a character more attracted toward you, and learn one detail about that character. If you master a seduce, the target becomes attracted toward you.
- **Coerce:** You can make a character more cooperative with you, and learn one detail about that character. If you master a coerce, the target becomes cooperative with you.

Persuade Actions

When you successfully persuade a character, you can either impose a temporary personality trait on that character, or challenge an existing personality trait you *think* the character has (if you're wrong, the persuasion has no effect). An imposed personality trait lasts until the end of the scene, and functions exactly like any other personality trait. A challenged personality trait is effectively removed from the character until the end of the scene.

A persuaded character can spend 1 Morale to permanently keep an imposed trait, or to permanently remove a challenged trait. When an argument is mastered, the morale cost for making the change permanent is removed.

- **Ethical Appeal:** You can make a Spirit check to impose or challenge a motive.
- **Logical Appeal:** You can make a Mind check to impose or challenge a belief.
- **Emotional Appeal:** You can make a Body check to impose or challenge a quirk.

Social Talents

Influence

INSPIRING

- 1: You gain Training with Inspire.
- 2: You can spend 4 Willpower to Boost an Inspire.
Boosting an inspire
- 3: You can spend 4 Ability to Inspire any number of creatures at once.

CONFUSING

- 1: You gain Training with Confuse.
- 2: You can spend 4 Willpower to Boost a Confuse.
- 3: You can spend 4 Ability to Confuse any number of creatures at once.

MOTIVATING

- 1: You gain Training with Motivate.
- 2: You can spend 4 Willpower to Boost a Motivate.
- 3: You can spend 4 Ability to Motivate any number of creatures at once.

MOCKING

- 1: You gain Training with Mock.
- 2: You can spend 4 Willpower to Boost a Mock.
- 3: You can spend 4 Ability to Mock any number of creatures at once.

MOLLIFYING

- 1: You gain Training with Mollify.
- 2: You can spend 4 Willpower to Boost a Mollify.
- 3: You can spend 4 Ability to Mollify any number of creatures at once.

PROVOKING

- 1: You gain Training with provoke.
- 2: You can spend 4 Willpower to Boost a Provoke.
- 3: You can spend 4 Ability to Provoke any number of creatures at once.

Manipulation

COERCING

- 1: You gain training with coerce.
- 2: You can spend 4 Willpower to boost a coerce. Boost makes coerce harder to oppose.
- 3: When you coerce, you can spend 4 Ability to prevent the target from being aware of your coercion if you succeed.

CHARMING

- 1: You gain training with charm.
- 2: You can spend 4 Willpower to boost a charm.
- 3: When you charm, you can spend 4 Ability to prevent the target from being aware of your charm if you succeed.

SEDUCING

- 1: You gain training with seduce.
- 2: You can spend 4 Willpower to boost a seduce.
- 3: When you seduce, you can spend 4 Ability to prevent the target from being aware of your seduction if you succeed.

Persuasion

ETHICS

- 1: You gain training with ethical appeals.
- 2: You can spend 4 Willpower to boost an ethical appeal.
- 3: You can use Spirit to oppose emotional appeals. If you do, your ethics training applies to the check.

LOGIC

- 1: You gain training with logical appeals.
- 2: You can spend 4 Ability to boost a logical appeal.
- 3: You can use Mind to oppose ethical appeals. If you do, your logic training applies to the check.

PASSION

- 1: You gain training with emotional appeals.
- 2: You can spend 4 Stamina to boost an emotional appeal.
- 3: Use can use Body to oppose logical appeals. If you do, your passion training applies to the check.

Shamayim

"Kata stumbles over, retching. This is the first time she's ever experienced an FTL jump, and it will probably be her last. This trip cost her life savings, her husband's life insurance benefit, and every penny her parents could spare. She is thankful to see that neither of her two children (Adam, 9 and Rachel 5) seem much affected by the jump. Hopefully this will all be worth it.

Adam points at the window with glee as a silver ribbon gleams in the blackness of space. This is home! Kata remembers being told it was "Heaven."

The year is 312AE. Shamayim is a massive space station in geostationary orbit around Venus. It is shaped like a spoked wheel about 600 Kilometers in diameter. The central hub is tethered to the surface of Venus with an EM rail cable. The wheel completes one full rotation per earth-hour, and is attitude-controlled to always face the planet. The entire station is protected from space debris and solar radiation by an EM field and an energy shield.

There are 312 EM rail cables connecting the hub to the rim, collectively known as the "spokes". Twelve of these run elevator trams that ferry passengers and freight between the rim and the hub. The others are run simple counterweights - their motion is automated keep the station perfectly balanced around its rotational axis.

The Rim: The rim is approximately a 1.6 kilometers wide and varies from 20 to 30 stories thick. It has a total surface area of about 3000 square miles. Its primary function is to provide habitat for its approximately 238 million inhabitants, though it also has extensive commercial and industrial sectors. The station currently has a theoretical support capacity of about 1 billion people. New construction is also possible by building upwards, toward the hub, provided the construction is balanced out to not exceed the limitations of the counterweight system.

The topmost floors of virtually every part of the rim have glass ceilings, and are used exclusively for agriculture and hydroculture. Phytoplankton farms provide oxygen for basic life support. The station survives mostly on vegetation, and keeps only a tiny stock of animals.

The Hub: The hub of the wheel is a gantry structure about the size of Manhattan Island with docking clamps and ports for a wide variety of shuttles, supply barges, and terraforming vehicles. It also contains the fusion reactors that power the entire station, and the EM field and energy

shield generators that protect it from the hostile space environment.

Avalon Corp.

The station and the terraforming operations on Venus are owned and maintained by Avalon Corp., a massive corporate conglomerate with holdings across the solar system. Nearly everyone on the station is employed by Avalon or one of its subsidiaries.

Because the entire station is a corporate holding, it has no official government other than the corporate management structure. Unfortunately, people aren't elected to these offices because they (pretend to) have lofty ideals or good ideas. Instead, they're hired by people higher up the chain who see only profit potential. Corruption is rampant, and just about anyone or anything can be bought with enough money.

Shamayim is about 150 years old now. It was the second great corporate terraforming project (the first being Mars), and is by no means the largest. It is expected to be at least 300 more years before Venus is terraformed enough to move the operations planetside.

Criminal Organizations

As if corporate corruption weren't enough of an issue, the criminal underground isn't so "underground." The closest thing the station has to a government is the various mafias, each of which claims a physical section of the station. People within these sections usually pay "protection" taxes to the mafia, in return for which they aren't harassed, they receive reliable access to utilities like water and power, they get preferential access to desirable employment positions.

The few people who refuse mafia protection can join a rebellion of sorts, but it hasn't gathered much steam yet.

Vigilantes

In an operation this large, there are always at least a few executives who seek to actually behave morally, and who try to enforce their morals on those under their authority. On Shamayim, these individuals are referred to derogatorily as "Vigilantes." They seem to have a positive impact, at least as long as they don't go after the mafias.

Industry

The station manufactures goods of all kinds from toys to military hardware. There are also R&D laboratories working on all sorts of new technologies and medical projects. Nanotech and cybernetic implants aren't commonplace yet, but they're currently both under limited-scale testing.

Commerce

Almost anything imaginable is available for purchase on Shamayim, if you have enough money. Possession of weapons on board the station is strictly prohibited, but that doesn't seem to stop people.

Ahrad, the Last City

"One never forgets the first time they see a sandship. The sight of a vessel originally designed to travel on water supported above the sands by sails, air screws, rotors, propellers, and magic fills the mind with such romantic notions that the call of the Glass Sea and its promises of buried treasure eventually become impossible to resist. The only thing that stands in the way of such dreams is the money to buy such a ship, a skilled crew to maintain it, and a legion of unbelievers to power its turbines. If you want to get that money, then you'll need a galleon or a carrack to fill up with relics from the desert. It's a system designed specifically to keep people like me out of the game. That's why I invest in the smaller ships like clippers and cutters. They can't travel very far into the Glass Sea and don't hold much cargo, but that's only important if you're looking for buried treasure. I'm not allowed to play that game, so I play a different one." – Gal Bar-Lev

Ahrad

Eight hundred years ago, Ahrad was the Holy City of the Jahara. When the world was destroyed, and all but the city became uninhabitable desert, a new sect of the Jahara took power and renamed the land Ahrad. Though a few Jahara still follow the old ways of the Hari'sha, the vast majority of people consider themselves Ahradian and worship the Faceless God who writes no books and builds no temples.

The city of Ahrad is believed to be the only city in existence. It sits at the western edge of a jungle on the border with the Glass Sea. The eastern end of the jungle is the End of the World where nobody goes for fear of falling into the Void. The city itself is a dense urban center with very little surrounding farmland. Because land is scarce, the buildings in Ahrad are very tall and densely populated. Most food and water is created with the aid of magic or magical artifacts scavenged from ruins in the desert, which means that most traffic on the region's few roads go back and forth between the city and the desert.

Unbelievers: All of the hard labor in Ahrad is performed by Unbelievers. Unlike their masters, who almost always have black hair and dark skin, many Unbelievers are pale with

brown or red hair. This makes them easily identifiable. A few Unbelievers are dark skinned Ahradians who committed acts of blasphemy against the Faceless God or descendants of blasphemers. Unbelievers don't enjoy any of the rights granted to Ahradians. Without the blessings of the Faceless God, they are considered lowly animals.

Glass Sea

Before the destruction of the world, the Glass Sea was a tropical region like Ahrad, only its cities were sprawling and thinly populated. Giant roads connected one area to another where magical vehicles carried people across the continent. Now the city, which covered 20 million square kilometers, is entirely covered in sand. These sand dunes shift and move in slow motion to cover and reveal different parts of the ancient city. Scholars call this lost empire Arturia, and its buried wealth serves as the foundation for Ahrad's economy.

Beastmen: Just after the fall of Arturia, babies were sometimes born with animal features. Early followers of the Faceless God interpreted this to mean that one or both of the parents were blasphemers. Parents of these children became some of the first of Unbelievers, while the beast children were either left to die or raised in secret in Unbeliever populations. Over time these beast children gathered into their own population and launched a mass exodus into the Glass Sea where they live today. These people find any excuse to enact vengeance upon unwary Ahradians who wander into their territory seeking treasure; though it's rumored they will help pirates attack other Ahradian ships.

Ancient Arturia

Surrounding the entire known world is an endless void that separates Ahrad and the Glass Sea from the rest of the world. Before the world ended eight hundred years ago, the region was known collectively as the Outer City in a worldwide empire called Arturia. The Arturians lived long and comfortable lives due to advanced magical (or archaic) technologies. Their ruins are in perfect condition because their materials were enchanted to last longer and resist damage. This makes breaking into closed or locked structures extremely difficult. The kinds of devices Ahradians seek in the ruins make life easier and more comfortable in every imaginable way. Many of them no longer function or have glitches and only work erratically, so the few devices left in perfect working condition are prohibitively expensive. The remainders have become fairly common in Ahrad.



Character Name _____

Morale _____

Player _____

Kind _____

Concept _____

Personality

Character Sheet

Ties

Motives

Beliefs

Quirks

Background

Proficiency

Talents

Talents

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Inventory

Form with 18 horizontal lines and a tab at the top left.

Empty rectangular box.

Form with 8 horizontal lines and a tab at the top right.

Form with 15 horizontal lines and a tab at the top left.

Large empty rectangular box with a tab at the top right.