

Combat, Actions, Attribute Checks, Saving Throws and Recovery

Initiative:

- PCs go first every round unless surprised or ambushed.

Actions:

- Every round a character may take their full move and a single action.
- **Instant** gifts can take place at any time, even on another's turn.
- **On Turn** gifts may be used freely, but only on a character's turn.
- **Action** gifts count as a character's action for the round.
- Offensive and debuffing miracles count as an **action**.
- Other miracles count as **instant** effects.
- Some NPCs have multiple attacks.
- Some NPCs have multiple actions each round.
 - They may take their full number of attacks as an action and may do so for each action they are entitled to.

Morale:

- Rolls fail when NPCs roll higher than their morale on 2d6.

Attribute Checks:

- An attribute's check number is equal to 21 minus the attribute score.
- To make an attribute check, roll 1d20 against the most relevant attribute's check number.
- Add +4 to the roll if the hero has a Fact relevant to their efforts.
- Apply a penalty if the task is pushing the limits of human or heroic ability. Penalties should not normally exceed -8.

Saving Throws:

- Hardiness for physical challenges.
- Evasion for tests of agility and reaction.
- Spirit to resist magic or mental influence not covered by another category. If the roll is equal or greater than the score, the saving throw is a success.
- A natural 1 always fails, and a natural 20 always succeeds.
- Medium armors apply a -4 penalty to one saving throw category of the wearer's choice.
- Heavy armor applies it to two categories.
- Godbound and major supernatural foes who fail a saving throw may Commit Effort for the day to count it as a success instead.

Attacks:

- $\text{Attack} = \text{Attack Bonus} + \text{Attribute Modifier} + \text{AC}$. Target = 20.
- 1 always misses. 20 always hits.

Type	Damage	Attribute	
Unarmed	1d2	Str / Dex	Punch, kick, bite
Light	1d6	Str / Dex	Dirk, club, rapier
Medium	1d8	Str	Sword, spear, mace
Heavy	1d10	Str	Greatsword, maul
1H Ranged	1d6	Dex	Pistol, javelin, knife
2H Ranged	1d8	Dex	Bow, rifle, crossbow

- Damage Check Roll = Damage dice + Attribute modifier.
- Check each die separately.

Damage Roll Damage Taken

1 or less	None
2 – 5	1 point
6 – 9	2 points
10 or more	4 points

- Extra damage may overflow to another target with equal or worse AC.

Fray Dice may be used against a single lesser foe but may overflow to other lesser foes.

- Use the Damage Chart.
- Lesser foes have HD equal to or less than a character's level.

At 0 HP:

- NPCs brought to 0 HP are dead, unconscious, or subdued at their opponents discretion.
- Godbound brought to 0 HP are gravely wounded and helpless and may be killed. If left, they regain 1 HP after one hour. See Divine Fury.

Recovery:

- All committed Effort are restored every morning.
 - Effort may be voluntarily left committed to fuel long lasting gifts.
- Godbound recover all HP with one day of rest.
- Other creatures recover 1 HD or 1 HP with one day of rest.
- Magical Healing requires the target to commit 1 Effort.
 - Targets with no Effort listed may receive healing once per day.

Divine Fury, Arcem, Experience, Dominion Points, Changing the World

Divine Fury:

- At 0 HP a PC Godborn may enter Divine Fury.
 - Gain HP equal to half maximum.
 - Gain Effort equal to half of their level.
 - Immediately freed from any magical effect which is binding or constraining them for the duration of the fury.
 - Max duration of fury equals level in rounds.
 - When over, a Godborn is helpless for five rounds.
 - If brought to 0 HP during fury or in helpless period after, the Godborn is dead and can't be revived.
 - A Godborn can't enter Divine Fury until gaining another level.

Nations of Arcem:

- **Ancalia:** A kingdom fallen in on itself after a calamitous otherworldly invasion, plagued by warlords and worse
- **Atheocracy of Lom:** A land embittered by the Shattering, ruled by the fearsome priests of True Reason and their sorcery
- **Bleak Reach:** A ruined exile-land where the refugees and outcasts have scratched out a hard, unlucky existence
- **Bright Republic:** The last bastion of advanced science in the realm, threatened by the decay of its vital technology
- **Far Realms:** The far lands that drift within Uncreated Night, known only by their castaways and voyagers
- **Howlers:** Nomadic raiders of a lost empire who plunder neighbors and guard the poisonous words of their sires
- **Kasirutan Archipelago:** Pirates and traders of the hot southeastern islands, the finest sailors in all the realm
- **Nezdova:** A nation of serfs, artificers and quarreling golem-nobles under the rule of the mechanical Iron Czar
- **Oasis States:** Pyramid-dwelling inhabitants of the desert grow much under the mad eye of the God-Pharaohs
- **Patrian Empire:** A martial state long locked in combat with Dulimbai, dependent on heavy infantry and slave labor
- **Raktine Confederacy:** A patchwork of city-states and rural domains with dark, potent wizards and a ferocious independence
- **Regency of Dulimbai:** Vanguard of an ancient invasion, proud of its erudition and art and convinced of its right to rule all
- **The Thousand Gods:** A god-plagued land of countless tribes who wield ancient theotechnical magic in service to their deities
- **Toba Plains:** Proud riders who serve the holy monks of their ancestor-monasteries and the armies of Dulimbai
- **Ustang Skerries:** Witch-viking raiders from cold northern isles who enslave the dead to drive their bone-prowed ships
- **Vissio:** Former Patrian colonies turned independent city-states of merchants, artists, poisoners, and poets

Experience Points:

- 1 point for playing a session.
- +1 point for "succeeding" at the session's adventure.
- +1 point for engaging a serious challenge or test.

Dominion Points:

- 1 point for going on an adventure (per session.)
- +1 point for being especially in tune with Words or godly concept.
- Additional points only from worship by cult or Free Divinity.
- Dominion from Cult: (Only at level 2+.)
 - 1 point per month per Power of cult.
 - +0 points for few or no strictures.
 - +1 point for some strictures. (Cult gets additional Problems.)
 - +2 points for many strictures. (Cult gets additional Problems.)
- Free Divinities: (Only at level 2+.)
 - 1 point per month.
 - +1 point for every three full levels past 2nd.
 - Has no true cult and gains no Dominion from worship.

Changing the World through Influence or Dominion:

Size	Cost	
Village	1	Villages, a few square miles, a neighborhood
City	2	Major city, a hundred square miles
Region	4	Province, a thousand square miles
Nation	8	An entire kingdom
Realm	16	The whole world

Modifiers

Modifiers	Add to Base Cost
Mundus Wards	+ Rating
Minor Spirit, Lesser Undead, Priest	+ 1
Skilled Mage, Strong Local Ruler, Misbegotten	+ 2
Eldritch, Uncreated hulk, Major bestial thing	+ 4
Minor parasite god, fresh NPC Godbound	+ 6
Major parasite god, veteran NPC Godbound	+ 8

Degree of Change Multiplier

Plausible	× 1
Improbable	× 2
Impossible*	× 4

*Usually requires 1 or more deeds.

Enemies

- **Angels:** Former servants of Heaven bent on destroying man. They are found carrying out the tasks of Hell, attacking the machines of Heaven, or driving souls toward Hell.
 - **Angelic Guardian:** Warriors
 - **Angelic Ravager:** Former engineers of Heaven
 - **Angelic Regent:** Corruptors
 - **Angelic Tyrant:** Lords of Hell
- **Eldritch:** Those who found power through theurgy or great sorcery. They are more than mere low-sorcerers.
 - **Lesser Eldritch:** Lesser adepts of the Black Academy, great court wizards, liches, etc.
 - **Greater Eldritch:** Great magi of the Black Academy, Court wizards to courts of nations, lich lords, etc.
 - **Master Eldritch:** Sorcerer-tyrants, hermits in shattered heaven, etc.
- **Made Gods:** Great theurgy imbued divine golems with godly might. They shattered heaven in their holy war.
- **Misbegotten:** Entities plagued by dangerous anomalies of mind or form. Some are born or created in their form, others are cursed to the form they have.
 - **Minor Misbegotten:** Often used as Mobs.
 - **Titanic Beast:** Giant creatures.
 - **Twisted Ogre:** Intelligent, often protected by a horde.
- **Parasite Gods:** Draw power from the energies meant to maintain natural laws. Parasite Gods have an insatiable thirst for worship. They are tied to the area they draw energy from.
 - **Weak Parasite God:** Fresh or minor power.
 - **Established Parasite God:** Usually has a high priest or lieutenant and one or two mobs.
 - **Dread Parasite God:** Metastasized into a monster, might command a nation or realm and has a circle of lieutenants.
- **Relicts:** Survivors of a broken realm, culture, or heavenly shard.
 - **Timeworn:** Survivors of a broken realm.
 - **Automaton:** Artificial life left by a dead civilization.
 - **Lusas:** Twisted by broken natural laws.
- **Summoned Entities:**
 - **Cinnabar Spark:** A being of fire which wants only to burn.
 - **Cinnabar Conflagration:** A greater elemental of fire.
 - **Theotechnical Drone:** Wheeled or flying automaton.
 - **Theotechnical Iconodule:** 9' tall golems.
 - **Uncreated Shade:** Come in many shapes.
 - **Uncreated Unbidden:** Come in many gruesome forms.
- **Uncreated:** Strange life from the Uncreated Night
 - **Hulking Abomination:** Alien abominations which inspire false cults.
 - **Stalking Horror:** Usually work in groups.
- **Undead:** Products of fear, longing, and dark sorcery.
 - Lesser Undead: Nearly mindless servitors.
 - **Ancalian Husks:** Risen dead caused by the Hollowing Plague.
 - **Draugr:** Corpses animated to serve the Ulstang Skerries.
 - **Greater Undead:** Intelligent undead which are animated by a bound soul.
 - **Dried Lord:** The remnant of a great warlord or high priest.
 - **War Draugr:** The biggest, toughest draugr serve as warriors.

Types of Foes	HD	AC	Attack	Dmg	Move	ML	Save	Effort	Mob Size	HD	# Attacks
Common Human	1	9	+0	1d6	30'	7	15+	1	Small	10 + 2 x Base	As Base
Elite Normal Human	2 or 3	5	+4	1d10	30'	9	14+	1	Large	20 + 4 x Base	2 x Base
High-end Mortal Hero	8	3	+10 x2	1d8+5	30'	11	11+	4	Vast	30 + 6 x Base	3 x Base
Great Hero of a Land	12	3	+10 x2	1d6 straight	30'	11	9+	6 ¶			
Savage Pack Beast	1	8	+2	1d6	40'	8	15+	1			
Savage Lone Predator	4	6	+7 x2	1d8+2	40'	8	13+	1			
Minor Monstrous Vermin	1	8	+1	1d6	30'	8	15+	1			
Minor Humanoid Monster	2	7	+3	1d8	30'	9	14+	1			
Monstrous Chieftain	7	4	+9 x2	1d12	40'	10	12+	2			
Angry Spirit	6	5*	+7 x2	1d8	30'	12	12+	2 ¶			
Hulking Undead Thing	12	6*	+10 x3	1d12	40'	12	9+	4 ¶			
Greater Undead Revenant	10	5*	+10 x2	1d6 straight	30'	11	10+	3 ¶			
Divine Monstrous Beast	20	7*	+10 x3	1d8 straight	60'	10	8+	5 ¶			

* these creatures can be harmed only by magical weapons. ¶ these creatures should have Words or appropriate gifts.

All other attributes as the base creature.