

AUBAINE

# Player Handbook

BOOK • V0.3.0

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# The three golden rules

Aubaine rests on three golden rules. They come before every other rule, including the ones in this book, and every page that follows answers to them.

### The three golden rules

1. **The Rule of Cool.** In Aubaine, anything cool is allowed, even when it bends the fiction or a rule. Cool prevails. But the Uncool is never Cool.
2. **The Rule of Customisation.** Players and GMs are welcome to change Skills, items and anything else to give each player a unique experience and let them play whatever they want. Renaming a Skill and changing its damage type and Domain to fit a frost wizard is no problem at all, as long as the player honours the third rule.
3. **The Rule of Good Faith.** GMs and players are all here to play and enjoy Aubaine. A player who abuses Aubaine's fiction-first philosophy, or the kindness of their GM, has no place at a roleplaying table. Dressing something up as cool just to min-max your character is Uncool.

## Cool

The first rule gives the table the right to put a great scene ahead of the letter of a rule. An impossible leap from a balcony, a line that turns a duel around, an idea nobody saw coming: if the whole table finds it cool, it happens, and the GM works out how to resolve it.

Cool is judged by the whole table; one player's excitement is not enough. Whatever spoils the evening for the others, flattens someone else's character or breaks the tone the table agreed on is not cool, and the rule does not cover it.

## Customisation

Nothing in Aubaine is set in stone. A Skill can change its name, its damage type or its Domain to suit the character you want to play, and an item can take another shape or another story. The GM approves each change, and the character sheet records it.

The more a change touches what a Skill does at the table, its power or its price, the more the third rule weighs on the decision.

## Good faith

The third rule guards the other two. Cool and customisation both rest on trust between players and GM, and that trust does not survive abuse.

A player acting in good faith suggests an idea because it makes the scene better. A player acting in bad faith hunts for loopholes, dresses up an optimisation as a cool idea, or wears the GM down until they give in.

When in doubt, ask yourself one question: would what I am asking for make the game better for everyone?

# Welcome to Aubaine

Aubaine is a tabletop roleplaying game, a TTRPG to its friends. One person, the GM, describes a world and everything in it. Everyone else plays one character each, decides what that character does, and the whole table finds out together what happens next. The story takes shape as you play, session after session, and nobody knows in advance where it will lead.

This chapter and the next are enough to sit down at a table.

## What happens at a table

A game is a conversation with dice in it, and it runs on a simple loop.

1. **The GM describes a situation.** What the characters see and hear, what threatens them, what tempts them.
2. **You say what your character does.** You speak for them, in their words or your own.
3. **The GM says what happens.** When the outcome is certain, they narrate it. When it is uncertain and failure would cost something, a **Roll** decides.

Then the situation has changed, and the loop starts again. It turns the same way for searching a cupboard, a tense negotiation or a duel on the edge of a cliff.

> AN EXAMPLE OF PLAY
>
> **GM:** "The rope bridge sways over the ravine. Halfway across, three planks have given way, and the drop is waiting for you below."
>
> **Sélène's player:** "I take a run-up and jump the gap."
>
> **GM:** "The outcome is uncertain, and a fall would cost you dearly. Make a **Roll** (**Dexterity** + **Acrobatics**) against a **DC** of 10."
>
> The player rolls a d20 and gets a 9. Sélène has +3 in **Dexterity** and nothing in **Acrobatics**, so her total is 12, over the **DC**.
>
> **GM:** "You land on the far side with a creak of rope. Behind you, another plank comes loose and tumbles for a long time before the mist swallows it."

## Who does what

### The GM

The game master. They describe the world, play everything that is not a player character, set the difficulty of what you attempt and rule on whatever the rules leave open. They are not playing against you: their job is to make the world feel alive and your choices matter.

### The players

Each runs one character, decides what it does and speaks for it. You decide what your character attempts; the GM and the dice decide how it turns out.

### The table

All of you, together. The table decides the tone of the game, what belongs in the fiction and what does not. Those conversations happen outside the game, before the first session and whenever they are needed, and they matter more than any rule.

## What you need

- A character sheet.
- Dice: mostly d20s, plus a d4 and a few others for damage.
- Something to write and erase with, because the sheet changes during play.
- Your first two Trees, your Archetype's and your Domain's, printed or open on a screen.

Nothing else: distances are counted in metres and said out loud.

## Aubaine at a glance

### The Roll

Anything uncertain resolves with the same formula, `1d20 + a **Characteristic** + an **Aptitude**`. Attacking, shrugging off a poison, lying to a guard or forging a blade: only the number you need changes.

### The pair

How you act decides which **Characteristic** and which **Aptitude** you use, so a character stays useful far from their strengths.

### The Soul

Every character carries a **Phobia**, a **Mania**, a **Flaw**, a **Speciality** and a **Gift**. The **Speciality** is an **Aptitude** you invent, such as "Cooking" or "Traps". The **Gift** is a faculty that belongs to you alone, such as "I can speak to the dead" or "My paintings come to life". They are what keep two characters with the same numbers two different people.

### Three currencies

XP buys your Skills, MP your **Characteristics** and **Aptitudes**, PP your resources. Each arrives at its own pace, and that is how a character grows.

### Trees to climb

You buy Skills on Trees, starting from their heart and following their lines. You unlock new Trees during play to build the character you want.

### Memory sets the limit

You **learn** many Skills but keep only a few **Memorised** at a time. What you carry is a choice, and you make it again at every rest.

### You make your gear

You gather materials, follow a recipe and make the **Rolls**: most of what you wear passes through your own hands.

## A living game

Aubaine is free and open. Its rules, Skills, Trees and equipment live in a public repository, and the site you are reading is rendered straight from it.

The game keeps growing: a Skill adjustment, a new Tree or a new piece of equipment arrives without making what you already have obsolete, and every Tree can be downloaded and printed at home.

This book explains the system. When you need to know which Trees exist today, or exactly what an item grants, that entry's page is the reference: it is always up to date.

## How to read this book

The three golden rules open the book, and they come before everything else. The next chapter, How to play, explains the **Roll**: it is the only one you need for a first session. Creating a character, Species, and Trees and Skills walk you through your sheet. The chapters after that, from equipment to rest, can be read when they come up.

A coloured word is a rules term. Hover over it, or give it keyboard focus, and its definition appears; the Rules page gathers them all. A Skill's name leads to its entry.

The "Example" boxes show a rule in play. They never change it.

Numbers that belong to a Skill or an item are printed on it, not here. This book explains the mechanics; the entries carry the values.

# How to play

Anything uncertain in Aubaine is settled by a **Roll**, and a **Roll** is always the same sum:

`1d20 + a` **`Characteristic`** `+ an` **`Aptitude`**

This formula serves everywhere: an attack, a dodge, a lie and an afternoon at the forge all resolve this way. What changes from one situation to the next is the pair you use and the number you need.

## When to roll

You do not roll for everything. A **Roll** takes time at the table, so it should decide something.

1. **Describe.** Say what your character wants and how they go about it.
2. **Roll.** If the outcome is uncertain and failure would cost something, the GM asks for a **Roll**.
3. **Resolve.** The result settles it, and the situation moves on.

An action whose outcome is certain simply succeeds: opening an unlocked door, climbing a ladder, buying bread. An action the fiction makes impossible needs no **Roll** either: it fails. Everything in between, you roll.

Your **Gift** moves that line for you alone. Someone with the **Gift** of speaking to the dead can question a corpse nobody else could make talk, and the GM decides what the dead one answers.

## Choosing the pair

The GM picks the pair from how you act, and every combination of **Characteristic** and **Aptitude** is open.

That keeps you useful far from your strengths. A character built on **Strength** intimidates by smashing a table rather than raising their voice, and the **Roll** becomes **Strength** + **Intimidation**. A character who relies on **Intelligence** gets past a physical obstacle by understanding it, and the **Roll** becomes **Intelligence** + **Athletics**.

It also gives you a floor. Without the **Aptitude** you would want, you still have your **Characteristic**: nobody rolls bare dice.

> EXAMPLE
>
> The party needs a ferryman to take them across at night. Aldric, a giant of a man with no gift for words, lays his axe on the table and stares at the ferryman in silence. The GM asks for a **Roll** (**Strength** + **Intimidation**). His companion would rather open her purse and haggle, so for her it is **Charisma** + **Persuasion**. Two approaches, two pairs, and each has its chance.

Your **Speciality** enters the pair whenever the action falls within its field: it takes the **Aptitude's** place and adds 1 **Advantage** to the **Roll**. A "Traps" **Speciality** serves to disarm a trapped flagstone, a "Cooking" one to recognise poison in a stew. The Creating a character chapter presents it with the rest of the **Soul**.

A Skill can set its own pair. When it does, its text names it.

### Naming a Roll

There are two ways to write it, depending on what the rule needs to pin down.

- **A Melee Roll**, when only the **Aptitude** matters and the **Characteristic** follows how you act.
- **A Roll** (**Strength** + **Melee**), when the whole pair is fixed.

## Against what

The total is compared with one of three defences.

**DC**
: A Difficulty Class, set by the GM or printed in a rule.

**AC**
: Armour Class, when an **Attack** targets a creature directly.

**Opposed Roll**
: The **Roll** of the creature on the other side. Both sides roll.

Meeting the defence is enough: a total equal to or higher than it succeeds.

### Opposed Rolls

Everyone involved rolls, and the highest total wins. On a tie, break it in this order:

1. the higher combined **Characteristic** and **Aptitude**;
2. the higher net number of **Advantages**;
3. the status quo.

The status quo means that whoever was trying to change the situation fails to: the prisoner stays held, the barred door stays shut. When there is no status quo, only the tied **Rolls** are rolled again.

## Advantage and Disadvantage

An **Advantage** adds a d20 to the **Roll**, and you keep the highest die.

A **Disadvantage** adds a d20 to the **Roll**, and you keep the lowest die.

The total always uses a single die, however many you rolled.

### Stacking

An **Advantage** and a **Disadvantage** cancel out, one for one. Count them, remove the pairs, and apply what is left.

What is left has no ceiling. Three net **Advantages** add three dice, and you keep the best of the four.

When a **Roll** is made against several targets at once, only the **Advantages** and **Disadvantages** that hold against all of them count.

> EXAMPLE
>
> You strike with 2 **Advantages**, because an ally helped you and your target is **Aveuglé**, and 1 **Disadvantage**, because you are lying **À terre**. That leaves 1 net **Advantage**: you roll two d20s and keep the higher.

### Expertise

**Expertise** in an **Aptitude** gives you 1 **Advantage** on every **Roll** that uses it.

## Criticals

Only the die you keep counts, including for criticals.

**A kept 20**
: **Critical success**. The **Roll** succeeds, whatever the defence.

**A kept 1**
: **Critical failure**. The **Roll** fails, whatever the total, and the GM adds a complication tied to what you attempted.

What a **Critical success** does beyond succeeding depends on the kind of **Roll**:

**Roll**
: You describe an exceptional result that fits what you were attempting.

**Attack**
: The total **damage** doubles: the dice, the **Characteristic** and everything added to them. It doubles before **Resistance**, **Vulnerability** and what a shield stops, in the order set out in the Damage and healing chapter.

**Save**
: The creature suffers none of the effect, not even the share a success lets through, such as half the **damage**.

**Opposed Roll**
: The **Critical success** wins, whatever the total on the other side. If both sides score one, it is a tie, broken in the order given for Opposed **Rolls**.

A critical never makes possible what the fiction forbids. A **Critical success** at leaping over a tower still fails; it only makes the run-up spectacular.

So an **Advantage** does two things at once: it raises your expected total, and it makes **Critical successes** more likely and **Critical failures** rarer. A **Disadvantage** does the opposite.

## The difficulty scale

The GM sets a **DC** whenever no rule prints one.

| TASK | DC |
|---|---|
| Very easy | 5 |
| Easy | 10 |
| Medium | 15 |
| Hard | 20 |
| Very hard | 25 |
| Nearly impossible | 30 |

A **DC** in between is fine when the situation calls for it.

A trivial action needs no **Roll**.

### A Skill's DC

When a Skill lets its target resist, the **DC** comes from whoever uses it:

`8 + a` **`Characteristic`** `+ an` **`Aptitude`**

The Skill names the pair, the **Save** its target makes, and what happens on a success and on a failure. For example: "The target makes a **Save** (**Spirit** + **Will**) against your **DC** (8 + **Charisma** + **Intimidation**)."

So there is no number to remember. You work it out when the Skill is used.

## Attacking and Resisting

An **Attack** is a **Roll** against its target's **AC**. Resisting an effect is a **Roll** against a **DC**.

Three **Aptitudes** are the usual way to land a blow, **Melee**, **Finesse** and **Aim**, and three are the usual way to withstand one, **Reflexes**, **Resistance** and **Will**. They have no special rules. They simply come up more than the others, which tells you where to invest.

They do not lock anything out, though. Any **Aptitude** can carry an **Attack** or a defence when how you act justifies it: **Investigation** to see through an illusion that is too regular, **Athletics** to dig your heels in against a pull, **Intimidation** to stare down something trying to terrify you.

## When Rules Meet

A handful of principles apply everywhere, and they settle two rules that seem to disagree.

### Exceptions win

A general rule applies until something contradicts it. When a Skill, an item or a state says otherwise, it wins, for what it covers and for as long as it lasts. A Skill that sets its own pair beats the GM's free choice; a weapon that lets you strike with **Dexterity** beats **Strength**.

### Round down

Whenever a calculation gives a fraction, round down to the whole number, even at one half. A rule that wants you to round up says so, like the cost of an **Aptitude**.

### The same effect twice

Unless stated otherwise, an effect does not stack with itself. The same Skill, the same state or **Expertise** in the same **Aptitude**, received from two sources, applies once, and only the strongest counts. Different effects add up, like **Advantages**. Two Skills that each give you **Expertise** in **Craft** give it to you once.

### Maximum and minimum

A resource never goes above its maximum: healing that would give you back more **HP** than you lost stops at your maximum. Nor does it go below 0, which the Damage and healing chapter spells out for **HP**.

### The GM decides

When the rules are silent, or two readings remain possible, the GM decides, in the spirit of the three golden rules. The ruling stands for the scene, and the table can talk it over after the session.

# Creating a character

Creating a character takes eight steps, in order. The first seven are decisions, the last is arithmetic. Do not fill in a single numbered box before step 8: a character is imagined first and counted afterwards.

Take your time over the early steps. Who is this character, where do they come from, what drives them onto the road: the answers will guide every number you write down later.

## What the GM gives you

A new character receives:

- one Domain Tree;
- one Archetype Tree;
- two Species Skills;
- 25 Experience Points (XP);
- 22 Mastery Points (MP);
- 3 Potential Points (PP).

The GM announces any change to that set before the table starts. A one-evening game and a long campaign do not open on the same numbers.

## Three currencies

They do not convert into one another. A currency spent in the wrong place is only recovered in play.

**XP**
: Buys Trees, Skills and their Levels.

**MP**
: Buys the six **Characteristics**, the **Aptitudes** and the **Speciality**.

**PP**
: Buys the three resource paths: Vitality, **Memory** and **Energy**.

## The order of the steps

1. **Species, Archetype, Domain.** Choose them from what the GM offers, and your subspecies or regional origin where the Species has any. They fix your first two Trees, your two Species Skills and your **Speed**.
2. **The Soul.** Write down the **Phobia**, the **Mania**, the **Flaw**, the **Speciality** and the **Gift**.
3. **Characteristics.** Spend MP.
4. **Aptitudes and Speciality.** Spend MP.
5. **Resources.** Place the 3 PP.
6. **Skills.** Spend the 25 XP in your Trees.
7. **Equipment.** Fill the eight worn slots.
8. **Derived values.** Work out **HP**, **Memory**, **Energy**, AC, **Speed** and Initiative.

A step can be replayed as long as nobody has rolled a die. After the first **Roll** of the first session the sheet is fixed, and progression takes over.

The Species chapter covers step 1 in detail, and the Trees and Skills chapter covers step 6.

## The Soul

The **Soul** is what sets a character apart once the numbers are equal. It is decided with the GM, in whatever tone the table has set for itself.

Every character carries five pieces of it.

**Phobia**
: A fear that weighs on their decisions. It earns its place when it costs something.

**Mania**
: A habit, an obsession, a gesture that keeps coming back.

**Flaw**
: A lasting trait that draws trouble towards them.

**Speciality**
: A narrow personal field they excel in.

**Gift**
: An exceptional faculty that belongs to them alone.

The first three make the character's life harder and earn them **Karma**. The last two say what they can do like nobody else at the table.

### Karma

The **Phobia**, the **Mania** and the **Flaw** each carry a **Karma** slot. A character therefore holds at most three points, one per slot.

The GM grants a **Karma** point when they judge it deserved, often when one of those three traits has cost the character something, and chooses the slot. A slot already filled does not take a second. **Karma** you hold disappears neither at a rest nor at the end of a session.

Spend a point before a **Roll**, or after the throw while the result is still unresolved. Each point adds an **Advantage** or a **Disadvantage** to the **Roll** of your choice: yours, an ally's, an opponent's. Several points can land on the same **Roll**.

A point spent after the throw adds its die to the ones already on the table, and the kept die is then worked out again across the lot. That is what lets you rescue a failed **Roll**, and equally what lets you ruin a successful one when the point lands on an opponent.

Some Skills take **Karma** as their resource. That is why they are rare in play.

## The Speciality

The **Speciality** is an **Aptitude** you invent, with a deliberately narrow field. It is the trade, the lore or the passion in which your character outdoes everyone: "Painting", "Traps", "Bombs", "Trade", "Cooking", "Navigation", "Monsters". It goes up with MP like any other **Aptitude**.

When it applies, it enters the **Roll** like an ordinary **Aptitude** and grants an **Advantage** on top. The **Characteristic** still follows how you act: a "Cooking" **Speciality** rolls with **Spirit** to recognise a spice by taste, and with **Dexterity** to set out a banquet in an hour.

A broad field gives a lukewarm bonus that helps often; a narrow one gives a real push that helps rarely. The GM settles the edge cases.

> EXAMPLE
>
> Oswin has the **Speciality** "Trade" at +2 and nothing in **Persuasion**. At the market he haggles over a saddle: the action falls within his field, and the GM asks for a **Charisma** + Trade **Roll** with 1 **Advantage**.
>
> That evening, he has to talk a guard into letting him through after curfew. There is nothing to buy or sell: the **Roll** goes back to **Charisma** + **Persuasion**, and Oswin has only his **Charisma** to count on. If he slips the guard a coin, the GM can decide they are back to haggling.

## The Gift

The **Gift** is an exceptional faculty that belongs to your character alone: a capability, a perception or a peculiarity. Write it as one sentence, in the first person: "My paintings come to life", "I can speak to the dead", "I receive premonitions", "I know when I am being lied to".

It opens up information, permission or an opportunity another character would not have.

**Information**
: Someone who can speak to the dead questions a witness's corpse. What the dead one knows, and what they agree to say, is the GM's to decide.

**Permission**
: A character with this **Gift** sees their paintings come to life, and a painted bird can fly away. Nobody else can even attempt it.

**Opportunity**
: Premonitions go through the GM, who chooses when a vision comes and what it shows. What you do with it is yours.

When a consequence of the **Gift** has an uncertain outcome, it resolves with the ordinary rules. The **Gift** does not touch **Rolls**, damage, healing, **AC**, resources or your number of actions, unless another rule bought separately says so.

Settle it with the GM before the first session: what it allows, and how far it goes. The Rule of Good Faith weighs heaviest here: a **Gift** written to get round the rules, rather than to say who your character is, is Uncool.

> **A GIFT AND A SPECIALITY**
>
> Maëlle's **Gift** is "My paintings come to life" and her **Speciality** is "Painting". Locked in a cell, she paints a sparrow on the wall with a lump of charcoal.
>
> The **Gift** makes it possible, and the GM accepts that the bird comes to life. Painting a sparrow true enough to fly, in charcoal and by the light of an arrow slit, is still uncertain: the GM asks for a **Dexterity** + Painting **Roll**, with 1 **Advantage** from the **Speciality**. Maëlle succeeds, and the sparrow flies out between the bars with the message she has entrusted to it.
>
> A painted wolf would come to life too, but it would only truly bite with a Skill that provides for it: the **Gift** deals no damage.

## Mastery Points

The six **Characteristics** and every **Aptitude** start at 0. Your 22 MP raise them. They are the two halves of every **Roll**, and they are paid for in the same currency.

A **Characteristic** costs its new value. An **Aptitude** costs half its new value, rounded up. Both cost at least 1.

| NEW VALUE | CHARACTERISTIC | APTITUDE |
|---|---|---|
| 1 | 1 | 1 |
| 2 | 2 | 1 |
| 3 | 3 | 2 |
| 4 | 4 | 2 |
| 5 | 5 | 3 |
| 6 | 6 | 3 |

The cost is cumulative: taking a **Characteristic** from 0 to +3 costs 1 + 2 + 3, so 6 MP. The same climb on an **Aptitude** costs 1 + 1 + 2, so 4 MP.

At creation a **Characteristic** caps at +3 and an **Aptitude** at +2. In play both reach +6.

You may drop a **Characteristic** or an **Aptitude** to −1. Each value lowered this way frees 1 MP to spend elsewhere. A −1 is paid on every **Roll** that uses it, and since the GM chooses the pair, you do not control when it lands.

A **Characteristic** serves everywhere it appears, an **Aptitude** only in its own field, and a **Characteristic** costs twice as much. The question is therefore not which is better, but how many different **Rolls** you want to be able to attempt.

### The Six Characteristics

**Strength**
The character's physical power, the kind that lifts, pushes and strikes.

**Dexterity**
The character's coordination and precision, in gesture as in movement. Carries **AC** and Initiative.

**Constitution**
The character's health and endurance, what lets them take punishment and hold on. Carries **HP**.

**Intelligence**
The character's ability to analyse, remember, learn and deduce. Carries **Memory**.

**Spirit**
The character's attention and empathy, the sharpness of their senses and their bond with the supernatural. Carries **Energy**.

**Charisma**
The character's presence, their way of expressing themselves and the authority they carry.

Four of them carry a derived value. That does not make them more important: a **Characteristic** with no derived value serves every **Roll** that uses it, which happens far more often.

### The Aptitudes

The sheet carries the full list, one box per **Aptitude**, and the Rules page defines each of them. They cover what a character can do, from tracking to negotiation.

Four of them are also the four crafting disciplines: **Craft**, **Arcana**, **Technology** and **Science**. They are one and the same idea: the discipline a piece is worked under is the **Aptitude** you roll to make it.

Six come up more than the rest, and they are the combat ones: **Melee**, **Finesse** and **Aim** to land a blow, **Reflexes**, **Resistance** and **Will** to resist one.

One more **Aptitude** joins the list, and it belongs to you alone: your **Speciality**, introduced with the **Soul**. It is paid for in MP at the same prices and with the same caps as the others.

## Resources

Each Potential Point raises one of the three paths by one level. The paths are independent, and each caps at level 20.

Vitality says how many blows you take, **Memory** how many things you know how to do, and **Energy** how many times you act.

**Vitality**

**HP** = 3 + (5 + **Constitution**) × Vitality Level

**Memory**

**Memory** = 4 + **Intelligence** + **Memory** Level

**Energy**

**Energy** = **Spirit** + 3 × **Energy** Level

**Constitution** counts once per Vitality Level: Vitality left at level 0 gives 3 **HP**, whatever your **Constitution**. **Energy** left at level 0 gives only your **Spirit**.

Your 3 PP go wherever you like: all into one path, split across two, or one into each of the three.

**Memory** is the room you have for your Skills. A **Memorised** Skill takes 1 **Memory**, whatever its Level and its cost. Your two Species Skills are **Memorised** without taking up any **Memory**, as the Species chapter explains, and the ones your equipment grants take up nothing. Apart from your two Species Skills, you can change your **Memorised** Skills during a **Short Rest** or a **Long Rest**.

**Energy** pays for the Skills that cost something. A Skill whose cost exceeds your reserve cannot be played. An attempt whose conditions are not met consumes nothing.

## Spending the 25 XP

XP buys the Skills of your Trees and their Levels, and unlocks new Trees. Each purchase costs 5 to 100 XP, in steps of 5, and the price is printed on the Skill.

In a Tree, the first Skill you buy is its heart, at the centre; every purchase after that must be joined by a line to a Skill you have already **Learned**. The Trees and Skills chapter explains the rule in full.

Twenty-five XP does not make a complete character. It makes an opening: the heart of a Tree and one or two cheap neighbours that say how your character acts in the first round. The rest comes in play.

Buy what you will play in every fight first. An expensive Skill far from the heart will wait until the table has paid for it.

## The six values to carry over

These six boxes are the only ones that are calculated. Work them out again after every purchase of MP or PP.

| BOX | FORMULA |
|---|---|
| HP | 3 + (5 + **Constitution**) × Vitality Level |
| Memory | 4 + **Intelligence** + **Memory** Level |
| Energy | **Spirit** + 3 × **Energy** Level |
| AC | 10 + **Dexterity** unarmoured, otherwise the armour's formula |
| Speed | 9 metres, unless your Species says otherwise |
| Initiative | 1d4 + **Dexterity**, rolled at the start of combat |

Armour replaces the **AC** formula instead of adding to it. A raised shield and the other explicit modifiers are added afterwards.

## A worked example

Sélène is a scout, more at home in the woods than in town, who tracks what others miss. Her player writes her **Soul** first, with the GM.

**Phobia**
Deep water.

**Mania**
She counts her arrows before she sleeps.

**Flaw**
She trusts nobody in town.

**Speciality**
"Tracking".

**Gift**
"I receive premonitions".

Her 22 MP:

| CHARACTERISTIC | VALUE | MP |
|---|---|---|
| **Dexterity** | +3 | 6 |
| **Constitution** | +2 | 3 |
| **Spirit** | +2 | 3 |
| **Intelligence** | +1 | 1 |
| **Charisma** | 0 | 0 |
| **Strength** | −1 | −1 |

Twelve MP in all. She accepts the −1 in **Strength**: she does not push doors open, she goes around them.

| APTITUDE | VALUE | MP |
|---|---|---|
| **Aim** | +2 | 2 |
| **Stealth** | +2 | 2 |
| **Reflexes** | +2 | 2 |
| **Perception** | +1 | 1 |
| **Survival** | +1 | 1 |
| **Speciality** "Tracking" | +2 | 2 |

Ten MP, and the count lands exactly on 22.

Her 3 PP go one to each path. Her derived values:

- **HP**: `3 + (5 + 2) × 1` = **10**
- **Memory**: `4 + 1 + 1` = **6**
- **Energy**: `2 + 3 × 1` = **5**
- **AC**: `10 + 3` = **13** unarmoured
- **Speed**: **9 m**
- Initiative: `1d4 + 3`

Her 25 XP go into the heart of her Domain Tree and one cheap Skill joined to it. Two Skills to **memorise** against six **Memory** slots, since her Species Skills take none: she has room to grow before she has to choose.

On a shooting **Roll** she throws `1d20 + 3 + 2`. When she tracks, her **Speciality** enters the **Roll** and gives her an **Advantage** on top. And when danger waits further down the trail, her **Gift** can show her a glimpse of it before she gets there, if the GM so decides.

# Species

Your Species is the first of the three choices in step 1, alongside your Archetype and your Domain. It says where your character comes from, in body and in history: the elf at the foot of her world-tree, the human who came ashore from a lost continent, the dead whom death did not keep.

## What a Species gives you

It brings two things to creation:

- **two Species Skills**, chosen from those your Species and, if you have one, your subspecies or regional origin offer or impose. They are **Memorised** without taking up any **Memory** and need not be bought. Once creation is over, you cannot change them;
- **your Speed**, when it differs from the default 9 metres.

Both come free. They cost neither XP nor MP, and they do not count against the 22 MP or the 25 XP the GM gives you.

A Species also sets your **Size**, and it can name the languages you speak, read and write.

## Choosing two Skills

A Species usually offers more Skills than it grants. You keep two at creation, and that choice already says what kind of member of your Species you are.

The others are not lost: you can buy them later from the **Common Bank**, at the price printed on each Skill, and their **Prerequisite** keeps them for your Species. A Species Skill bought this way is **Memorised** like any other and takes 1 **Memory** while it is **Memorised**.

> EXAMPLE
>
> A player creates an elf scout. From the Skills the Elf Species offers, she keeps Keen Senses and Elven Meditation. A few sessions later, she buys Nature's Cover from the **Common Bank**. That one takes 1 **Memory** when she **memorises** it; the first two take none.

So two characters of the same Species do not start with the same gifts. A Species that offers only two Skills leaves no choice: you take both.

## Subspecies and regional origins

Some Species divide into subspecies, shown on the Species page. A few call them regional origins: both names mean the same thing, and each page uses its own Species' word. You choose yours at creation, and you then keep your two Skills from those of your Species and your subspecies.

A subspecies can impose one of those two Skills, and the Species page marks it as imposed. You take it automatically, and choose the second from the other Skills of your Species and your subspecies.

A subspecies' Skills carry that subspecies as their **Prerequisite**. A character of another subspecies cannot buy them.

## Species that borrow from another

Some Species take part of what they are from another Species: an Undead keeps the body of the Species it was in life, and a Scothan takes theirs from one of their two parents. Their page says which to choose and what you take from it, such as **Size**, **Speed** or languages.

For any **Prerequisite**, such a character also counts as a member of the Species they take those traits from, when their page says so.

## Playing your Species

Each Species page tells its history, its customs and how other peoples see it. A "Playing" table gives the landmarks of a character of that Species: the age of adulthood, the lifespan, the usual height and the languages.

Nothing forces your character to be what their people expect. An elf who hates the forest, a human who has turned her back on the guilds: a character who strays from their Species often has a story to tell, and the page tells you what they are straying from.

## Where to read about Species

The Species index carries today's list, and each Species page its **Size**, **Speed**, subspecies or regional origins, Skills and how far along its writing is. That index is the reference.

A Species still in Draft carries its badge. While a table plays on entries that are not settled, the GM announces which Species are available and the Skills each one offers.

# Trees and Skills

Your XP goes almost entirely into your Trees. A Tree is a grid of Skills joined by lines, with the Skill at its centre as its heart. You enter a Tree through its heart, then move outwards line by line.

You start with two Trees, one Archetype and one Domain. The Archetype says how your character acts; the Domain says with what. A Berserker and a Marchand are two Archetypes; Feu and Terre are two Domains. These are only examples: the list of published Trees lives and changes, and the trees index carries it.

Every Tree can be downloaded from its page, ready to print. When a Tree changes, its printable version changes with it.

## Unlocking a Tree

During play you can unlock more Trees, Archetypes and Domains alike. Unlocking a Tree costs 5 XP per Tree you already have: a third Tree costs 10 XP, a fourth 15 XP, and so on. Once unlocked, a Tree sells its Skills just like your first two.

## Reading a Tree

Every node is a Skill, and its shape gives its type: a circle for an active Skill, a rounded square for a **passive** one, a concave shape for a special one.

The border carries the Skill's Domain or Domains, and that is what gives it its colour. A Skill with no Domain is Neutral. The gold token carries its price in XP.

The lines join each node to its neighbours. They mark the path you follow through the Tree.

## Buying a Skill

Each Skill costs 5 to 100 XP, in steps of 5, and its price is printed on it. To buy it in a Tree, you also need to be able to reach it.

- **The heart first.** The first Skill you buy in a Tree is its heart, at the centre.
- **Line by line.** After that, you can buy any Skill joined by a line to a Skill of that Tree you have already **Learned**.

A **Learned** Skill opens its neighbours wherever it came from: a purchase in that Tree, the **Common Bank**, or another Skill that gave it to you.

> EXAMPLE
>
> In the Feu Tree, you start with Aviver les flammes, its heart. Trait de feu, joined to the heart, then becomes available, and after it Boule de Feu, joined to Trait de feu.
>
> If your character **learned** Trait de feu from the **Common Bank** before unlocking the Feu Tree, they do not buy it again, and Boule de Feu is open to them from the moment they unlock the Tree.

### Learning and Memorising

Buying a Skill means **learning** it, not **memorising** it. A **Learned** Skill is yours for good. What is limited is how many you can carry at once, and your **Memory** is what says so.

A **Memorised** Skill is a Skill you carry and can play. It takes 1 **Memory**, except in the cases listed under "Where your **Memory** goes".

A Skill is **learned** only once, whether it came to you from a purchase, from your Species or from another Skill. If a Tree you unlock sells a Skill that is already **Learned**, you do not buy it again: it counts as bought in that Tree, and it opens its neighbours like any other.

## Levels

Some Skills carry Levels, bought separately and in order. A Level is not a new Skill: it is the same one, doing more.

A **Memorised** Skill takes 1 **Memory** whatever its Level. Raising a Skill therefore never costs you room, only XP.

Some Skills give rise to another, more specialised one, which appears as its own node joined to its base. It is bought like the others, once its base is **Learned**.

## Tags

A Skill can carry tags, printed at the foot of its card. They group Skills of the same kind, so that another rule, an item or a state can name them all at once instead of one by one.

They read in this order, and a Skill carries only the ones it needs.

**Practice**
: How the Skill lives in your character, such as **Spell**, Manoeuvre or Technique. One at most.

**School**
: The family its effect belongs to, such as Healing or Illusion. One or two.

**Special**
: A particularity that carries a rule, such as Unleashed. As many as it takes.

The Skills index carries the current list: its Practice, School and Special filters show every value, and each tag gives its definition there.

Two Practices set a condition. You need a Catalyseur equipped, meaning a piece of equipment that carries the Catalyseur property, to use a **Spell**, whether it is **passive** or active: without one, a **Spell** cannot be cast and a **passive Spell** stops applying. A Shout, for its part, only affects creatures that can hear it.

## The Common Bank

Alongside your Trees, one list of Skills belongs to nobody: the **Common Bank**.

Its Skills are independent of one another and follow no lines. Any character may buy one at any time, whatever their Trees, for its price in XP and the **Prerequisite** some of them carry. It holds the Species Skills a character did not keep at creation, reserved to their Species by that **Prerequisite**, and some Tree Skills too, such as the ones the Catalyseurs grant: buying one there makes it **Learned** without unlocking its Tree.

Nothing stops a merchant slipping into the shadows, or an artisan catching their breath in the middle of a melee.

## What equipment grants

A piece of equipment or a set tier can grant a Skill. That Skill does not have to be bought, takes up no **Memory**, and leaves you as soon as the piece leaves its slot.

It is another way to widen what you can do, one that does not go through XP at all.

## Where your Memory goes

Three things take up no **Memory**: your two Species Skills, the ones your equipment grants, and the Basic Skills everyone has. Your two Species Skills stay **Memorised** and never change after creation, as the Species chapter explains.

Everything else takes 1 **Memory** per **Memorised** Skill. That is where the choice happens, and you make it again at every rest.

# Basic Skills

Some Skills belong to nobody. Every creature has them, from the first round of the first session to the end of the campaign. They cost no XP, take up no **Memory**, ask for no **Energy**, and no Tree sells them.

Together they make the list of what anyone can always attempt, with or without a Tree: **Attaquer**, **Courir**, **Se cacher**, **Aider**, **Esquiver** and the others. The Skills index carries the full list.

## Reading an entry

They read like the Skills in your Trees: the name, then what the Skill takes to play, its range and its duration, then its rule. They carry no price and no box to tick, since there is nothing to buy and nothing to **memorise**.

An entry marked "1 **Attack**" is not played on its own: it replaces one of the **Attacks** of the **Attaquer** action. That is the case for manoeuvres such as **Bousculer** and **Agripper**, which knock down or hold an opponent instead of wounding them.

## What they cover

Most of them serve in combat. There is something to strike with, something to defend with and something to get away with: **Esquiver** makes you harder to hit, **Raise a Shield** puts a shield between you and the blows, **Se désengager** lets you leave an opponent without offering an **Attaque d'opportunité**, and **Se préparer** holds an action back for the moment something happens.

Others serve everywhere. **Se cacher** and **Chercher** work against each other, in an alley as much as on a battlefield, and **Aider** gives a hand to an ally attempting something you could do yourself.

Others look after your equipment: **Gather** brings back materials, **Fabricate** turns them into a piece, and **Repair** restores one the blows have worn down.

## Improvising

The list opens with **Improviser**, which covers whatever the others do not.

When nothing covers what you are attempting, say what your character wants and how they go about it. The GM answers three things: whether it is possible, what the attempt costs and risks, and which **Roll** settles it.

> EXAMPLE
>
> **Player:** "I throw my knife at the chandelier's rope, so it comes down on the guards."
>
> **GM:** "You can, and it takes your **Action**. Make a **Dexterity** + **Aim Roll** to cut the rope at the right moment. If you succeed, the guards underneath make a **Dexterity** + **Reflexes Roll** against your **DC**, or they are knocked **À terre**."

This list is not closed. It describes what tables do most often; anything the fiction allows plays out the same way, and the Rule of Cool counts here more than anywhere.

# Equipment

A creature wears eight pieces of equipment at once, one per slot. A piece does nothing until it is worn: nothing applies from a backpack.

Most of what you wear, you will have made yourself. Shops exist, but Aubaine routes your equipment through the materials you bring back, the recipes you follow and the **Rolls** you succeed on.

## Wearing a piece

A piece can carry a **Prerequisite**, printed under its name. Only a creature that meets it can equip it.

Skills granted by a worn piece take up no **Memory** and do not have to be **learned**. The piece grants them while it is worn, and takes them back the moment you remove it.

Each catalogue entry prints what concerns it: its headline value, its stats, its named properties, its recipe and what it grants. Those numbers belong to the piece and are not repeated anywhere else.

## The slots

**Head**
: Helm, hood, crown. Whatever protects or marks the face.

**Torso**
: The piece that carries your **Armour Class** formula. One at a time.

**Boots**
: Hose and greaves: whatever touches the ground and sets your **Speed**.

**Necklace**
: Torque, amulet, pendant. Worn against the skin, under the armour.

**One hand (x2)**
: One slot per hand. A weapon, a shield or nothing in each. A two-handed weapon takes both. You choose which hand holds what.

**Jewel (x2)**
: Two independent slots. Ring, set stone, carved talisman.

The GM tells you what you start with. With no armour, your **AC** is `10 + Dexterity`, and an unarmed Strike deals `1d4 + Strength`: a character with nothing is never defenceless.

## Carrying objects

In addition to equipped pieces, you can keep a number of objects on your person equal to twice your **Strength**, with a minimum of two. A stack of identical consumables counts as one object, however many it contains.

## Finding materials

What you can wear depends on the materials you bring back.

After a significant encounter, or on finding a source worth working, each character receives a Loot Opportunity. Spend it in one of these two ways, never both.

**Random loot**
: Roll the source's Loot Die. The GM reads its Loot Table and tells you what you get. No further **Roll**.

**Targeted harvest**
: Say what you are after and how you get it. The GM sets the **Roll** and its **DC**. On a failure, the Opportunity is spent for nothing.

The first choice is safe and asks nothing of you. The second aims true and may come back empty. A target the fiction does not let you extract cannot be won with a **Roll**: you do not harvest scales from a beast that has none.

The land is a source too. Once per **Long Rest**, the basic Skill Gather has you roll the Loot Die of the environment you are in, from forest to ruins, and you bring back what its Loot Table gives. The Materials index gives every environment's table and says where each material is found.

## Reading a material

A material has a name, one or more Types and a Material Value. For example: Wolf pelt, Types Leather and Beast, Value 1.

In a single piece of crafting, a material counts for only one of its Types, even if it carries several the recipe accepts.

The Material Value works twice: it counts towards a recipe's cost, and a material sold back brings in its Value in silver coins.

## Crafting

An entry's recipe box names its discipline, its cost, the Types it accepts and its **Rolls** in order. The basic Skill Fabricate follows that recipe:

1. Gather materials that cover each of the Types asked for.
2. Reach or exceed the cost, all materials together. How you split it between the Types is up to you: one ingot and ten pelts will do as well as an even share.
3. Commit the materials, then make the **Rolls** in order.

Every **Roll** must succeed. The materials are used up from the start: if a **Roll** fails, the crafting stops and they are lost. The **Rolls** read in the order they are made, and the physical work comes before the knowledge.

That is the real cost of an expensive piece: less its price than the risk of staking everything on a string of **Rolls**.

> EXAMPLE
>
> Sélène wants a short bow. Its recipe is worked under **Craft**: it asks for the Types Wood and Leather at a cost of 4, then two **Rolls** with **Craft** as the **Aptitude**, a **Dexterity Roll** against a **DC** of 10, then an **Intelligence Roll** against a **DC** of 10.
>
> She commits a piece of wood of Value 1 for the Wood and three wolf pelts of Value 1 for the Leather: the cost is met. She passes the **Dexterity Roll**, fails the **Intelligence** one, and all four materials are lost. She will have to go hunting again.

### The four disciplines

The colour of the recipe box repeats the discipline a piece is worked under, and its title names it: **Craft** at the forge, **Arcana** at the arcane bench, **Technology** at the workshop, **Science** in the laboratory.

Each one is an **Aptitude**, and that is what you roll. The four do not stand in for one another: a piece worked under **Arcana** cannot be made under **Craft**. Raising a discipline with MP raises your ability to craft under it.

### Without a recipe

Suggest the item or the change to the GM. They start from the closest existing piece, set the Types, the cost and the **Rolls**, and then the procedure is the same. An approved creation can become a permanent recipe in the campaign.

## Broken pieces

A piece that takes blows in your place wears down. It prints its **Durability**, how much it can still stop before it gives way. A shield has some, and spends it each time you block with Raise a Shield: every point of damage it stops costs it 1 **Durability**.

At 0, the piece is **Broken**. It still takes up its slot, but no rule counts it as worn or held any more: not its headline value, its properties, the Skills it grants, or its set's tiers.

The basic Skill **Repair** restores a piece that is broken or only worn down. It goes back to the piece's recipe at a lower price:

1. Commit materials covering each of the recipe's Types, for at least half its cost, rounded up.
2. Make the recipe's last **Roll**.

If the **Roll** succeeds, the piece is no longer broken and gets all its **Durability** back. If it fails, the materials are lost, as with a failed craft. For a piece whose entry prints no recipe, the GM sets the Types, the cost and the **Roll**.

> EXAMPLE
>
> Sélène's targe has only 3 **Durability** left when an axe hits her for 7 damage. She blocks: the targe stops 3 and drops to 0, and Sélène takes the other 4. The targe is **Broken** and does nothing more for her.
>
> At the next **Short Rest**, she repairs it. The targe's recipe costs 4 and asks for Wood and Metal: a Dead Branch and a Scrap Iron, Value 1 each, cover both Types and reach half the cost, 2. She then passes the recipe's last **Roll**, **Strength** + **Craft** against a DC of 10, and the targe gets all its **Durability** back.

## Sets

Some pieces belong to a set. The entry names it and gives how many pieces it has; its tiers are printed once, with the pieces that make it up.

A tier counts the pieces of the set you are wearing. Two pieces at the bottom of a bag open nothing. A tier always starts at two pieces: what a single piece grants is a property of that piece.

Every tier you reach adds to the ones below it. Wearing four pieces of a set with a tier at two and a tier at four gives you both effects. Take off a piece and you drop below the tier immediately.

A Skill granted by a tier takes up no **Memory** and does not have to be **learned**, exactly like one a piece grants. That is what makes a set precious to a character whose **Memory** is already full.

The pieces of a set do not all take the same slot, and nothing forces you to complete it. Two pieces taken for their first tier, with six slots free for anything else, is an ordinary choice.

## Money

Crafting remains the main road to equipment. Money covers what crafting does not: buying what you cannot make, selling what you will not keep, paying for what is not an object.

A price is a guideline for the GM, and the merchant across the counter can always ask for more.

**Bronze coin**
: The smallest. Bread, a candle, a night in the common room.

**Silver coin**
: Worth 100 bronze coins. The currency of everyday equipment.

**Gold coin**
: Worth 100 silver coins. The currency of anything out of the ordinary.

A price is written from the largest coin to the smallest, and a coin at zero is left out. Three hundred bronze is written `3 silver`. One gold and twenty bronze is written `1 gold 20 bronze`.

### Buying and selling

The GM tells you what a place offers. A village stall does not carry a fortress's stock. You say what you are looking for, the GM says whether the place has it and at what price, then you pay or you haggle.

An item sold back brings in half its price. A material sold back brings in its Material Value in silver coins. A merchant's Skills change those prices, and they say by how much.

### What money cannot buy

No XP, no MP, no PP. No sum raises a **Characteristic**, an **Aptitude**, a resource or a Skill. Nor does money buy a recipe your character cannot read, or a material no source in the region produces.

The GM announces your starting purse with the rest of your starting set. Twenty or so silver coins buy an ordinary weapon and a potion, which is enough to play the first session.

# Exploration

Combat is the most detailed part of the game. Most of a game, though, is spent exploring: a crypt to search, a forest to cross, a door nobody dares to open. All of it runs on the ordinary loop. You describe what you do, the GM sets a **Roll** and a **DC** when one is needed, and the result settles it.

This chapter gathers the rules for the situations that come up at every table.

Your **Gift** and your **Speciality** often find their place here. A **Gift** for speaking to the dead gets the skeleton in a crypt to testify, a **Gift** of premonitions can warn you of the corridor about to give way, and a "Traps", "Navigation" or "Monsters" **Speciality** enters the **Rolls** these places call for.

## Seeing and being seen

Much of what an adventurer attempts depends on what they can see: spotting danger, aiming at a target, reading an inscription. Light, and whatever gets in the way of sight, changes the **Rolls**.

### Light

**Bright light**
: Full daylight, an overcast sky, the circle of a torch or a campfire. You see normally.

**Dim light**
: Dawn, dusk, a full moon, the edge of bright light fading into the dark. You see poorly.

**Darkness**
: A moonless night, the back of a cave, a room with the shutters closed. You see nothing.

### Visibility

**Reduced visibility**
: In dim light, a light fog or thick foliage, **Rolls** that depend on sight, such as most **Perception Rolls**, take 1 **Disadvantage**.

**No visibility**
: In darkness, a thick fog or opaque smoke, you see nothing that is inside it. For anything you try to see in that area, you are **Aveuglé**.

Some Skills and some Species let you see where others see nothing. Their text says exactly what they change.

## Hiding and searching

To slip out of sight, use **Se cacher**. You need something to hide behind: cover, shadow, the back of a creature busy with something else. The GM says whether the situation allows it. On a success, you gain **Caché** against the creatures you fooled.

To flush out a **hidden** creature, or find something that eludes you, use **Chercher**. A secret passage, a trap or a clue can be found as long as you search in the right place: if you search far from what is hidden, no result reveals it.

> EXAMPLE
>
> The party is searching a necromancer's library. Sélène's player says she is examining the shelves at the back, where the dust is missing. The GM asks for a **Spirit** + **Perception Roll** against **DC** 20. She succeeds: one book sounds hollow when she pulls it, and the shelf swings open. Another player, who was searching the desk, would have found nothing whatever they rolled.

## Travel

Over an adventure, characters cover long distances, across hours or days. The GM can sum up a journey in a few sentences, or play it step by step when the road matters.

### Pace

Outside combat, a group chooses its pace. It sets the distance covered and what the group notices along the way.

| PACE | PER MINUTE | PER HOUR | PER DAY | EFFECT |
|---|---|---|---|---|
| Fast | 120 m | 6 km | 45 km | **Perception**, **Survival** and **Stealth Rolls** take 1 **Disadvantage**. |
| Normal | 90 m | 4.5 km | 36 km | **Stealth Rolls** take 1 **Disadvantage**. |
| Slow | 60 m | 3 km | 27 km | **Perception** and **Survival Rolls** gain 1 **Advantage**. |

A day of travel counts eight hours on the move. On mounts, a group can cover twice the distance for one hour, after which the mounts need a **Short Rest** or a **Long Rest** before they can keep up that pace again.

### Marching order

Before setting off, the group says who walks in front and who brings up the rear. That order decides who springs a trap, who spots a danger first and who is in reach when a fight breaks out. It can be changed freely outside combat.

### Keeping your bearings

On a road, nobody gets lost. Off the paths, in fog or deep forest, the GM can ask for a **Spirit** + **Survival Roll** to hold your course. A failure costs time, supplies, or an encounter the group would rather have avoided.

## Handling objects

Pulling a lever, opening a chest, lighting a lantern: most interactions resolve by describing them, with no **Roll**. The GM says what happens.

Breaking a fragile object, such as a vial or a sheet of paper, takes an **Action** and succeeds without a **Roll**. For something sturdy, a barred door or a chain, the GM sets a **Roll**, most often **Strength** + **Athletics**, and its **DC** according to how tough the object is.

As long as the fiction stays believable, your pack holds what you put in it; when it stops being believable, the GM will tell you.

## Dangers

Monsters are not the only threat. The world itself wounds, starves and freezes those who venture into it unprepared.

### Falling

A creature that falls takes 1d6 Bludgeoning damage for every 3 metres it falls, up to 20d6. If it takes at least 1 damage, it lands **À terre**.

A creature that falls into water or another liquid can use its **Reaction** to make a **Roll** (**Strength** + **Athletics**) or a **Roll** (**Dexterity** + **Acrobatics**) against a **DC** of 10. On a success, it enters the liquid cleanly and takes only half the damage.

### Breath

A creature can hold its breath for 1 + **`Constitution`** minutes, and at least 30 seconds.

When its breath runs out, it can last another 1 + **`Constitution`** rounds, and at least 1. At the start of its next turn, it drops to 0 **HP** and gains **Agonie**, as the Damage and healing chapter describes. It cannot recover anything until it breathes again.

### Hunger and thirst

A creature that has not eaten or drunk enough during a day recovers neither **HP** nor **Energy** at the end of its next **Long Rest**. It recovers normally once it has eaten and drunk its fill.

Beyond a few days of going without, the GM sets the consequences, according to what the fiction demands.

### Cold and heat

Extreme cold starts at -18 °C, extreme heat at 38 °C. At the end of each hour, a creature exposed to either without protection makes a **Save** (**Constitution** + **Resistance**) against the **DC** of its row in the table below. On a failure, it suffers what that row lists for cold or for heat, whichever is wearing it down.

The GM picks the harshest row the temperature reaches, or the row whose example best matches the place. At -30 °C, that is the **DC** 15 row.

| DC | COLD | HEAT | FOR EXAMPLE | ON A FAILURE |
|---|---|---|---|---|
| 10 | -18 °C or colder | 38 °C or hotter | a winter night on the plains or a day in a heatwave | 1 **Fatigue** |
| 15 | -28 °C | 43 °C | a mountain pass in winter or a desert at noon | 1 **Fatigue**; **1d6 Cold damage** or **1d6 Fire damage** |
| 20 | -38 °C | 48 °C | the tundra in the depths of winter or a salt flat at the height of summer | 2 **Fatigue**; **2d6 Cold damage** or **2d6 Fire damage** |
| 25 | -48 °C | 53 °C | a high summit lashed by the wind or the edge of a lava flow | 3 **Fatigue**; **3d6 Cold damage** and **Frozen**, or **3d6 Fire damage** and **Dazed** |
| 30 | -58 °C | 58 °C | sea ice in the polar night or the mouth of a forge | 3 **Fatigue**; **5d6 Cold damage** and **Frozen**, or **5d6 Fire damage** and **Stunned** |

A creature the heat has left **Dazed** or **Stunned** stays that way until it has spent an hour sheltered from that heat. A creature the cold has left **Frozen** breaks free as the state describes, against the **DC** of its row.

Suitable clothing, shelter or a Skill that guards against those temperatures removes the **Save** or makes it easier. The Skill's or the piece's text says how.

## Loot

After a significant encounter, or on finding a source worth working, each character receives a Loot Opportunity. The Equipment chapter explains how to spend it.

# Social interaction

Over your adventures you will meet people far more often than monsters, and plenty of monsters would rather talk than fight. Talking a ferryman round, prising a name out of an informant, calming a crowd or fooling a guard: these scenes are played by talking first, and the dice only come in when the outcome is still uncertain.

The GM plays every creature that is not a player character. They give each one a personality, wants and fears, and decide how it reacts from those.

## Playing the scene

You can speak for your character in their own words, or describe what they say and how they say it. Both are equally good. What matters is what your character offers, asks for or threatens, and to whom.

A creature reacts to what it is offered and to what you touch in it. A cowardly bandit gives in sooner to the threat of the noose. A busy merchant will not help people who waste her time. A vain noble opens up to flattery. Listen to how the GM plays their characters: what they let slip often tells you how to handle them.

## Attitude

Every creature has an attitude towards you, which the GM sets at the start of the scene.

**Friendly**
: It looks on you kindly and leans towards helping. Your **Rolls** to influence it gain 1 **Advantage**.

**Indifferent**
: It wants neither to help you nor to harm you. This is a stranger's default attitude.

**Hostile**
: It looks on you badly and leans towards harming you. Your **Rolls** to influence it take 1 **Disadvantage**.

Attitude shifts with what happens in the scene. A favour done, an insult, a promise kept or broken moves it, and the GM tells you when it changes.

## Influencing a creature

When you want something from a creature, describe how you go about it: you persuade it, lie to it, threaten it, entertain it. The GM then judges where it stands.

**Willing**
: What you ask already goes its way. It agrees, with no **Roll**, in its own fashion.

**Unwilling**
: What you ask repels it or goes against what it is. It refuses, with no **Roll**. No speech makes a loyal man betray his family.

**Hesitant**
: It might agree, but nothing is settled. You make a **Roll**.

The GM picks the pair from your approach: **Persuasion** to convince in good faith, **Deception** to lie, **Intimidation** to threaten, **Performance** to win it over with a show, **Animal Handling** for an animal. The **Characteristic** follows how you act, as everywhere else.

A **Speciality** that covers what you are doing, such as "Trade" for haggling, enters the **Roll** in place of those **Aptitudes** and adds 1 **Advantage** to it.

The **DC** is 15 by default, and the GM moves it along the difficulty scale depending on what you ask. When the creature actively pushes back, against a lie it suspects or a threat it wants to defy, the **Roll** becomes opposed: its **Spirit** + **Insight** against your lie, its **Spirit** + **Will** against your threat.

On a success, the creature does what you ask. On a failure, it does not give way, and the same request made the same way fails again. You need to change something to try again: a new argument, a new offer, someone else to talk to, or time, usually a day.

EXAMPLE

The party wants to get into a guarded warehouse at night. The GM sets the guard as Indifferent.

**Player:** "I show him the captain's letter, a forgery, and tell him we have come to collect a crate before dawn."

The guard is not willing to let strangers in, but not set against it either: he hesitates. The GM asks for a **Charisma** + **Deception Roll**, opposed by the guard's **Spirit** + **Insight Roll**. The player wins. The guard grunts, hands back the letter and opens the door. Had the player failed, the guard would have called his sergeant, and the same letter would not have fooled anyone else that night.

## Reading a creature

To guess what a creature is thinking, whether it is lying, or what it really wants, make a **Spirit** + **Insight Roll**. Against a deliberate lie, it is opposed by its **Charisma** + **Deception Roll**. On a success, the GM tells you what you pick up: a hesitation, a fear, an interest it is hiding.

A **Gift** such as "I know when I am being lied to" gives you that knowledge without a **Roll**. What the creature hides behind its lie is still yours to read.

## When a Skill gets involved

Some Skills and items apply states that weigh on the scene, such as **Charmed**, **Frightened** or **Redevable**. Their entry says exactly what they change. A state tilts the scene one way, and it is always the conversation that settles it.

Several characters can back each other up. An ally who supports what you are saying, knows what they are talking about and steps in at the right moment can use **Aider**.

# Combat

Combat has no resolution rules of its own: you roll the same **Rolls** as anywhere else. What it adds is an order to act in and a budget for each turn, so that everyone gets their go when everything is happening at once.

## How a fight unfolds

A fight is split into rounds. A round lasts about 6 seconds, long enough for every creature to take its turn.

1. **Positions.** The GM describes where the creatures are and what surrounds them. The players say where their characters are.
2. **Surprise.** The GM says whether anyone is surprised.
3. **Initiative.** Everyone rolls initiative, which sets the order of turns.
4. **Turns.** Each creature takes its turn in that order.
5. **The next round.** Once everyone has acted, a new round begins, in the same order, until the fight ends.

## Surprise

When one side runs into the other without seeing it coming, a successful ambush for instance, the GM declares surprised the creatures that did not expect it.

In the first round, a surprised creature takes its turn after every creature that is not surprised, in the order of their initiatives. It cannot use any **Reaction** until the end of that first turn.

## Initiative

At the start of a fight, each player character rolls:

`1d4 + Dexterity`

You act from the highest result to the lowest. Players win ties against their opponents, and settle ties among themselves however they like.

The die is small on purpose. A gap in **Dexterity** weighs heavily in this order, more than in any other **Roll** in the game.

The order holds for the whole fight. You do not roll it again each round.

### Two variants

The GM can roll once for a group of identical creatures, and separately for each major one. It shortens a fight with many opponents without changing any rule.

They can also merge allied positions that follow one another with no opponent in between. Allies in the same block then weave their **movement** and actions together. Each keeps their own start and end of turn, which matters for anything that triggers there, and **Reactions** interrupt as usual.

## Your turn

On your turn, you have four things. They are independent: not using one does not give you another.

**An Action**
: Most Skills are played with one, starting with Attaquer.

**A Bonus Action**
: A quick action, reserved for Skills that say so. It does not replace the **Action**, and nothing converts it.

**Movement**
: Up to your **Speed**, 9 metres unless your Species sets another. You can spread it freely before, during and after your actions.

**A Reaction**
: When a rule gives you a trigger, most often outside your turn. It comes back at the start of your next turn.

EXAMPLE

On her turn, Sélène backs off 6 metres to get out of a wolf's reach, uses Attaquer with her bow on another wolf, then slips 3 metres behind a boulder. She has used her **Movement** in two parts and her **Action**. She still has her **Bonus Action**, which none of her Skills uses this turn, and her **Reaction** for the wolves' turn.

By backing off, she left the first wolf's reach: it can use its Attaque d'opportunité. To avoid that, she would have had to use Se désengager, at the cost of her **Action**.

## Moving

Everything is counted in steps of 1.5 metres. Melee reach is 1.5 metres, a reach weapon extends to 3 metres, and the usual ranged distances are 9, 12 and 18 metres.

You can split your **Movement** as many times as you like during your turn, as long as the total stays within your **Speed**.

### Difficult terrain

Rubble, a steep slope, knee-deep water or a packed crowd slow you down. Every metre moved through difficult terrain costs two.

### Standing up

A creature lying **À terre** stands up by spending half its **Speed**, on its turn. If its **Speed** is 0, it cannot stand up, and no effect stands it back up.

### Leaving an opponent

Leaving the reach of a creature that can see you lets it use its Attaque d'opportunité, unless you used Se désengager this turn.

Your **Speed** can drop to 0, and some states do exactly that. A **Speed** of 0 does not stop you acting: you keep your **Action**, your **Bonus Action** and your **Reaction**.

## Attacking

The Attaquer action makes an **Attack** with an equipped weapon or unarmed.

Make the **Roll** the weapon states against the target's **AC**. On a success, the target takes the weapon's damage, plus the **Characteristic** that **Roll** used.

That **Characteristic** is always added. It is the same on both sides of the sum: the one that let you hit is the one that makes the blow heavier.

Without a weapon, a Strike resolves with a **`Strength + Melee` Roll**, at 1.5 metres, for `1d4 + Strength` damage.

### What a weapon states

Each weapon prints its own line, and that line is the reference:

- the **Characteristic** and **Aptitude** of its **Roll**;
- one range, and only one;
- its damage dice and type;
- its properties.

A target beyond the range cannot be attacked, unless one of the weapon's properties allows it.

Anything unusual a weapon does goes through a named property printed on it. A Finesse weapon lets you swap **`Strength + Melee`** for **`Dexterity + Finesse`**. Two Light weapons, one in each hand, open an **Attack** as a **Bonus Action**.

## Armour Class

**AC** is the number an **Attack** has to reach to hit you. With no armour:

**`AC = 10 + Dexterity`**

Worn armour wipes that formula and imposes its own. **It is never added to 10.** It is the rule people forget most often.

Only one base formula applies at a time, the one on the piece in the Torso slot. A raised shield and other explicit modifiers are added afterwards, on top of the result.

1. Take your armour's formula, or `10 + Dexterity` if you wear none.
2. Add the shield, if it is raised.
3. Add the other explicit modifiers, piece by piece.

> EXAMPLE
>
> Unarmoured, with **Dexterity** +3, your **AC** is 13. Put on leather armour at `11 + Dexterity` and it becomes 14, never 24. Raise a targe and it rises to 15.

Each piece of armour prints its own formula, and some cap how much **Dexterity** they let count or demand a minimum **Strength**. Read the piece: it carries its own limits.

### Raising a shield

A shield only protects you while it is raised. With a shield in hand, the basic Skill **Raise a Shield** raises it: played with your **Bonus Action**, it adds the shield's **AC** bonus to yours until the start of your next turn, and lets you block in the meantime.

Blocking costs your **Reaction**, once the damage of an **Attack** that hits you has been rolled. The shield takes what it can out of its **Durability** and leaves you the rest. If it stops all of it, you take no damage. The Equipment chapter explains how a shield wears down, breaks and is repaired.

### Precision and cover

A creature's **AC** is not fixed. The GM can shift it by up to three steps, depending on exactly what you are aiming at and what protects the target.

| ADJUSTMENT | RELATIVE DIFFICULTY |
|---|---|
| −3 | Much easier |
| −2 | Easier |
| −1 | Slightly easier |
| 0 | Normal |
| +1 | Slightly harder |
| +2 | Harder |
| +3 | Much harder |

A low wall, a tree trunk or a half-open door gives partial protection; aiming for a hand rather than the chest demands more precision. Beyond three steps it is no longer a difficulty but an impossibility: a target in full cover cannot be hit, and no adjustment makes it reachable.

## Acting outside your turn

Your **Reaction** is your only way to act during someone else's turn, and you have one per round. You use it when a rule gives you its trigger.

Two Basic Skills give everyone one. **Attaque d'opportunité** strikes a creature that leaves your reach. **Se préparer** holds an action back for a moment you name: "the moment he comes through the door, I shoot". Other Skills add more, and their entry names the trigger.

## Concentration

Some Skills last as long as you concentrate: their duration is marked **Concentration**. You maintain only one **Concentration** Skill at a time, and playing another ends the first, even if the second does not resolve or is cancelled.

Each time you take damage while you maintain one, make a **Roll** (**Constitution** + **Will**) against a **DC** of 10 to maintain your **Concentration**. On a failure, it ends.

Your **Concentration** also ends when you gain **Agonie**, when you are **Asleep**, **Stunned** or **Enragé**, and when you end it, which costs nothing.

## States

A state is a named condition that changes the rules for as long as it lasts, such as **Aveuglé**, **Entravé** or **À terre**. Its entry says what it does and how it ends. When it does not set the duration, the **DC** or the damage, the Skill or item that applies it does.

Some carry an Intensity, written after their name, like **Combustion** 3. Applying the same state again keeps the higher Intensity, unless its text says they add together.

For an improvised consequence, the GM does not need a written state. They can grant an **Advantage** or a **Disadvantage** until the fiction logically ends it.

The Rules page and the states index carry the full list.

# Damage and healing

**HP** measure how much a creature can take before it falls. Damage brings them down, healing and rest bring them back up, and when they reach 0, a race against death begins.

## HP

Your maximum **HP** is worked out at creation and rises with your Vitality, as the Creating a character chapter explains. Your current **HP** go down when you take damage and back up when you are healed.

They never go above your maximum and never below 0.

A Skill can cost **HP**. When you play it, roll that cost and lose that many **HP**. This loss is not damage: no resistance reduces it, and nothing that triggers on taking damage triggers from it. It can drop you to 0 **HP**: you then gain **Agonie** 3 as with any drop, and the Skill resolves after that.

## Damage

A Skill, a weapon or a danger that wounds states its damage: dice, sometimes a fixed number, often both. An **Attack** always adds the **Characteristic** its **Roll** used.

When a **Skill** or an effect deals damage to several creatures, roll its damage once for all of them.

Damage can carry a type, such as Bludgeoning, Fire or Acid damage. A weapon prints its own, and a Skill names it when its damage carries one. The type matters when a creature resists it or is vulnerable to it, or when a rule names it.

## Resistance and vulnerability

A creature can have a resistance or a vulnerability to a damage type, to a source of damage, or to all damage, typed or not.

**Resistance**
: It takes half the damage concerned, rounded down.

**Vulnerability**
: It takes double.

Neither calls for a **Roll**: they apply to the total, once the dice are rolled. When other rules change the same damage, go in this order:

1. Total the damage with anything that raises or lowers it by a fixed number, such as an **Attack**'s **Characteristic** or "you take 1 less". If the **Attack** that deals it scores a **Critical success**, first double its own damage (the dice, the **Characteristic** and everything added to them), then take off what reduces it.
2. If the Skill only deals half, on a success for instance, halve that total, rounded down.
3. Halve the result for a resistance, or double it for a vulnerability.
4. If you block with Raise a Shield, take away what your shield stops.

When one blow deals damage of several types, a resistance or a vulnerability only touches the share of its own type. Anything added without naming a type, such as an **Attack**'s **Characteristic**, counts with the weapon's or the Skill's damage. Anything that removes a fixed number without naming a type, such as "you take 1 less", comes off the largest share.

A resistance and a vulnerability to the same damage cancel out, and that damage does not change. A resistance from two sources applies only once, following the same-effect-twice principle in the How to play chapter, and so does a vulnerability. Two resistances and one vulnerability to the same damage therefore still cancel out.

> EXAMPLE
>
> A 10-point Bludgeoning blow hits a creature that takes 1 less and has resistance to Bludgeoning damage. Take off the 1 first, then halve: it takes 4, half of 9 rounded down. With a vulnerability instead, it would take 18.

Damage reduced to 0 does not count as damage taken. It triggers nothing that triggers on taking damage, and it does not lower the **Agonie** counter.

Some creatures are entirely beyond an effect's reach: an Undead cannot be **Asleep**, for example. Their entry, or the state's, says so.

## Dropping to 0 HP

When your **HP** drop to 0, you gain **Agonie** 3 and start dying.

The counter goes down by 1 at the end of each of your turns, but not on the turn you gained it: so you have three of your own turns before the end. Each enemy action that damages you costs you one more, once at most per action.

At 0, you die.

While **Agonie** lasts, you are **À terre** and cannot stand up, and you can play nothing that costs **Energy** or **HP**.

### Getting someone up

Any healing that restores at least 1 **HP** ends **Agonie** at once. The counter is not held back: a single point is enough, however far down it was.

Without magic or a potion, an **Action** and a successful **Roll** (**Intelligence** + **Medicine**) against a **DC** of 10 restore 1 **HP**, which ends the state.

Either way, the creature stays **À terre**. Standing up costs it half its **Speed**, on its turn, and a creature whose **Speed** is 0 cannot stand up.

Three turns is short without being instant. An ally on the ground is a problem to solve during the fight, and it stays one even if nobody is hitting them any more.

## Healing

Healing restores **HP**, never past your maximum: anything over is lost. A healing Skill, a potion or a rest says how much it restores.

Between fights, rest does most of the work. The Resting and progression chapter says what a **Short Rest** and a **Long Rest** give back.

## Temporary HP

Some Skills grant temporary **HP**. They form a separate pool that soaks up damage before your **HP** and does not count towards your maximum.

- Temporary **HP** from different effects add together.
- The same effect does not stack with itself: you keep the higher total.
- Healing does not restore temporary **HP**.
- The effect that grants them states their duration. Any left over disappear at the end of that duration, or at the end of a **Short Rest** or a **Long Rest**, whichever comes first.

# Resting and progression

Between trials, two things recharge: your resources, through rest, and your character, through progression. They have nothing to do with each other. A rest refills your **Energy**; only progression makes you stronger.

## The Short Rest

Ten minutes' pause, during which you can do something light: dress a wound, eat a bite, search the room. You can take at most two between **Long Rests**.

At the end, you recover:

- half your maximum **HP**, rounded down;
- half your maximum **Energy**, rounded down;
- the Skills marked "once per **Short Rest**".

It is half your maximum you recover, not half of what you are missing. You never go above your maximum.

> EXAMPLE
>
> Sélène comes out of a fight on 2 **HP** out of 10 and 0 **Energy** out of 5. After a **Short Rest** she recovers 5 **HP**, half of 10, and 2 **Energy**, half of 5 rounded down. She climbs back to 7 **HP** and 2 **Energy**.

## The Long Rest

Eight hours of sleep. Two **Long Rests** must be at least sixteen hours apart, which allows one a day.

At the end, you recover all your **HP**, all your **Energy**, and the Skills marked "once per **Short Rest**" or "once per **Long Rest**".

A character who has not eaten or drunk enough that day recovers neither **HP** nor **Energy**, as the Exploration chapter explains.

## What a rest does not give back

**Karma**
: A point you hold stays, and an empty slot stays empty. Neither a rest nor the end of a session touches it.

**Temporary HP**
: Healing does not restore them, and any left over disappear at the end of a rest.

**Durability**
: A piece of equipment gets it back through Repair, never through a rest. A **Broken** piece stays broken until then.

## Changing your Memorised Skills

Both rests let you change the Skills your **Memory** holds, except your two Species Skills, fixed at creation. This is the only time you can change your **Memorised** Skills.

That makes the **Short Rest** the group's real breathing space: ten minutes are enough to walk into the next fight with a different set of Skills, chosen from what you have seen of the danger.

> *Tip: a Skill or item that takes 10 minutes to use often fits into a **Short Rest**.*

## The expected rhythm

The game is tuned for four to six significant encounters between two **Long Rests**, with two **Short Rests** in between. Over a full cycle, the **Energy** available to you comes to about twice your maximum.

This rhythm is a design benchmark that every table adapts. A table that rests less plays more frugal characters, and the GM adjusts what they send at them.

## Progression

A character grows through the three currencies of creation, which keep arriving separately. A fourth reward joins them in play: materials, recipes and equipment, which feed crafting.

The GM announces which one they are granting. They set the pace, and they are not bound to the same rhythm from one campaign to the next.

### XP

The GM grants it when the group overcomes a significant obstacle, and everyone receives the same.

Overcoming does not mean defeating. Getting round it, talking your way through, containing it, escaping or solving it some other way all count as much as a won fight.

| ACHIEVEMENT | XP PER CHARACTER |
|---|---|
| Minor but significant | 5 |
| Important objective | 10 |
| Major milestone | 25 |
| Conclusion of an arc | 50 |

The same obstacle does not pay twice because it happens again. A trapped door crossed ten times is still one reward.

XP is spent in your Trees and on unlocking new ones, as the Trees and Skills chapter explains.

### MP and PP

These are milestone rewards, never per-enemy rewards. At the end of a major milestone, the GM can grant 3 Mastery Points, or 1 Potential Point, or the choice between them when the campaign welcomes faster progression.

They say clearly which before you choose anything.

MP raise your **Characteristics**, your **Aptitudes** and your **Speciality**, at the prices in the Creating a character chapter. PP raise your three resource paths.

### Material rewards

These take the form of extra Loot Opportunities, specific materials, a recipe, an item already made, or access to a rare source.

They feed crafting without forcing equipment decided in advance on you, which leaves the choice of what you wear with the player.




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