

Initiative & Actions

Initiative:

- The MC decides who has the initiative first, by choice or at random.
- When you don't have the initiative, the actions you can take are to **prepare yourself**, to **defend yourself**, or to **interrupt someone**.
- When you have the initiative, say what your character says and does. Take an action if you choose.
- If you don't choose to take an action, pass the initiative as soon as you're ready.
- When you take action, roll dice equal to your attribute, and add together the highest 2 dice. (If you've rolled only 1 die, it stands alone as your sum.) Follow the action's rules, depending on your roll.
- Pass the initiative to another player of your choice, by name. Make sure that everyone gets a turn. If you aren't sure, check to see if anyone's fallen behind.
- **The MC can interject at any time**, then pass the initiative back to you.

The Edge:

When you have the edge, roll an additional die.

Cunning: Prepare Yourself

You don't need the initiative to prepare yourself.

When you take a moment to prepare yourself for what's coming, roll your Cunning. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1. You can tell everyone what you've chosen, or simply note it.

- *I'm ready to strike.*
- *I'm ready to defend myself.*
- *I'm ready to run.*
- *I'm ready to act.*
- *I'm ready to face [x].*
- *I'm ready to do [x].*
- *I'm ready to learn.*
- *Another of your own. Check it with the MC, or go back and choose 1 of the above.*

When you get the initiative, if you do what you're ready to do, you have the edge.

On a miss, ask the MC what goes wrong instead.

Cunning: Read a Situation

When you take a second to read a charged situation, roll your Cunning. **On any hit**, ask up to 3 of the following questions. The MC or the other player should answer honestly.

- *What's about to happen here? How can I tell?*
- *What do my instincts tell me?*
- *What's my best way in, out, around, over, or through? How can I tell?*
- *Who here can I count on? How do I know?*
- *What is [x] in a position to do?*
- *I want [x] to happen. What might I do to make it go that way?*
- *A question of your own. If the MC or the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

On a 10+ hit, you hold the initiative: what do you do now? **On a 7–9 hit**, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Attack Someone

When you attack someone, explain what you're trying to do, then roll your Dangerous. Tell the MC your roll and ask them if you're able to do it.

Whatever the outcome, **on a 10+ hit**, you also have the edge.

Pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Defend yourself

You don't need the initiative to defend yourself.

When someone attacks you, you can defend yourself. Roll your Dangerous. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1:

- *I'm able to block the blow. Ask or tell the MC how.*
- *I'm able to dodge the blow. Ask or tell the MC how.*
- *I'm ready for what's coming next. I have the edge.*
- *I'm in a position now to strike back and press the attack. Ask or tell the MC where you are.*
- *I'm in a position now to make a break for it and try to get away. Ask or tell the MC where you are.*
- *I try to disarm the situation or dissuade them from attacking further, by doing [x]. Does it work?*

Note that if you don't block or dodge, you can spend experience to **take the blow**.

Pass the initiative back to whoever had it, or otherwise, pass it to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Interrupt Someone

You don't need the initiative to interrupt someone. Note also that you can't interrupt someone who's attacking you. Defend yourself instead.

When someone's taking action, you can interrupt them. Roll your Dangerous. **On any hit**, you confront them and they can't proceed without dealing with you first. **On a 10+ hit**, they have to choose: back down and give you your way, or else defy you and fight back. Furthermore, you have the edge. **On a 7–9 hit**, they have additional choices: bargain with you, try to stall you, pass the buck, try to disarm the situation, stop but stand their ground, etc.

Either way, once it's settled between you, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Dangerous: Move Into Position

When you try to move into position against an enemy, explain the position you're trying to get into and how you're going to get there, then roll your Dangerous. Tell the MC your roll and ask them how close you can get to your position, or where you get blocked and by what.

Whatever the outcome, **on a 10+ hit**, you also have the edge.

You hold the initiative: what do you do now?

On a miss, ask the MC what goes wrong instead.

Loyal: Get to Work

When you get to work, tell the MC what you're trying to do and how you're going to do it. Ask them what you can accomplish on a 10+ hit and what you can accomplish on a 7-9 hit, then roll your Loyal. **On a 10+ hit or a 7-9 hit**, that's what you accomplish. Pass the initiative to someone else while you're working, and you get it back when you've finished your work.

On a miss, ask the MC what goes wrong instead.

If more than one of you are **working together**, ask the MC what you can accomplish together on a 10+ hit and a 7-9 hit. You all roll, and the highest roll stands for all of you.

Loyal: Spend Time with Someone

When you spend time talking with someone, roll your Loyal. **On a 10+ hit**, along with your verbatim conversation, ask them 2 of the following questions as asides, and they ask you 2 as well. **On a 7-9 hit**, ask them 1, and they ask you 1.

- *What are you thinking of doing? How can I tell?*
- *What do you think or feel about [x]? How can I tell?*
- *How might I get you to do [x]? How can I tell?*
- *Are you keeping anything from me? What gives it away?*
- *What's important to you right now? How can I tell?*
- *A question of your own. If the other player answers it, it stands. Otherwise, go back and choose 1 of the above.*

Once you're done talking together, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Loyal: Stand Your Ground

When you stand your ground against persuasion, intimidation, coercion, or a threat, roll your Loyal. **On a 10+ hit**, your counterpart has to choose: accept your answer and back off, or else set aside pretense and attack you openly. Furthermore, you have the edge. **On a 7-9 hit**, they have additional choices: try to go around you, offer you a compromise, accept the deadlock and stand opposite you, etc.

Either way, when it's settled, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

If more than one of you are **standing your ground together**, shoulder to shoulder, then you all roll, and the highest roll stands for all of you.

Note that you don't stand your ground against an attack, you defend yourself instead.

Weird: Study the Skies

When you study the skies, roll your Weird. **On any hit**, ask the MC 1 of the following questions.

- *I'm interested in the position of my omen star, which wanders through the night sky. Can I find it? If I can, it's a malportent.*
- *I listen for the silent murmur of the death-wind. Can I hear it? What does it have to say?*
- *I believe that the sunlight refracts differently over the horizon, depending upon what it falls upon. What do I think to see in the shimmering light?*
- *By the flights and calls of bats and birds, I can learn what's happening around me, that I can't see. What do they tell me now?*
- *What is the strange thing that I see in the sky now? What do I think it to mean?*
- *A question of your own. If the MC answers it, it stands. Otherwise, go back and choose 1 of the above.*

On a 10+ hit, you hold the initiative: what do you do now? **On a 7-9 hit**, pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

Weird: Unbind the Unseen

When you loosen the mystical bindings on the unseen world, roll your Weird.

If you're casting a spell, take a different action — for instance, **attacking someone** with a spell of violence, **defending yourself** with a spell of protection, or **reading a situation** with a spell of insight — but use your Weird roll instead of rolling for that action.

If your spell doesn't lend itself to another action, then **on any hit**, it takes effect. **On a 10+ hit**, in addition, you have the edge. When it's settled, pass the initiative to someone else. **On a miss**, ask the MC what goes wrong instead.

If you're not casting a spell, the unseen world manifests itself in this world. **On a 10+ hit**, choose 2 of the following. **On a 7-9 hit**, choose 1:

- *There's a voice. Ask the MC what it says.*
- *There's a light. Ask the MC what it illuminates.*
- *There's pain. Ask the MC whom it inflicts.*
- *There's a vision. Ask the MC what it is, and who sees it.*
- *There's a sound. Ask the MC how loud it is, and what's its tone or nature.*
- *There's an otherworldly animal. Ask the MC what it is and what it does.*
- *There's motion. Ask the MC what moves, and where.*
- *There's communication. Ask the MC who can communicate, with whom, and what.*

Pass the initiative to someone else.

On a miss, ask the MC what goes wrong instead.

At Need: Arrive

When you arrive someplace new, together ask the MC the following questions:

- *Where have we arrived?*
- *What are the first things we see and hear? What do we notice?*
- *Who's here? How do they greet us?*
- *How did we come to be here?*
- *Which of us are known here?*

If you're known here, if you choose to, or if the MC asks you to, roll your Loyal. **On a 10+ hit**, choose 2 from the good list and 1 from the bad list. **On a 7–9 hit**, choose 1 from the good list and 1 from the bad list. **On a miss**, choose 1 from the good list and have the MC choose 1 or 2 from the bad list for you.

The good list:

- *I have a friend here whom I can count on for [x].*
- *I have familiar places here where they'll welcome me.*
- *I have family here who'll share food and home with me.*
- *I have people here who owe me debts or favors and remember me well.*
- *A choice of your own. Check it with the MC, or go back and choose 1 of the above.*

The bad list:

- *I have an enemy here. Maybe they've forgotten me.*
- *I owe debts here, of honor, favors, or coin.*
- *There are people here I've hurt, who'll hear of my coming.*
- *There are people here I remember with pain.*
- *I'm outlaw here and unwelcome.*
- *A choice of your own. Check it with the MC, or go back and choose 1 of the above.*

At Need: Depart

When you leave a place, together tell the MC the following:

- *Where you're going next. If you don't have a destination, at least tell them the direction you're going, what you're going toward, or what you're going away from.*
- *How you're traveling. On foot? On beastback? On a ship? In a caravan or on your own?*
- *What you're taking with you, in addition to your personal belongings, if anything.*
- *Who you're bringing with you, if anyone.*

If you're leaving danger unsettled, erase your unspent experience. *Leaving danger unsettled* means that you've gotten experience for **facing danger**, but then left it unresolved.

At Need: Discover a Problem

When you discover a problem, be it a danger, an enemy, a mystery, a threat, or a challenge, you gain experience for it, so ask the MC how much.

If you think you've discovered a problem, but you aren't certain, ask the MC.

Your levels might give you special options when you discover a problem as well.

Session's End

At the end of the session, check to see whether you've gotten and spent 12 experience. If you have, you gain a level. Choose a new level and erase all of your experience.

Once you have 5 levels, you can't gain any more.

Experience & Levels:

- When you get experience, mark the solid circles.
- When you spend your experience, mark the shaded circles.
- You can't spend more experience than you've got.
- You can get up to 12 experience. If you already have 12 experience, don't add any more.
- When you've gotten and spent 12 experience, at the end of the session, you gain a level. Choose a new level and erase all of your experience.
- Once you've gotten 5 levels, you can't gain any more. You still get and spend experience, but now, when you've gotten and spent 12 experience, you only gain a new skill.

Experience: Help Someone

If someone's rolled a miss, you can spend 1 experience to help them.

If you're present and able to help, ask or tell them what you do, and add your Loyal directly to their roll.

If you're not present or aren't able to help, you can still help them, but you add only 1 to their roll.

Experience: Push Yourself

Spend 1 or more experience. Add +1 to your roll for each 1 experience you spend.

Experience: Survive a Blow

When you come under attack, you might take a blow. Spend 1 experience to choose 1:

- *You take the blow, but your armor protects you from harm.*
- *You take the blow, but aren't wounded by it. Ask or say how.*
- *You're wounded, but you're still in the fight. Your wound isn't dangerous and will heal well.*
- *You're put out of the fight, but don't suffer any real wound.*
- *You're wounded and out of the fight, but not killed, and with time you'll recover.*

If you take a blow but can't spend experience to survive it, follow the rules for **life-threatening wounds**.

Life-Threatening Wounds

When you take a blow but can't spend experience to survive it, choose 1 of the following:

- You survive, but the pain of your wound stays with you for the rest of your life, aching in the weather and troubling your sleep. Permanently lose 1 Cunning.
- You survive, but the damage of your wound stays with you for the rest of your life, slowing your movements and your reflexes. Permanently lose 1 Dangerous.
- You survive, but the experience of your wound stays with you for the rest of your life, making you flinch and slow to trust. Permanently lose 1 Loyal.
- You survive, but your brush with death stays with you for the rest of your life, making you fearful of the unseen world. Permanently lose 1 Weird.
- You survive, but your traveling days are over. Retire to someplace comfortable to live out the rest of your days in peace. Make a new character to play.
- Your wound kills you, now or soon. Ask or tell what happens. Make a new character to play.

Experience: Use Your Wealth

Presume that you usually have small coins coming into your possession and going out again. There's no need to track your living expenses or casual income; this isn't a game about balancing your accounts.

Spending experience to use your wealth represents making larger purchases with coin you've saved, working unpaid for others' good, resting on your laurels or your good name, or exploiting your reputation.

The silver lunum is the most common unit of currency in the Unnamed World: a large round silver coin struck with a stylized moon on one side, and a city's emblem, goddess' face, coiner's warrant, or other signifier on the reverse. Each 1 experience you spend gives you the benefit of, effectively, 1 silver lunum in wealth.

Before you spend your experience, confirm availability and actual cost with the MC.

Buying Goods & Hiring Services

Cost	Gear
0	Replacing, repairing, and/or maintaining any lost or worn items of poor-quality gear.
0	Fully replacing or assembling anew a complete kit of poor-quality gear.
0	Replacing, repairing, and/or maintaining any lost or worn items of common-quality gear.
1	Fully replacing or assembling anew a complete kit of common-quality gear.
0-1	Replacing, repairing, and/or maintaining any lost or worn items of fine-quality gear.
2	Fully replacing or assembling anew a complete kit of fine-quality gear.

Cost	Outfits
0	Any piece or number of pieces, or a full outfit, of used or poor-quality clothing.
0	Any piece or two of common clothing, conventional to local fashion and taste.
1	A full outfit of common clothing, conventional to local fashion and taste.
1	Any piece or two of remarkable clothing: outlandish, grand, luxurious, or outré.
2	A full outfit of remarkable clothing: outlandish, grand, luxurious, or outré.
1-2	Any one standout accessory or ornament, to conspicuously display your taste and wealth.

Cost	Armaments
0	A poor-quality common weapon.
1	A common weapon, reliable, of serviceable quality.
2-3	A rare or notably high-quality weapon.
0-1	Makeshift armor.
1	Common armor.
1-2	Rare or notably high-quality armor.

Cost	Rarities
1-3	A rarity, when available.
3-5	A spell, when available.

Cost	Example Services for Hire
1	A guide who can lead you to your next destination.
1	Passage on board a ship or in a wagon in a caravan.
+1	— in a luxury cabin.
1	A few nights' stay in a reputable travelers-house.
+1	— in the best suites.
+1	— with every luxury provided.
1-4	The time and necessary attention of a healer, and the cost of their supplies, depending upon the severity of your wounds or illness.
1	A day in comfort and luxury, attended by barbers, cosmetists, masseuses, and/or therapists.
1	An appreciable donation to a temple, association, library, order, or service.
1	Your share of a feast and celebration.
+1	— of abundant quality.
+1	— of magnificent quality.
+1	— with many guests, gratis.
1-5	etc.

Remember that using your wealth includes resting on your laurels and benefiting from your fame. A grateful community, for instance, may wish to throw a feast in your honor. You'd have to spend your experience for this, or else deny them and see how they take it!