

# QUICK START RULES

Get together a group of two to six people with some dice, paper, and pencils (or digital equivalents).

One person is the **Game Master (GM)**, who runs all of the **non-player characters (NPCs)**, describes the environment, and sets the Difficulty for various **Tasks**.

Each other person plays one **character**. This character is an Arbiter of the **Order of Fasann**, sworn to uphold the **Tenets of Honor** and to make Sasara a better and more Honorable place.

First, come up with a **game concept** (on the dangerous road; protect the Enclave at all costs; remove the corrupt Lord from power; wipe out the adabhuta).

Then, each player makes a character that aligns with the game concept.

## 1. Come up with a **character concept**

2. Select two **Oathsworn** Tenets of Honor and choose one of the two available **Tenet Maneuvers** that the Tenet offers

### a. Commitment:

- i. When you fail to complete a Task on your first roll, all subsequent rolls against the same Task receive +1AD.
- ii. When you sustain an Injury, you can spend HD to reduce its Severity by one for each HD spent.

### b. Compassion:

- i. Each HD spent counts as an automatic success when rolling to make someone Compassionate, pacified, or merciful.
- ii. Each HD spent counts as an automatic success when rolling to remove another's Injury or Consequence.

### c. Purity:

- i. Each HD spent counts as an automatic success when rolling against an Enemy performing a Task that is Dishonorable, such as lying or sneaking, but not attacking or defending.
- ii. You are immune to sickness, and allies in your presence receive +1AD to resist sickness.

### d. Righteousness:

- i. Each HD spent counts as an automatic success when rolling to act Righteously.
- ii. You are immune to fear, and allies in your presence gain +1AD to resist fear.

### e. Understanding:

- i. Each HD spent counts as an automatic success when rolling to learn, understand, empathize, or deduce.
- ii. Spend an HD to know the Difficulty, Severity, and Threshold of a Task or Enemy.

3. Rank your **Skills** (Awareness, Coordination, Influence, Knowledge, Logic, Might, Resistance, Stealth) in one of four ways:

a. 1 Exemplary, 1 Good, 5 Average, 1 Poor

b. 0 Exemplary, 2 Good, 6 Average, 0 Poor

c. 1 Exemplary, 2 Good, 3 Average, 2 Poor

d. 1 Exemplary, 3 Good, 1 Average, 3 Poor

i. Exemplary succeed on 3–6

ii. Good succeed on 4–6

iii. Average succeed on 5–6

iv. Poor succeed on 6

4. Write one **Talent**, a self-defined ability that gives a +1D (one die) bonus to any relevant roll. (e.g., *Tracker* would give +1D while tracking, while *Deadeye* would give +1D while shooting ranged weapons.)

5. Characters **Advance** when they have observed each of the five Tenets twice. Characters can't Advance if any of their Tenets are **Stained**. Advancement grants:

a. Increase one Skill's rank (e.g., Poor to Average)

b. Gain or improve one Talent

# GAMEPLAY

All difficult actions are called **Tasks**. Tasks have a **Difficulty** of 1 to 5. Multiple **Tasks** make up a **Scene**. Players only ever roll; the GM *never* rolls.

Players roll a relevant **Skill** (Awareness, Coordination, Influence, Knowledge, Logic, Might, Resistance, Stealth) to overcome a Task. Rolls get 1D for free. Characters can add **Honor Dice (HD)** to their roll if they so choose. Once HD are spent, they are gone forever, and new HD must be earned. They can also gain **Advantage Dice (AD)** if they are in advantageous situations or have the proper equipment.

A Task can either be a **Short Task**, which must be completed in one roll (e.g., jumping over a pit), or a **Long Task**, which can be completed over multiple rolls (e.g., climbing a wall). A Long Task's Difficulty is reduced by the number of successes a player rolls. For example: Ekram rolls 3 successes against a Difficulty 5 Task, making it a Difficulty 2 Task.

If a player rolls fewer successes than a Short Task's Difficulty, the character receives a **Consequence** or **Injury**. Consequences and Injuries are based off of the Task's **Severity** (which defaults to its Difficulty, but can vary as the GM desires).

If a player ever rolls zero successes, their character suffers a Consequence or Injury equal to the Task's Severity.

Consequences and Injuries can temporarily or permanently degrade a character's Skill (e.g., Good to Average), increase all or certain Tasks' Difficulty (e.g., physical Tasks receive +1 Difficulty), force a new Skill roll (e.g., roll Might), cause HD loss, or produce some other negative condition or effect (sick, crippled).

A Consequence can affect the character, the party, or the Task itself. A bad Consequence might be *the bridge collapses*; another might be *you trigger an avalanche*.

Injuries directly affect the character and last for a number of weeks equal to the Injury's Severity. A character might sustain an Injury 3, degrading her Might Skill by one step for the three weeks after the Injury is treated. If you gain a combined Injury 5 or greater, you are **defeated** and can potentially **die**.

Consequences can generate new Tasks that must be overcome through the use of Skill rolls.

Injuries take time and healing. A Knowledge (for surgery, treating sickness) or Resistance (for toughing through it) roll can expedite this process.

Especially difficult Long Tasks can have a **Threshold**. Threshold is the amount of successes necessary to start removing the Task's Difficulty (e.g., a Task with Threshold 2 would require 3 successes to lower the Difficulty by 1).

**Enemies** function just like Tasks, with a Difficulty, Severity, and a Threshold. When an Enemy attacks, the character rolls a relevant Skill to **defend** (usually Might for blocking, Resistance for resisting poison or mental attacks, and Coordination or Awareness for dodging attacks).

Characters must roll successes equal to the enemy's attack Severity in order to successfully defend. Rolling fewer successes causes the character to gain Injury equal to the **difference** between the successes and the attack's Severity (2 successes against a Severity 4 attack would cause Injury 2).

If a character rolls no successes while defending, she suffers an Injury **and** a Consequence.

A Scene can have a combined **Scene Difficulty**, which combines all of the Scene's Tasks and Enemies together into one easily trackable total.

## HONOR AND HONOR DICE

HD are earned by acting in alignment with one or more of the Tenets of Honor. HD are gained at the end of a Scene.

HD are lost by violating one or more of the Tenets of Honor. HD lost due to violations are marked off immediately. Also, violating a Tenet forfeits all HD earned during the Scene.

HD earned or lost are doubled for that character's Oathsworn Tenets (e.g., 4 HD earned instead of 2).

The Tenets of Honor are Compassion, Commitment, Purity, Righteousness, and Understanding.

A character can have a **Stain** upon one or more Tenets. Stained Tenets no longer gain or lose HD due to a character's Honorable or Dishonorable actions. Violating a Tenet three times Stains it. A Stain can be removed through a long-term quest of **Redemption**.

A character can make an **Act of Sacrifice** or **Forsake a Tenet** in order to automatically overcome a Task or Scene. A Sacrifice requires a Consequence or Injury (by default, equal to the Scene or Task Difficulty). Forsaking a Tenet Stains the Tenet, and all the character's HD are lost when the Scene ends.

