

## Tension Pool

**ADD.** Add a d6 to the container.

**ROLL.** Take all the dice in the container and roll them. If any of the dice show 1, a *Complication* occurs. Then put all rolled dice back into the container.

**RESET.** Remove all dice from the container and set them aside.

### ACTIONS.

- Whenever a player takes a *Time-Consuming* action, **Add**.
- Whenever a player takes a *Reckless* action, **Roll**.
- Whenever a player takes a *Reckless* and *Time-Consuming*, **Add**, then **Roll**.
- Whenever you add the sixth die to the Pool, **Roll**, then **Reset**.

## Encounters

d100	Encounter	d100	Encounter
01-28	Very Common	29-42	Common
43-56	Common	57-70	Common
71-77	Uncommon	78-84	Uncommon
85-91	Uncommon	92-98	Uncommon
99	Rare	00	Rare

**DISTANCE.** 1D4 (1 = Close, 4 = Distant)

d8	Reaction	d8	Reaction
1	Helpful	5	Unfriendly
2	Friendly	6	Threatening
3	Wary	7	Hostile
4	Indifferent	8	Violent

## Wilderness

**SITE.** Treat each Hex as its own Site with 1d4+2 locations.

**WATCHES.** A day is divided into three day-time watches *Morning*, *Midday* and *Afternoon* and one night-time watch, called *Night*. Each of the daytime watches are of equal length in time.

**TRAVEL.** Travel time from one hex to another always takes exactly one day.

**WEATHER.** At the beginning of each day, roll a number of d6 according to the level. If you rolled more 1s than 6s, gain *Weather*. If you rolled more 6s than 1s, lose *Weather*.

Level	Name	Effect
0	Nice	No Effect.
1	Fair	No Effect.
2	Unpleasant	At the beginning of the day gain <i>Fatigue</i> .
3	Inclement	Gain <i>Fatigue</i> for each action.
4	Extreme	All actions become <i>Reckless</i> . Gain <i>Fatigue</i> for each action.
5	Catastrophic	No Travel possible.

**EXPLORE.** Discover hidden feature in current hex. Roll for Location.

d6	Location	Description
1-2	Feature (Circle)	1-4 Structure 5-6 Geologic
3-4	Danger (Triangle)	1-2 Hazard 3-5 Lair 6 Magic
5-6	Opportunity (Square)	1-3 Dungeon 4-5 Sacred 6 Derelict

**SEARCH.** Discover secret feature in current hex. Roll to check feature can be found or not.

**FORAGE.** Roll 1d6. Every point above 3, gain fresh ration.

**REST.** Sleep for at least 8 hours.

**LOST.** You can no longer travel or take any wilderness actions (except *Forage*). You can spend a watch to reorient yourself (by rolling an appropriate skill or attribute). If you succeed lose *Lost*.

d12	Complication	Effect
1	Exhaustion	Gain <i>Fatigue</i>
2-3	Environment	1 Gain <i>Lost</i> 2-5 Gain <i>Weather</i> 6 An obstacle bars your way
4-6	Expiration	Loose <i>Weather</i>
7-9	Setback	Random Encounter
10-11	Sign	Spoor or clue regarding next encounter or location
12	Advantage	Nothing happens

## Dungeon

d12	Size	Sites
1-2	Small	1
3-7	Medium	2
8-10	Large	4
11-12	Huge	6

d6	Landmark	Description
1-2	Feature (Circle)	<b>SIGHT.</b> Refer to your themes to give this location a meaning.
3-4	Danger (Triangle)	1 Hazard or Obstacle 2 Trap 3-6 Encounter
5-6	Opportunity (Square)	1-3 Clue or Sign 4-5 Treasure 6 NPC

d12	Complication	Effect
1	Exhaustion	Gain <i>Fatigue</i>
2-3	Environment	The dungeon shifts
4-6	Expiration	Torch or Light expires and burns out
7-9	Setback	Random Encounter
10-11	Sign	Cipher
12	Advantage	Nothing happens

## Progress Track

**SCORE.** Measures the current progress on the track.

**RANK.** The difficulty of the task.

	Rank	Dynamic	Static
<b>T</b>	Trivial	1d10	5
<b>E</b>	Easy	1d8	4
<b>N</b>	Normal	1d6	3
<b>H</b>	Hard	1d4	2
<b>X</b>	Extreme	-	1

**PROGRESS.** Whenever you reach a significant milestone in a task, goal or challenge, you advance the progress track. Depending on the Rank you either roll a specific die (dynamic) or add a constant value (static) to the score of the progress.

**CONCLUDE.** Roll two d20 and compare their value to the score.

- if both rolled strictly under the score, it is a full success
- if one rolled strictly under the score, and one above or equal, it is a mixed success - you succeed at a cost
- if both rolled above or equal, it failed
- if you rolled doubles, add a twist to the outcome

**COUNTDOWN.** Add a four-segment clock next to the progress track. Whenever you fail an action or you take significant time, fill one segment of the clock.

## Factions

**TIER.** The Tier measures wealth, influence or general power of a faction. Tiers are denoted by roman numerals from I to V.

**STATUS.** Status ranges from -3 to 3 and starts at 0 (Neutral) and shifts up or down depending on player's actions.

**IDENTITY, GOAL AND OBSTACLE.**

	d6 1	2	3	4	5	6
<b>Identity</b>	L	S	H	S	H	L
<b>Goal</b>	H	L	S	H	L	S
<b>Obstacle</b>	S	H	L	L	S	H

**STABILITY.** A faction can either have a stable (S) or unstable (U) hold on their current Tier. A faction always starts at stable.

**FACTION TURN.** Between sessions, you will check for progress on faction goals.

For each faction, roll 2d6, then...

- ... add 1 to the roll if Tier is greater or equal III
- ... add 1 to the roll if someone acted on their behalf in advancing their goal in the last session
- ... subtract 1 from the roll if *Unstable*
- ... subtract 1 from the roll if they were affected by their Obstacle in the last session

If the total then is greater or equal 7 progress the goal.

On concluding a goal, do one of the following:

- If *Stable*: Increase Tier by 1 and gain a new trait
- If *Unstable*: become *Stable*

A faction can never exceed Tier V.

## S.C.A.R.

**SCENES.** Gameplay is divided into scenes. Each scene is made up of four simple steps: *Setup*, *Conflict*, *Action* and *Resolution*.

**GOAL.** A goal is a long-term project that takes multiple steps to conclude. It is tracked with a Progress Track. To progress, you must create Threads and conclude these.

**THREAD.** A thread represents a goal or question that the player characters are trying to fulfil or answer. Progress on a thread is tracked with a Progress Track.

**ACTOR.** Actors are events, characters or objects that are outside of the direct control of players. They will happen automatically.