ROLL COMBAT CORE RULES

KNIGHTVERGE LEGACY: THE PLAYERS' GUIDE

FIRST DRAFT

A plain-English guide to playing, in 12 chapters. Rules that are still being confirmed are marked Draft.

> **First draft.** This guide is a first draft. The rules and the game will keep changing, so expect corrections. Where something is a working guess it is marked Draft.

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START HERE

What Knightverge Legacy is, what you need to play, how a session runs and the handful of words you will hear all night.

WHAT THE GAME IS

Knightverge Legacy is a tabletop role-playing game about heroes, vigilantes and villains in a world with no magic. You play a Persona, a character built from an Origin (where your power comes from), an Archetype (how you deal with problems) and nine Traits that measure what you are good at. One person, the Game Master, runs the world and its Foes. Everyone else plays a Persona.

The game runs on the Roll Combat rules from Sparkthunder Entertainment. You tell a story together, and when the outcome is uncertain you roll two twelve-sided dice, add a number from your sheet and compare the total with a Threshold set by the Game Master.

WHAT YOU NEED

- Two twelve-sided dice (2d12) for Trait Checks, plus a few six-sided dice for healing and damage. The online table rolls for you.
- A Persona sheet. Build one in the Persona builder, or open a ready-made Persona in the sandbox table.
- A small group, one of whom is the Game Master. You can play in person, or online in the Roll Combat VTT.

HOW A SESSION RUNS

A session is a conversation with dice. The Game Master describes a scene. You say what your Persona does. If it could fail in a way that matters, the Game Master asks for a Trait Check and names the Threshold. You roll, and the story goes on from the result.

Play moves between a few kinds of scene. Social scenes are talking, persuading and reading people. Survey scenes are exploring and investigating. Skirmishes are fights, played in rounds with turns. Between scenes you rest and recover. The rules are the same in all of them: roll a Trait Check, or take an action in a turn.

WORDS YOU WILL HEAR

THE TEN WORDS TO LEARN FIRST	
WORD	**WHAT IT MEANS**
Persona	The character you play.
Trait	One of nine scores from 1 to 100: Agility, Control, Insight, Might, Resist, Sneak, Study, Tinker and Track.
MOD	Your Trait Score divided by 10, rounded down. The number you add to a roll.
Adept	A Trait your Persona has trained. You add your EXP to checks in it.
EXP	Your experience bonus, set by your level.
Threshold (TH)	The number your total has to reach. Set by the Game Master.
Vitality	Your health. At 0 you are Unconscious.
Guard	A buffer that soaks damage before Vitality.
Stamina (SP)	The points you spend on actions in your turn.
Chance	Charges you spend to turn a failed check into a success, at a price.

Tip. Every rule word has a one-line definition in the Glossary, and the Rules Reference lets you search the lot.

HOW TO READ THESE GUIDES

Read the chapters in order the first time, then come back to the one you need. The last chapter is a one-page cheat sheet you can print. Numbers and tables in these guides come straight from the same rules data the online table uses, so they always agree with it.

Draft. A few rules are still being confirmed. Where a guide describes a rule that is a working guess, it carries a Draft label so you know the Game Master may change it.

CHAPTER 2 OF 12

MAKING YOUR PERSONA

Origin, Archetype and the nine Traits, and how each number on your sheet is worked out.

THREE CHOICES

Every Persona starts with three things. Your Origin is where your power comes from. Your Archetype is how your Persona deals with problems, with a history, a role in the group and special features. Your Traits are nine scores that say what you are good at.

There are fifteen Archetypes, from Assassin to Vigilante. A Sub-Type sharpens an Archetype into a specialty. Powers come from your Origin, and Abilities are skills anyone can train, granted by your Archetype and level.

THE NINE TRAITS

Each Trait has a Score from 1 to 100. Your MOD is the Score divided by 10, rounded down, so a Score of 62 gives a MOD of +6 and 49 gives +4. Only the tens digit matters for rolling. Every Trait Check you make uses one Trait.

THE NINE TRAITS	
TRAIT	**WHAT IT COVERS**
Agility	Speed, balance and reflexes.
Control	Precision and discipline.

TRAIT	WHAT IT COVERS
Insight	Reading people and situations.
Might	Raw strength.
Resist	Taking the hit and staying up.
Sneak	Moving unseen.
Study	Knowledge and research.
Tinker	Building, fixing and breaking in.
Track	Following trails and finding targets.

SCORE TO MOD	
SCORE	**MOD**
1 to 9	0
10 to 19	+1
20 to 29	+2
30 to 39	+3
40 to 49	+4
50 to 59	+5
60 to 69	+6
70 to 79	+7
80 to 89	+8
90 to 99	+9
100	+10

ADEPT TRAITS

Your sheet marks the Traits your Persona has trained as Adept (the small star). When you roll an Adept Trait you add your EXP as well as

your MOD, and you roll with Prowess, which gives you a second chance at a good result. The next chapter explains Prowess.

THE NUMBERS ON YOUR SHEET

WHERE EACH NUMBER COMES FROM	
NUMBER	**HOW IT IS WORKED OUT**
MOD	Trait Score ÷ 10, rounded down.
EXP	Level ÷ 2, rounded down, never below 1.
Guard	10 + Resist MOD + Agility MOD.
Stamina	Level + 2.
Chance	As many charges as your EXP.
Load Capacity	Might Score × 2, plus any bonuses.
Vitality	Set by your Archetype and grows as you level. Your sheet keeps the number you type in.

EXAMPLE: A LEVEL 3 VIGILANTE

Resist 64 (MOD +6) and Agility 62 (MOD +6) give Guard 10 + 6 + 6 = 22. Level 3 gives EXP 1, so 1 Chance charge, and Stamina 3 + 2 = 5. Might 58 gives Load Capacity 116.

Draft. The sheet shows the rules value for Guard and Stamina next to your own number, with a "Use rules values" button, so you can see the difference. It never changes your numbers by itself.

BUILDING ONE, STEP BY STEP

1. Pick an Origin and an Archetype that fit the Persona you picture.

2. Spread your Trait Scores. Put your highest scores in the Traits your Archetype leans on.
3. Mark your Adept Traits.
4. Read off your Guard, Stamina and Chance. The sheet works them out.
5. Choose gear, then give your Persona a name, a look and a few personality notes: what drives them, what they fear, who they care about.

> **Tip.** The sheet has prompts for Personality, Drive, Bonds, Fear, Flaws, Catchphrase and Backstory. A line or two in each makes a Persona easy to play on the night.

CHAPTER 3 OF 12

TRAIT CHECKS

The one roll that runs the game: 2d12 plus your MOD against a Threshold, with Prowess, Stagger and degrees of failure.

THE ROLL

When the outcome is uncertain, the Game Master picks the Trait that fits and a Threshold. You roll two twelve-sided dice, add your MOD for that Trait, and add your EXP if you are Adept in it. If your total reaches the Threshold, you succeed.

> **EXAMPLE: SNEAKING PAST A GUARD**
>
> Your Sneak is 51, so your MOD is +5. You are not Adept in Sneak. The Game Master sets a Standard Threshold of 15. You roll 2d12 and get 6 and 7, which is 13, plus 5 makes 18. 18 beats 15, so you slip past.

You can click or tap a Trait on your sheet in the online table. The roll goes to the chat with your MOD, EXP and any Prowess or Stagger already added.

THRESHOLDS

DIFFICULTY THRESHOLDS

THRESHOLD	DIFFICULTY
5	Novice
10	Easy
15	Standard
20	Challenging

THRESHOLD	DIFFICULTY
25	Tough
30	Expert

A Novice task is something most people manage. An Expert task is something only a specialist does reliably. The Game Master picks the Threshold, and a Persona with a high MOD and EXP clears the lower ones almost every time.

PROWESS AND STAGGER

Prowess and Stagger change how many dice you roll. With Prowess you roll an extra d12 and drop the lowest of the three. With Stagger you roll an extra d12 and drop the highest. Both change the dice you roll and not the Threshold.

- Prowess comes from being Adept, from a flanking ally, from an Assist, and from some Abilities and gear.
- Stagger comes from some Effects and Abilities. For example, a Collapsed Persona rolls Motion with Stagger, and Foes attack a fleeing Persona with Stagger.
- One Prowess and one Stagger cancel each other out.
- More than one of either rolls more dice: keep the best two with Prowess, the worst two with Stagger.

Draft. Each of Prowess and Stagger stacks up to half your EXP, rounded down. That is 0 at levels 1 to 3, so the online table never lets the cap fall below 1. At level 6 the cap is 1, at level 12 it is 3 and at level 20 it is 5.

Tip. On your sheet in the online table, Shift-click a Trait to roll it with Prowess, and right-click it to roll with Stagger.

WHEN YOU FAIL

A failed check is not the end of the scene. How far you missed the Threshold sets the degree of failure, and the degree is what it costs to turn the failure into a success with Chance.

DEGREES OF FAILURE

MISSED THE THRESHOLD BY	DEGREE	CHANCE TO TURN IT INTO A SUCCESS
Less than 5	Low	1
5 to 10	Moderate	2
More than 10	Critical	3

EXAMPLE: A NARROW MISS

The Threshold is 20 and you total 17. You missed by 3, which is a Low failure. Spending 1 Chance turns it into a success, but the Game Master adds a Complication. The next chapter explains how.

CONTESTED CHECKS

When two people oppose each other, such as Might against Might to Pin someone, or Sneak against Study to Hide, both roll and the higher total wins. The core actions chapter lists which Traits each action uses.

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CHANCE AND COMPLICATIONS

How to turn a failure into a success, what it costs, and how Chance comes back.

WHAT CHANCE IS

Chance is a small pool of charges. You have as many charges as your EXP. After you fail a Trait Check you can spend charges to succeed anyway. The price is a Complication: something gets harder or more costly later.

CHANCE BY LEVEL		
LEVEL	**EXP**	**CHANCE CHARGES**
1	1	1
2	1	1
4	2	2
6	3	3
8	4	4
10	5	5
12	6	6
14	7	7
16	8	8
18	9	9
20	10	10

SPENDING IT

1. Make your Trait Check and fail.
2. Look at the degree of failure: Low costs 1 charge, Moderate costs 2, Critical costs 3.
3. If you have enough charges and want to use them, spend them. The check now counts as a success.
4. The Game Master picks a Complication.

If you are Adept in the Trait you just rolled and have 2 charges left, you can spend them to make an ally's failed check succeed instead.

COMPLICATIONS

A Complication is a hindrance. It should make the next few minutes more interesting, not end the game. The Game Master chooses, and the table can suggest.

- Additional Trait Check (e.g. Sneak to stay hidden, Resist to prevent extra trap damage)
- Higher Threshold for an important Trait Check later in the day
- Trivial or Harmful injury
- Extra hostile Foes or a Skirmish
- Additional trap or ambush, or a foiled attempt
- Infamy increase
- Foe behaviour changes towards the Persona
- Temporary loss of an ally (imprisoned, threatened, unconscious, bribed)
- Limited access to new Equipment or higher vendor prices

- Temporary imprisonment
- Limited or conflicting information gathered
- Information gained on the Persona in return (secret alliance, weakness, ability)

GETTING CHANCE BACK

RESTS AND CHANCE	
REST	**CHANCE RESTORED**
Light Rest	1 charge
Full Rest	All of it

> **Tip.** Chance is for the moments that matter. A Persona that spends it on every miss has nothing left when the boss arrives.

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COMBAT

Rounds and turns, Stamina, Guard and Vitality, damage and reactions.

ROUNDS AND TURNS

A fight is played in rounds. In each round everyone takes one turn, in initiative order, and then the round ends. On your turn you can move and take actions, paying for them with Stamina Points (SP). Some Effects count down at the end of each round.

> **Draft.** Initiative is not set out in the rules I have yet. The online table rolls a d20 plus your Agility MOD by default, and the Game Master can change both the dice and the Trait in the Table tab.

1. The Game Master calls for initiative and everyone rolls.
2. The highest total goes first, and play moves down the order.
3. On your turn you move, spend SP on actions and may use reactions when the rules allow.
4. When everyone has gone, the round ends and a new one begins.

STAMINA

Stamina is your fuel for acting. Every action has an SP cost, shown as a number, or a number and a plus sign if you can spend more for a bigger effect. Your maximum is your level plus 2, so a level 1 Persona has 3 SP and a level 20 Persona has 22.

STAMINA BY LEVEL

LEVEL	1	3	5	8	10	12	15	20
Stamina	3	5	7	10	12	14	17	22

Draft. How much Stamina comes back at the start of your turn is still being confirmed. The Game Master can switch on automatic refilling in the online table. If Slowed, every SP cost is doubled.

GUARD AND VITALITY

Damage meets your Guard first, and only what gets through takes Vitality. Guard is the cushion: your armour, reflexes and stance. Vitality is your health. When Vitality reaches 0 you are Unconscious, unable to act or move, until someone revives you with the Heal action.

- Guard is 10 + Resist MOD + Agility MOD, and the Defend action adds more until the start of your next turn.
- Bleeding skips Guard and takes Vitality directly. Burning goes for Guard first, then Vitality.
- Guard can be reduced by Irradiated, and maximum Vitality by Shocked.

Draft. The online table can run damage through Guard, then temporary Vitality, then Vitality when the Game Master turns that switch on. Temporary Vitality is a convenience on the sheet and is not in the rules as written.

ATTACKING

The Attack action strikes your chosen Targets. Each Attack or Ability lists its range, its SP cost and its damage. Make the Trait Check it

names against your target. The online table lets you mark a target with T, and attacks on the sheet show their damage dice so you can roll them straight away.

> **Tip.** Flanking and Assist both give Prowess to an ally. A coordinated team beats a lone hero, because Prowess is a bonus anyone can pass on.

REACTIONS

A reaction happens outside your turn, in answer to something. Retaliate answers an enemy leaving your melee range. Deflect negates a Retaliate. Retreat lets you leave a Foe's reach without being hit. Disrupt weakens a nearby ranged attack, and Negate interrupts a Lethal Blow.

The next chapter lists every action with its cost.

GOING DOWN

At 0 Vitality you are Unconscious. You cannot act or move. Anyone within 5 feet can use the Heal action to revive you. Until then you are out of the fight, and the table marks your token so everyone can see.

CHAPTER 6 OF 12

THE CORE ACTIONS

All 22 core actions: what each costs, when you can use it and what it does.

HOW ACTIONS WORK

These are things anyone can do in a fight. Each has an SP cost, a usage (on your Turn, as a Reaction, or Anytime) and, for many, a Trait that is rolled. A cost with a plus sign, like 1+, means you can pay more SP for a bigger effect.

Your Archetype and Abilities add more Attacks and Abilities on top of these.

ON YOUR TURN

TURN ACTIONS

ACTION	SP	TRAIT	WHAT IT DOES
Attack	1+		Strike your chosen Target(s). Each Attack or Ability details the Range and SP cost.
Break	1	Might	Break free from a hold or binds (Pinned). Might vs Might or Agility, or against an Object's Threshold.
Defend	1+		Gain 5 Guard per SP spent (max = EXP) until the start of your next turn.
Disarm	1+	Might	Disarm a visible Foe within 5 ft with a contested Might check. Add SP to improve the result (+1 per SP).
Flank	1		When directly behind your target and within 5 ft, give another ally within 5 ft of it Prowess on their next melee attack against the Flanked target.

ACTION	SP	TRAIT	WHAT IT DOES
Heal	1+	Study	Administer first aid to yourself or anyone within 5 ft (see Healing).
Hide	1	Sneak	Sneak vs Study. Cover is required. In social settings, Control vs Insight (no cover needed). Both grant Hidden.
Influence	1	Control	Contested Control check to alter a Foe's behaviour towards you or encourage them to follow orders.
Investigate	1	Insight	Insight vs Control to learn about an opponent, or a Study check against a Threshold to learn about the environment.
Pin	1	Might	Might vs Might or Agility. On success the target is Pinned. You can only pin one target at a time.
Prepare	1+		Hold your action, ability or attack (1 SP) or entire turn (2 SP) for a trigger. You cannot act offensively out of turn until it resolves.
Ram	1	Might	Push an object or target horizontally. On success: knock back 5 ft, Pin, or Collapse. Extra SP pushes 5 ft more (max = EXP).
Sprint	1		Gain 10 ft extra Motion per SP spent (max = EXP) until the start of your next turn.
Vault	1+		Jump a 10 ft gap with a 10 ft straight-line run-up. Gain 10 ft per SP spent (max = EXP).

REACTIONS

REACTIONS			
ACTION	**SP**	**WHEN**	**WHAT IT DOES**
Deflect	1	(Retaliate)	Negate an enemy's Retaliate. You may also Redirect for additional SP.
Disrupt	1+	(Ranged Attack)	When a visible target makes a ranged attack within 5 ft, spend SP to reduce damage (EXP × 2 per SP, max = EXP).

ACTION	SP	WHEN	WHAT IT DOES
Negate	1+	(Lethal Blow)	Interrupt a Lethal Blow. Spend half the original SP cost to halve the extra damage, or match it to negate it.
Redirect	1+	(Deflect)	Force an attacker to hit another target within 5 ft. Spend SP equal to the attack's cost to halve damage, or double to redirect all of it.
Retreat	1	(Motion)	Withdraw from a Foe's melee range without incurring Retaliate.
Retaliate	1+	(Motion)	Attack or Pin an enemy that moves out of your melee range.

ANYTIME

ANYTIME ACTIONS

ACTION	SP	WHAT IT DOES
Assist	1	Grant Prowess when a visible ally within 5 ft makes a Trait check you are Adept in.
Flee	1	Motion is doubled and used to escape. Foes attack with Stagger. You cannot attack or use offensive Abilities, or return to the Skirmish.

> **Tip.** You can add all 22 core actions to your sheet with one button, and each one rolls its Trait for you.

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EFFECTS

The 24 Effects that change what a Persona can do, and how stacking Effects build up and wear off.

WHAT AN EFFECT IS

An Effect is a condition on a Persona or Foe: Bleeding, Blind, Pinned, Slowed and so on. Each one changes the rules for whoever has it. Some apply once and stay until something removes them. Others are stacking Effects, which build up in charges.

STACKING EFFECTS

Stacking Effects carry charges. Each has a maximum, worked out from your EXP, so the same Effect can be a nuisance at level 1 and a killer at level 15. Charges drop by 1 at the end of every round. You can also spend Stamina to clear them faster: each SP removes 2 charges.

MAXIMUM CHARGES BY LEVEL

EFFECT	MAXIMUM	LEVEL 1	LEVEL 5	LEVEL 10	LEVEL 20
Bleeding	5×EXP	5	10	25	50
Burning	10×EXP	10	20	50	100
Exposed	EXP/2	1	1	2	5
Fortified	EXP/2	1	1	2	5
Frozen	10×EXP	10	20	50	100
Irradiated	5×EXP	5	10	25	50
Poisoned	10×EXP	10	20	50	100

EFFECT	MAXIMUM	LEVEL 1	LEVEL 5	LEVEL 10	LEVEL 20
Shocked	5×EXP	5	10	25	50

EXAMPLE: BLEEDING

A level 10 Persona (EXP 5) can hold up to 25 Bleeding charges. At the end of each round the stack drops by 1. Spending 3 SP removes 6 charges at once.

ALL 24 EFFECTS

THE EFFECTS

EFFECT	STACKS TO	WHEN	WHAT IT DOES
Ambushed		Immediate (1 Round)	Your enemy gains 1 Round to prepare. They can’t deal damage.
Bleeding	5×EXP	Start of turn (damage)	Direct Vitality loss, bypasses Guard.
Blind		Immediate	Lose Vision Range. Sight-based rolls auto-fail.
Burning	10×EXP	Start of turn (damage)	Targets Guard. Once Guard is gone, damage is taken from Vitality.
Collapsed		Immediate	On the ground. Motion rolls with Stagger. Melee attacks against you have Prowess. 1 SP to stand up, otherwise Break.
Dazed		Immediate	Lose Stamina equal to EXP. Lasts until the end of your next turn.
Deaf		Immediate	Lose Audio Range. Sound-based rolls auto-fail.
Encumbered		Immediate	For every 10 points over Load Capacity, Motion is reduced by 10 ft. A Trivial injury for every hour.

EFFECT	STACKS TO	WHEN	WHAT IT DOES
Exposed	EXP/2	Immediate (damage)	Vulnerable to a chosen damage type. Take additional damage (Level × 2).
Fatigued		Immediate	Reduce damage done by Level × 2.
Fortified	EXP/2	Immediate	Resistant to a chosen damage type. Reduce damage taken (Level × 2).
Frozen	10×EXP	Immediate	For every 5 charges, reduce maximum Motion by 5 ft.
Hidden		Immediate	Unseen. Can't be targeted directly. Sneak checks by you have Prowess; Track checks to find you have Stagger.
Injured		Immediate	Gain a Trivial, Harmful or Grave injury.
Invisible		Immediate	Can't be seen, even in Vision Range. Can't be directly targeted.
Irradiated	5×EXP	Immediate	Maximum Guard reduced. Targets within a 10 ft radius at the start of your turn take the same damage halved (min 1).
Mute		Immediate	Lose the ability to speak.
Panicked		Start of turn	Retreat as far as possible from the perceived threat, by the shortest path that avoids the most known damage.
Pinned		Immediate	Grappled or restrained. Take the Break action to counter.
Poisoned	10×EXP	Immediate	For every 5 charges, reduce damage dealt by 1.
Scentless		Immediate	Lose Scent Range. Scent-based rolls auto-fail.

EFFECT	STACKS TO	WHEN	WHAT IT DOES
Shocked	5×EXP	Start of turn (damage)	Maximum Vitality reduced. Targets within a 10 ft radius at the start of your turn take the same damage halved (min 1).
Slowed		Immediate	Stamina Point cost is doubled.
Unconscious		Immediate	Reached 0 Vitality. Unable to act or move. Can be revived with the Heal action.

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HEALING, REST AND INJURIES

First aid, Light and Full Rest, and the three tiers of injury.

THE HEAL ACTION

Anyone can give first aid to themselves or to someone within 5 feet. It costs at least 1 SP and uses Study. You roll a Study check against the Heal Threshold. On a success you roll healing dice, and the result is the Vitality you give back.

HEALING DICE AND THE HEAL THRESHOLD		
HEALER LEVEL	**HEALING DICE**	**HEAL THRESHOLD**
1	2d6	11
3	2d6	12
4	3d6	14
6	3d6	16
7	4d6	16
9	4d6	18
10	5d6	20
12	5d6	22
13	6d6	22
15	6d6	24

The Heal Threshold is 10, plus the healer's EXP, plus half the healer's level (rounded down). Healing the Unconscious uses the same action.

Draft. The healing table stops at level 15 (6d6). Until the rules say otherwise, levels 16 to 20 use the same dice. Whether a failed Heal costs anything, and whether you can revive someone at 0 Vitality, are still being confirmed.

RESTING

RESTS	
REST	**WHAT IT GIVES BACK**
Light Rest	1 Chance charge, and heals Trivial injuries.
Full Rest	All your Chance, and heals Trivial injuries. Three in a row heal Harmful injuries.

Draft. The sheet also uses a Full Rest to restore Guard and Stamina. Whether a rest gives back Vitality is not set in the rules, so it does not: Vitality comes back through the Heal action and through injuries healing.

INJURIES

An injury is lasting harm. It comes from the Injured Effect, a Complication, a hazard or a Lethal Blow. There are three tiers, and each injury lowers your dice results, maximum SP and maximum Vitality by its number.

THE THREE TIERS				
TIER	**PENALTY**	**HOW IT HEALS**	**IF LEFT UNTREATED**	**EXAMPLES**

TIER	PENALTY	HOW IT HEALS	IF LEFT UNTREATED	EXAMPLES
Trivial	−1	Fully healed by a Light or Full Rest.	Untreated for 1 week or more: becomes a Harmful injury.	Cuts and grazes, minor head injuries, concussions, puncture wounds, bruises, 1st-degree burns.
Harmful	−2	Needs 3 uninterrupted Full Rests. Professional medical attention speeds this up by at least 1 day.	Untreated for 1 week or more: becomes a Grave injury.	Lacerations, limited fractures, concussions, puncture wounds, dislocations, 2nd-degree burns.
Grave	−3	Does not heal naturally. Needs swift medical attention.	Untreated for 1 week or more: can lead to permanent crippling or death.	Severe fractures, amputations, loss of senses, organ damage, 3rd/4th-degree burns, severe head trauma, crush injuries, severe bleeding, suffocation, electrocution.

- Five injuries in one tier immediately become one injury of the next tier.
- Harmful injuries need 3 uninterrupted Full Rests. A professional medic speeds this up.
- Grave injuries do not heal on their own. Get medical attention fast.

Draft. The online sheet adds each injury's penalty together (two Trivial and one Harmful is −4) and applies it to Trait Checks made from the sheet. Damage rolls and table rolls are not reduced.

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LEVELLING UP

What changes as your Persona grows: EXP, Chance, Stamina, healing and the full level table.

HOW A PERSONA GROWS

As your Persona levels, your Archetype and Origin grant new Powers and Abilities, and your EXP rises. The top level is 20.

> **Draft.** When you level up is set by your table. The online sheet has a progress bar towards your next level with a target you type in, and a Ready to level up button when the bar is full. There is no official experience table yet.

THE LEVEL TABLE

WHAT EACH LEVEL GIVES

LEVEL	EXP	CHANCE	STAMINA	PROWESS CAP	HEALING DICE	HEALTH
1	1	1	3	1	2d6	11
2	1	1	4	1	2d6	12
3	1	1	5	1	2d6	12
4	2	2	6	1	3d6	14
5	2	2	7	1	3d6	14
6	3	3	8	1	3d6	16
7	3	3	9	1	4d6	16
8	4	4	10	2	4d6	18

LEVEL	EXP	CHANCE	STAMINA	PROWESS CAP	HEALING DICE	HEAL TH
9	4	4	11	2	4d6	18
10	5	5	12	2	5d6	20
11	5	5	13	2	5d6	20
12	6	6	14	3	5d6	22
13	6	6	15	3	6d6	22
14	7	7	16	3	6d6	24
15	7	7	17	3	6d6	24
16	8	8	18	4	6d6	26
17	8	8	19	4	6d6	26
18	9	9	20	4	6d6	28
19	9	9	21	4	6d6	28
20	10	10	22	5	6d6	30

EXP is half your level, never below 1. It is what you add to checks in Adept Traits, and it sets your Chance and the maximum charges on stacking Effects.

PLANNING AHEAD

The Level planner shows what each level gives a Persona you build, so you can see what is coming before you get there.

CHAPTER 10 OF 12

EXPLORING

Light levels and senses, hiding, carrying too much, and surviving harsh places.

LIGHT LEVELS

How far you can see depends on how bright it is. Light changes your Vision Range, the distance you can see detail.

LIGHT LEVELS

LEVEL	VISION KEPT	CONCEALMENT	WHAT IT MEANS
Radiant	50%	Obvious	Searing light partially blinds you. You see silhouettes and motion, little detail. Vision Range −50%.
Bright	100%	Obvious	Normal lighting. Vision Range is not affected.
Dim	75%	Faint	Lower than typical lighting that obscures fine details. Vision Range −25%.
Shaded	50%	Veiled	Gloomy. Shadows fill the area. You see silhouettes and motion, little detail. Vision Range −50%.
Dark	None	Hidden	Total darkness. You cannot see silhouettes, motion or detail. Inflicts Blind.

Tip. A torch or other light you carry counts as normal lighting for you, so you keep your full Vision Range in a dim or dark place.

SENSES

WAYS OF SEEING	
SENSE	**WHAT IT DOES**
Normal	Light level reduces how far it sees.
Darkvision	Sees as far in the dark as in bright light, in grey.
Blindsight	Also senses everything within 3 squares, through walls and in the dark.
Infrared	Sees heat in the dark, shown in red.

Blindsight reaches up to 3 squares. Effects such as Blind, Deaf and Scentless take away a sense entirely, and rolls that rely on it automatically fail.

HIDING AND BEING FOUND

CONCEALMENT		
LEVEL	**THRESHOLD TO FIND**	**WHAT IT MEANS**
Obvious	None	Completely noticeable. No roll needed to detect.
Faint	Novice / Easy	Lightly concealed, easily detected by most.
Veiled	Standard / Challenging	Reasonably concealed. An observant person can find it.
Hidden	Tough / Expert	Completely concealed. Found only with a Study check made with Stagger. Cannot be hit by single-target attacks.
Invisible	None	Cannot be detected at all, even in Sense Range, unless an Ability overrides it. Other senses still work.

CARRYING THINGS

Your Load Capacity is your Might Score times 2. Every object has a Load Type, and carrying more than your capacity makes you Encumbered: for each full 10 points over, your Motion drops by 10 feet, and you take a Trivial injury for each hour.

LOAD TYPES

TYPE	LOAD	WHAT IT MEANS
Negligible	0	Very lightweight. Only a large number affect Load Capacity.
Light	+1 to +3	Easy to handle and carry.
Medium	+4 to +6	Handleable, but too many weigh you down.
Heavy	+7 to +9	Weighty. Quickly weighs you down if carrying several.
Hefty	10+	Cumbersome. Adds significant weight.
Immovable		Cannot be moved under normal circumstances.

Draft. The gear list does not carry a Load for each item yet, so the online sheet uses a stand-in number for each category of gear until it does.

HARSH PLACES

In a High or Deadly environment the survival rules apply. Food, water and medical help are scarce, hazards hit harder and are harder to spot, Trait Checks are tougher, and full rests are hard to come by. Plan for it: bring supplies and a medic.

CHAPTER 11 OF 12

PLAYING IN THE VTT

For players: joining a table, your sheet, your token, rolling, your turn and the chat commands.

JOINING A TABLE

1. Sign in and open Your tables.
2. Type the join code your Game Master gave you.
3. Open the table. You are in as a player.

To try it without signing in, open the sandbox table. It is a ready table with two Personas, some Foes and a map.

YOUR SHEET

Open the Personas tab and pick your Persona. Your Traits, Vitality, Guard, Stamina and Chance are all there. Click a Trait to roll it, and the result goes to the chat for everyone. The sheet saves by itself as you change it.

- Temporary Vitality, money, level progress and allies sit alongside your core numbers.
- The Heal panel rolls a Study check and the healing dice for you.
- On a phone, a bar at the bottom of the screen keeps Vitality, Guard, Stamina and Chance in reach.

YOUR TOKEN

Click your token to select it. Drag it, or use the arrow keys to move one square. Walls stop you, and doors open when the Game Master opens them. Alt-click to ping a spot, press M to measure a distance and D to draw on the map.

ROLLING AND CHAT COMMANDS

CHAT COMMANDS	
TYPE	**WHAT IT DOES**
/r 2d12+6	Roll dice.
/r d20+5 adv	Roll with advantage (keep the better). Use dis for disadvantage.
/r 2d12+6 # Agility	Add a label after the # sign.
/w Name message	Whisper to one person.
/gmroll d100	A roll only you and the Game Master see (Game Master only).
/me ducks behind the crate	Describe an action.
/help	List the commands.

The dice tray on the map rolls any dice. 3D dice with sound can be switched off in the top bar.

YOUR TURN IN A FIGHT

The Combat tab and a bar on the map show the round and whose turn it is. When it is yours, you get a banner and a chime. Roll your action from the sheet, move your token, and tell the Game Master when you are done. The Game Master presses Next turn.

Tip. Press ? in the table for the controls, or open the Reference panel to search the rules, check odds and look up an Effect without leaving the map.

CHAPTER 12 OF 12

CHEAT SHEET

The whole game on one page. Print it or save it as a PDF.

THE CHECK

Roll 2d12. Add your Trait MOD (Score ÷ 10, rounded down). Add EXP if you are Adept. Reach the Threshold to succeed.

THRESHOLDS					
5	**10**	**15**	**20**	**25**	**30**
Novice	Easy	Standard	Challenging	Tough	Expert

Prowess: extra d12, drop the lowest. Stagger: extra d12, drop the highest. They cancel one for one.

FAILING FORWARD

CHANCE COST		
MISSED BY	**DEGREE**	**CHANCE**
Under 5	Low	1
5 to 10	Moderate	2
Over 10	Critical	3

Chance charges equal your EXP. Spending them brings a Complication. Light Rest gives back 1, Full Rest gives back all.

YOUR NUMBERS

- EXP = Level ÷ 2, rounded down, minimum 1.
- Guard = 10 + Resist MOD + Agility MOD.
- Stamina = Level + 2.
- Heal Threshold = 10 + EXP + half Level. Healing dice: 2d6 (levels 1 to 3), 3d6 (4 to 6), 4d6 (7 to 9), 5d6 (10 to 12), 6d6 (13 to 15).
- Load Capacity = Might Score × 2.

IN A FIGHT

- Roll initiative. Take turns in order. Spend SP on actions.
- Damage hits Guard first, then Vitality. Bleeding skips Guard.
- At 0 Vitality you are Unconscious. Heal brings you back.
- Stacks drop 1 each round. 1 SP clears 2 charges.

INJURIES

TIER	PENALTY	HEALS
Trivial	−1	Fully healed by a Light or Full Rest.
Harmful	−2	Needs 3 uninterrupted Full Rests. Professional medical attention speeds this up by at least 1 day.
Grave	−3	Does not heal naturally. Needs swift medical attention.

LIGHT

LIGHT LEVELS

RADIANT	BRIGHT	DIM	SHADED	DARK
50% sight	100% sight	75% sight	50% sight	Blind