

# Riskbreaker

An abstracted engine

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## Character Creation

Starting Points and Costs				
Level	Points		Stat	Cost
1	20		1	1
2	30		2	3
3	40		3	6
4	50		4	10
5	60		5	15
6	70		6	21
7	80		7	28
8	90		8	36
9	100		9	45
10	110		10	55

All characters start have four stats: **Muscle**, **Agility**, **Wit**, and **Personality**.

Characters have a **level** and a starting number of **points**. Starting points are equal to  $(10 * \text{Level}) + 10$  (see chart). 'Average adventurer' characters, which PCs should probably start as, are Level 4. 'Normal' NPCs such as farmers and townsfolk are Level 2, local sheriffs or guards are Level 3. Complete mook characters (throwaway, weak enemies) are Level 1.

To increase a stat, pay the amount you're increasing it to – so to go from 5 to 6 costs 6 points, up to a maximum stat limit of 10 (costing 55 points, in total -- see chart).

Skills represent what you can do with your stats. A skill costs 1 point (or 2 points for anything unusual or 'magical'). **Skills with an Area of Effect (AoE) cost an additional point (see below for details).**

Each skill is associated with a stat. Some examples:

**Muscle:** *Fight with <Mêlée Weapon>, Knockdown, Push.*

**Agility:** *Fight with <Ranged Weapon>, Maneuver, 'Thief' skills such as: Sneak, Pick Lock, Disarm Trap.*

**Wit:** *All spells, including Fight with <Magical Spell>, Illusion, Heal, as well as Tactics, Set Trap, First Aid, Medicine.*

**Personality:** *All social skills: Charm, Intimidate, Distract, Inspire, as well as perception skills such as Observation.*

Some archtypical characters:

"Fighter"	"Thief"	"Mage"	"Ranger"
M5: Sword, Knockdown, Push (AoE)	M4: Knife	M3: Staff	M2
A4: Bow, Move	A5: Move, Ambush, Pick Lock, Disarm Trap	A4: Move	A5: Bow, Move
W3: First Aid	W3: Set Trap	W5: Lightning*, Illusion*, Heal*	W4: Tactics, First Aid
P4: Intimidate	P4: Distract, Scout, Loot	P4: Observation	P5: Charm, Inspire, Observation

\* Asterisks represent magical spells which cost 2 points apiece.

Note: Characters should, at a minimum, have a form of Fight skill as well as Move if they have any intention of being able to fight and move about the battlefield.

## Area of Effect

Skills which can effect large groups of enemies at once are called Area of Effect skills and cost an additional point. A fireball spell that explodes in the middle of a group of foes would cost 3 points (Skill + Magical + AoE). A horseman's Trample skill would cost 2 (Skill + AoE). A character who is strong enough to push boulders off cliff-sides onto groups of enemies below would have Push (AoE) at a cost of 2.

## Skill References

Throughout the text, skills are referred to in the following manner <Stat><Rating, if available>: <Skill>.

Examples: *W:Lightning*, *P:Observation*, *M3:Sword*, *A6:Move*.

## Maneuvers

All character actions are defined in terms of *Maneuvers*. A *Maneuver* is a template representing how a character can use specific skills in a specific situation, including possible outcomes based on success and failure.

The template for a *Maneuver* is as follows: **Name | Effect | Cost | Skills | Success | Failure**

A *Maneuver's* *Effect* is what it can accomplish; its *Cost* is how much *Advantage* (see below) must be paid to attempt the *Maneuver*; *Skills* lists possible skills that can be used to attempt the *Maneuver*; *Success* and *Failure* list the consequences of each.

A set of *Maneuver Cards* can be found at the end of the rules, listing all possible *Maneuvers*.

**A character may not use the same *Maneuver* using the same skill twice in a row, with the exception of *Inflict Skill Damage* and *Inflict Kill Damage*.**

## Advantage

Every scenario has an ebb and flow to it, with the possibility of characters having the upper hand one moment and being flat on their backs the next. *Advantage* is a score associated with a specific situation: the current state of a battle, or how successfully a party of characters is making their way through a ruin. *Advantage*, by its nature, is liquid. Its current status is always temporary and the successes and failures of the characters can increase and decrease it.

Using certain *Maneuvers*, characters can attempt to convert *Advantage* into a more permanent form, such as *Inflict Damage* (utilizing *Advantage* to harm an enemy), *Find* (converting *Advantage* into a more permanent, portable form), or *Advance* (using *Advantage* to further their goals).

## Skill Rolls and Success Levels

When making a *Maneuver*, a character must make a *Skill Roll* to see if their character succeeds or fails in their attempt. Roll 1d10. 1s and 2s are always successes, 10s are always failures. If the roll is less than or equal to the character's associated stat, they succeed. If it's greater, they fail. The difference between the character's stat and the actual roll is called the action's *Success Level*.

## Counter Rolls

Certain skills (such as *A:Sneak*, *A:Ambush*, *W:Set Trap*) leave open the opportunity for opponents to catch a character out of the corner of their eye or see right through a deadfall. In such cases, the character is allowed a *Counter Roll*. When making a *Counter Roll*, characters roll against an appropriate skill (usually *P:Observation*) to see if they are successful in seeing the ruse. If a *Counter Roll* is successful, compare the *Success Levels* of the two rolls. The larger one wins. In the case of a tie, re-roll the *Counter Roll*.

In the case of ruses that can last longer than the immediate *Maneuver* (such as traps) be sure to note the *Success Level* for when an enemy makes a *Counter Roll*.

### Skill Rolls

Stat	Roll	Chance of Success
1	1,2	20%
2	1,2	20%
3	1-3	30%
4	1-4	40%
5	1-5	50%
6	1-6	60%
7	1-7	70%
8	1-8	80%
9	1-9	90%
10	1-9	90%

### Counter Roll Example:

The Thief attempts to set a trap in a box canyon that he knows his enemies will be crossing. He rolls against his *W3:Set Trap* skill and rolls a 1, a success! He notes on the map the trap's existence as well as its *Success Level* ( $3 - 1 = 2$ ). His opponents enter the canyon, rolling against their *P5: Observation* skill. They roll a 4, succeeding, but only by a difference of 1. They fail to see the trap and fall right into the Thief's hands.

## Goals

Goals are specific ends the player characters are trying to reach. Each goal has an associated difficulty, the effort that must be expended before the party succeeds, represented by the amount of Advantage that must be invested (via the Advance Maneuver).

Goals have two sides: the player characters and the GM representing the opposition's power. Goals begin with the PC's having no Advantage, and the GM having Advantage equal to the goal's difficulty.

Goals equal to the sum of a party's levels represent a good, balanced adventure which is challenging but not impossible. Multiples of this represent more difficult, epic adventures with 3x the sum of levels being the upper limit.

### Creating Opposition

During the course of the adventure, the GM may trade in their side of a goal's Advantage to build obstacles for the party. Advantage may be spent as follows:

- **1 point** creates an adversarial character whose level is equal to the party's highest-level character.
  - The GM may instead create 2 characters whose level is one less, 3 characters whose level is two less, etc.
  - **2 points** creates a character whose level is 1 higher, **3 points** creates a character 2 levels higher, etc.
- Using the Item creation and Trigger Maneuver rules to create traps and other physical obstacles. The GM ignores any rules involving rolls when doing so – the object or trigger is automatically created.

The GM has no direct way to gain Advantage. GM Advantage is mostly gained due to failed rolls by the party.

However, in cases where non-player characters can take direct action to thwart a goal, they may use the Gain Advantage Maneuver to directly increase the GM's Advantage.

### Completing Goals and Advancement

Using the Advance maneuver, characters can directly convert their Advantage in a goal towards completing it. When a number of Advantage points equal to the difficulty have been invested in this way, the goal is completed.

When characters complete a goal, the points invested go towards increasing their level. Characters gain points based on their level, so if two Level 3 characters and a Level 4 character completed a difficulty 10 goal, the higher level character would gain 4 advancement points, while the other two would gain 3 apiece. A difficulty 20 goal would result in the Level 4 character gaining 8 points and the other two gaining 6 apiece.

When a character gains advancement points equal to 3 times his level, they advance and gain 10 points which can be put towards increasing his stats or adding new skills.

**An individual working towards a goal with others cannot make another Advance maneuver towards that goal until all other characters have done so.**

## Conflict

Some conflicts with obstacles can be handled through the simple use of Maneuvers and rolls. If the GM creates a trap using the Trigger maneuver, the targeted character makes a Personality Counter Roll and the results will determine whether they see it in time or not.

Some conflicts, such as combat, can be more complex and require multiple rolls, actions and maneuvers.

In such cases, the players can decide to risk the entire outcome on a single roll, or use the detailed conflict resolution rules below.

Resolving a conflict in either way results in Advantage. If the party defeats the obstacle, they gain Advantage equal to the amount the GM spent to create it. If they fail or are partially successful, the GM's side retains any surviving characters for future use and any defeated characters are converted to Advantage **for both sides**.

## Detailed Conflict Flow

### 1. Declare Fights

Every conflict is broken down into individual Fights, which are made up of everyone actively involved in engaging each other. A Fight represents any possible conflict, whether it is physical or not. Multiple individuals involved in a debate would be categorized as a single Fight, while a duel with pistols across the room would be another. Each Fight, like a Goal, has Advantage associated with it.

### 2. Calculate Advantage

All characters begin each round of conflict by declaring what skill they're actively using to fight. The skill's effective associated stat (subtracting any current Skill Damage) is that character's *Skill Level*.

Sides are determined by player's targets. All characters within an individual Fight targeting a common enemy become a side. The sum of skill levels of all the characters on one side is that side's skill level.

Being the most skillful, as well as outnumbering your opponents, gains you Advantage every round.

After declaring skills, sum up each side's skill level. If a side outnumbers all other sides, add +1 to its skill level for each additional member. The side with the highest skill level gains an amount of Advantage equal to the difference between its skill level and the next-lowest skill level.

Some characters may not currently be involved directly in any particular Fight. Use of the Move maneuver can place characters into and out of fights. Characters not in fights still declare their skills (to establish turn order) but do not add their Skill Level to any side.

If characters move or drop out of a Fight (due to Kill Damage) such that only one side is left, the Fight ends, and any Advantage associated with it disappears.

#### 4a. Maneuvers

In decreasing order of skill level, each character may make a Maneuver. Ties between characters on different side are resolved with the side with less Advantage going first. Ties between characters on the same side are resolved with the character with the highest Agility going first. In the case of further ties, simply roll 1d10 with the lowest roll going first.

On their turn, characters declare a Maneuver from the available Maneuver Cards. Maneuvers allow a variety of effects, but fall into broad categories: increasing your own side's Advantage, lowering the Advantage of the other side, turning Advantage into useful effects (such as damage to the other side) or modifying the current situation in some way.

Maneuver Cards list their effect, as well as what skill is required to perform them. If a character does not have the proper skill, he or she may not make that Maneuver, unless they have an Item that allows them to do so (see Consequences below). Further, if the GM may veto the use of a Maneuver.

#### 4b. Establish Risk

Every choice characters make carries risk, usually in the form of placing them in a worse position than they started in. After a character chooses a Maneuver, they must decide how much they're willing to risk on the action. Risk is defined in terms of *Risk points*. Risk points differ depending on how a character is acting:

- If acting **as an individual**, Risk may be established as:
  - **1 point**: smaller, subtler, less effective maneuvers.
  - **2 points**: bigger actions with subsequent chance of bigger risk of failure.
  - **3 points**: big, flashy moves that can swing a battle one way or another.
- If acting **as a group or as the leader of a group**, Risk caps as a multiplier. The maximum amount of Risk the player may place upon the Maneuver is 3 times (3x) the number of characters in the group. The larger the pool of points, the bigger (or more desperate) the action.

### Conflict Flow

1. Declare Conflicts
  2. Calculate Advantage
  3. In order of fight rating, characters:
    - a. Choose a Maneuver
    - b. Establish Risk
    - c. Pay Cost
    - d. Roll and Resolve
    - e. Consequences
  4. Mark conflict counters/damage
- Repeat 2, 3, 4 until combat ends

#### Calculating Advantage Example:

*A fight between one side with a fighter using (M5: Sword) against another side of two fighters using (M2: Pike) results in neither side gaining Advantage (2 + 2 for the pike fighters + 1 for outnumbering the other side by one). If another Pike fighter joined the mêlée, the Pike fighters would gain 3 Advantage each round (8 - 5 = 3).*

- If utilizing an **Area of Effect** skill in an appropriate situation, the limit is 3 times (3x) the number of opponents targeted.

Establishing *Risk* allows characters to tailor how much they're willing to chance in return for how much they can get back. Damage and Advantage gains and losses are bounded by *Risk*.

#### 4e. Pay Cost

Some Maneuvers have a *Cost* associated with them, usually based on *Risk*. *Cost* is paid by lowering the character's side's *Advantage* by the indicated amount. **If the side does not have sufficient Advantage to pay the Cost, either the established Risk must be lowered until it matches the available Advantage or another Maneuver must be chosen.**

#### 4d. Roll and Resolve

Once a Maneuver and the amount of *Risk* has been chosen, the character may now roll against the appropriate skill, as noted on the Maneuver card, along with any appropriate Counter Rolls, to see whether the attempt succeeds or fails.

#### 4e. Consequences

Once success or failure has been established, the appropriate heading on the Card is followed to establish consequences. All Maneuvers have one or more of the following consequences:

**Gain Advantage:** The listed side immediately gains *Advantage* equal to the indicated amount.

**Lose Advantage:** The listed side immediately loses *Advantage* equal to the indicated amount.

**Inflict Kill Damage:** Kill Damage represents wounds that move a character closer to being taken out of the fight.

Characters may take an amount of Kill Damage equal to the permanent skill level they are currently fighting with (unaffected by Skill Damage, see below). Thus, taking too much Kill Damage may prevent you from using certain weapons, while switching to a weapon you're better with will allow you to stay in the fight longer.

When Kill Damage is applied to a side, the acting character may decide which opponents take what portions of the listed damage. As soon as damage equal to the opponent's skill rating is dealt, it is removed from the battle.

#### **Kill Damage Example:**

*The Fighter has M5: Sword and A4: Bow. Fighting with the bow allows him to hit from a distance, but he can only take 4 Killing Damage before being knocked out of the fight. After taking 3 Killing Damage, he switches to his sword so as to stay in the battle longer.*

**Inflict Skill Damage:** Skill Damage represents wounds that reduces an enemy's fighting ability without removing them from the fight. Skill Damage temporarily lowers stats such that it is more difficult to succeed at future rolls. Skill Damage can be recovered through a Recover consequence (see below). When applying Skill Damage, the acting character first chooses the stat being lowered, then the opponents and what portion of the Damage they take.

***Rather than raising the Advantage of an opponent or lowering your own as the result of a failed Maneuver, a character may choose to instead spread the damage out as Skill or Kill damage to themselves. Any number of points may be assigned as Damage or Advantage gain/loss.***

**Move:** The acting character successfully moves, either to a specific location, or away or towards specific enemies.

**Recover Skill Damage:** Given a chance to pull away from combat and catch their breath, the character naturally recovers the indicated amount of Skill Damage. They may apply it to any number of stats they wish.

**Recover Kill Damage:** Given appropriate treatment, the character recovers the indicated amount of Kill Damage.

**Advance Goal:** Players can actively further their goals (finding a lost treasure, convincing a king) as part of an extended conflict. The Advance consequence moves a group closer to gaining what they seek. The character's action happens regardless of the roll and the points are invested towards the goal, but a failure indicates that the outcome is problematic – gaining the opposing side the indicated *Advantage*.

**Delay:** The Delay tactic allows characters to slow down their enemies – either by physically delaying their movement or forcing them temporarily out of a Fight. A Delay used in the former way slows a group of enemies moving across a particular location a number of rounds equal to the established *Risk*.

Item Effects	
Effect	Risk
<i>Allows use of a skill not normally permitted</i>	+1
<i>Allows use of such skill in unlikely situations</i>	+3
<i>Allows use of such skill in impossible situations</i>	+5
<i>Can be used more than once</i>	+1/use
<i>Can be used unlimited times</i>	+5
<i>Use to create X Advantage (minimum of 3, 1 time only)</i>	X-2
<i>Adds +1 to Stat on roll to use</i>	+3
<i>Adds +2 to Stat on roll to use</i>	+5
<i>Use acts as Area of Effect attack</i>	+3

In the later way, *W:Tactics* rolls may be used to alter the battleground to temporarily move a number of characters equal to the established Risk out of a fight (by manipulating the battle such that they can't get at you). Any character moved in such a way takes their turn as if they were not in the fight (and thus can make Recover, Gain Advantage and other Maneuvers, but may not Inflict Damage) but start the next round back in the fight.

Note that this is only useful against characters whose Fight skill is less than your Wit (otherwise, they would take their actions before you).

**Gain Item:** Acquiring items is a way to convert temporary Advantage into a slightly more permanent form. Skills such as *P:Loot*, or (in social situations), *W:Barter* or *P:Use Connections*, a character can find equipment and objects they can use later.

Finding an item has a basic Risk cost of 1, plus a cost for each additional effect (see chart for specifics). Finding items, as a *Non-Combat Maneuver*, does not have a Risk cap – any amount of available Advantage can be spent.

If the roll fails, the character is left with a choice: gain the item in such a way as it brings as many problems as blessings, gaining the party's enemies (the dungeon they're exploring, the city they're trying to gain control of) the Advantage indicated, or instead not acquire the object.

**Any Advantage spent is lost either way.**

**Create Trigger:** A trigger has two parts: a state and an effect, phrased as an "if-then" statement. If a certain situation becomes true, then the effect happens. Triggers can be used to set traps, scout out advantageous terrain for later use, or other effects.

Trigger effects can be any a combination of Skill Damage, Kill Damage, Item Effects and Delay. The established Risk is calculated per each individual effect's cost.

Characters can use skills like *S:Scout* to establish places where their party can fight better ("*If the party is fighting here, then they gain +1 on all their rolls*") would cost 8 Risk to establish: 3 for the Stat increase + 5 for unlimited use). Triggers can also create traps with multiple effects ("*If an opponent walks through here, then they take 2 Skill Damage and are Delayed 1 round*") would cost 3 Risk: 2 for the Skill Damage + 1 for the Delay. To be an Area of Effect attack would cost 3 more Risk, to go off every time an enemy passes would cost 5 more).

#### Gain Item Example:

*The Thief loots the corpses of his enemies, hoping to find something useful. He declares that he wishes to find a vial of oil that he can use with his A:Ambush skill, setting his enemies ablaze before they know he's there. Ambush normally gains Advantage, rather than inflicting Damage, and this attack could affect a large number of enemies, so the cost is 1 (Item) + 1 (Use of skill not normally permitted) + 3 (Area of Effect) for a total of 4 Risk. If he wanted the item to give him a +1 to his Agility roll it would cost 3 more Risk.*

## 5. Mark conflict counters/damage

At the end of every round of combat, every character who fought marks a combat counter on their sheet. When all three are filled, that character immediately takes one point of Kill (Skill?) damage. Then all three counters are cleared.

This represents the wounds or exhaustion characters are taking while fighting and puts an upper limit on how long a character can last in a conflict. Mooks (with a Stat of 1 in their Fight skill) can only last three turns before being knocked out. Masters (at Stat 10) could theoretically last for 30 turns, though it's much more likely that they'll take Kill damage or take so much Skill damage that they can no longer effectively fight back.

At the start of the next round, all characters declare their fight skills and the process continues until one group flees, surrenders, or receive full Kill damage.

## Detailed Example

Not all conflicts need to be physical fighting. Any situation in which groups of characters want different outcomes is a conflict. In this example, two groups of two characters are taking part in a court case. Each side is made up of an attorney and her assistant.

The GM announces that the first round will represent the weeks leading up to the case, while later rounds will represent actions during the case itself, when the lawyer's *W:Law* skills (and thus their *Wit* stats) will represent the amount of *Kill Damage* their case can take before they're knocked out of the conflict and lose.

No characters will be actively 'fighting' the first round, but the lawyers are each using *Wit* skills and the assistants declare they're using *Personality*.

The two lawyers each attempt the *Gain Advantage* maneuver and succeed, leaving the score at 3 *Advantage* apiece.

The defense assistant (whose *Personality* is higher than his counterpart) attempts a *Find* maneuver, declaring he's looking for a key piece of evidence – a vessel of 4 *Advantage* – that can be produced when they get to court. Narratively, none of the players knows what the evidence actually is, but they'll decide when it makes its appearance. The established *Risk* is  $3 = 1$  (for the object itself) + 2 (to produce 4 *Advantage* [at a cost of  $4-2=2$ ]).

He spends 3 *Advantage* to cover the cost of the maneuver, but then proceeds to fail his roll. He decides to keep the evidence. The GM declares that he succeeds, but his opponents also know about the evidence and can prepare to counter it, leaving the *Advantage* at 0 for the defense and 6 for the prosecution.

The prosecution's assistant attempts a *Trigger* maneuver (using *P:Psychology*). He declares that he's found a personal weakness in the defense attorney that can be exploited. Speaking with her, he establishes: "If the prosecution succeeds on a *W:Law* roll, she can make reference to the only case the defense has ever lost, shaking her resolve for 3 *Skill Damage*." This costs him 3 *Advantage*, leaving the score at 3 for the prosecution, 0 for the defense.

## Inspirations

**Altonomy** (the stats, percentage dice, and success level as the difference of skill and roll), **The Cheap and Cheesy Fantasy Game** (small pieces of paper with all the rules), **Donjon** (the basic concept behind the *Advance* and *Find* Maneuvers), **Heroquest** (the concept of abstracted advantage), **Moldvay Edition Red Box** (the initial spark), **Red Box Hack** and **This Game Currently Has No Name** (abstracted combat, weapons and locations), **Over the Edge** (descriptions as skills), **Vagrant Story** (the title)

## Intentions

Having tried Moldvay's *Red Box* with my *Gamist*-oriented friends, I found I really enjoyed the idea of a boardgame-like RPG with quick character creation and hack-and-slash action, but found that I didn't really enjoy the "Rock-Em Sock-Em Robots" approach to combat. Roll, miss, roll, miss, roll, hit, damage.

We tried *RBH* and found that while it was definitely a step in the right direction, perhaps it wasn't *quite* abstract enough.

Hence this attempt.

The idea (inspired by *Heroquest*'s concept of advantage) was to pull back the metaphorical camera to the point where individual blows weren't taken into account unless they were particularly dramatic. Everything else would be the parts of combat we found more interesting – tactics, diversions, knockdowns and set ups for coups de grâce.

## Special Thanks

This version would not exist were it not for the great feedback I got on *Story-Games*, particularly from Mike Holmes.

My thanks to everyone who responded!

## Gain Advantage

**Effect:** Increase your side's Advantage

**Cost:** None

**Skills:** Any appropriate skill whose use would put your party in a better position.  
(Examples: *M:Knockdown*, *P:Inspire*)

## Decrease Advantage

**Effect:** Decrease an opponent's Advantage

**Cost:** None

**Skills:** Any appropriate skill whose use would be detrimental to your opponent's position.  
(Examples: *P:Distract*, *P:Intimidate*)

## Inflict Skill Damage

**Effect:** Decrease your opponent's Stats, making them less effective.

**Cost:** The established Risk

**Skills:** The Fight skill you are currently using in the conflict.  
(Examples: *M:Sword*, *A:Bow*, *W:Lightning*)

## Inflict Kill Damage

**Effect:** Push your opponent closer to being removed from a conflict.

**Cost:** The established Risk

**Skills:** The Fight skill you are currently using in the conflict.  
(Examples: *M:Sword*, *A:Bow*, *W:Lightning*)

## Recover

**Effect:** Gain back Skill Damage when not actively involved in conflict.

**Cost:** None

**Skills:** Wit and Personality skills (in supplementary manner, see reverse). If no Skill is declared, you go last in turn order.

*This Maneuver is only usable when you are not currently involved in conflict (which may require a successful Move Maneuver to establish).*

## Rescue

**Effect:** Heal a comrade's Kill Damage.

**Cost:** None

**Skills:** Skills applicable to the damage healed, such as *W:First Aid*, *W:Medicine*, and spells such as *W:Heal*.

*This Maneuver is only usable when both you and the character you are rescuing are not currently involved in conflict (which may require a Move Maneuver to establish).*

## Move

**Effect:** Move towards or away from opponents in a conflict.

**Cost:** None

**Skills:** Agility-based movement skills such as *A:Move*, *A:Sneak*.

*Risk is based on the distance moved. Risk 1 is easily accessible, Risk 2 less so, Risk 3 covers far or difficult distances.*

## Create Trigger

**Effect:** Create an if-then trigger where the result is an effect from the Gain Item rules and/or the established Risk in Kill or Skill Damage or Delay.

**Cost:** The established Risk

**Skills:** Any skill applicable to the situation:  
*P:Observation*, *P:Scout*, and skills such as *W:Set Trap*, *W:Tactics*.

*Risk is based on either Damage inflicted or using the Gain Item rules.*



## Decrease Advantage

**Success:** Decrease the Advantage of **an opposing side in the same conflict** by the established Risk.

**Failure:** Decrease **your own** Advantage by the established Risk.

## Gain Advantage

**Success:** Increase **your own** Advantage by the established Risk.

**Failure:** Increase Advantage of an opposing side in the same conflict by the established Risk.

## Inflict Kill Damage

**Success:** Inflict Kill Damage equal to the established Risk **amongst any number of opponents in the same conflict**.

**Failure:** Increase Advantage of **an opposing side in the same conflict** by the established Risk.

## Inflict Skill Damage

*For Skill Damage attacks, each point of established Risk adds +1 to your effective Stat for the roll, up to a maximum of +3.*

**Success:** Inflict Skill Damage equal to the established Risk, all in one Stat, **amongst any number of opponents in the same conflict**.

**Failure:** Increase Advantage of an opposing side in the same conflict by the established Risk.

## Rescue

**Success:** Heal Kill Damage of the targeted character equal to the established Risk.

**Failure:** As **Success**, but in addition, increase Advantage of **an opposing side in the same conflict** by the established Risk.

## Recover

Regain 2 lost Skill Damage, spread among your stats as you see fit. When making a Recover Maneuver, you may either make a supplementary Gain Advantage or Decrease Advantage Maneuver using **only Wit or Personality Skills** or regain an additional 1 Skill Damage.

## Create Trigger

**Success:** The element is added. Damage and effects are defined by the established Risk.

**Failure:** As above, but the element somehow works against you, increasing Advantage of **an opposing side in the same conflict** by the established Risk.

## Move

*Opponents currently in conflict with you may make Agility Counter Rolls. You succeed if you beat all of them, otherwise you fail.*

**Success:** You successfully move to the location or towards or away from the conflict you indicated.

**Failure:** As Success, except all opponents who Countered arrive with you and their side gains Advantage equal to the established Risk.

## Delay

**Effect:** Delay movement through a location or delay an opponents action for one turn.

**Cost:** The established Risk

**Skills:** Skills such as *A:Set Trap*, skills which can modify terrain such as *W:Lightning*, or tactical skills such as *W:Tactics*.

*Risk is equal to the number of turns in movement or the number of opponents whose turn is skipped.*

## Advance (Non-Combat Maneuver)

**Effect:** Further your goals by spending your Advantage.

**Cost:** The established Risk

**Skills:** Any skills whose use would further the goals your group is working towards.

*Risk should be commensurate with the action. Bigger actions with bigger effects require greater Risk.*

## Find (Non-Combat Maneuver)

**Effect:** Invest Advantage into useful items that can enhance your performance.

**Cost:** The established Risk

**Skills:** Skills applicable to finding items such as *P:Loot*, and, depending on the situation, skills such as *W:Barter*, *P:Use Connections*.

*See the Gain Item rules for establishing Risk.*

**Effect:**

**Cost:**

**Skills:**

**Effect:**

**Cost:**

**Skills:**

**Effect:**

**Cost:**

**Skills:**

**Effect:**

**Cost:**

**Skills:**

**Effect:**

**Cost:**

**Skills:**

## Advance

(Non-Combat Maneuver)

*Advance Maneuvers further the larger goals of the party: making the way through a dungeon towards a treasure, defeating an army, convincing a town to join your cause.*

**Success:** Narrate how your successful skill use furthered your goals.

**Failure:** Your attempt is successful, but the outcome has unforeseen consequences. An opposing side gains Advantage equal to the established Risk.

## Delay

**Success:** A group attempting to cross the affected area must make a Counter Roll or be delayed turns equal to the established Risk OR a number of characters equal to the Risk are effectively moved out of their fight until next turn.

**Failure:** As above, but in addition the delay occurs in such a way as to give an opposing side Advantage equal to the established Risk.

**Success:**

**Failure:**

## Find

(Non-Combat Maneuver)

**Success:** You successfully acquire the Item.

**Failure:** As above, but the outcome has complications. An opposing side gains Advantage equal to the established Risk.

**Success:**

**Failure:**

**Success:**

**Failure:**

**Success:**

**Failure:**

**Success:**

**Failure:**

Name:

Stat	Rating -	Skill Damage	=Effective Skill	Skills
Might				
Agility				
Wit				
Personality				

Kill Damage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conflict Counter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							

Name:

Stat	Rating -	Skill Damage	=Effective Skill	Skills
Might				
Agility				
Wit				
Personality				

Kill Damage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conflict Counter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							

Name:

Stat	Rating -	Skill Damage	=Effective Skill	Skills
Might				
Agility				
Wit				
Personality				

Kill Damage	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conflict Counter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							