



Phase Six

Free online pen and paper rpg

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Introduction

Welcome to *Phase Six*!

Phase Six and *Realms of Tirakan* are complete role-playing games. These rules and all associated materials are sufficient to play adventures in the world of Tirakan, as well as many other worlds. You can use these rules freely, and adventure with friends in any of the *Phase Six* worlds. Or you can create your own world based on the epochs available in this system.

The name *Phase Six* stands for the rulebook itself. More information on available worlds and expansions can be found later in this chapter.

This system is available as a PDF and can be played completely without electronic aids. However, the focus of the system in our modern times is to be played over an internet platform such as Discord, Teamspeak or similar. The associated platform <https://phasesix.org> offers all kinds of tools for managing characters and campaigns. In addition, dice can be rolled here, and dice results can optionally be passed on to a Discord chat.

What is a role-playing game?

To be precise, we are talking about pen and paper role-playing games, not computer games. Traditionally, a role-playing game is played with 2-4 *players* and a *game master* at a table, whereby the board is replaced by character sheets and dice as opposed to a board game.

The role-playing game always tells a story that is carried and spun on by all the players. The players create characters for a role-playing round, i.e. fictitious figures, which are recorded on character sheets. The character sheet contains the description of the character,

his or her origins, interests and abilities. The latter are recorded in numerical values, because action in the role-playing game requires so-called *tests* or *rolls*, which determine the outcome of an action.

Tom has decided to join a role-playing group with Julia, the game leader. Julia has chosen for her round that there will be an adventure on Earth in the year 1982. Since the story is supposed to be in the style of a retro-science fiction mystery, Julia has chosen the epoch "The Cold War and the 80s" as well as the "Horror Extension".

So Tom decides to create Jamie, a journalist with high school diplomas, as the character. He chooses the character templates "Journalist" and "High School", and uses these to complete his character. On the character sheet he can now see the characteristics of his character.

Due to the chosen background, Jamie has particularly high initial values in skills such as *Investigation*, *Communication* and *Politics*. However, in *Shooting* or *Acrobatics* his skills are rudimentary at best.

For more information on creating a character, see the chapters [Create a character](#) and [Rolls and Checks](#).

While the players each create a character for the game, the game master prepares a story. This is often called an *adventure* or *plot*. This story is not, as in a novel, written out to the last detail. Instead, it is a rough script consisting of a possible course of events, the description of places, as well as so-called non-player characters (also NPC).

Once the game starts, everyone acts in the role of their characters. The game leader describes situations with words, maps or drawings. The players speak for their characters in the first person ("I'm taking a picture of the house at the edge of the forest."). If the characters' actions have an uncertain outcome, checks are used and dice are rolled.

After the preparations have been completed, the group around game leader Julia meets on a Discord server to transmit video and voice there. They choose [Owlbear Rodeo](#) as the platform for a virtual game table to represent their characters there as figures with markers.

Then they finally start, and Julia describes the first scene.

Julia: "It is the 2nd of January 1982. You are in a pub in the tranquil town of Lindfield in the south of England. It is now late in the evening, and outside the door the light drizzle has caused the blanket of snow from the last few days to be covered in a thin layer of ice. It's going to be cold tonight, and slippery. The pub is well filled, and you hear Tainted Love from a jukebox as you wait for another pint. With a creak, the front door opens and a cloud of fine rain enters the pub. Immediately followed by a figure in a far too small plastic yellow rain jacket."

So this is the prelude, and Tom decides that Jamie would like to have a look at the newcomer. He announces the actions for Jamie:

Tom: "I'm going to have a very close look at the stranger, I've already noticed this ill-fitting jacket."

Julia: "You notice that wet, black hair is falling from under the hood into the face of an old man. Why don't you throw *perception* once to see more?"

So it is about a cooperative development of the story through the actions of the characters. The game leader has a plan of how the story could develop, which characters could appear and what their motivations actually are. Something is happening around the players' characters, and they are drawn into this action.

Where this story leads is uncertain. It may be that something bad is prevented, or that a secret is uncovered. The game leader has a rough plan, but the players mainly determine the progress.

Design note: It's all about storytelling

If you think of computer role-playing games, the strategic development of the character is the most import-

ant point. He must be able to survive future battles and have the best possible stats for possible challenges.

In pen and paper role-playing games, it is about the progress of the story, about shared experiences and memories. The best possible focus on "strong" characteristics (so-called *power gaming*) should not be in the foreground here. Because the story is always carried forward together, there are very flexible solutions for all challenges.

A word about power gaming: The Phase Six rulebook deliberately does not prevent the possibility of pushing a relevant value (e.g. *shooting*) to astronomical heights. There should be agreement in the game group on what style of play one wants to have. The rules deliberately allow such constructions in order to leave every freedom in the creation of characters and adventures.

Likewise, the old role-playing rule comes into play here that the word of the game master always weighs more than the rules. Of course, it should be the normal case that the rules are applied as written, because it is also about a framework for the players to rely on. However, if there is an unclear rule situation, the announcement of the game master decides.

Combat in the role-playing game

Even if the focus in pen and paper role-playing is less on confrontation with fists or weapons, combat still plays an important role. Not every situation can be resolved without the use of weapons. A fight can quickly break out or the characters plan to rob a bank.

Combat in role-playing is treated differently from free play. Time runs out in rounds, and you visualise the situation on a map on the (possibly virtual) table. Players act one after the other, the game leader controls her NPCs. Wounds indicate how well the characters are still doing. You can find more details on the course of the battle in the chapter [Combat](#).

In the game, both should be balanced. There may also be adventures that consist of only one battle, but Phase Six is not a realistic battle simulation. Here, the aim is to carry out a conflict in the most entertaining, cinematic and yet exciting way possible.

When fighting in the *Phase Six* system, however, the following things should always be followed due to the special features (reactions, stealing actions, etc.):

- Always use a map. A basic map of the situation ensures that there are no misunderstandings in positioning, no matter how short the fight is. A map can be a pre-made, elaborate map, but also a quickly drawn floor plan. When playing over the internet, solutions such as [Roll20](#), [Owlbear Rodeo](#) or [FoundryVTT](#) are useful.

- Always use a scale. Characters have different movement ranges, and for some of them it is also their strength that they can move particularly far. These characters and opponents will have their strength taken away without a scale.
- Use an initiative tracker. Initiative determines the order of participants in combat. Initiative tracker means that this order is written down for all to see. In Phase Six, it is important for the players to know when it is their turn again (because then, among other things, their own suspended actions are lost).

Characteristics of Phase Six

Phase Six has different approaches to other role-playing systems in some areas. In part, these were designed to achieve flexibility in the possible scenarios. Also, the system puts a lot of focus on being playable as quickly as possible, and being able to perform heroic actions in combat, for example.

Normal six-sided dice are used for rolls and checks. Dice are rolled in the number of the respective value. Each die that shows a 5 or higher after the roll represents a success. Usually, a single success is sufficient for a roll to be considered a pass.

Character templates

Characters are not created or enhanced in Phase Six by allocating points to skills, attributes or other stats. Instead, *character templates* are used, each representing a small stage in the character's life.

Character templates are divided into *occupation*, *education*, *character*, *talent* and *environment*. While the templates in the first two categories carry many traits (A paramedic gets conscientiousness, first aid and medicine skills), a template from the talent section can be, for example, "Good Speaker", which brings points to *Communication*.

Character templates are bought for *reputation*, which are the experience points that characters receive for completing adventures.

Special possibilities in combat

The combat is kept in such a way that the action is as impressive as possible, but the mechanics go off easily.

The usual order of participants in role-playing games is also found here, but the whole process is a little more dynamic. *Reactions* are built into the combat system, each action can be saved until the next round of combat and used as a reaction.

In addition, it is possible to spontaneously create your own actions in combat by spending *bonus die*, which characters can receive through templates, or even steal

actions from opponents through *destiny die*. Although destiny dice are very rare, it may be possible to steal the enemy's fatal blow and turn it into one's own action.

This may sound somewhat unrealistic, but it makes for a very dynamic course of the battle and can often lead to cinematic scenes that even the game master cannot foresee.

Weapons are designed to be upgradeable in Phase Six. There is a list of weapon modifications, which of course make sense primarily for modern weapons. Different ammunition is also represented as a weapon modification. For example, the horror expansion comes with silver ammunition, which works well against werewolves. Due to the modular structure, this can be used both in the Middle Ages for bows and in the modern era for an assault rifle.

You can find more information about the combat rules and weapon modifications in the chapter [Combat](#).

Epochs and extensions

Phase Six is designed to be as flexible as possible. It can be used for many scenarios, whether fantasy, science fiction, horror or stories in the "real" world.

It offers a basic set of ready-made weapons, character templates, items and armour, which are divided into earthly epochs. In addition, it is of course possible for a game group to create and use its own content.

To ensure that every scenario is possible, Phase Six distinguishes between three types of extensions.

The basic rules

Some elements are always and everywhere valid. They apply regardless of which epoch or extension is chosen. Many character templates such as "Conscientious", "Gun nut", "Tattletale", but also weapons and items are always available regardless of epoch or extension.

Epochs

Epochs are earthly time periods that are the template for all scenarios (including fantasy). They provide a technological level for weapons and items and determine what is available to players. Earthly history is divided into 7 epochs.

- Classical Antiquity - 800 BC-600 AD.
- Medieval Ages, Vikings and Crusades - 500-1500
- Victorian Age and the Wild West - 1700-1900
- Imperialism and World Wars - 1900-1950
- Cold War and the 80s - 1950-1990
- Modern Times - 2000 and beyond
- Science Fiction - a distant future

The content of the epochs is based on the earthly technology of the time. An adventure always takes place in one of the epochs.

In addition, the contents of the epochs are kept as free as possible from specifically earthly elements so that they can also be used in a fantasy world of their own. Of course, the Modern Era, for example, has well-known modern weapons, and the two-handed sword is also an earthly invention. However, it is kept as generic as possible so that it also fits into a scenario that is not set on Earth.

Extensions

In addition to the epochs, certain extensions can be chosen to add magic or the workings of gods to an adventure, for example. These extensions can be chosen at will by the game master and are optional.

- Magic - adds the magic resource "Arcana" for the characters and brings spells and artefacts.
- Horror - defines rules for dealing with horror elements, stress and quirks.
- Pantheon - provides rules for interacting with gods: invocations, prayers and grace.

Worlds

By combining epochs and extensions, any scenario can be created. A Cthulhu story in the Wild West is just as possible as a magical world in the modern age. A classic

fantasy world of one's own could make use of the Middle Ages epoch and the "magic" extension.

Some existing worlds combine this combination of epochs and extensions, and also bring with them the description of an entire world. They are available as a whole and can be used directly.

Realms of Tirakan

The world of Tirakan is a complete fantasy world that can be played at any time in a 1000-year history. An elaborate story of humans, elves, gnomes and many other peoples tells the struggle of civilisations against minotaurs, lizards and a nameless darkness.

- Epoch: Middle Ages
- Extensions: Magic, Pantheon
- World Description: tirakans-reiche.de

The Adventures of Division V of the NEXUS

The story of Department V of the NEXUS is set in the modern era. It is a fictional secret organisation founded to protect humanity from alien and paranormal threats. Players play agents of Department V of the NEXUS, and through the ability to time travel, experience adventures in all sorts of eras and worlds.

- Epoch: Modern
- Extensions: Horror
- World Description: phasesix.org



Your character

To accomplish a Phase Six adventure, each player creates a character to play in the adventure. The character's life is represented entirely on his character sheet, which contains all the relevant stats.

The chapter [Create a Character](#) explains exactly how to create a new character. This part will deal with the basic characteristics that make up a character in Phase Six.

Persona

The values listed under Persona refer to the character's mental traits. Each value corresponds to a character trait. Persona traits each have their own value and are also the basis for skills.

Education

Education describes the character's acquired general knowledge. A character with high education is good in all theoretical skills like *nature* or *history*.

Logic

In contrast to education, the value Logic represents the ability to *reasonably conclude*. Logic always comes into play when solving problems through logical reasoning. In addition, a character with high Logic is better at skills such as *Investigation* or *Mechanics*.

Conscientiousness

How conscientious is the character about tasks or activities? Weak conscientiousness makes the character *negligent*, while strong conscientiousness makes for an *organized, effective* approach.

Willpower

Willpower refers to the character's ability to assert their own ideas and principles. A strong-willed character is good at the skills *Courage* and *Intimidation*, among others.

Apprehension

Apprehension describes how well the character is able to perceive his environment and absorb information. A character with good Perception is good at the skills *Perception* and *Orientation*.

Charm

A character with high charm knows how to face other people and appear positive to them. This value is not to be confused with the physical trait *Attractiveness*. A Charming character is good at *Politics* and *Empathy* among other things.

Physis

All physis attributes describe the physical condition of the character. Physis attributes each have a value that specifies the number of dice to roll on that physique attribute.

Deftness

This value describes both the physical skill of the character and dexterity. A dexterous character is good at *Performance* and *Stealth*, among other things.

Strength

Strength is the pure strength of the character and is always used when it comes to moving something with pure muscle power. A character with high strength can *throw* well and is good at *athletics*.

Attractiveness

Attractiveness shows how charismatic the character is. A high value does not necessarily stand for beauty, a character with a striking appearance can also be attractive.

Endurance

Endurance is the physical stamina of the character, so not in the sense of patience (this is rather *conscientiousness*) under Persona. So this value comes into play during an endurance run or a long, strenuous activity.

Resistance

Both the ability to withstand or avert injury or pain, and resistance to disease, toxins, or environmental influences such as heat or cold, flow together in this value.

Quickness

Speed is both the speed at which the character can move and the ability to react quickly to something.

The minimum roll

The minimum roll is a central property of your character. It specifies what result a die must reach to represent a success. The minimum roll is inherited from the lineage and is 5+ for most characters. It can only be changed by special events or rare objects, and often only for a short time.

Evasion

Evasion is used in combat. It allows you to dodge a melee attack. The value is equal to the evasion value of the lineage plus the average of quickness and deftness

(rounded up). The encumbrance of armor and weapons reduces this value. Character templates can change it.

Protection

The *Protection* reduces damage taken in combat. This value is taken from the lineage, armor or templates can change this value.

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Rolls and Checks), but always represent an advantage to the character that can be used during the game.

The character can regain used dice during the rest (see [Wounds and healing](#)).

Skills

More complex actions or knowledge are described by *skills*. All characters have the same skills with different values. Each skill is composed of a base value and its own skill value. The base value is the average value of two, respectively different, attributes. For example, the base of the skill *Intimidate* is *Apprehension* and *Conscientiousness*.

The bonuses of the selected character templates are added to the base skill.

Knowledge

Knowledge works similarly to skills, but here the list is not predetermined. Characters can have different knowledge skills based on their background, which they can use freely. Knowledge is related to one skill at a time. The effective value to roll on is composed of the knowledge value and the skill value.

Shadows

A character can have special properties that affect him outside his physical or psychological characteristics. Each *shadow* brings its own description or rule. For example, a character may have a rival or be obedient to authority. Shadows are not rolled on, nor do shadows have values, but they can bring their own rules.



Create a character

To create a character, you compose the career using *templates*. There are no ready-made character classes or profiles, instead the character is constructed freely.

Lineage and career points

A Phase Six character always has a lineage. For all humans (and thus for most adventures), this is the "human" lineage, but there may also be elves, dwarves, androids, or robots in other settings.

The ancestry determines the starting values of the following aspects of the character:

Base Game

- Career points (20)
- Actions (2)
- Persona and physis traits (1)
- Minimum roll (5+)
- Bonus, destiny and rerolls (0)
- Basic protection (0)
- Evasion (0)
- Maximum Health (6)
- A lineage template (s. Character templates)

Magic Extension

- Arcana (0)
- Spell points (0)

Horror Extension

- Maximum stress (8)

The values in parentheses indicate a human's starting values.

With the career points, templates can be composed during character creation, which make up the career and thus all the values of the character.

The lineage template

Each lineage is assigned its own character template, which can be added to the character's background at no point cost. The respective lineage template can only be selected if the character has the corresponding lineage.

For humans, this template brings the following characteristics:

- Rerolls: 2
- Bonus dice: 2

Extensions and epochs

At the beginning of a Phase Six campaign or adventure, the game master determines the era in which the adventure is set. Phase Six has several earthly eras to choose from:

- Classical Antiquity
- Middle Ages, Vikings and Crusades
- Victorian Age and the Wild West
- Imperialism and World Wars
- The Cold War and the 80s
- Modern times
- Science Fiction

In addition to the templates, the eras also define the equipment that characters can obtain. Medieval, Viking and Crusades can thus naturally be used for a fantasy setting that is not set on Earth.

In addition, there are freely selectable expansions, which can be chosen for a scenario or an adventure by the game master. These add special rules, items and templates to the game. The special expansions are:

- Magic
- Horror
- Pantheon

Worlds

Based on expansions, it is possible to create your own world for the game. Thus, you can play in a certain earthly era and also choose the mechanics of the horror expansion.

In addition to these options, there are worlds that combine several expansions, but also represent an expansion themselves. A world thus also brings its own items, enemies, spells and the like.

The world *Realms of Tirakan* combines the extensions "Middle Ages, Vikings and Crusades", "Magic" and "Pantheon", and offers a world of its own with a 1000-year history and a variety of peoples and stories.

In the world of *NEXUS*, players take on the role of agents of the NEXUS, a secret organization dedicated to protecting humanity from extraterrestrial and paranormal occurrences. The adventures of the NEXUS take place in "Modern Times", with the "Horror" expansion enabled.

To play on Earth with flexible settings, the world *Terra* can be selected. No settings are predefined here, everything can be freely selected.

Character templates

A template is a specific station in the character's life. Each template is assigned to one of *Education*, *Occupation*, *Talent*, *Interests*, *Character* or *Environment*.

A special template is the lineage template. It is given by the chosen lineage and does not cost any career points.

A human thus always receives the "Human" template, which gives the character a bonus die and a reroll.

Each template changes a small number of the character's traits and skills for the better or worse, and can bring knowledge or shadow. In addition, templates can contain their own rules, which the character then adopts. The template *Blood Magic* from the Magic expansion, for example, also brings the rule to use wounds instead of arcana for casting spells.

One template can also depend on another, for example, the template *Military Academy* requires the occupation *Soldier*.

Each template is worth a certain number of career points. This is the number of points that must be spent to adopt the template into your own career.

Assemble templates

To create a character, you choose templates from the chosen era and any expansions until there are no more career points left, or you are satisfied with the character. These templates can be composed arbitrarily from all categories. So you can also choose several occupations, these are in the character's career all the occupations he once practiced, or even still practicing in parallel.

The attributes, skills, shadows and knowledge of the templates are added together and added to the starting value of the ancestry in the character sheet. In this process, all values can also become negative (see [Rolls and Checks](#)).

Completing the character

If you are satisfied with the composition of the templates, you can simply declare the character *finished*. If there are any development points left and not spent, they will be added to the character's *reputation* (see [Advancement](#)). So no points are lost.



Rolls and Checks

Whenever a character performs an action with an uncertain outcome, dice are rolled for a suitable value, which is usually determined by the game master. The outcome of the roll indicates whether and how well the action succeeded. This is called a *roll* or *check*.

Six-sided dice are used for all rolls. The number of dice is determined by the character's value in the trait in question, plus any bonus dice or fate dice.

So a check is a roll of a *number* of dice, with a *minimum roll* that must be achieved, which may be modified by a *level of difficulty*. We go into more detail about the elements below.

These types of checks are used everywhere outside of combat. In combat, separate rules apply for determining hits and wounds.

The number of dice

The required or desired skill directly determines the number of dice with its value. A character with an "Intimidate" value of 4 also has 4 six-sided dice available for this check.

The knowledge traits have a value with which they specify the number of dice. In addition, however, an associated skill is given here, and its value is added to the knowledge value. Thus, a character with the skill "Communication" 2 and the knowledge "Etiquette (Communication)" 3 has a total of 5 dice on Etiquette.

If the value is 0 or negative, the character is not able to make this roll without further help, he is simply too bad at the skill. However, *bonus dice* or *destiny dice* can

be used, no matter how much the value is in the negative.

The minimum roll

The minimum roll is specified directly by the character. A human has a minimum roll of 5+, this can also be changed by special circumstances.

Hagen's player wants to use brute force to effectively kick open a door that stands between him and the suspected gang of thieves. The game master asks him to make a roll for Strength.

Hagen has a value of 4 in strength, so he rolls 4 dice. Any die that shows a 5 or higher is a success. A single success is sufficient for success, but Hagen's player rolls 4 successes, and immediately kicks the door in the face of the first thief.

The minimum roll is given in the form "X+" to indicate that this is the die result, which is the minimum that must be achieved.

Levels of difficulty

The game master can modify the minimum roll for particularly easy or difficult checks. For difficult checks, a modifier can be announced as a roll+, and for easy checks, a roll-.

A +3 check in this case means that the minimum roll is raised by 3, so for a human it is 8+. This is where it comes into play that all rolls outside of combat are *exploding dice*.

Exploding Dice

It is possible in Phase Six for minimum rolls to exceed 6+, and in some cases to be much higher. Here, the rule of "Exploding Dice" applies to every roll outside of combat.

Dice that show a 6 after the roll may be rolled again. The result is then added together. Thus, a minimum roll of 9+ can be achieved on a single die by first rolling a 6, and then rolling at least a 3. A 14+ can only be achieved if on one die first a 6, then another 6, and then at least a 2 is rolled.

Since no distinction is made between the individual dice on a roll of multiple dice, all sixes can be rolled again at the same time if this is necessary to achieve a high minimum roll.

Hagen's gamemaster requires him to make a Courage check +9, since he is facing the gang of thieves alone. So he must achieve a 14 on at least one die of his valor value. Fortunately, he has a Courage value of 5, so he has 5 dice at his disposal.

In the first roll he rolls 4,2,6,6,1, so he has two sixes to roll to reach the 14. The second roll (with the two dice) shows a 6 and a 1.

Now he may only roll the remaining die that showed a 6 again. Since this now shows a 1, even the pronounced courage does not help him, Hagen has only reached a 13.

Critical successes

Similar to critical hits in combat, critical successes can also occur on other rolls. If a die reaches at least an 11 when rolled further, it is a critical success. This is equivalent to an *exploding die* "rolled further", which then shows a result of 5+ again. Changes to the character's *minimum* roll are not applied here.

Critical successes on rolls result in an additional success for each time a 5+ is achieved after a further roll. This results in the following limits for additional successes.

- Roll 5+: normal success
- Roll 11+: critical success - results in one additional success
- Roll 17+: megacritical success - results in two additional successes
- Roll 23+: megacritical success - gives three additional successes
- Roll 29+: megacritical success - gives four additional successes
- etc.

Bonus dice

A character can have a number of bonus dice. These are determined by the templates (see [Create a Character](#)). Any number of the bonus dice can be added to the dice to be rolled. This can be done even if the actual roll has already failed. This way, one bonus die after the other can be sacrificed to possibly still lead to a success.

In this way, it is also possible to make a roll when the number of dice is actually 0 or less.

The bonus dice refresh to their maximum at each rest.

Rerolls

For each re-roll, a complete roll can be re-rolled. Thus, it is not possible to successfully pass a roll to 0 or less.

Rerolls also refresh to their maximum at each rest.

Destiny dice

As a rule, the character gets destiny dice with his career, but the game master can also assign individual destiny dice for special actions or on special occasions.

Destiny dice can be used both as bonus dice and as rerolls. On a destiny die, a result of 4 is always a success, regardless of the difficulty of the check.

Destiny dice must always be rolled separately from all normal dice to determine if they have reached 4+.

If we look at the previous example with Hagen's roll on his valor (5 dice on 14+), a destiny die would help him a lot here, because it would actually only have to reach a 4+.

Destiny dice refresh to their maximum at every rest.

Group rolls

Whenever the group as a whole is required to pass a check, group rolls are used. For example, instead of asking each player to make an Apprehension check, the game master can ask the whole group to make an Apprehension check. If this check is successful, the effect applies to all characters in the group.

A successful group roll always requires a number of successes to be achieved. The game master tells how many successes must be achieved for a group roll to be successful. Then each player rolls on the required attribute or skill.

All the successes of each character are added up. If the required number of successes is reached, the check is successful.

In the case of a party roll, each party can use bonus, destiny, and reroll dice as usual. It is also possible to

modify the minimum roll based on the severity of the check.

Concealment

A special roll is the roll on concealment. This comes into play when a person is watching a character and looking for certain conspicuous equipment.

Each piece of equipment has a concealment value. The higher this value, the more obvious that item is to see or recognize.

If a person now observes a character or the whole group, the item with the *highest* concealment value counts for the concealment roll.

The person observing now rolls a number of dice equal to their Perception value *plus* the determined Concealment value. If successful, the observer can spot a conspicuous object.



Combat

When it comes to combat, the game progresses in rounds.

Start of combat

As soon as a conflict arises, time is frozen, and the group determines the order in which the participants of the combat will act.

To do this, each participant rolls on a D6, and adds the *Quickness value*. The rule of *Exploding Dice* also applies here. The participant with the highest result starts the fight, all others follow in the order of their results.

If two participants have the same result, the *Quickness* value decides first, and if this is also identical, the *Deftness* value.

All participants of the combat have no actions available at the beginning of the combat. Their actions are refreshed the first time they receive the *priority*.

Sequence of rounds

The combat is divided into *combat rounds*. In each combat round, each participant gets *priority* once, i.e. it is his turn and he can determine which *actions* he will perform.

The participant can perform an action for each of his available actions (see *Actor and Actions*), or save the action to react in the opponent's turn (see *Reactions*).

If the last participant has acted, the next *combat* round starts with the first participant.

Actor and actions

If it is a participant's turn, he has the *priority*, he is the *actor* at this moment.

At the beginning of the turn, the *actions* of the participant refresh. The number of the player's actions is taken from the player's lineage. Thus, a human has 2 actions available in combat. The actions per round can be expanded by templates.

"Refresh" therefore means that all actions are available again. If the participant has previously used up actions, for example by taking actions in the previous combat round, he resets his available actions to the maximum.

Once the actions are refreshed, the participant can act in combat. To do this, he performs actions one after another, each act taking a certain number of *actions*. Actions can be, among others, the following:

- To attack with a weapon
- Parry with a weapon or object.
- Reload a weapon
- Use an object
- Evade a melee attack.
- Aim with a melee weapon or when firing a single shot.
- Hunker or lay on the ground (The "Hunkered" status effect is active, see [Wounds and Healing](#)).
- Stand Up
- Walk *Quickness* + 1 meter (while performing another action without consuming an action, but the minimum roll is increased by 1).
- Run *Quickness* + 5 meters

- Rob *Quickness* / 2 + 1 meters (rounded up), the character must be *Hunkered*. (see [Wounds and Healing](#): Conditions of the character)

Actions should not be performed together, but always one after the other, because of possible reactions.

Reactions

If an *actor* acts in combat, all participants who directly perceive the *actor* can react to this action.

To be able to react to an action, the following conditions must be met:

- The reacting participant must directly perceive the *actor*, i.e. hear, see, or otherwise become aware of his action.
- The reacting participant still has unused *actions*.

The reaction is executed immediately after the *actor's* action, but takes place practically simultaneously. There can only ever be one *reaction* by a participant to an *action*. However, any number of participants can react to the *actor* when they perceive its *action*.

Each *reaction* reduces the available *actions* of the reacting participant by one.

Actions by bonus dice

Bonus and fate dice can be used in combat to gain or steal actions.

To gain an additional action, a *bonus die* can be subtracted. The additional action is available immediately, even for a reaction.

If a *destiny die* is spent, an action can be stolen from an opponent. This is no longer available to the opponent in his current (or next, if it is not his turn) turn. The participant who spent the fate die has the action immediately available, even as a reaction.

Spending dice for actions does not itself take an action.

Sequence of an attack

Attacks with weapons are handled exactly the same in melee and ranged combat. The only difference is that attacks with melee weapons are thrown at the *Hand to Hand combat* skill, attacks with firearms are thrown at the *Shooting* skill, and attacks with throwing weapons are thrown at the *Throwing* skill.

An attack has the following phases:

- The Hit Roll determines how many hits a character achieves in an attack with a weapon. Here, the dice are rolled on the respective weapon skill, and a distinction is made between *critical hits* and *hits*. The *Cover roll** is available to

the attacked character if he has cover. Here it is possible to avert damage even before the hits hit the armor. Shields can provide cover.

- Converting *hits* into *wounds* taking into account *protection*, *penetration* and *critical hits*.

The hit roll

To make an attack, a roll of a certain number of dice is made. The *minimum roll* of this roll is equal to the *minimum roll* of the character. Here, a possible *recoil penalty* must be taken into account if the character has already fired in the same combat round.

The number of dice is initially equal to the character's respective skill value (shooting, hand to hand combat, throwing) plus the *damage potential* of the weapon.

The hit roll can also be modified by other circumstances. Different firing modes and firing at the wrong distance may cause the available dice to change.

Each success causes a *hit* to the target of the attack. How the target can prevent damage is described under *Wounds and Pierce* and *Cover*.

Recoil

Modern weapons usually cause *recoil* when attacking, which makes it difficult to re-aim at a target in a directly following attack.

If an attack with a firearm is followed *directly* by another attack from the same character *within a combat round*, the minimum roll and the critical hit threshold are increased by 2. This malus increases for each subsequent attack in the same combat round. Thus, a third attack has a +4 malus on the minimum roll and critical hit threshold.

The recoil can be prevented if, for example, another action is inserted between two attacks in a combat round. For example, recoil does not apply with bows because a new arrow must be placed on the string between attacks.

Weapons can have a recoil compensation. This value lowers the malus per attack. Thus, the minimum roll for a subsequent attack with a weapon with recoil compensation 1 is only raised by 1. A recoil compensation of 2 ensures that recoil is no longer relevant for the weapon.

Recoil is not accounted for across combat rounds, only within a combat round.

Critical hits

Hits caused during the hit roll become *critical hits* if they reach the value 11 during the roll. This is equivalent to an *exploding die* "thrown farther", which then

shows a result of 5+ again. Changes to the character's *minimum throw* are not applied here.

Critical hits can only be caused by melee attacks, single shot attacks, and throwing weapons, never by burst attacks.

If critical hits are achieved when attacking, they are announced separately from normal hits. A single shot from a bow could thus result in "2 crits, 3 normal hits".

Critical hits are treated like normal hits, but always penetrate any armor. The *protection* of the attacked and the *penetration* of the weapon are only counted on the normal hits, as usual.

If a *cover* roll occurs, critical hits must be treated separately from normal hits. So the attacked person rolls twice on his cover, once for the number of critical hits, and once for the number of normal hits.

Megacritical hits

If *critical hits* occur, the *exploding dice* can be rolled further than 11. The roll continues until no 6 is reached on the respective die.

If a die reaches a 5 again after the second roll, it is a *megacritical hit*. These hits are treated as critical hits, but cause an additional wound if not prevented.

For each roll of a 5+, the number of wounds is increased. So one megacritical hit can cause a lot of wounds. The rule of 5+ results in the following limits for wounds:

- Roll 5+: normal hit.
- Roll 11+: critical hit - ignores armor
- Roll 17+: megacritical hit - ignores armor, +1 wound
- Roll 23+: megacritical hit - ignores armor, +2 wounds
- Roll 29+: megacritical hit - ignores armor, +3 wounds

And so on.

Aiming

With melee weapons and single shot, it is possible to aim the weapon. This is not possible in burst mode.

The character can invest actions to aim at his target more precisely. For every 1 action, the critical hit limit is reduced by 1 for the next attack. This bonus to critical hits may not exceed the character's perception value.

If the aiming character is hit while aiming, the accumulated aiming bonus is removed.

Attack modes

The *attack modes* with which the bearer of the weapon can use it are indicated with each weapon. The player chooses arbitrarily from the available modes for each attack. Switching the fire mode on modern weapons requires no action.

Hand-to-hand combat

All melee weapons have this attack mode exclusively. The character strikes with the weapon in hand-to-hand combat.

- The attack can be *parried*.
- The attack can be *dodged*.
- The attack can cause *critical hits*.
- For the attack, the character can *aim* beforehand.

Single shot

One shot is fired per action. This applies to many modern weapons, but also to bows, slingshots and crossbows.

- The attack consumes 1 ammunition.
- The attack cannot be *parried**.
- The attack cannot be *dodged*.
- The attack can cause *critical hits*.
- The character can *aim* for the attack beforehand.

Burst

The weapon is used in burst mode, a short burst of fire is delivered, which is slightly less accurate than a single shot.

- 2 dice are added to the attack roll.
- The attack consumes 3 ammunition.
- The attack cannot be *parried**.
- The attack cannot be *dodged**.
- The attack cannot cause *critical hits*.
- For the attack, the character cannot *aim*.

Hit rolls for incorrect distance

Optional Rule

Each weapon has a specified distance at which it is effective. If the target's distance differs from that specified with the weapon, there is a penalty to the hit rolls.

If the real shooting distance is less than the specified distance of the weapon, the attack is performed normally. If the distance is increased up to the double of the weapon, the minimum roll of the hit roll is increased by 2.

If the target's distance is more than twice the weapon's range away, it is not possible to shoot or attack at the target.

Cover

If parts of the person being attacked are hidden from the attacker's view, the rule of cover applies. It depends on how much the attacked is hidden. The cover is classified into 3 levels:

- 4+ Cover: Most of the person being attacked is hidden.
- 5+ cover: The target is half hidden
- 6+ Cover: It is a bit harder to hit the target behind light cover. This effect is achieved among other things by the "hunkered" condition.

If the attacked has at least 6+ cover, he is allowed a cover roll after the *hit roll*. For this, he rolls as many dice as the attacker had *hits*. For each success (on the minimum roll according to the cover), one hit is removed.

If the attacker has had *critical hits*, the cover roll must be rolled separately for critical hits and normal hits to determine which hits were prevented.

Shields

Shields can be used when the character wields a one-handed weapon.

Shields can be used in two different ways.

- For Shield Block, the shield is readied in its own turn with two actions. In subsequent combat rounds, the shield provides the cover listed below for all attacks against the character. While the shield block is active, the character's movement range is halved. The Shield Block is active until the character cancels it, that is, lowers the shield.
- The Shield Parry can be used spontaneously as a *reaction*. It provides the below cover roll for a single attack and costs one action.

Shields provide *cover* according to their protection value when the *Shield Parry* or *Shield Block* is applied. To determine the coverage roll, the *protection* of the shield is subtracted from 7. So a round shield with protection 2 provides a 5+ *cover roll*.

Wounds and Piercing

Any success of the *hit roll* which was not prevented by *cover* is a *hit* on the target of the attack. Other circumstances can also cause *hits*, for example a grenade can cause "3 hits with 2 wounds each". Here, hits can be prevented by cover.

If a character takes *hits*, they are reduced by the target's *protection value*. The *protection* is reduced by the *penetration* of the attacker's weapon.

Any hit not prevented by the *protection value* becomes as many wounds as the weapon or effect specifies. If nothing is specified, a hit causes one wound.

Damage to armor

Optional rule

For every two hits prevented by the *protection*, the armor worn takes 10% damage. If the number of hits is odd, round down. So an attack with 5 hits, 4 of which are prevented by a Kevlar vest reduces the condition of the vest by 20%.

Wounds

A *wound* is added directly to the wounds taken by the character. It can only be prevented if a *template*, equipment or other explicitly contains a rule that modifies wounds.

Weaponless melee

If the character attacks without a weapon, the player rolls hit dice equal to his *hand-to-hand combat* value. The minimum roll is equal to the character's minimum roll, which is usually 5+.

If the character's *Strength* value is higher than 2, the *Melee* melee attack has *Piercing* 1.

If the character's *Quickness* value is higher than 2, the character adds one die to the roll.

The range of an unarmed melee attack is 1 meter.

Dodge

The attacked character can dodge a melee attack as a reaction. This requires that the attacked character has an action available and can sense the attacker. Thus, an attack from behind cannot be dodged.

The value is equal to the dodge value of the lineage plus the average of speed and dexterity (rounded up). The load of armor and weapons reduces this value. Character templates can change it.

To dodge an attack, the character rolls a die to his value in *Dodge*. The minimum roll for this is increased by the number of hits the opponent scores. If the attacked person scores at least one success, he has completely dodged the attack.

Parry melee attacks

Melee attacks can be parried if the attacked has a suitable melee weapon ready and an action left.

This is done by rolling the weapon as a *reaction*, as if attacking with it. For each success on this roll, one nor-

mal hit is removed from the attacker. *Critical hits* are not prevented by the parry and always get through.

Special Attacks

There are a number of special attacks that a character can use to refine or change their attack.

Accurate Attack

In the accurate attack, the character aims longer to land a better hit. The exchange ratio here is 1 action for reducing the minimum roll by 1. The exchange can also go over turns. The minimum roll can be reduced by a maximum of the character's Perception value, but cannot go below 2. No other action can be taken during this time. After that, a normal attack is made with the changed values.

K.O. Attack

The K.O. Attack has only the intention of knocking an opponent out, but without inflicting any damage. The attacker must wield a blunt weapon, or at least strike with a blunt object. If the attack is successful, the opponent rolls a resistance check. If he does not achieve as many successes as there are hits, he is knocked out.

The attack does not inflict any wounds. Cover and armor are taken into account as usual.

Massive attack

In a massive attack, the character gathers all his strength to deliver a massive blow. For each additional action the character invests in this attack, the number of dice for this attack increases by 3, up to a maximum of the character's strength value.

Disarming attack

With a disarming attack, the attacker tries to knock the weapon out of the opponent's hand. To do this, he must succeed in an attack on the weapon's arm, with a minimum roll raised by 3. The attacked person must roll on his strength or deftness after the attack, and achieve at least as many successes as the attacker had hits.

If the attacked fails to do so, he has been disarmed.

The disarming attack doesn't cause any wounds.

Two-handed fighting

If the character is particularly skilled in the use of a weapon, he can wield two weapons of the same type at the same time, i.e. ambidextrously. Two-handed fighting

is only possible with one-handed weapons. Weapons that are wielded with both hands anyway (heavy axes, polearms, etc.) cannot be wielded in two-handed combat.

If a character wields two weapons of the same type at the same time, the character gets one more action per combat round. The weapon he wields with his secondary hand attacks with a minimum roll increased by 1.

Support weapon

If this is possible with the weapon being used (usually firearms except bows), the character can place the weapon on a suitable spot before using it. Supporting takes one action. If shooting with a supported weapon, the minimum roll is reduced by 1. It costs no action to pick up a propped weapon again.

Coup de grâce

A character can kill an opponent directly if the opponent is *unconscious*, *sleeping*, or *dying*. To do this, the player rolls a normal attack roll. If this roll succeeds with at least one success, the opponent receives the status *dead* with the level corresponding to the successes of the attack. If the opponent is already *dying*, the level of the state is increased by the number of successes of the attack.

If the attack fails, a sleeping victim is likely to awaken.

Throwing objects

If an item, such as a grenade, is thrown at a target, the character rolls to its *throw* value. The minimum roll is equal to the character's minimum roll, usually 5+.

If the roll results in at least one success, the character has hit his target.

Deviation

If the roll on *throwing* shows no success, then the roll has failed. In this case, a roll is made on the deviation.

First, a D12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the way of the "clock", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a D6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.



Gear

An essential part of the adventurer's life is the equipment. For a new character, the starting capital can be used to buy equipment. This section describes the different types of equipment, their characteristics and their values.

Items

The simplest form of equipment are items. These can be anything that the character accumulates in their life. Tents, torches and bandages are equipment items. Animals and carts also fall under equipment. If the character acquires or obtains an item, it is simply noted on the character sheet.

Items are sorted into the following categories:

- First aid
- Vehicles
- Containers
- Curiosities
- Lights
- Musical instruments
- Pet supplies
- Trekking equipment
- Potions
- Throwables
- Tools
- Ingredients
- Surveillance

Properties

Items can have various properties relevant to the game. All items have the following properties:

- **Price:** this is the average purchase price of the item when it is acquired. This price is expressed in the main unit of the currency used.
- **Weight:** the weight of the item. This is used to judge the carrying capacity of the character, although there is no rule for overloading here.
- **Concealment:** the concealment indicates how easy an item is to find if an observer is specifically looking for it. A higher value here represents an item that is easier to find.

An object is always assigned to one or more extensions. For example, there are items that are only available if the magic extension has been selected for the game.

Item rules

Some items have special rules that may also require a roll on a skill or attribute. These rules are then described with the item. For example, a bandage, if successfully applied with First Aid, can provide a D3 boost to a character if they do not already have a boost.

Charges

Items can contain charges. If this is the case, a charge is removed if it is used successfully. For example, a professional emergency kit has 5 charges. If all charges are used up, the item can no longer be used according to its purpose until it is possibly refilled.

Weapons

Weapons are distinguished from everyday items, they have different game values and mechanics. Like items, weapons are recorded on the character sheet when they are purchased or obtained by other means.

Weapons are assigned to different types of weapons. In the game, only the difference between melee, ranged and throwing weapons is important, as the respective value (shooting, hand to hand combat, throwing) is rolled. There are the following types of weapons:

- Assault Rifles
- Axes
- Blades
- Blunt Weapons
- Bows
- Heavy weapons
- Machine guns
- Pistols
- Polearms
- Rifles
- Shotguns
- Slings
- Submachine guns
- Throwing Weapons

Different types of weapons may be available in different eras. Grenades count as items, not as weapons.

Properties

Weapons have the following properties:

- Price: as with items, this is the price for which the weapon can be purchased on average.
- Weight: as with items, the weight of the weapon is used to give a rough idea of how much the character can carry.
- Concealment: the concealment of the weapon indicates how easy it is to detect when searching for it. A higher value means easier recognition of the weapon.
- Type: the type of the weapon indicates to which weapon class the weapon belongs.
- Damage potential: this value is indicated by a number of dice. The dice represent the potential of the weapon to do more damage and are added to the skill value on attack rolls.
- Piercing: the piercing reduces the protection of the person hit by the specified value.
- Actions to ready: Weapons can take a different amount of time to ready. It usually takes one action to change or pick up a weapon. However, there are also very fast weapons that can be switched to without delay, and also very complex weapons.

- Encumbrance: Heavy weapons can hinder the character, this value is subtracted from the character's evasion ability.
- Range (metres): the range is given for all weapon types. For ranged and thrown weapons, it indicates the maximum range at which a target can be reasonably hit. Melee weapons with a range of more than one metre can be used at the indicated range, such as pole weapons.

Ranged weapons have the following additional properties:

- Capacity describes how much ammunition the weapon can hold at the same time, e.g. the magazine size in modern weapons.
- Recoil compensation: a recoil penalty is applied to a shot that is immediately followed by another shot in *the same* combat round. The recoil compensation is subtracted from this malus, so a weapon with high recoil compensation makes directly consecutive shots easier.
- Reload actions indicates how many combat actions the character must invest to completely reload the weapon.

Attack modes

Weapons always have at least one attack mode. These are indicated in the weapon table with the weapons. If there is more than one attack mode, the character can select it each time the weapon is used without using an action to switch. The attack modes are (see [Combat](#)):

- Single shot: can cause critical hits.
- Burst mode: gives two dice in addition to the hit roll, cannot cause critical hits.
- Hand to Hand: the weapon is used in close combat, can cause critical hits.

In additional expansions or worlds, there may also be other attack modes with special rules.

Rules

Weapons, like objects, can have special rules. These describe in detail what is to be observed when using the weapon.

In addition to formulated rules, there is also the specification of special caused conditions (see [Wounds and Healing](#)). As a rule, these are indicated with a value. This is the value that the hit adds to the corresponding condition when the weapon causes wounds. Possible conditions are:

- Bleeding X
- Poisoned X
- Shocked X
- Burning X

Weapon modifications

In addition to weapons, there is a list of weapon modifications. These allow weapons to be modified. In the modern era, for example, it is possible to attach a sight to a weapon. But special ammunition is also represented as a weapon modification, for example, the *Horror expansion* brings silver ammunition. Weapon modifications are divided into the following categories:

- Blade: such as a hardened blade or a special engraving
- Ammunition: special types of ammunition, but also extended magazines and quivers
- Grips: leather-wrapped handles for swords and the like
- Gadget: lights, tripods and the like
- Sights: Sights for modern weapons
- Barrel: silencers for modern weapons

Usually, these weapon modifications change one or more values of the weapon. However, they can also bring their own rules.

Characters can find or acquire already modified weapons in the game, but of course they can also commission a modification.

Armour

Armour items, like weapons, are noted separately from normal items on the character sheet. Armour provides *protection* which can prevent wounds in combat. In addition to wearable armour, this list also includes shields that can provide cover for the character.

Armour is divided into categories:

- Clothing

- Light armour
- Medium armour
- Heavy armour
- Shield

Properties

Armour items have the following game-relevant values:

- Type: the armour type, e.g. "Light Armour".
- Price: the average purchase price of the armour
- Weight: the weight of the armour
- Ballistic Protection: the protection of the armour. Armour with protection 2 can prevent 2 hits per attack.
- Concealment: how hard is the armour to spot if an observer specifically looks for it?
- Encumbrance: Heavy armour hinders the character in physical actions. Encumbrance is subtracted from the character's Dodge value.

Currency

In different scenarios and worlds, there can be different currencies. Each character and campaign is assigned a currency table that specifies the different units of currency. Characters can record their wealth on the character sheet. Currency tables are e.g.

- Euro
- Dollar
- Taler
- Guilder (Realms of Tirakan)
- Yuan

Whether currency plays a role in the game is entirely up to the group and the game leader, it is optional.



Wounds and Healing

The physical integrity of the character is represented in the form of wounds. A character can withstand a certain number of wounds without passing out.

Wounds and Boosts

If you look at the character sheet of an intact character, you will see a bar of filled hearts:



These hearts represent the wounds a character can take without passing out. Each source of damage causes a certain number of wounds. This can be a fixed number of wounds, as with most weapons. However, a dice formula can also be used.

Hearts are crossed out or emptied as soon as the character takes wounds. Thus, after a hit with a weapon, the life meter may evolve as follows:



These empty hearts can be filled again through healing.

Boost

The situation is different with boosts. Some items give boosts when used. Boosts are represented as different colored hearts and can also absorb wounds when crossed out.

However, with boosts, these hearts are completely removed and cannot be restored by healing. Thus, a boost is a temporary improvement in condition.

If the character takes damage, it is always crossed out from the right. First the boosts are used up, then the still complete hearts. So in the following display, the boost occurred *after* the wounding (the empty hearts).



Fainting and Death

A character that has neither full hearts nor boosts faints and is considered *dying*. The condition below describes exactly how to proceed here.

Healing

Real healing of wounds is only possible over time and with medicine. First aid and the use of bandages and other aids only generate boosts.

Using the first aid skill without aids generates a boost. With aids the number varies, this is described in the items.

The rest

If the characters come to rest for at least 6 hours, this is considered a *rest*.

During a rest, the character has the opportunity to heal wounds. For this purpose, the values *Resistance*, *Endurance* and *Willpower* are added together. Dice are rolled according to the sum, for each success the character heals one wound.

All *bonus dice*, *destiny dice* and *rerolls* refresh, so are set to the character's maximum.

Boost expires at rest, all existing boosts are removed upon rest.

If the magic extension is used, the character rolls on the sum of the *Charm*, *Conscientiousness*, and *Willpower* stats. For each success, one *arcana* is restored.

When horror extension is active, the character rolls a *Stress Test*. If the roll succeeds, the stress may be reduced by one.

Conditions of the character

A character can have different conditions. These have different effects on the character's actions, but also effects over time. The conditions are noted on the character sheet with a counter.

Dying

This condition is caused when the character's wounds exceed the maximum wounds, so the hearts decrease to 0. At that moment, the value of this condition is set to 1.

If the value of the condition is one or higher, the character rolls for his *Resistance* at the beginning of each round. If this roll succeeds, nothing happens. If this roll fails, the value of the condition is raised by one.

If the value of the condition reaches 6, the character dies.

Stabilizing requires successes equal to the character's "Dying" value. This can be a roll on first aid, medicine, or something similarly helpful. If enough successes are achieved, the dying condition is removed.

Unconscious

The character is incapable of any action (his *actions* per turn are zero). The value of this condition indicates the depth of unconsciousness.

At the beginning of each round, the character can roll on his *willpower*. If the roll shows successes according

to the value of this condition, the value is set to 0 and the character wakes up.

Shocked

For each roll, the character has as many dice less than the value of this condition.

At the beginning of each round, the character can roll on his *Endurance*. He can reduce the value of the condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Burning

The character's minimum roll is increased by the value of this condition for all rolls on *perception* and for all attacks.

This condition ends when the character is extinguished.

Bleeding

At the beginning of each round, the character rolls for *Endurance*. If the roll fails, the character takes one wound for each level of this condition.

This condition ends when the character is bandaged (e.g. by *first aid*).

Poisoned

The character's minimum roll is increased by the value of this condition for all rolls.

At the beginning of each round, the character can roll for his *Resistance*. He can reduce the value of this condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Hunkered

The character has a 6+ cover (see [Combat](#)).

All actions involving manual work (physis attributes, attacks and skills) have a +1 minimum roll.

It takes an action to hunker down or stand up.



Advancement

Over time, the character can gain experience and develop. This also happens on the basis of templates.

Reputation

Reputation represents how well known the character is. It is an indication of how likely it is that the character is known to the people he meets, as well as a value that says how much the character has experienced in his life.

Reputation is recorded in the form *used/collected*. All reputation you ever got is behind the slash, all reputation you used to increase is in front of it. As long as the used reputation is lower than the collected one, templates can be bought for the difference.

Gaining reputation

For successful adventures the character gets reputation. This is assigned by the game master and should be in the range of 5-10 for an adventure.

Reputation can also be given directly for individual actions. For example, a successful action or scene in the game can lead to the game master directly awarding a certain amount of reputation.

Developing the character

For the reputation gained, the player can buy templates from the areas of *character*, *interests*, *environment* and *talent* after each game session. It is not possible to add new templates from the areas of *occupation* and *education*.

This further development takes place after each game session, so it is also possible to add further templates to the character within an adventure.

These templates are recorded exactly as in the character creation and the changes in the values are calculated directly on the character sheet.



Magic

Your campaign should contain magic? So don't get me wrong, don't confuse magic with divine work or even body modifications. Magic is a strange power, which can be represented quite differently depending on the universe.

In ancient or medieval times, adding magic may make the campaign feel more like a fantasy world. In the modern era, magic may add to a cthulhuid story; in the future, it may lead to a setting like the Seattle of 2052 described in various stories.

The magic expansion is independent of eras or other expansions. It can be added at any time to enable magic in the campaign.

Magic level

There is a certain *level of magic* in the world. This indicates the strength of the magic that surrounds the characters. Usually, this magic level is 1. Special places can have a different magic level, for example, a magic place at an old oak tree in an enchanted forest can have a higher magic level. It is also possible to play in a world where magic has a much higher influence.

Additional dice are used in the casting of spells at the level of the prevailing magic level.

If the magic level is above 5, the cast magic is completely chaotic and unreliable. The game master decides exactly how a spell is cast. In addition, any spell cast at a magic level of 6 or higher will definitely cause side effects.

Basic Attributes

The magic is based on two basic attributes, which characters have and which can be obtained through templates.

Arcana

Arcana reflects the amount of magic the character can combine and store. With *Arcana*, the character casts spells and performs rituals. Templates, such as "Arcane Tutor" increase the maximum arcana a character can have.

Arcana regenerates through a rest.

Spell Points

Spell points are used to create spells. *Spell points* can also be obtained by the character through templates. For example, the "Arcane School" template gives 10 spell points.

Once *spell points* are spent on a spell, they are used up and cannot be used again. Unlike *Arcana*, this is not a value that refreshes by resting.

Skills

With the magic expansion, each character gains two new skills that they can use to act in the magical world.

Spell Casting

The skill *Spell Casting* is used to perform spells and rituals. It is composed of the attributes *Willpower* and *Charm* and can be increased by templates.

Magic Knowledge

Magic Knowledge is used whenever knowledge of magical occurrences or artifacts is needed. Every character has this skill, which is composed of *Education* and *Conscientiousness*.

Learning spells

To learn a spell, a character needs three things: rest (a spell can only be learned between game sessions) and available spell points. In addition, he needs a thesis, a way to also get the knowledge about that spell. The latter is up to the campaign, or the game master.

Spell points are available when the number of *Spell points* spent is less than the *Spell points* obtained through templates. Each spell has a certain point cost. To learn it, the spell is noted on the character sheet as learned.

A spell can be learned multiple times. This is possible because spells can be modified by spell templates. For example, you can make an energy lightning spell once as an energy spell and once as a light spell.

Spell values

A spell has different values, which are taken into account in the game.

The *spell casting attribute* specifies which attribute (along with the *spell* value) is rolled on to cast the spell. It is given by the school of magic (see below).

The value under *Arcana* describes the cost of the spell when cast. To cast a spell with an *arcana* value of 2, the player must also have two *arcana* available and cross off when casting.

The *strength* of the spell describes how effective the spell is. For newly learned spells, the strength is usually 1, but can be increased by spell templates. In addition, the strength is increased by the successes of the spell casting when the spell is cast (see [Cast a Spell](#)).

Each spell has a certain *range*. This is the maximum distance from the caster at which a spell can be cast. This is not to be confused with a possible area where the spell will work. This is mentioned in the spell description. If the *range* of a spell is 0, the spell only works at/on the caster himself.

The *shape* of the spell determines the area of effect. It can be a geometric shape, such as a line or a sphere, or no specific shape. The latter is the case if the spell requires touch or works directly on the caster.

The *Actions* of a spell indicate how many actions are required to cast the spell.

Schools

Spells in Phase Six are assigned to schools, which classify spells into broad categories. Each character can choose spells from any school, but the school is assigned a supporting attribute in each case.

- Damage (*Strength*)
- Control (*Willpower*)
- Transmutation (*Skill*)
- Healing (*Conscientiousness*)
- Illusion (*Quickness*)
- Divination (*Apprehension*)
- Revocation (*Logic*)
- Summoning (*Charm*)
- Enchantment (*Attractiveness*)

Spell templates

Spell templates change the values of a spell, and can also add effects or completely change the behavior of the spell. Spell templates are divided into four categories:

- Basic: basic adjustments to spells.
- Powerful spell (1 spell point): The power of the spell is increased by one.
- Easy to Perform (5 spell points): The spell requires 1 *arcana* less, but at least 1 *arcana*.
- Twin spell (5 spell points): The spell affects one additional target. The effect is applied to all targets.
- Long Range (2 spell points): The range of the spell is increased by 20 meters.
- Fast Execution (3 spell points): The spell requires one less action, but at least 1 action.
- Affinity (1 spell point): The element of the spell is changed. This initially has no effect in the game mechanics, but it can turn an acid spell into a fire spell, for example.
- Shape (3 spell points): changes the shape of the spell, for example from a point to a sphere of certain diameter.
- School (7 spell points): changes the school of the spell, for example from incantation to damage. This also changes the attribute on which what is cast.

Spell templates can be added to any learned spell. To do this, note on the character sheet at the spell that it contains the special template, e.g. "Simple Healing (Powerful Spell)".

Each spell template can also be added to a spell more than once.

Forgetting spells

Just like learning spells, it is possible to forget spells with the necessary peace of mind. To do this, the spell

is removed from the character sheet, and the character can be credited again for the spell points used.

Cast a spell

A spell can be cast if the character still has at least the arcana specified with the spell available.

To cast a spell, the player casts on the *Spell Casting* value specified with the spell. This value is made up of the character's *Spell Casting* skill and the spell school's attribute.

If the roll achieves at least one success, the spell is successful. For each success achieved, the *Power of the spell* is now increased by one.

The effect of the spell occurs as indicated in the description. The specified arcana cost is deducted from the character, even if the spell failed.

Luta wants to cast a simple heal. Her *Spell Casting* value is 1, in the attribute *Conscientiousness* (which is the attribute of the healing school) she has 5. She thus has 6 dice available for casting the spell.

She rolls a result of 3,4,5,5,3,1. Thus, she has achieved 2 successes, which are added to the *Power* of the spell. She thus heals 3 wounds.

Side effects

Magic is unstable, and side effects can occur. Whenever a spell roll shows exactly two ones, side effects occur, regardless of whether the spell succeeds or fails.

- The exact effects on the spell are in the hands of the game master. There can be small deviations from the description, but also a complete reversal.
- Side effects affect magic storages. These have a chance to explode if there are side effects near them. If side effects occur in the immediate vicinity of a magic storage, a d6 is rolled for each arcana stored in the magic storage. The magic store loses one arcana for every 1 that is rolled. The explosion causes 3 hits of 2 wounds each and pierce 1 to all characters within 3 steps for each arcana. Cover and armor apply as usual.

Magic Duel

In some of the following rules, Magical Duel is a rule used. Mages may engage in a magical duel.

If the duel is initiated by a mage, the challenged mage must agree to the duel or it will not occur. There is no effect if a duel is refused. The duel takes place exclusively in the mind, no physical actions are required.

To adopt spells, no consent to a magical duel is required, the test is simply rolled.

To perform a magical duel, both opponents cast on their spellcasting ability. The contestant with the most successes wins the duel. The loser takes the difference in successes direct wounds. Protection and cover do not prevent wounds in this case.

Taking over other people's spells

If a spell is active, it can be taken over by a mage. To do this, a magic duel is performed, whereby the mage casts against the spellcasting value of the mage who performed the spell. If the duel is successful, the spell is now under control of the taker, and can be dropped, for example.

Redirecting spells

Own spells can be redirected as long as they are active. Redirecting a spell requires an action, and a roll on the casting skill. It costs 1 arcana to redirect a spell to another target. The target here must be a valid target for the spell. Thus, a spell with a range of 0 (touch) cannot be redirected to a distant target.

Magic and armor

Wearing armor does not directly hinder the casting of magic. Neither the material of the armor, nor the design of the armor type have any influence on the casting of spells. However, armor that greatly restricts the freedom of movement may cause difficulties in necessary gestures of execution.

Armor of the Heavy Armor type increases the minimum casting roll when casting spells by its encumbrance.

Magic artifacts

In addition to spells, the magic expansion brings the possibility of magic items, weapons, armor or weapon modifications. In addition, artifacts can be created by the player.

For example, a *Simple Healing Potion* restores 1D3 wounds when used.

Creating Artifacts

The character who wants to create an artifact only needs the item into which the spell will be infused. To create an artifact, he performs the spell normally and binds it in the item. While doing this, he also specifies the action that will trigger the spell in the artifact. This can be a complex action or just a spoken word.

After normal execution of the spell, the number of successes determines how strong an artifact is. If the roll is

unsuccessful, the creation of the artifact is also unsuccessful. If the roll succeeds, the artifact can be used as many times as the roll shows successes. The cost of creating an artifact is the *arcana* cost of the spell multiplied by the uses of the artifact. If these exceed the character's maximum *arcana points*, as many applications are bound into the artifact as the character can pay with his *arcana*.

Very rarely it can happen that an artifact has an unlimited number of active applications. What quality an artifact has is not determined by the character who creates the artifact, but only by fate itself. No mage can predict how strong an artifact he creates will become.

If a single success of the roll shows at least a value of 30, he has created an infinite artifact.

For an infinite artifact, the number of successes is doubled to determine the cost. If these exceed the character's available *arcana*, excess costs are covered by wounds.

When the artifact is created, the magic knowledge of the character creating the artifact is recorded in a value called the artifact level. This artifact level indicates how powerful the creator was at the time they created the artifact.

Using artifacts

To use an artifact it is sufficient to perform the described action. If a spell is bound in the item, it will be cast that way, and it will not cost the user any *arcana*. The effect of the spell occurs as if it had been cast directly by a mage.

To use an artifact, the magic knowledge of the person who wants to use the artifact must be equal to or higher than the artifact level of the artifact. If the user's magic knowledge is lower, he must pass a *Spell Casting* roll whose successes are at least equal to the difference between his magic knowledge and the artifact level.

Storing arcana

Magic is an element that is not easy to comprehend. But if a being is granted the ability to handle it (i.e., a character possesses *arcana*), the character can easily store it in all non-magical materials in order to access it again later. But this method is not without danger.

Create a magic storage

To create a magic storage, it is enough to touch the item in which *Arcana* is to be stored and simply let the power flow into the item. The procedure takes as many hours as the character wants *Arcana* to flow into the memory and is completely harmless. The *arcana* is then subtracted from the character's *arcana* and noted with the storage.

Magic storages, like artifacts, are assigned an artifact level equal to the *magic knowledge* of the creator.

Using magic storages

A character discharges a storage by touching it and absorbing the stored power. In doing so, he must not exceed his maximum *arcana*. He does not have to draw the entire *arcana* stored at once, the power can also be dosed.

A stranger can only use the magic storage if his *magic knowledge* is equal to or higher than the artifact level of the storage.

Dangers of the storages

Magic storages are unstable, they explode if there is magic instability near them. If a spell fails near a storage, the wearer of the storage casts on his *magic knowledge*. If he achieves at least as many successes as the memory has *Arcana*, an explosion is prevented. Otherwise, the storage explodes.

When a storage explodes, it causes twice as many hits within 2D6 meters as *Arcana* is stored in the storage. The explosion causes a bonus wound and both *Burning 1* and *Shocked 1*.



Pantheon

This expansion brings the work of gods into your campaign. Characters are able to invoke Divine action and have a attitude and grace with their deity. There are various forms of invocation which can be performed by a believer.

The rulebook deliberately refrains from using earthly gods or beliefs here, but there are no limits to the imagination. For a cultist, for example, a being from the Cthulhu mythos can also be a deity.

Level of faith

The power of divine activity depends on the *level of faith*. This is a global value that illustrates the strength of divine activity. In general, it is assumed that the world has a faith level of 3.

However, particular places can change the level of faith. For example, invocations may be stronger in a large cathedral. Areas may perhaps be subject to a curse, or otherwise have a lower faith level. The faith level, if it differs from 3, is set by the game master.

Favor

As a value, favor represents the relationship between services of the priest and favors of the god. The value is 0 at the beginning and can become negative or positive.

The cost of the favors is subtracted from the favor. Favor points can be gained by the priest through godly actions in the game. It depends very much on the type of deity, with which the priest can rise in the deity's favor.

Relics

Relics have a special role in the churches of Tirakan. They strengthen the bond with the god and help the believer to continue on his path.

Common relics are objects from the possession of saints, but also bones of them. But even a simple object related to the deity can be a low level relic, such as a special stone for Tador. The character can get to a relic in many different ways, but it always requires a consecration.

Relics always have a level, which can range from 1 to 6. A level 1 relic can be an object that a saint once touched, for example. A level 6 relic can be a holy weapon or the bones of a saint.

The forms of invocation

There are four forms of invocation to a god. Each of them is performed differently. Each has a different effort and requests a different favor from the deity.

Common to all forms of invocation is the influence of the environment, the priest's condition, as well as faith level of the world. Thus, the following modifications are added to the minimum roll of each invocation (there are invocations that require multiple rolls).

- Favor of the priest: $-(\text{favor}/2)$
- The intention of the character does not correspond to the virtues of the deity: +10
- Ceremonial design (candles, clean cloths, etc.) not present: +5
- The attitude of the priest is contrary to the deity: +15

- The request is not the first request of the day: +2
- Sacrifice is offered: -3
- The priest uses incense: -2
- The invocation is done on Doldag: -2
- The invocation is chanted (additional chanting rehearsal): -5
- The prevailing level of faith: -faith level
- Additional priests at the invocation: -Number
- Relic present: -Level

Shock prayer

The least form of request is the Shock Prayer. In a short, pleading invocation of 3 seconds, the priest can gain a bonus to one of his attributes or skills. The bonus is equal to faith level points and lasts for faith level minutes.

A Shock Prayer requires a single Charm roll.

The Shock Prayer costs the priest 2 favor points.

Blessing

A blessing is able to break a divine curse (the work of a dark god, as indicated by the work in each case), but can also be transferred to an object to create a blessed weapon, holy water, or the like. To cast the blessing takes 5 minutes, and it lasts indefinitely.

A Blessing requires a Willpower and a Charm check.

The blessing costs the priest 5 favor points.

Lesser request

The Lesser Request invokes direct divine action. In it, the abilities of the character's deity and all of its servants that are classified as "minor" can be requested. The prayer for the low petition takes about 15 minutes. It can also be done as part of a ceremonial service.

A charm roll is required for the minor supplication.

Invocation

The invocation requests a deity's work that is classified as "higher". Again, both the deity of the character and its servants may be invoked. The invocation requires a larger ceremony and lasts at least 30 minutes. It can also be done as part of a ceremonial service.

The invocation requires 2 charm rolls and a willpower roll.

Consecration

With the consecration, an item such as a weapon is given to a god. The divine power ensures that the item is improved (stats plus about 30-50%), however there is also a chance that the item will be ensouled after the consecration and have some life of its own.

A consecration is a two-hour ceremony during which the deity is invoked three times by means of a charm roll. In addition, a test of strength is required as the item is held for the entire period. Finally, a 50% chance of ensoulment is thrown.

The consecration costs the priest 7 favor points.

Silent prayer

Once per day, the priest may spend one hour in silent devotion to his deity. For this, he rolls a charm roll and adds one favor point for each success.

Ceremonial Service

Ceremonial service is a service to the deity to strengthen their work and spread their word. The service can be both a classical ceremony in memory of the deity and something like a ritual funeral or exorcism. Minor petitions or invocations may be made as part of the ceremonial service, but they do not have to be.

A ceremonial service earns the priest one favor point for each participant, up to the double faith level per service. If a petition or invocation is performed, this cost is deducted again.



Horror

The horror expansion of Phase Six adds the classic horror elements to the game. Not only can characters load silver ammunition into their weapons, there are also creatures from the darkest imagination and obscure objects.

In addition, a character now has a possible stress level. If the non-worldly encounters are too much there is a risk that the character will lose control, or even acquire a permanent mental disorder.

Stress

If the horror enhancement is activated, the character has a value for stress that starts at 0. In addition, the character has a value for the maximum stress he can handle. This value is 6 from the start, but can be changed by templates or other means.

The character can gain stress by encountering other-worldly entities or having other encounters that are so abnormal that they affect him.

If the character reaches his maximal stress level by an action, he gets a *tick*, and the stress is set to 0.

Stress Test

Whenever it is important to judge whether the character can withstand a stressful situation, a *Stress Test* is rolled. To do this, add the character's *Logic* and *Willpower* values, and roll that many dice. If the roll shows at least one success, the Stress Test is successful.

Reduce Stress

To reduce stress, the character must rest, and not have any encounters with extraordinary beings. When *resting* (see [Wounds and Healing](#)), the player rolls a *Stress Test*. If this roll succeeds, the character's stress can be reduced by one.

Therapy can relieve more stress, this is up to the game master and depends very much on the epoch played.

Ticks

If the character reaches the maximum stress level, he gets a *tick*, and the stress level is set to 0 again.

Ticks are psychological illnesses that also have an effect on the character's stats. While the character can reduce stress by resting or something similar, it is not possible to remove ticks without therapy.



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