CHARACTERS & CONFLICT

THE

SPACE

BETWEEN

The Space Between is a Roleplay Sim within Second Life focused on Unreality, Esoteric Strangeness and Dark Supernatural roleplay. With a wide variety of customization tools, as well as extensive lore to draw from, The Space Between offers players a chance to create their own stories with a sense of progression and advancement.

Explore a land outside of reality -- a place where lost things slip through, and anyone from all across time, space, and infinant possible existence can wind up.
Create a character, and begin their story...

More information, lore, & additional reference material can be found on the website:
https://www.thespacebetween-sl.com/

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CHARACTER CREATION

Anyone might slip behind the curtain and find themselves trapped outside of reality. Where they're from, what race they are and the knowlege they might posess abut the reality they come from -- varies drastically for every character. There are few restrictions on the background your character can have before they enter *The Space Between*.

Players are given the tools to represent their character's skills, abilities & overall competance against other player characters, NPCs & the rapidly shifting landscape of unreality itself!

There is a number attached to most actions that can be taken. Anything which has an element of the unknown or chance will use a character's natural *Aspect* & learned *Trait* bonus scores.

CHARACTERS BEGIN WITH...

(1) SAGA
Saga impacts base Aspect scores.
Aspect determins difficulty rolling against characters.

(40) TRAIT POINTS
Every +1 cost exactly 1 point.
Traits directly impact rolling chances.
+0 is default score & can be raised to +10 with points.

(6) QUIRK POINTS
Characters start with *five* spaces for quirks.
Quirks all have unique costs & effet Traits, Aspect & grant other unique abilities to a character.

2

Bonuses gained through Sagas & Quirks can raise Aspect & Traits higher than the maxmium starting amount. More Quirks may be added later.

There is no leveling up in The Space Between.
After creation, stats are only altered by Oddments equipped or Quirks taken.

TYPES ——————————————————————

Every characters -- regardless of race, history or where they came from -- falls under a *Type*. What *Type* a character is represents their current state of existing. This can play a role in what oddments can be used, quirks can be taken and other roleplay.
Type is fluid -- changing as the story is written!

MUNDANE

Naturally & worldly beings -- magically gifted or not.
Mundane are mortal persons, animals and other creatures. Most normal beings are considered mudane.

OUTSIDER

Otherworldly & unnaturally concieved beings.
Outsiders are everything from fae to cryptids, golems to vampires, ghosts to deities.

Outsiders are classified based on how they came into existence as an outsider -- Origin.

- **BELIEF** -- Beings of folklore & superstition, believed to exist and thus existing (*deities, folk heroes, cryptids, etc.*)
- **SPONTANEOUS** -- Beings sprung into existence either for no reason or part of the 'natural order' (*elementals, fae, yokai, etc.*)
- **CONSTRUCTED** -- Beings created directly through the hand of another, intentioanl or not (*changelings, familiars, golems, etc.*)
- **ALTERED** -- Beings who have been altered or distorted through intereactions with Outsiders or other forces -- fragmenting their identity and self (*lich, banshee, vampire, etc.*)

The longer a character is within unreality, the likelier they are to shift types. What happens to a Mundane who has been *changed*?

CAMBION

Mundane corrupted, altered or changed through their time in unreality or interactions with an Outsider.
Cambion are considered *Outsiders*, though many still hold more mortal feelings, ideas and views of self. As connections to their previous mortal self fades, a Cambion may shift to become simply an *Outsider*.

TIER

Abilities are not marked in levels. Power can be understood by the colour a character radiates -- an ethereal flicker lingering about their soul. That flicker is their current *Tier*. *Tier* changes and shifts over time --- swelling brilliant or fading to nothing

PALE
A dim flicker...barely there but not yet faded. The weakest of any except those who have already faded away to shadow and nothing.

DRAB
Something has begun to kindle within, though it is simply the spark of potential; how this is fostered can go many ways.

UMBER
Grasping at the fabric of unreality, some colour has swelled to life as cinder of is nutured.

GOLD
Bold and steady, there is only churning strength growing steady and strong.

CRIMSON
Bold and steady, there is only strength growing stronger as the soul is far from fading now -- gleaming bright.

VERDANT
Rather than simply enduring, unreality bends beneath the hand of one it originally bound.

EBON
Unreality is molded through the whims and wishes of those of this unwavering tier.

Characters all begin at Pale or Drab Tier.
A character may have been exceptionally powerful, and skilled, (or inexprience and enteirly ungifted) in their reality...but this is somewhere different; this is outside of reality. Rules, understanding and control aren't the same for a character here. All who enter begin at the same level -- even a powerful deity will struggle.

Tier can be increased if a player decides to do this. This is done through use of Oddments -- special Keys.

When a character raises their Tier, they have more points for Quirks as well as a higher maximum amount of Quirks allowed. The higher Tier, the more space for activating Oddments (items and objects used to give bonuses to various stats (Traits, Mysticism, and DR).

Verdant is currently the highest a player character can reach. This may change in the future.

QUIRKS

Quirks are the positive, negative, and important pieces of any character. Quirks can be physical, mental, or anything inbetween which strongly represents the character.

Bonuses to Traits, Aspects, or Mysticism and in some cases other effects (such as a Mechanically Reliant character experiencing difficulty recovering Sos, or Flight Capable character's ability to fly).

Characters begin with a maximul of 5 Quirks. Every Quirk costs a point amount -- some negative, others positive. Six points are given for Quirks. Points may be increased and added through

TIER	QUIRKS	POINTS
Pale	5	5
Drab	5	6
Umber	6	8
Gold	7	9
Crimson	8	11
Verdant	9	13
Ebon	10	16

SAGAS

The start of a character's story can have profound effects on how it plays out. How did they find their way into unreality? Whether lost, forced, or guided into this place, every character found their way here.

Saga tells the tale of why and how a character is in *The Space Betweeen*. Chosen when creating a character, Saga determins Aspect bonuses which help

Character's choose one Saga. Saga represents a character's past -- what is already certain and decided. This cannot be altered later on.

ASPECTS

In every character, there are four Aspects used to describe natural competance and innate capabilities. Aspects are best considered predispositions. During one's life, Aspects don't often change.

The four Aspects are *Ferocity, Shadows, Sight & Aura*. All four are all equally important, influencing a character's strengths and weaknesses and how they are able to approach challenges.

Aspects help determin difficulty when rolling for almost any action -- making it easier or harder to perform actions in normal actions rolled.

When rolling against other characters, Aspects help determin chance of success by comparing bonuses. A higher aspect bonus means another character may find it harder to succeed performing a roll against your character. A very low, even negative, aspect bonus can make success against you particularly easy.

ASPECT SCORE

Characters are able to alter their Aspect score through the Saga & Quirks they choose. Aspect may be as low as -3 and high as +3.

FEROCITY

Ferocity is tenacity, stamina and physical force used to confront, overpower and control. Those with high Ferocity have more bodily control -- hitting harder and more accurately.

SHADOWS

Shadows is deception, misdirection and the chance of uncertainty. Those with high Shadows control the perception of others -- obscuring intentions, testing fate and remaining stealthy even when others are looking.

SIGHT

Sight guides reactions to outside influences -- analyzing details, reacting with information & instinct. Those with high Sight absorbe and remember, reacting accurately and quickly.

AURA

Aura is influence through authentic presence -- opening doors through negotiation, charisma and coersion. Those with high Aura impact the thoughts of others and stand out from the crowd.

KITHS

Within The Space Between, the only certainty of survival comes with the aid of others. Pledging loyalty to one of the four major groups, Kiths, means sharing in a collective strength backed by the pact you've made. Making this pact is the easiest way to keep from fading away into nothingness, though it isn't free.

Any character may join any Kith. Upon joining a Kith, a Pact is formed. This Pact is made through giving something important to the character up (a name, a memory, a skill, a part of the caracter that cannot be replaced). Anything given goes to the Kith's Archaeon -- the sole leader -- and can never be returned.

THE HIVE

Archaeon: Nana Bosa, Queen of Worms

A loose collection of mostly Outsider, untamed, wild, and with little formal structure or intest in games between other Kiths, The Hive cares only for personal strength. While willing members are mostly Outsiders, it's commonplace to force (or trick) another into a pact -- binding them to the Kith and whoever originally dragged them in.

THE COVENANT

Archaeon: Quell the Vessel

Loyalty and order, ritual and absolute devotion, The Covenant seeks those who would serve it -- offering an immense strength and the backing of all within it. Loyalty is expected -- with many of the Kith's goals shrouded from only the upper echelons -- and punished when broken. Those who adhere to the rules are welcomed to the fold and granted allies and aid, hidden knowledge and strength.

THE VEIL

Archaeon: Mother Metis

Dredged in games of power and artful deceite that comes with them, The Veil offers opulence and hedonistic luxury but at a cost. With a strict caste system founded on the higher stepping on and using those below, it's a desperate climb upwards or being pushed down into shackles.

THE SEEMING

Archaeon: Professor Effie Hurston

Youngest of the Kiths, The Seeming holds profound importance on skill, knowlege and pursuit of the invidiaul. Operating under a doctrine of self reliance without debt to others, any may join, though little aid is given to those seeking true aid. Those who can't pull their weight, are left to fall and fade away with little care.

TRAITS

While *Aspects* are a character's innate abilities, *Traits* represent learned skills and proficiencies. Each *Aspect* is linked to one of eight Traits. While *Aspects* effect the difficulty when attempting a roll, Traits directly effect the roll itself -- everything from discovering oddments, recovering lost SoS, performing hostile attacks against another character and attempting to steal from an NPC.

The eight traits are *Power, Somatics, Deception, Fate, Insight, Augury, Allure & Daunting*.

TRAIT SCORE

Every character has a chance of success for any action, but sometimes that chance is very slim. Traits begin with a default score of +0. Bonus Scores give a better chance of success at rolls, total damage done & recovered SoS.

Players gets 40 points are allotted towards trait bonuses. Every +1 cost exactly 1 point. Traits can be increased up to +10 with these points (this number may be pushed up to +14 with Quirks, Oddments and other bonuses aquired over roleplay).

If a character is highly perceptive, they may have a score of +9 Insight. If a character is exceptionally frail, they may only have a +3 Power. If a character is given no bonus score -- they will almost never

+6 IS CONSIDERED AVERAGE

Roughly half of rolls are successful with a +6 bonus score.

TRAIT BONUS SCORE	COMPETENCE
+3 or less	Inept
+4 to +5	Unskilled
+6	Average
+7 to +8	Above Average
+9 to +10	Proficient
+11	Skillful
+12 to +14	Exceptional

RAISING ASPECTS & TRAITS

After Creation, bonus scores will not be altered by base trait bonus changes, and there are no more direct upgrades to traits. Bonus Score can be increased (or decreased) through use of Oddments and taking Quirks.

ODDMENTS

Oddments are altered objects which have remained in this land of forgotten things long enough to warp in strange ways. Many become dangerous -- others twist into something potentially beneficial.

Oddments grant bonuses to Traits, or Mysticism (sometimes both); others provide protection in the form of DR in conflict.

The amount of Oddment a character can use at a time depends on their Tier.

Oddments fall under three types:

PERMANENT ODDMENTS

Once added to a character, these Oddments stay on until the player chooses to remoe them or requirements needed are no longer meant (an item for Umber or Lower being removed when a character becomes Gold tier).

TEMPORARY ODDMENTS

Timeframes exist for these Oddments, and once the limit is up they expire and vanish. Time limits are based upon being actively on-sim, with the HUD toggled to IC and the correct character.

CURATIVES

Consumed upon use, these Oddments do not take up any space and are usually used for SoS recovery or removing negative conditions. Some Curatives may have a wait time between using multiples in a row.

TIER	PERM ODDS	TEMP ODDS
Pale	0	1
Drab	1	1
Umber	1	2
Gold	2	2
Crimson	2	3
Verdant	3	3
Ebon	3	3

Full List of all avalible Oddments

TRAITS

Traits are your characters competance with most actions they take. Traits alter rolls -- but characters are also able to make flat trait rolls to perform various actions out of conflict, while roleplaying. While there isn't a set list of every single action that can be attempted, the most common are listed below and within the HUD.

POWER [PWR]

The force behind swing of a brawling blow, strength behind crushing kick, & weight of brute strength breaking through a barrier. **Power is the tenacity of substance.**

ACTIONS: kicking in a door, breaking chains, hurling a heavy rock, grappling another character, swinging a sword, climbing.
Uses: Ferocity
Difficulty vs Ferocity

DECEPTION [DEC]

Shrouding truth with uncertainty, misdirection with an unwavering lie, & stepping among darkness to remain unseen. **Deception is control of how others see things.**

ACTIONS: concealing an item amiss a crowd, feigning death, pretending to be another person, subterfuge, moving stealthily.
Uses: Shadows
Difficulty vs Aura

INSIGHT [INS]

Notice invaluble truths (and everything inbetween) with cunning eye for detail and skill judging knowledge accurately. **Insight is perception and analysis of knowlege.**

ACTIONS: finding hidden things, tracking a fleeing foe, noticing hidden details, recalling information & academics.
Uses: Sight
Difficulty vs Sight

ALLURE [ALU]

Twist the mind of another & borrow their heart; use enticement and charm to circumvent the trained defenses of others and get what's desired. **Allure is practiced charisma.**

ACTIONS: seduce or flirt, pumping others for information, haggling a price down, negoatiation & soft diplomacy.
Uses: Aura
Difficulty vs Aura

SOMATICS [SOM]

The accurate target of a difficult hit, flexible twist from danger, steady hand through painful blow, & ability to resist staggering strike. **Somatics is control of the physical self.**

ACTIONS: performing an intricate dance, balancing on unsteady ledge, accurately aiming, keeping steady despite exhaustion, survival.
Uses: Ferocity
Difficulty vs Sight

FATE [FTE]

Gamble against chance itself attempting unlikely actions, bluffs without information & attacks without accurate sight. **Fate is pure chance and destiny's hand on all.**

ACTIONS: leap without looking, aim a weapon while in darkness, guess the right path in a twsting maze, bluff without real knowlege.
Uses: Shadows
Difficulty vs Shadows

AUGURY [AUG]

React quickly and accurately -- forsight translated into reflex as a blow is dodged, object is grabbed before it hits, & escape from danger. **Augury is quick and accurate reaction.**

ACTIONS: fleeing an unwinnable fight, noticing danger, making a surprise attack, escaping a sprung trap, & the six-sense in everyone.
Uses: Sight
Difficulty vs Shadows

DAUNTING [DNT]

The burning presence inspiring others through leadership & dominating through the weapon of words and mindgames. **Daunting is control with force of will.**

ACTIONS: intimidation, interrogation or torture, bolstering moral, instilling terror, & implimenting pecking order with willpower.
Uses: Aura
Difficulty vs Ferocity

MYSTICISM

In *The Space Between*, any spiritual, occult, supernaturally powerful or othewise special ability a character has is considered a Mysticism. Depending on the character, this can mean something different , and players are encouraged to flavour roleplay and writing in unique ways.

Any ability a character can possibly posess falls beneath a type of Mysticism.

MYSTICISM SCORE

Unlike Traits or Aspects, bonus for Mysticism cannot be directly added. Mysticism bonus score is found by looking at the two Aspect types it is tied too. The two highest trait bonus scores are averaged to find a character's Mysticism bonus.

Determining which Trait Bonus is used:

Larkspur's Shadow Traits are **Fate** (+6) & **Deception** (+3)

If a Shadow Trait is used in any Mysticism, *the (+6) from Fate is used ever time because the bonus score is higher.*

Similar to Traits, actions which use a Mysticism all use Aspect to decide difficulty. Each Mysitlcm uses two separate Aspects to find the base score -- but only falls beneath one for difficulty determination.

INCARNUM [INC]

Alter Life, Death, and the Living Body.
ACTIONS: Necromancy/Death Magic. Healing and Restoration. Hemomancy/Blood Magic. Fleshcrafting.
Uses: SHADOWS
to do physical damage
Determined by Shadows + Ferocity
Difficulty vs Ferocity

ALTERATION [ALT]

Create, or Change the Natural World.
ACTIONS: Alchemy and Transmutation. Enchanting or Cursing. Golemancy. Reality Manipulation.
Uses: SHADOWS
to do mental damage
Determined by Shadows + Sight
Difficulty vs Sight

CONJURATION [CNJ]

Transpor, or Move Items, People, or Self.
ACTIONS: Binding and Restriction. Summoning. Banishment. Movement and Teleportation. Item Conjuration.
Uses: SIGHT
to do mental damage
Determined by Sight + Ferocity
Difficulty vs Ferocity

PHANTASM [PHA]

Reveal, or Concealing Information.
ACTIONS: Illusions or Glamours. Invisibility. Dunamancy. Divination or Foresight. Scrying and Runic Magic.
Uses: SIGHT
to do mental damage
Determined by Sight + Aura
Difficulty vs Aura

EVOCATION [EVO]

Use, or Manipulate Force via the Physical.
ACTIONS: Elemental Control. Arcana or Primal Spellcrafting. Adjudication. Wards and Suppression.
Uses: AURA
to do physical damage
Determined by Aura + Ferocity
Difficulty vs Ferocity

VISMANCY [VIS]

Maipulate the Spirit, Soul, or Mind.
ACTIONS: Charms. Compulsion/Mind Control. Corruption. Soul/Emotional Manipulation.
Uses: AURA
to do mental damage
Determined by Aura + Shadows
Difficulty vs Shadows

Any special, extremely powerful or supernatural ability falls under Mysticism.
There are few restrictions on specific character abilities.
The strength, effectiveness, and control using these abilities is restricted and should be rolled for.

ROLLING & CONFLICT

There isn't always certainy in success & what a character attempts will often has an element of chance to it. *Action Rolls* are rolls a character makes when the outcome of anything attempted during roleplay is unclear, risky or contested. Natural talents & trained skills are used in the form of *Aspects* & *Traits* to determin a character's chance of success.

Rolling is needed when attempting actions which don't have a guarante of success; taking a drink of water, picking up a ball or sitting down in a chair doesn't require an Action Roll. Likewise, actions so difficult they have absolutely no chance of success require no roll -- they simply can't happen. Rolling & Dice exist as a middleground.

THE BASICS OF ROLLING

PERFORMANCE CHECKS

Whenever a character needs to test the success or failure of an action, a performance check must be rolled. A character may be rolling against their PWR to lift a heavy object, or against their EVO to hit a target accurately with an attack.

For every performance check, 3d6 is rolled. If the result of the roll is less than or equal to the characater's trait bonus, *plus a base 3*, the action is successful!

UNOPPOSED ACTIONS

Actions a character attempts that aren't influenced by anyone else (another character, NPC or outside force). Examples of this include jumping over a wide chasm, recalling information, creating a work of art, deciphering a rotten manuscript, or performing a dance. Rolls are based only on a character's stats and nothing else!

OPPOSED ACTIONS

Actions which are against people, animals, other objects with force or the world itself. These other factors can effect the outcome of an action attemped. Examples of this include haggling for a lower price, breaking through a fortified door, & most forms of conflict. Increased or decreased difficulty to perform a roll can be a result of outside factors.

Opposed Actions include Hostile Actions & most Conflict Skills.

The easiest way to get a feeling for character's level of skill with a trait is to consider the odds for success when rolling.

If a character's trait is +10 then they must roll at or lower than (3+10 at 13 total) with a 3d6 to succeed doing an action. There is an 83.8% chance of rolling (3+10) 13 or lower with 3d6 -- so this character will roll successfully around 83.8% of the time!

The type of dice used are six sided dice ⚅ (*d6*) -- 3 rolled at onee (*3d6*). For every rolling action attempted, 3d6 are rolled.

There is no defensive or oppositing rolls: succes and all damage or recovery is decided by a single 3d6 roll.

Trait Bonus	Chance of Roll Success	Must roll at or LOWER THAN
+0	0.5%	3
+1	1.9%	4
+2	4.7%	5
+3	9.3%	6
+4	16.2%	7
+5	25.9%	8
+6	37.5%	9
+7	50%	10
+8	62.5%	11
+9	74.1%	12
+10	83.8%	13
+11	90.7%	14
+12	95.4%	15
+13	98.1%	16
+14	99.5%	17

**Rolls of 18 are always Critical Failure.
Rolls of 3 are always Critical Success.**

OPPOSED ACTION DIFFICULTY

Opposed Actions have a chance of success or failure. While most of this chance comes down to the spread of stats a character has and roll made, conflict skills each have an individual **Action Difficulty** automatically applied to the action.

When rolling for difficult tasks the roll will have a **Hinderance**. For instance, if a character is trying to stop a very heavy door from being forced closed this might be considered *Hard*. This lowers the number they need to roll to successfully complete the action.

For especially easy tasks, characters may receive an **Advantage** to rolls. A character trying to perform a dance they have practiced for years may consider the task Easy. Because of this, they might roll against Allure as an Easy action. This raises the number needed to roll for success.

> Alaire has +9 Power.
> Normally a roll of (9+3) 12 or lower succeeds.
>
> Attempting a Hard roll gives him a -2 to PWR.
> Now, a roll of (9+3) 12 - 2 for a total of 10 or lower succeeds.

> Larkspur has +0 Power.
> Normally a roll of (0+3) 3 or lower succeeds.
>
> Attempting an Easy roll gives him a +2 to PWR.
> Now, a roll of (0+3) 3 + 2 for a total of 5 or lower succeeds.

Trait Bonus	Trivial (+3)	Easy (+2)	Simple (+1)	Standard (0)	Trying (-1)	Hard (-2)	Arduous (-3)
+0	9.3%	4.7%	1.9%	0.5%	0.5%	0.5%	0.5%
+1	16.2%	9.3%	4.7%	1.9%	0.5%	0.5%	0.5%
+2	25.9%	16.2%	9.3%	4.7%	1.9%	0.5%	0.5%
+3	37.5%	25.9%	16.2%	9.3%	4.7%	1.9%	0.5%
+4	50%	37.5%	25.9%	16.2%	9.3%	4.7%	1.9%
+5	62.5%	50%	37.5%	25.9%	16.2%	9.3%	4.7%
+6	74.1%	62.5%	50%	37.5%	25.9%	16.2%	9.3%
+7	83.8%	74.1%	62.5%	50%	37.5%	25.9%	16.2%
+8	90.7%	83.8%	74.1%	62.5%	50%	37.5%	25.9%
+9	95.4%	90.7%	83.8%	74.1%	62.5%	50%	37.5%
+10	98.1%	95.4%	90.7%	83.8%	74.1%	62.5%	50%
+11	99.5%	98.1%	95.4%	90.7%	83.8%	74.1%	62.5%
+12	99.5%	99.5%	98.1%	95.4%	90.7%	83.8%	74.1%
+13	99.5%	99.5%	99.5%	98.1%	95.4%	90.7%	83.8%
+14	99.5%	99.5%	99.5%	99.5%	98.1%	95.4%	90.7%

Action Difficulty	Added Modifier
Trivial	+3
Easy	+2
Simple	+1
Standard	0
Trying	-1
Hard	-12
Arduous	-3

Actions can occasionally become more or less difficult than this, through use of specific conflict actions, conditions & modifiers based upon distance a roll is attempted.

ROLL SUCCESS = LOWER THAN 3 + TRAIT BONUS SCORE

The Lower you roll the better your action results and the better chance of success!. Rolls can never be lower than 3 or higher than 18.

> Muge has +6 Power.
> A roll of (6+3) 9 or less succeeds.

> Muge has +3 Power.
> A roll of (3+3) 6 or less succeeds.

> Larkspur has +0 Power.
> A roll of (0+3) 3 or less succeeds.

> Vere has a +14 Power.
> A roll of (14+3) 17 or less succeeds.

ASPECT MODIFIERS

Opposed Actions use Aspect to help determin difficulty. By comparing your Aspect Bonus against that of your Target, the base Difficulty can be found.

Aspects are used to find Difficulty both in and out of conflict. Any action targeting another player negatively takes their Aspect Bonus into account!

ROLLING AGAINST CHARACTERS

Aspect Bonus is used when performing an action against another player. Aspect Advantage or Disadvantage is determined by looking at aspect bonuses. The difference between bonus numbers tells how difficult or easy the performance action will be to successfully roll.

When another player character is defending against an opposed action, action difficulty is determined by comparing the aspect bonuses of both players. The difference between these two numbers determines how difficult the action is perform upon the other character.

Rolls can be done in a variety of ways and situation to flavor a story. If all players consent, abilities can be worked into a variety of unique ways — so long as all players consent to how a roll is being used. Like in any other part of RP, it's important that all players speak with one another before utilizing rolls in more unique ways (especially when in conflict).

Similarly, rolls may be done in freeform without targeting another player — removing difficulty which might otherwise be there if another player was targeted.

When rolling for difficult tasks the roll will have a **Hinderance**. For instance, if a character is trying to stop a very heavy door from being forced closed this might be considered *Hard*. This lowers the number they need to roll to successfully complete the action.

Alaire has +9 Power.
Normally a roll of (9+3) 12 or lower succeeds.

*Attempting a **Hard** roll gives him a -2 to PWR.*
*Now, a roll of (9+3) 12 - 2 for a total of **10 or lower succeeds**.*

For especially easy tasks, characters may receive an **Advantage** to rolls. A character trying to perform a dance they have practiced for years may consider the task Easy. Because of this, they might roll against Allure as an Easy action. This raises the number needed to roll for success.

Larkspur has +0 Power.
Normally a roll of (0+3) 3 or lower succeeds.

*Attempting an **Easy** roll gives him a +2 to PWR.*
*Now, a roll of (0+3) 3 + 2 for a total of **5 or lower succeeds**.*

FATIGUE POINTS

Fatigue Points or **FP** are points every character begins a conflict turn with. *FP* are spent to perform all significant actions — whether or not there is a roll. These points refresh at the start of a character's turn. How many action points spent is determined by the type of action.

At the start of every turn during a conflict encounter, each player begins with 5 Fatigue Points/FP. This means, a may use whatever combination of roll actions that equals a maximum of 5FP.

Actions have different FP costs.
Everything from attacking another character to movement has a specific cost attached.
More FP cannot be granted to a character in any way, but some Conditions aquired in conflict may limit use of FP.

MOVEMENT IN CONFLICT

Movement is a measure of a characters physically changing positions on the playing field during conflict. When moving during conflict, fatigue points (FP) are spent on movement. As a baseline, movement cost 1FP per 5 meters of movement.

Movement is measured by distance in meters whether walking, flying, climbing, falling, crawling. How a character moves does not effect the cost to move.

Movement can be increased (or decreased) by taking Character Quirks related to size or speed. Others alter movement by granting flight or climbing.

| Quick Footed | 3 | Move 1 meter more than your size normally allows (cannot exceed 1FP/8 meters) |
| Size: Tiny | -6 | Movement during conflict 1FP/73Meters. PWR -1 |

| Arboreal | 1 | Gain the ability to climb and cling to walls vertically -- movement speed remains the same. |
| Flight-Capable | 1 | Gain the ability to fly -- up to 15 meters upward while in conflict -- movement speed remains the same. |

CONFLICT INITIATION

Initiative is the mechanic which determine turn order for conflict encounters. Most of the time, players will all agree Conflict is going to happen OOC and through their HUD. All players will then make an Initiative roll.

Once all players have rolled, the order is determined with the highest rolls going first; ties will be determined using the Augury trait modifier.

Iniative Check mid posting would look as follows:

Character	Turn Order Before Rolling	Initiation Roll Result	Turn Order After Rolling
Alaire	First	18	Fourth
Larkspur	Second	15	Third
Seam	Third	8	Second
Muge	Fourth	3	First

Turn order determined through Initiative Checks persists for the remainder of conflict and roleplay -- overriding any previous posting order.

While any player at any time can begin an Iniatitve Check, all players must agree and roll for conflict to begin. Conflict is never manditory.

ATTACKS OF OPPERTUNITY

Occasionally, turn order is disrupted at the very start of conflict because of roleplay actions which might have started the conflict encounter in the first place! A character might try to attack another character unprovoked, be covertly hunting someone, draw their weapon and aim it at another player or other similar actions which would reasonably start conflict.

In these cases, an **Attack of Oppertunity** is taken by the player beginning the Initiative check. The character starting conflict will be moved ot the top of the Initiative order -- they go first regardless of rolling.

If Alaire chose to begin conflict with an *Attack of Opportunity*, Iniaitive Check would look as follows:

Character	Turn Order Before Rolling	Initiation Roll Result	Turn Order After Rolling
Alaire	First	18	First
Larkspur	Second	15	Fourth
Seam	Third	8	Third
Muge	Fourth	3	Second

Actions attempted during an Attack of Oppertunity **cannot total more than 3FP** and must begin within **25 meters of the targeted character.**

RANGE & DIFFICULTY

Range while in conflict is how far from a targeted player the action is being performed. Each type of *Hostile Action* excels at a certain distance from the target — and distances which are non-optimal! *Range* effects *Performance Rolls*.

Action Rolls attempted at 50+ meters have a -999 modifier attached to them and can only ever succeed upon a Crit Success. Rolls may not be attempted if over 100 meters from the target.

Range Difficulty	Added Modifier
Ideal	+2
Adept	+1
Unbothered	0
Disadvantaged	-2
Futile	-5
Impossible	-14

Roll Type	Close (0-5m)	(0-5m)	(10.5-15m)	(15.1-20m)	(20.1-25m)	(25.1-50m)
PWR	Ideal	0	0	0	Futile	Impossible
SOM	0	0	0	Adept	0	Impossible
EVO	0	Adept	Adept	0	0	Impossible
VIS	Adept	Adept	0	0	Futile	Impossible
ALT	0	0	Adept	Adept	0	Impossible
INC	Adept	Adept	0	0	0	Impossible
PHA	Disadv	0	0	Ideal	0	Impossible
CNJ	0	Adept	Adept	0	0	Impossible

MOVEMENT CONTROL

A player's position from others can be very important in success, failure and how much SoS damage is done. Because of this, movement control and restrictions can alter how an encounter plays out.

Some Conflict Actions force characters to move against their will or restrict how far they are can to move with penalty of damage.

| Cursed Aura [ALT] | 3FP | Surround yourself with an Aura -- pushing all other PC's back by 10 meters. Any PC who ends their turn within 10 meters of you for the next 3 turns, will take 10 points of Piercing Damage. |

The movement restricting action, *Grapple*, require specific circumstances to be met for the effect to end:

| Grapple [PWR] | 3FP | Hold down, restrain or physically restrict Target. If successful, target may not move further than 5 meters and all hostile attacks are hindered. To maintain Grapple 2FP/turn must be spent. |

Grapple ends immediately when:
Targeted character makes a successful Struggle roll on their turn.
2FP is not spent to maintain the Grapple effect.
Either party is forced to move more than possible by another skill or effect.

TYPES OF CONFLICT ACTIONS

While a player may choose to roll against another character at any time, after an Iniative Check is agreed upon and rolle dor, Action Rolls behave in uniqe way when acting against another character. When in conflict, there are three types of Action Rolls. These types are organized upon their effect on other characters, and are affected by Action Difficulty differently.

UNOPPOSED ACTIONS

UTILITY ACTIONS

Utility Actions are technical actions within the HUD which influence *SoS* Recovery or have very specific requirements to use. These are not rolled against another character -- only utilizing your own trait bonus to perform.

Examples of Utility Actions include:

Sustain [FTE]	4FP	Recover 10 SoS plus additional roll under	
Archaeon's Blessing	3FP	Remove one Blight or Condition	

Utility Actions can target your character or another player's character.

OPPOSED ACTIONS

UNIVERSAL ACTIONS

Universal Actions are direct actions against other characters which may change the outcome in a roleplay's (and conflict's) narrative. While these rolls may have an influence while in conflict by giving positive or negative conditions and effects to characters, but they cannot directly decrease or

Examples of Universal Actions include:

Dodge [AUG]	3FP	Increase the Action Difficulty for other players attacking you on their next roll by +1
Feign [DEC]	2FP	Grant self Condition: Nimble, incresing Movement by 1 size (1FP/meter), for 1 turn.

HOSTILE ACTIONS

Hostile Actions have a direct impact on the *SoS* of other characters -- influcing damage and reducing health. Hostile Actions can only be attempted when in conflict -- after an Initative Check is done.

Aspects in Opposed Action Rolls
When rolling against another character, Aspects are added -- increasing or decreasing the roll under threshold.

Opposed Action Difficulty Example:

> Muge attempts the hostile actionFury.
> Fury uses PWR and is Standard Difficulty.
> Muge has **(-1) Ferocity** and **(+6) PWR.**
>
> Rolling against Larkspur with **(-2) Ferocity**
> Muge has +1 more Ferocity than Larkspur.
> (3 +6) 9 +1 from aspect difference = **10 or lower must be rolled**
>
> Rolling against Alaire with **(+2) Ferocity**
> Muge has 3 less Ferocity than Alaire
> (3 +6) 9 -3 from aspect difference = **6 or lower must be rolled**

Examples of Hostile Actions include:

Fury [PWR]	4FP	Increase the Action Difficulty for other players attacking you on their next roll by +1
Facade [PHA]	3 FP	Grant self Condition: Nimble, incresing Movement by 1 size (1FP/meter), for 1 turn.

Each Mysticism has 1 base hostile action plus 4 unique actions. Power & Somatics have 1 base hostile action plus 2 unique actions.

GROUP FIGHTS

Teaming up with other characters to fight alongside them is encouraged, with many conflict actions benefiting or aiding others. Who sides with who is based upon the actions taken and roleplay itself. There are no formal teams and players may chance alliances at any time in conflict.

When fighting with allies, once all other parties have 0 SoS you may end conflict through a Vote. This will end conflict.

CHALLENGE RATING [CR]

Every attempted *Opposed Action* in conflict has a **Challenge Rating** or **CR**. This is how easy or difficult in total it is to succeed an action. CR takes the base difficulty of an action, Aspect differences between characters, Range modifiers and any other modifiers aquired through roleplaying or conflict to show how hard an action will be.

CR is automatically determined the HUD, taking multiple factors into account -- Action Difficulty, Aspect Bonus, Distance from Target & any other conditions a character may have.

CR = Action Difficulty + Aspect Difference + Range Modifier
Trait Bonus Score + CR = **Target number to roll below**

A higher CR means the amount of additional SoS damage possible is less. When a character rolls lower than their target number, in the case of many hostile actions, the amount rolled below is converted into SoS damage.

There is no defensive rolling, so Aspect scores can play an important part in failure or success of all actions, and how much SoS damage or recovery is possible.

CR Example within rolling:

> Alaire has a +9 PWR
> (3 +9) **12 or less normally succeeds**
> 12 + CR = Opposed Action roll goal
>
> *Action Difficulty* : Vigor has a Trying Difficulty **(-1)**
> *Aspect Difference* : Vigor is an EVO skill. It uses Aura and is against Ferocity.
> Alaire has +1 Aura vs Larkspur with -2 Ferocity totalling **(+1)**
> *Range* : Alaire attempts this action at an Ideal Range **(+2)**
>
> CR for this action is: (-1) + (1) + (2) = **+2**
> **12 + 2 = 14 or less rolled with succeed**

CR is calculated automatically through the HUD for all rolls!

SENSE OF SELF

Sense of Self or *SoS* represents a characters wellbeing — physically and mentally. In conflict, SoS can be understood as a 'life' marker. Loss of SoS can mean different things depending on the character or roleplay situation and SoS reaching 0 does not mean character death.

Every Character, regardless of type, tier, items equipped or trait can have a maximum of 30 SoS. Recovery cannot put you over this amount and no items or abilities will grant you additional SoS.

DAMAGE IN CONFLICT

Most Hostile Actions have base damage. If successfully performed, this number is subtracted from the target's SoS. Additional damage can also be done to the target by rolling lower than the target number. The lower than this target a character rolls, the more SoS damage is done.

Total SoS Damage is calculated by taking:
Base Damage + amount lower than target number

> Muge has a +8 EVO
> (3 +8) 11 or less normally succeeds
> The Evocation skill Entropy does base 6 SoS damage.
> Muge must roll 11 or lower to do the base 6 damage.
>
> If Muge rolls 11, he will do 6 SoS damage to the target
> If Muge rolls a 5 he will do 6+(11-5) 6 =12 SoS damage to the target
> If Muge rolls a 12, the action is unsuccessful. No damage is done and FP is used up.

ENDING CONFLICT

WIN OR LOSS

The easiest way to end conflict is by winning or losing. When only one character is remaining with any SoS points, the HUD will automatically end conflict for all characters

MUTUAL AGREEMENT

Conflict can end at any time if all parties agree. A vote can be triggered with the HUD by anyone engaged in conflict when it is there turn. If more than 50% of players agree, conflict ends immediately.

SURRENDER

On their turn, a player may choose to Surrender. This removes their character immediately from conflict. Surrender means retaining all negative conditions, as well as allowing other parties to Loot from you if they choose to.

FLEEING

Escape can be done only if the following conditions are met by a character: It's their turn. They are at a minim of 50 meters from any opponent. They have taken 0 SoS damage in at least two of their turns.

DAMAGE REDUCTION

Damage Reduction or **DR** represents a characters ability to avoid taking SoS damage. For each point of DR, damage is reduced by one SoS point.

DR is +0 by default. This number can be increased up to +3 through equipping Oddments outside of conflict. DR may be increased up to +3. This number can only ever be positive.

While DR reduces all SoS damage, characters may also have DR(**Resistance**) or **DR(RES)** and DR(**Willpower**) or **DR(WILL)**. These scores reduce only specific kinds of SoS damage.

Like normal Damage Reduction (DR), Resistance & Willpower can be increased up to +3. This number is added onto normal DR

Like normal Damage Reduction (DR), Resistance & Willpower can increased up to +3. This number is added onto normal DR. *When taking SoS damage, this looks like this:*

> Muge attacks Alaire with the EVO skill Entropy.
> rolls 5, doing 12 SoS damage.
> Alaire has 2DR 3(WILL)1(RES)
> Evocation does PHYSICAL damage
> DR + (RES) added together for total damage negated in this case 2 + 1.
> Alaire takes 9 SoS damage from Muge's attack.

PIERCING DAMAGE

Piercing Damage is damage which ignores DR , (RES) and (WILL). While not possible to do this damage normally, certain Actions and Conditions which can be attemped while in conflict have the chance of inflicting Piercing Damage.

Special Conditions, such as Blights, may even persist after the conclusion of conflict -- inflicting damage over time in the form of Piercing Damage.

DAMAGE RECOVERY

The only way to recover SoS while in conflict is through use of Utility Actions -- both your characters or another target.

Most Utility Actions, such as Sustain, have limits to how many times they can be attempted. The amount of times Utility Actions can be attempted carries over from out of conflict as well as previous conflict sessions.

RECOVERY BURDEN

Characters begin conflict with **Condition: Recovery Burden**. This means, all SoS recovery is at 50% normal effectiveness (rounded down). This effects all types of SoS recovery.

Every character with over 25% SoS (8 points) will have *Recovery Burden*. Once characters SoS is lowered past 25%, SoS Recovery Burden falls off. **Recovery Burden effects the character attempting a skill not the target being acted upon.**

DR
Damage Reduction (DR) reduces all incoming damage.

DR(RESISTANCE)
(Resistance) or *(RES)* reduces *Physical* SoS damage.

DR(WILLPOWER)
(Willpower) or *(WILL)* reduces *Mental* SoS damage.

PHYSICAL DAMAGE
Physical Damage includes *Power* & *Somatics* as well as actions which use mysticism *Evocation* & *Conjuration*.

MENTAL DAMAGE
Mental Damage includes actions which use mysticism *Phantasm*, *Alteration*, *Incarnum* & *Vismancy*.

CONFLICT CONDITIONS

Conditions are positive or negative effects a character may obtain through conflict. These effects range in what they affect, how long they last and how they're obtained or removed. Many Hostile and Universal Actions grant Conditions.

These statues can alter everything from character movement and restrictions, to how much FP can be used in a turn.

While most Conditions end on the conclusion of conflict, a few (such as Intangible, or any Blight) sustain afterwards until either they are removed with a Utility Action, or Oddment -- or until certain circumstances are met.

Full List of all Conditions

CONFLICT TERM GLOSSARY

To be added...