

# Uune: Tutorial

*The basics of the game*

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Hello! Welcome to the Uune roleplaying game! In this tutorial document, you will be guided through the basics of TTRPGs, character creation, and some example gameplay. This tutorial does not aim to explain every possible facet of the game, but rather to explain the overall flow and mechanisms of it.

### What is a Tabletop Roleplaying Game?

If you're new to the hobby, you might be wondering what a TTRPG is, and how it's played differently from other type of games. Let's break down what makes a TTRPG unique.

**Tabletop** — A pen and paper game. Most often played in person, but also sometimes played online using digital tools. We'll assume you're using physical dice, paper, notes, etc for the sake of explanations.

**Roleplaying** — You will don the role of a fictional character, dictating their words and actions as you see fit. We call this sort of "play acting" roleplaying. It's somewhere in between playing pretend and method acting. Not all roleplayers speak as their character though, and will describe their actions rather than act them out.

**Game** — The rules and boundaries we set to help keep the experience fair, provide analogies and simplifications to both reality and fiction, and to help guide the players towards cohesive play. Some games aim to provide an extremely realistic rule-set for those looking to simulate more of the mechanics of the world, while others cut right to the broad strokes. Uune strives to balance these two trains of thought, providing room for more involved mechanics while not requiring them for things that are fairly intuitive.

In this case, Uune provides the game, while you provide the table and the roleplay to bring it to life! Tabletop RPGs are distinct from their video game counterparts most notably because the game mechanics can be much more open to interpretation, or sidestepped entirely if need be.

#### Note: Playing characters

Characters in TTRPGs are, in essence, your own self-insert into the game world. That isn't to say that they need to act like you do, but rather that your own mind is what dictates how they think, speak, and act. You aren't limited to doing things in an efficient or direct manner, and can choose not just the path they take, but how they walk it and whether they careen off into the woods beside it.

You should, in general, strive to work with your friends at the table, but bumps and disagreements along the way are all part of the game. Just remember that everyone is trying to have fun, and that you can talk to your fellow players if something stops being fun.

### How is Uune different from other TTRPGs?

In a broad sense, Uune strives to fill the gap for narrative games that maintain the skillful and predictable feel of more traditional ones. Something that is flexible, but not daunting; mechanical, but not limited. This has been a difficult, slow-burn project to say the least. The TTRPG community is also always in need to more free resources, so the entire project has been made open source with the intention of being easy to base new games and modules on the core elements.

More specifically, Uune aims to help make games happen for the sort of homebrew heavy, customized, and roleplay focused groups. Facilitators (called GMs in other games) do not roll, keeping things faster to run and easier to design. PCs can mix and match character options from multiple sources, and have open ended customization options that incorporate their character's background and personality into the gameplay.

In a phrase, Uune is the game I've always wanted to play, or at least that's what I strive for.

## The Basics of Play

You don't need to understand the ins and outs of the game just to get started, but we should lay some groundwork down before we continue.

### What You'll Need

While every player and every table are different, most Uune games will need the following supplies:

- One set of 6-sided dice for each player (5+ is ideal)
- Optionally, a coin
- Somewhere for each player to take notes, such as a notebook and pen, or a digital notes file
- Somewhere for each player to keep track of their character, such as a paper or PDF character sheet
- Snacks and music are often recommended, but not required

If you are inclined to visualize character placement for high-stakes situations, then you'll need supplies for this. Some grid paper and token items can work, as can miniatures and printed maps, or a virtual tabletop program. Ultimately, Uune is not designed with exact distances in mind, so the choice for how specific you wish to be is up to preference.

— The SRD

### Gameplay Overview

Like many other RPGs, the session starts with the facilitator giving a recap of the story so far. Once everyone has been filled in and refreshed, the game can begin.

The game roughly loops over the following interaction:

1. The facilitator describes the situation around the PCs, including the environment, any dialog from NPCs, and anything especially of note to the characters.
2. The PCs each communicate to the facilitator what their characters do in response to their situation.
3. The facilitator may ask for a roll from some or all PCs to see if their actions succeed.
4. The PCs will gather and roll dice, communicating with the facilitator if there are questions about the game or what to roll.
5. The facilitator describes the outcome of the PCs' actions, and the loop begins again.

— The SRD

### What do the players do?

While there are many ways to play an RPG, Uune has two distinct roles that players may take.

#### Player Characters

If you are not the facilitator, you will be playing a singular character, known as a player character or PC. This is one of the main characters of the game's story, the others being your fellow PCs.

Your player character will be kept track of on a form known as your character sheet. This can take many forms, such as a printed sheet of paper, notebook, or digital notes. Some examples are included with Uune.

— The SRD

## The Facilitator

The Facilitator is a special player who acts as the eyes and ears of the rest of the table, narrating the story and events of the world as they unfold. It is the facilitator's job to act as referee for the group, keeping the game as grounded or as wild as is wished, and mediating the actions of the rest of the players accordingly.

— The SRD

### Example: Setting up for the game

For our examples in this tutorial: Kaeja is our facilitator, while Brian, Andres, and Nancy are playing our PCs.

Kaeja sits down at the table, cracking open her notes and pulling out her dice. Brian has just finished popping some popcorn, while Nancy made a pot of coffee.

Everyone gathers around the table, pulls out their character sheets, notebooks, and picks their favorite dice to use tonight. Kaeja starts some relaxed background music, something you might expect to hear being played from the corner of a fantasy tavern, and begins regaling the group with their exploits from the previous session.

Once she has filled in everyone's memory, she sets the scene that they currently find themselves in. Maybe it's a dank cave with glowing mushrooms, a towering cathedral to a long forgotten deity, or even a burning library as they desperately try to save the lost arts before they are destroyed for good.

Whatever the case, the players each detail their intentions to Kaeja, and the game begins.

## How do we do things?

For most things, like talking or everyday actions, you can simply tell your facilitator what you do. They'll stop you if something weird happens.

For things that need a little more oomph to them, we roll dice!

## Actions

When your character takes a notable action, your facilitator will ask you to roll for it. This will check to see if your character succeeds, and what they needed to do to accomplish their task.

First, your facilitator will tell you the difficulty of your action. This is how many hits (good dice rolls) are needed to complete the action.

Second, you will gather applicable resources, giving you dice to roll. You always have one resource representing your own general ability. Check your character abilities, inventory, and environment for any additional resources and run them by your facilitator.

### Note: What counts as a resource?

A resource is any actionable object, structure, piece of information, or established character experience.

Third, grab 1d6 for each resource. Roll them all. Any dice which land on 5 or 6 are hits.

Finally, if you have enough hits to meet or beat the difficulty your, your character completes their action.

There are more specific types of actions to help ease certain kinds of interactions, or for thematic reasons. But you don't need to worry about that for now. You can skim them in the SRD once we've got you up and running with a character!

### **Example: Rolling an Action**

Let's say that our PCs are exploring a deep, damp, dark cave.

Andres' character, Pyrus, spots some bioluminescent mushrooms. He's never seen them before, but he'd like to see if he can harvest some and keep it alive for more study later.

Kaeja tells him that he'll need to roll for it, with a difficulty of 5 as Pyrus doesn't know anything about these just yet.

Scouring around, Andres finds these resources:

- Pyrus' background in botany
- A mushroom harvesting manual he had in his inventory
- Some botanist's tools for cutting and securing the mushrooms
- A character ability that gives him a resource towards harvesting
- A film of bacterial growth he noticed on the wall the mushrooms are growing out of
- 4 bonus resources from proficiency he has put into some of these already

Andres grabs his base die + 9 resource dice (for 10d6 total) and casts them into his dice tray. Counting up the 5s and 6s, he rolled 6 hits, and successfully gathers a cluster of living mushroom for later study.

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## Let's Build a Character

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Now that you understand the base elements of the game, we need to give you somebody to roleplay as before we can put the RP in RPG. Grab yourself a character sheet, and fill it out as we go along.

### The Idea

First, we'll give our character some personality! These questions are on the last page, as you don't need to reference them very often.

#### Backstory Questions

Ask yourself the following questions about your character to outline their personality, appearance, and history.

**What role do they play in the group?** — Leadership, support, brains, brawns, or connections.

**How do they hold themselves?** — Polite, stern, sassy, goofy, or smart.

**What is their build?** — Thin, heavy, tall, squat, buff, or lanky.

**What do they wear?** — Fancy, plain, tattered, traditional, or rebellious.

**What do they like to do?** — Career, hobby, or obsession.

**How old are they?** — Child, teenager, young adult, adult, middle aged, or elderly.

**What is their name?** — Formal, nickname, childhood name

**What was their upbringing like?** — Nurturing, reserved, wealthy, poor, dysfunctional, or absent.

**What is their extended family like?** — Close, distant, nosy, or judgemental.

**What kind of work have they done?** — Blue collar, academic, military, government, exploration, criminal, STEM, office, or religious.

**Has your character been cast out from anywhere?** — Home, guild, city, or school.

**Has your character left anyone behind?** — Family, love, rival, friend, or partner.

**How has your character gotten into their current situation?** — Hard times, wanderlust, favor, forced, or interest.

**What are some of your character's motivations?** — Goals, obsessions, ties

**What is something that your character objects to?** — Morals, trauma, judgment

— The SRD

#### Example: A new character

Nancy wants to roll up a character for the group's urban fantasy game. Her general idea is that of the "urban ranger", a crafty semi-survivalist with a dog companion.

Let's start with her backstory questions!

**What role do they play in the group?** — Someone who helps support the rest of the group.

**How do they hold themselves?** — Cheerful, but not silly. Can be crass if she's comfortable.

**What is their build?** — Thin but ropey, shorter.

**What do they wear?** — Plain, slightly rugged clothes.

**What do they like to do?** — Train with her dog, Rex. Explore abandoned buildings. Camping.

**How old are they?** — Young adult.

**What is their name?** — Noemi Fuller, sometimes "Nomes"

**What was their upbringing like?** — Very lighthanded, a little absent

**What is their extended family like?** — A few are close, like her uncle, but most are distant.

**What kind of work have they done?** — Works retail most of the time, and volunteers at the city park other times.

**Has your character been cast out from anywhere?** — No.

**Has your character left anyone behind?** — No.

**How has your character gotten into their current situation?** — Found an occult ritual happening while doing some urban exploration, kept digging after that.

**What are some of your character's motivations?** — Curiosity, fearing what'll happen if things are left alone

**What is something that your character objects to?** — Cruelty

As you can see, if we have details we can write them down, but often times we don't know that much about the character yet! It's ok to give a "boring" answer if it fits the character, or to go completely off the wall with something bizarre if that's your fancy! We're exploring this new character, and especially in a setting where people live relatively normal lives up until the oddities begin, they're going to sound a lot like you and I.

## The Mechanics

Next, we need to fill out the mechanical bits. Doing so is relatively simple, but there's a lot of game words you might not understand right off the bat. I'll give a quick explanation for them now, and you can read more about them later.

**Level** — This number goes up as your progress in the game. We use it to track how many abilities you get.

**Shtick** — A set of abilities your character can take from as their level goes up.

**Focus** — You can spend this to make actions easier.

**Vitality** — This number shows your character's health and energy.

**Wounds and Stress** — These show specific sources of lost vitality.

**Effects** — Things that are happening to your character.

Two that you will need to know right now are bonds and experiences, we'll quote the SRD directly for those.

### Bonds

A bond is something for your character to act on, a piece of who they are that keeps them grounded.

When you gain a bond, choose one of the following options and elaborate:

**Motivation** — Something that pushes your character forward.

**Objection** — Something that holds your character back.

**Flaw** — A motivation or objection that your character doesn't like.

Once per scene, when your character acts on a bond, they gain a point of focus.

— The SRD

### Experiences

Experiences are past or ongoing developments in your character's life that give them knowledge they can draw from. Each experience should each serve to flesh out a different aspect of your character. Some examples are below.

- Membership in a military, guild, or organization
- Background in a trade, social status, or culture
- Training for an education, skill set, or interest

When you gain an experience, write down a rough idea of what it is in a sentence or two. Then, flesh it out as you play with additional information, people, and developments.

Your facilitator may give you additional experiences for completing story objectives.

When you take an action, you may add a resource for each experience which would help your character.

— The SRD

Now that you have a little understanding of what things generally are, we've got a small checklist for your character's first level, i.e. their starting point within the game.

### Level 1

You'll need to complete the following items for your character's first level:

- Choose either one shtick to put 2 points into, or two shticks to each put 1 point into
- Write two experiences
- Write two bonds
- Determine your character's starting income (see below)

To determine starting income, roll 5d6 and multiply by one of the choices on the list below.

**Destitute** — 1 times

**Impoverished** — 2 times

**Poor** — 5 times

**Average** — 10 times

**Well off** — 20 times

**Rich** — 50 times

Your character may start with mundane items that they would reasonably have access to. Ask your facilitator for specifics applicable to their game.

— The SRD

**But hold on!** We'll break this down a little more.

First, you can browse the shticks in the shticks booklet. Your facilitator might have a few more they wish to add as well that you can choose from. We track how much you get from your shtick with points. One point equals one shtick level. You get two points to start, so you can choose to place those into the same shtick (for 2 levels), or a couple different ones (for 1 level in each).

Each shtick can have its own options, mechanics, and rules associated with it. You'll just be getting the starting pieces for now, so don't sweat understanding everything about it just yet. You'll want to write down what you chose and what abilities it gives you on page 2 of your character sheet. You can mark down things you use often on the first page for easy reference.

### Example: Noemi's first shtick

Now that we have an idea of who Nancy's new character is, we can start to figure out what she can do. We'll start by giving her a "shtick", a major aspect of the character that we choose an ability set for.

In this case, we know that Noemi has a dog, Rex. So we'll put 1 point into The Trainer shtick. That gets us a few things.

#### Shtick Levels

Level	Gained Feature(s)	Companion Perks	Proficiency Points	Experiences
1	Animal Companion	2		1
2			1	
3		3		2
4			2	
5		4		3
6			3	
7		5		4

— Core Shticks: The Trainer

We can see that at level 1, we get the Animal Companion feature. Let's look at that first.

#### Animal Companion

You gain an axillary character sheet representing an animal companion, or something similar.

This sheet follows these rules:

- Your companion does not level like a normal character.
- Your companion does not gain shtick points.
- Your companion has a number of proficiency points and experiences as shown on the shtick leveling table.
- Your companion gains perks at certain levels, as laid out on the shtick leveling table.
- Your companion can only carry 1 item at a time unless you have saddle bags or similar items procured for them.

You must spend an action (no roll) to verbally or somatically command your companion. Your companion will then carry out that directive until otherwise given a command.

— Core Shticks: The Trainer

I know that looks like a lot, but we can boil it down to it the bare minimum.

Essentially, you have a second character sheet, in this case for Rex. Now Rex doesn't gain levels or take shticks or anything like a normal character, but he does have all the core character features outside of that for his health, focus, etc. He also gains some features as Noemi gains new Trainer levels, which we'll look at in a minute.

Now, the Shtick Levels table also shows us that Rex will get 2 Perks, and 1 Experience. Nancy perused the Companion Perks, and picked out two that she liked.

#### **Companion Perk: Reliable Helper**

Whenever your companion helps you with an action, it may re-roll any 1s, but it must use the new result.

— Core Shticks: The Trainer

#### **Companion Perk: The Goodest Boy**

Once per scene, you may spend an action to give your companion affection, and they gain +1 resource on all actions for the rest of the scene.

— Core Shticks: The Trainer

Rex's experiences are going to be much like Neomi's. A bit of explanation for where a bit of his wordly experience (or training) comes from. For Rex's first experience, Nancy wrote this: "Neomi will often bring Rex exploring with her. She's been able to teach him to retrieve things in places that she can't get to, and to help her move things she can't on her own." This tells us quite a bit about what Rex can do: he's good at retrieving, pulling, navigating obtuse environments, and possibly some less intuitive situations. These are all situations that Rex can easily apply his training, and will gain a resource for.

#### **Example: Noemi's second shtick**

For her second shtick point, we'll go much, much simpler. The Slink, which only gives us *one* feature to worry about.

#### **Sneaky**

You gain +1 resource from being hidden or undetected.

— Core Shticks: The Slink

Second, your bonds and experiences should be filled out as detailed above. Your facilitator can help you write some that will be most helpful for the game they are running.

#### **Example: Noemi's experiences and bonds**

Considering the character so far, Nancy has written out the following bonds for Noemi.

**Bond 1, Objection** — Noemi doesn't like cruelty.

**Bond 1, Motivation** — Noemi is deeply curious about the occult, sometimes too curious.

Simple enough, these serve to help remind you of your character's cornerstones, and reward you with focus for following your own guidelines.

The experiences are similarly straightforward.

**Experience 1** — Noemi has done a lot of urban exploration. She's good at breaking into buildings, sneaking around, and carefully navigating treacherous ground.

**Experience 2** — Noemi has spent a lot of time in nature. She's good at general survivalist things like making camp, starting fires, gathering food, and prepping game animals.

Third, roll for money, and talk with your facilitator about some tools and items that'd be commonplace in the game you're playing. Often a good place to start is the [Wikipedia List of Tools and Equipment](#) .

**Example: Noemi's stuff**

For money, Nancy rolled 5d6, netting her a total of 19. She figures Noemi is probably about average, so she's got 190 bucks of spending money.

Kaeja says that most modern items are commonplace, but that everyone probably has one or two esoteric items as well. Nancy picked out the following things.

- Crowbar
- Buck knife
- Folding Shovel
- Dog Treats
- Flashlight
- Book of common plants

And that's it! You now have a freshly built character.

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## Gameplay Example: Sneaking Around

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Now that you have a character, let's dive into some gameplay!

### **Example: A quick peek**

For this example, our crew of roleplayers are trying to investigate a group which has recently repaired and rededicated a cathedral to an elder god who was all but forgotten some time ago. The crew have made their way to the outskirts of the area, and need to get a look inside.

Faelyn, Andres' elf, is heading the operation. "I signal everyone to follow behind me." Everyone nods in agreement, and Faelyn continues. "I move in close, and peer into the window."

Kaeja responds, "Alright, first roll me an observation check to peer through the stained glass—difficulty 3—then roll me stealth. Is anyone helping Faelyn?"

Nancy says that her character, Hurada, is also looking through the window. Meanwhile Brian's character, Aien, is keeping a look out for trouble.

There's a few things that are about to happen, so let's break it down action by action.

First, we see that Faelyn is about to take the observe action, so we'll look at that first.

### **Action: Observe**

When looking, or passively noticing something, you can complete this special action to help guide that interaction.

Roll resources as normal. Depending on how many hits over the difficulty you get, you will notice something odd with one or more of your senses, as per the list below.

**Meet** — one sense.

**1 over** — two senses.

**2 over** — three senses.

— The SRD

So Faelyn is going to need to roll 3 hits to see enough to be useful through that stained glass, and more if he wants to hear. Thankfully Hurada is rolling to help him out.

### **Action: Help**

If you wish to help another PC with their action, complete the following special action.

Roll your own resources as they apply to the action. You may add your hits to the other PC's, combining the total towards their action.

— The SRD

So she just needs to roll her own, and he can add her hits to his own.

### Example: Looking in...

Faelyn counts his resources: himself, his experience working for the mob, and +2 for being undetected. He rolls all four and gets 1 hit. Hurada counts up her resources too: her base die, and her +2 for also being undetected. She rolls all three and gets 2 hits. Together they just meet the required 3 hits, but it's enough to see inside.

Kaeja describes that they see, "Four, maybe five figures stand around in the room. They're wearing dark clothing of some form, though you can't tell quite what color it is through the glass. They seem to be doing something, and you see a glint of light reflect briefly off of something over one of their heads. You can tell there's some kind of a muffled noise from inside, though you cannot tell what it is from here."

Now for those stealth rolls! Meanwhile to all this, Aien rolled his own observation and found that the coast is seemingly clear, which is knowledge our PCs can use as a resource to their advantage. Let's look at the stealth action to see what we're in for.

### Action: Stealth

You may spend an action to attempt to increase your stealth level or maintain it through a difficult area. The difficulty of this action is equal to: the highest perceptiveness score in the room; and +0 for one person, +1 for a few, +2 for a group, or +3 for a crowd.

Stealth Level	Description	Resources
Observed	Actively perceived	0
Hidden	Your presence is known but not your position	+1
Undetected	Nobody knows you're here	+2

— The SRD

As you can see, Kaeja needs to give a difficulty based on who can see our PCs. She knows there's exactly 5 cultists in the room their peering into, with the most perceptive of them having a score of 3. She'll consider this a group, so that's  $3 + 2 = 5$  hits that the PCs need to not be spotted in the window.

### Example: Almost getting spotted

Kaeja starts, "Alright, Hurada and Faelyn, you're both in the window. I need you two to make stealth rolls, difficulty 5."

Faelyn adds up his resources: his base die, the knowledge that the area around them is clear, his experience sneaking around for the mob, +2 for the fact that he's already undetected, and two additional for the fact that the stained glass is hard to see through and it's nighttime. He rolls all seven, and rolls 3 hits. He knows that's not enough to get by, so he considers his options. He has 2 focus, so he spend both of those to make two more resources hit, getting him the needed 5.

Hurada does similarly, and also succeeds, and the group continues on with their mission...

**Note: Do players need to know the difficulty?**

In most games, players usually know the difficulty (or DC, in d20 systems) that they need to hit to succeed. Uune is generally played this way, though facilitators may choose to hide specific difficulties where their characters would not reasonably know how much effort to put into something.

In our example above, it would have been perfectly reasonable for Kaeja to not tell the PCs how difficult their stealth rolls were, due to the obtuse nature of the situation. However, Kaeja also knows that the game has much to go and wants the players to move beyond this interaction, so she can tell them anyways to ease this interaction and keep the game moving.



### **Example: Battle of the book burners!**

Eek! Our group finds themselves amidst a burning library, attempting to fight off a fanatical group trying to destroy valuable knowledge!

"You see before you—setting the shelves ablaze—four of the Promosites! Each seems to be armed with torches and daggers. Two of them are facing you all, while the other two are behind them igniting the books. What do you do?"

Hurada starts, "I draw my sword and move into melee with the guy on the right."

Following is Faelyn, "I stay back and fire an arrow."

Finally is Aien, "I'm going to use my charge ability to try to shove the guy on the left into the one behind him."

Fights mean conflict, and for any kind of conflict we have specific rules to help slow the game down and track who does what and when.

### **Conflict**

When there's a lot going on, the facilitator can slow down the game to give everyone a chance to get in on the action. We call this conflict.

Conflicts are broken up into rounds and turns. At the beginning of the round, each PC gets a turn, on which they can take one action. Once all the PCs have taken their turns, the facilitator will give the NPCs their turns. Then, a new round begins.

— The SRD

Uune doesn't mess with a dedicated initiative mechanic, or action points, or hard distance tracking. Instead, the PCs go first, each getting one action. Then the NPCs go, each getting 1 action. This keeps it quick and simple, and means that there's less turn planning if things change between now and your next turn.

Starting off, Hurada wants to move into engagement. This means that she's taking the move action, as described below.

### **Action: Move**

Most movement is free, and does not require an action. However, movement which changes your narrative position does require an action (no roll).

This includes:

- Changing engagement with a group of opponents.
- Changing or drawing weapons while engaged.
- Moving to hide behind cover (this can count as a resource).
- Moving into or out of the current area or room.
- Changing movement types, such as from running to climbing.
- Navigating an obstacle (may add difficulty).

— The SRD

Basically, if you're moving somewhere that doesn't affect anything else, that movement is free. If you move into a different situation though, then that counts as your action. Because Hurada drew her sword while she was away from her opponent, her opponent—we'll call him Righty—can't try to take her off-guard and strike while she's unprepared.

Faelyn is hanging back, and firing an arrow. Let's look at the attack action.

### **Action: Attack**

When attacking an NPC, roll roll your action as normal against their defensiveness score. You may or may not know what that score is. Ammunition does not count as a resource. Shoves and grapples are considered attacks, but do not deal damage.

If dealing damage, follow this guide:

**If you meet the difficulty** — the NPC takes a heavy wound.

**If you get double the required hits** — the NPC takes a lethal wound.

**If you miss by 1 hit** — the NPC takes a light wound.

**If you miss by more than 1 hit** — you fail.

— The SRD

His opponent—we'll call him Lefty—has a defensiveness score (which Kaeja knows) that we'll use as the difficulty for the attack. Faelyn doesn't know if Lefty is sporting any armor under his garments, nor does he know this guy's training, so he's guessing at where and how to hit and as a result doesn't know the difficulty. We'll go over wounds here in a minute, just remember that the better your attack, the worse off it'll leave your opponent.

### **Firin' My Arrows**

Faelyn counts up his resources: base die, bow, mob experience, bow hunting experience, plus 3 more from ability bonuses. He rolls all six resources and gets 4 hits! He wants to finish this guy off though,

so he spends two focus to push his attack all the way to 6 hits. Little does he know, that's double Lefty's defensiveness, killing him in one go.

"You fire your shot out, aimed straight for the head. As the Promosite looks you dead in the eyes, you see a moment of regret cross his face, as the arrow buries itself between his eyes and he begins to fall limply to the ground."

So Lefty's dead, but that's not going to stop Aien from shoving him into the other Promosite. In this case, it's more of an attack *with* Lefty, as he can't very well defend himself anymore. Now normally, Aien would have to move in first, as this is a very telegraphed attack, but he has an ability that lets him do this in one action. Aien rolls his resources, and succeeds against Torcher #1, knocking him to the ground rather than dealing damage.

### **Example: Now it's the NPCs turn...**

Kaeja describes what happens next, "Alright, Torcher #1 spends his action to stand up and engage with Aien, torcher #2 slips further into the library, and Righty is going to attack Haruda."

"Haruda, make me a defense roll, difficulty 4."

Now on the back-half of the round, we see the NPCs scrambling to react to the situation. They probably underestimated our PCs, and that might wind up painting a target on our group's back later on, but that's their problem. Let's see what Haruda needs to do to defend against this attack.

### **Action: Defend**

When avoiding an NPC's attack, complete the following special action. This does not use your turn action while in conflict.

Your facilitator will tell you the difficulty of the attack. Then, roll your action as normal against the attack's difficulty.

The outcome is as follows:

**If you meet the difficulty** — you dodge or parry the attack.

**If you fail by 1 hit** — you take a light wound.

**If you fail by more than 1 hit** — you take a heavy wound.

**If you roll no hits** — you catastrophically fail and take a lethal wound.

— The SRD

### **Example: Ouch!**

Haruda gathers her resources: her base die, shield, armor, mercenary experience, plus 3 resources from her shtick and other abilities. She rolls all seven...and fails with only 2 hits.

"You attempt to shield yourself against the Promosite, but you were more worried about the torch than the dagger, and he manages to slip it under your breastplate and into your gut. You feel the warm blood wetting your undershirt, and you start to feel woozy. You take a heavy wound."

Now what's this wound business? She's not out of the fight, but how much fight does she have left in her? To answer that, we need to look at two things: wounds and vitality.

## Vitality

Your character has 100 points of vitality, representing their health and energy. You may spend, gain, or lose vitality at various moments in the game. If your character has zero vitality, they become incapacitated and cannot take actions.

You may always spend vitality in the following ways:

- You may spend 5 vitality to re-roll a die in your pool, using the new result.
- You may spend 10 vitality to bump a die, increasing it's roll by 1.

— The SRD

## Wounds

When your character takes substantial injury, they will take a wound.

Wounds come in 3 varieties:

**Lethal** — reduce your max vitality by 100.

**Heavy** — reduce your max vitality by 50.

**Light** — reduce your max vitality by 10.

Lethal and heavy wounds will need to be stabilized by a medic or healer before they will mend. After a day and a successful downtime action, only your heaviest wound will heal, as follows:

**Lethal** — turns into a heavy wound.

**Heavy** — turns into 4 light wounds.

**Light** — turns into no wound.

— The SRD

So Haruda is about halfway to death's door, not a great place to be in a burning building! While we haven't used it in our examples here, this also means that she has less vitality to spend should she need it later to help boost her rolls, which is a detriment in it's own right.

The fight continues like this for some time, with the group knocking down the two nearby but failing to find the last Promosite. Ultimately, they wind up having to scramble to save whatever they can before escaping the burning building. They survive, but to a mixed success. They find their way to a healer to get their wounds treated, and rest up for a few days afterwards to plan.

