

PAGAN PACTS

A VIKING FANTASY ROLE PLAYING GAME

By OHMI

EASY TO PICK UP D20 ROLL UNDER SYSTEM
FOR IMMERSIVE, FAST-PACED COMBAT AND DEBATES
AGAINST RULERS, MERCHANTS AND PRIMAL SPIRITS OF NATURE

MANY THANKS TO ALL THE PLAY TESTERS

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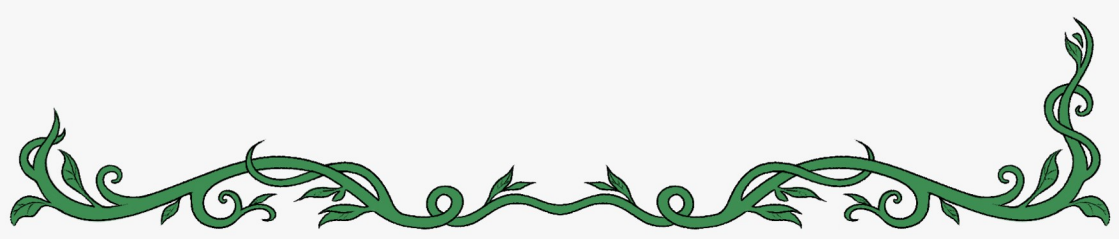
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SETTING AND THEMES

On the island of Saare, many things are different than you might know them from the continent. These are the themes underlying play.



VIKING AGE

Trade between villages and towns is common, but only over shorter distances. Some sea routes are too dangerous to be traveled reliably even by the most experienced seafarers.

EARLY MEDIEVAL

Most common people spend their days making sure everyone in their community has enough food. Swords and mail armor are a sign of great wealth and most people owe, at least nominally, service to a feudal lord or lady.

ANIMISM

All living things have a soul that is capable of effecting the world around them. Ravens may choose to share their wisdom and the woods or the hills may deceive you if they feel threatened by your presence.

HUMANKIND VS. NATURE

Since we established all of nature as potentially supernatural, this becomes a central conflict with both sides having their own goals. People seek to expand their settlements to feed their families and make a home for themselves. By doing so, they will inevitably come into conflict with the ancient spirits of nature.

GROUNDING FANTASY

A player character will come into this world with mundane, or at best slightly supernatural abilities. The goal here is for the GM to introduce the players into their own world, experiencing the magical with skepticism and wonder.

Combat will rarely be the only way to reach a goal. And the consequences for engaging in it can be harsh and permanent. The system is not intended to use minis and instead exclusively relies on theatre-of-the-mind descriptions.

GEOGRAPHY OF SAARE

THE ISLAND

Saare and its surrounding islands are the last places that remain unconquered by humanity. At its center lie the crown mountains, almost splitting the island east to west.

North of the crown, you will find a land of rolling hills and vast forests. Swamps around the river flowing north are hard to navigate. This land provides shelter for many shy creatures.

South of the crown lies a land that is to be avoided at all cost. A barren waste of unnatural darkness. Here, the only vegetation is shriveled and dry.



THE PEOPLE

Magic is only a faint memory to those on the continent, but here on Saare, it is real. And most people are afraid of it. People have been banished from their community for engaging in ritual practices.

The young port town of Narban is overlooked by a wooden motte fortification. This is the only part of the island properly settled by humans. Many arrive to build something of their own, and the settlement is rapidly expanding.

Elf tribes live in the forest and elsewhere on the island, more in tune with nature. They have found ways to use magic for their crafts. Their craftspeople and druids can sing wood into impossible shapes and form telepathic connections with animals.

ADVENTURES

Invariably adventure will lead the heroes into the untamed wilderness. Here, those that are not in tune with nature find unexpected dangers and those that are will have their loyalties tested.

The Elves do not look kindly upon those who enter into their sacred places. They will sometimes capture humans and bring them before the spirits to be judged, if they show no respect of the magical nature that surrounds them.



A NEW ARRIVAL – SHORT STORY

On the docks, a young merchant leads their donkey down the plank of a ship, onto the pier.

"Come on Tig, it's already past midday. We need to hurry up if we still want to sell some of this cloth we brought."

The merchant, who's wearing a wide-brimmed brown felt hat and an ocre colored tunic, had taken up the habit of talking to his donkey. It had been his only companion for a while now, after all. He finally convinced it to come down the plank, when a stern voice addressed him.

"Are you Allic the merchant?"

He smiles and nods to the man opposite. He wears a helmet, a gambeson of pale red color, as well as a spear by his side.


"Your ships captain told me, you can swing an axe."

"And what use is this information to you?" Allic inquires.

"A smart one, I see.. I'm Ginno, I'm here to recruit help for the militia. You can trust me, we are a close knit community here. People are much more likely to buy from you, if they know you did something for them first."

"Agreed. As long as you find me a good place for Tig to stay. Besides, what are we doing?"

"One of the logging camps has reported elves near by."



Ginno and Allic make their way to a warehouse in town, where the militia stores their equipment. They walk along busy alleys and past a lively market square. Few minutes later Allic is fitted with a gambeson just like Ginno's, a green painted round shield and his own fighting axe.

Toward the end of the day, Allic finds himself sitting on a tree stump, watching some lumberjacks doing their work. He had arrived late, and this way he is at least doing something for the people here.

Suddenly, a rattle in the underbrush. Three hulking gray wolves appear from it, right next to one of the workers. Allic jumps to his feet, looking for Ginno, who is nowhere around.

The wolves circle the worker, and one of them bites into an arm flailing in defense. Allic breathes and charges the attacking wolf from the back, axe digging into its hind leg.



SHORT STORY

The animal lets go of the poor worker, and retreats closer to the rest of its pack. Then the whole pack dodges back into the depth of the forest.

Allic decides to follow them for a few steps and sees a figure in the distance. A tall human, wearing a flowing gray wool coat. And the wolves are now running right at this mysterious person.

Just as Allic raises his voice to warn them, his breath halts. The stranger lifts their arms, as if to call the pack towards them. Then, one by one, the wolves go under the gray wool coat.


Hiding behind a tree, Allic catches a breath. When he looks after a few heartbeats, the figure is still there. Allic shivers, but then he stands tall and raises his voice:

"Who are you, stranger? And why do you send your wolves to attack the people of Narban?"

The figure gives Allic a sign to come closer. Then they take off their hood, revealing blonde locks and pointy, elvish ears. Their voice is carried melodically through the trees.

"We fight for what is ours. You Humans just cannot behave, so we must use violence."

The elf turns to walk away, while Ginno is making his way through the dense leaves towards Allic.



"You've chased it off. Good work on that, and it looks like you're not even hurt."

Allic had not told Ginno where the wolf came from, fearing that information might lead him to be even more hateful. The thought of the elf now occupies his mind, as they sit in the black raven tavern.

The militia is making sure that his heroic action is known to everyone in town, and no doubt he will make good money the following day. But still, while he is eating his stew, Allic struggles to shake off the curiosity.

"Have you ever been further south, beyond the edge of the forest I mean?" he finally asks.

A silence falls as everyone is slurping their stew. On the table next to theirs, a clean shaven man with a small frame and a pipe in his hand, raises his voice.

"What a question to ask of a bunch of craftsmen. As a ranger, I can tell you anything you need to know of the barbaric lands of the elves..."



WHAT MAKES A CHARACTER

A character has 4 Attributes that define them in the mechanics.

STRENGTH (STR)

How you act upon the physical world.
Concepts: Constitution, Endurance, Size.

"A large stone is blocking the mountain pass." - "I push it out of the way."

SENSES (SNS)

How you react to the world with your mind. Concepts: Perception, Stealth, Reasoning.

"The forest is dark and scary." - "I go to see if anything is hiding in the bushes."

DEXTERITY (DEX)

How you get around, or on top of, a problem in the physical world.
Concepts: Speed, Agility.

"A boulder is rolling down the hill, you are in its path." - "I dodge it."

AURA (AUR)

How you act upon the world with your mind. Concepts: Charisma, Magic, Deception.

"A wolf approaches you and growls." - "I growl back to intimidate it."

ATTRIBUTE POINTS

At character creation you have 50 points to divide up in these 4 Attributes. No Attribute can be lower than 8 or higher than 16 at the start. If you want to skip the complicated calculations, simply start with 10 in each Attribute. Then distribute another 10 among them.

EQUIPMENT

Choose starting equipment from the weapons and armor list on [page 14](#). Items marked as "rare" cannot be chosen at the start. Every day items, such as knives, food and moderate amounts of money don't need to be noted. It is assumed that every character starts with those.

ASSETS

Choose your starting Asset from [pages 24](#) and [25](#). In case you are overwhelmed by the descriptive text, just read the headers and pick something that fits your character. Only few Assets require specific equipment to be used, and all of them are useful.

EXAMPLE CHARACTER

Name			
Awin the Hunter			
STR	DEX	SNS	AUR
10	12	16	12

Asset:

Bulls Eye - When attacking with a bow, a double success causes +1 Wound

Equipment:

Bow & Arrow



CHARACTER LEVEL TABLE

Sessions Played	0	2	5	10	every 5
Character Level	1	2	3	4	+1

Since Pagan Pacts was developed for open table play, a characters level depends on how many sessions they were played in. If your game is more of a traditional campaign, feel free to use a milestone based system. GMs can add their sessions to their own PCs.

CHARACTER PROGRESSION

When you gain a level, choose one:

- ◆ 1 new Asset (see [Assets](#))
- ◆ 5 more [Wound Markers](#)
- ◆ +1 to an Attribute (cannot go over 20)



BASIC RULES

When your character faces a problem, you decide what action they take. You roll a D20, the lower the better. Compare the result to one of your characters Attributes.

TARGET NUMBER

The GM chooses an Attribute to roll for, which is then your target number (TN). Roll a D20, a result lower than or equal to the TN is a success. If the result is higher than the TN, the action fails and the problem remains or gets worse.

DEGREES OF SUCCESS

If the roll is lower than or equal to $\frac{1}{2}$ the TN, it counts as a double success, meaning action is taken graciously and to great effect.

A 1 on a roll is always a double success, even if the TN is negative. Likewise a 20 is always a double failure, no matter how high the TN is.

DIFFICULTY

The GM can always decide that a task is particularly hard or easy and give modifier of 5 or 10 to the TN.

These modifiers are to be used in moderation.

TAKING TURNS

When in combat or in a debate, characters take turns to act. On your turn you can perform one action.

You can also perform one reaction, like defending or rebuking, per round (the time it takes for everyone to take a turn).

PREPARING AND HELPING

Prep and Help actions are useful, when success chances are low. They can be anything reasonable within the fiction.

Prep actions must use another Attribute than the action they are for. A successful Prep or Help action gets you or an ally 2 Boosts. (3 on a double success)

THE FICTION

Success does not look the same for everyone. A good roll means your character was able to apply their Attributes well, making the situation better. The Attribute itself, such as their strength or lack thereof, is always there. We just check if other factors allow them to apply it, or not.

If an element drives the story forward, a SNS check should never determine if the character discovers it or not. Instead, it determines if they discover it at an opportune moment.

BOOSTS

Take some time to prepare and action to gain Boosts. A Boost is a short-lived advantage, represented by a physical token.

GAINING BOOSTS

When you get Boosts, you must decide right away what they help you do. All Boosts gained at the same time must go towards one type of action.

Assets and items that give “+1 Boost” to a specific type of action activate every time you gain boosts for that action.

USING BOOSTS

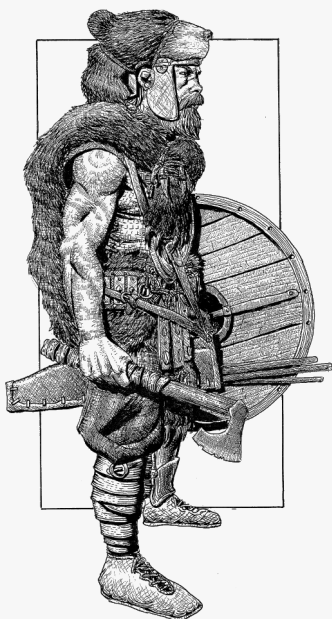
Use them for a bonus of +5 per Boost on a roll. At the end of your next turn after you got them, any unused Boosts are lost.

BURNING BOOSTS

In some situations, you can burn Boosts to gain some other advantage. These Boosts can be of any type, as long as it is clear in the fiction how they help you gain that advantage.

PERMANENT BOOSTS

Some Assets allow you to gain Boosts that are permanent, they are not lost when your next turn ends. You do still lose them when they are used or burned. Unused permanent Boosts gained during an encounter are lost at the end of it.



THE FICTION

Use Prep and Help actions only sparsely outside of a conflict. As a GM I make sure that the description of these actions really justifies the huge mechanical advantage they give.

In combat or in a debate this is less of a concern. The added time constraint of taking turns that represent small amounts of time means any short moment used to prepare an action is valid.

EXAMPLE OF PLAY

Name	STR	DEX	SNS	AUR
Siri the Herder	12	10	16	12

It's a quiet morning in the village of Halle. Siri is wandering around the edge of the forest.

- ◆ Siri is bored, she wants see if she can spot some birds in the trees.
- ◆ The GM decides that that requires a roll for SNS.
- ◆ Her player rolls a D20 and compares the result to the TN of 16.
- ✓ 10 → Success. She was able to make good use of her senses.

This morning the birds are especially lively. Siri hears a few songbirds and she even sees a shiny object one of them must have stolen in a nest up in the trees.

- ◆ Now Siri wants to climb the tree to get to the object.
- ◆ That would be a DEX roll. However, the tree is tall and has no low branches, it will be hard. That means the TN is reduced by 5.
- ◆ Siri's player could roll for her DEX - 5, that would make for a TN of 5. But they reconsider.

Siri goes back to her family home and looks for her brother.

- ◆ She wants to convince him to Help her up into the tree.
- ◆ That requires an AUR roll and is a Prep action for the climb.
- ◆ Siri's player rolls a D20. The TN is her AUR of 12.
- ✓ 3 → Double success. Siri gains 3 Boosts total. 2 for the successful Prep action, +1 for the double success.

Siri's brother Estrand is a big guy and is glad to Help her out. They both return to the tree, where she saw the nest.

- ◆ With the help of Estrand, lifting her onto his shoulders, Siri climbs the tree.
- ◆ Her player rolls for DEX of 10, - 5 for the difficulty and +15 for all 3 Boosts. The TN comes to 20.
- ✓ 17 → Success.

On her brother's shoulders, Siri can easily reach the trees lowest branches. She stretches herself to reach into the nest and grabs a cold, metallic object. A ring made of silver.



COMBAT RULES

For each combat encounter you may choose either STR or DEX as your attack skill, the other is your defense skill. When you roll to attack or defend, the TN is your respective Attribute.

INITIATIVE

Initiative is side-based and the GM can decide from context if the players get a chance to act before their opponents. There is no fixed turn order, players can and should coordinate.

DOUBLE SUCCESS OR FAIL

With the exception of making an attack, every double success in combat gains you 1 Boost. Every double fail gives 1 Boost to an opponent.

ATTACK AND DEFENSE

A successful attack action with a weapon causes 1 Wound (2 on a double success).

A successful defense reaction deflects 1 Wound (2 on a double success).

OPPOSED ACTIONS

Other actions can also be defended against. In this case a simple success on the defense negates a simple success, or degrades a double success to a simple one.

A double success on the defense makes the action fail completely.

EXCEPTIONS

When the TN of an action is 40 or higher, it cannot be defended against. But it can still fail, if you roll a 20.

SPECIAL ACTIONS

To perform a special action, like restraining, disarming or stunning an opponent, you must burn 3 Boosts. The Boosts don't have to be of a specific type, as long as it's clear in the fiction how they help you.

With a simple success, the effect lasts only moments. With a double success, it lasts at least until combat ends.

RANGED ATTACKS

Attacking an opponent with a ranged attack, who is in melee with an ally, requires you to burn 1 Boost.

When you target an opponent with a ranged weapon, who is within melee range of you, they gain 1 Boost. Defending against ranged attacks always uses DEX.

THE FICTION

When an action fails, make sure to narrate how it fails. An attack might miss because the attacker misjudged the distance, or they were too timid. It's never just "You attacked, nothing happens", cause that's lame.

WOUNDS

Each player character starts with 5 empty Wound markers. When you take a Wound, cross one out. Once Wound is healed or treated, fill out the Wound marker completely. It becomes permanently unavailable.

CONSEQUENCES

Having 3 or more untreated Wounds causes blood loss, all your Attributes are temporarily reduced by 5.

If you take a Wound but have no more available Wound markers, you suffer from blood loss until all your Wounds are treated and must roll to hold on (STR). On a fail, your character is mortally wounded.

LIGHT WOUNDS

Unarmed and training weapon attacks cause only light Wounds. They are completely regenerated a short while after combat is over. To mark them, put a pencil dash in a Wound marker.

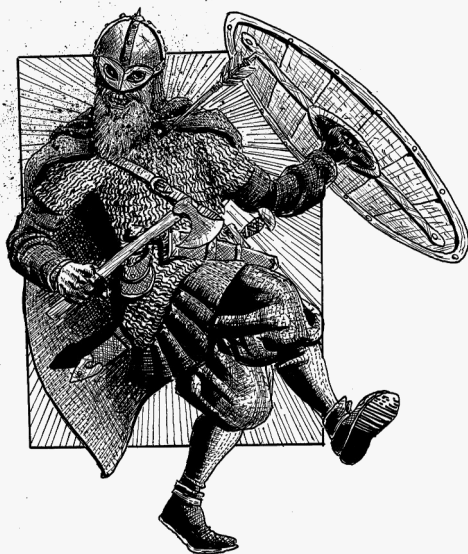
With weapons that can cause blunt trauma you can burn 1 Boost to cause light Wounds instead of normal ones.

A character that takes Wounds or light Wounds beyond their Wound markers goes unconscious instead of dying, if they have more light Wounds than Wounds.

TREATING WOUNDS

Treating Wounds (SNS) takes care and time and can only be done outside of combat.

With proper healing supplies a simple success treats 1 Wound (2 on double success). With improvised supplies, it takes a double success to treat 1 Wound.



NOTE

If you are low on Wound markers, remember that there are ways to avoid combat entirely. Just because we're in a Fantasy RPG, doesn't mean we need to kill everything.

When narrating someone taking a Wound, consider that they are quite substantial. Smaller cuts and bruises are not worth writing down in our tale.



DISTANCE

Distances are abstracted using zones, which are about 10 to 20 paces across.

EXAMPLE OF ZONES

A fight takes place in a village, the zones may be “Outside the farm house”, “In the wheat field” and “Next to the road”.

Let’s say the wheat field is next to the farm house and you have to cross it to get to the relevant part of the road. In other words, zone 2 is adjacent to both zones 1 and 3, while the other two are not connected.

MOVEMENT

On your turn, you can move from the zone you are in to an adjacent zone, but you cannot move and attack on the same turn.

You can move and do a Prep or Help action in one turn.

REACH

You can attack any character who is in your zone.

Ranged weapons like javelins and darts allow you to attack characters in adjacent zones, while bows and slings allow you to attack characters in all zones. Though there might be a penalty involved if they are further away or there are obstacles around.

HALTING MOVEMENT

When an opponent moves to leave your zone, you can use a cut off reaction (DEX) to stop them from moving.

On a success, the opponent used their move and can no longer attack or defend until their next turn.



NARRATION OF COMBAT

Describe actions in combat not just as factual events, but as cause and effect. At the end of each round, recap what happened, emphasizing how one outcome led to another.

A character gaining a Boost in combat can represent many different things. Such as better situational awareness, distance management, a positional advantage, making better use of their surroundings, etc.

NOTE

To keep the GMs job simple, NPCs work different. They have 2+ Wound markers. When their last Wound marker is filled, they are unable to fight on and usually just die.

WEAPONS AND ARMOR

MELEE

SPEAR / STAFF ONE HANDED

Can defend allies in your zone from melee attacks

SPEAR / STAFF TWO HANDED

Can defend allies in your zone from melee attacks, gain 1 Boost if successful

SHIELD

Gain +1 Boost to defend. Can burn 2 defensive Boosts to deflect +1 Wound

ONE-HANDED AXE

Disarming only costs 2 Boosts

TWO-HANDED AXE

Gain +1 Boost to attack

SWORD (RARE)

Burn 1 Boost to cause +1 Wound. Once per turn

HAMMER / MACE

Can burn 2 Boosts. On a double success, only 1 Wound can be deflected.

TWO HANDED WOODEN FLAIL

Can burn 3 Boosts to attack another enemy in range

KNIFE

Wielding a knife or any other fighting implement counts as being armed

OTHER

UNARMED

Only cause light wounds. If your opponent is armed, they gain 2 Boosts after your attack was resolved. No matter the outcome

DUAL WIELDING

Can burn 3 Boosts to attack the same enemy again

BLUNT SIDE

Can burn 1 Boost to cause light Wounds instead of wounds

RANGED

BOW

Gain +1 Boost when you Prep with SNS. Must Prep or have a Boost to attack. A fail on the Prep still allows you to shoot

JAVELIN

Gain +1 Boost when you Prep with DEX. Can choose to destroy the opponent's shield instead of dealing wounds

SLING / DART

When you wound an opponent, an ally in the same zone gains 1 Boost

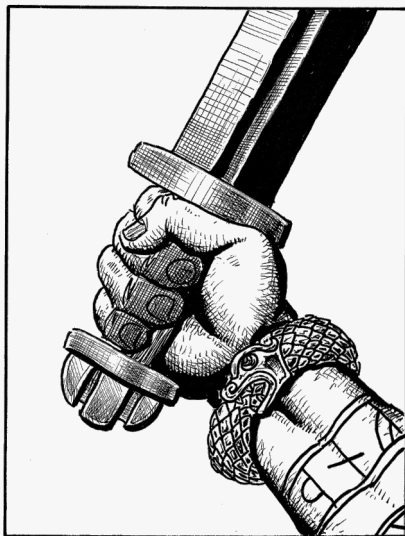
ARMOR

PADDED ARMOR

Gain 2 permanent Boosts to defend when combat starts. Reduces DEX by 2

RINGED ARMOR (RARE)

Take -1 Wound from weapon attacks. Reduces DEX by 4



CLARIFICATIONS

Item or Asset effects that give +1 Boost are triggered whenever you gain Boosts to the specified action. The additional Boost is of the same type.

EXAMPLE COMBAT

Name	STR	DEX	SNS	AUR	Inventory
Aved the Viking	8	16 (14)	15	11	Axe, Padded Armor
Jak the Viking	14	13	9	14	Spear and Shield

Two Viking warriors are fighting a duel to the first blood.

Due to his higher SNS, the GM decides that Aved will have the chance to act first.

Because of his padded armor, Aved gains 2 permanent Boosts to defend.

Round I

- ◆ Aved takes a moment to find an opening (SNS) and rolls for a TN of 15.
- ✓ 14 -> success. Aved gains 2 Boosts and decides that he will use them to attack.
- ◆ Jak distracts Aved (AUR), TN 14
- ✓ 4 -> double success. He gains 3 Boosts to defend, +1 because of his shield, so 4 total.

Aved has noticed that Jak is holding his shield too high and aims a swipe at his legs, but Jak's quick and brutal battle cry makes Aved freeze in his movement.

Round II

- ◆ Aved attacks (DEX) with +10 from Boosts, TN 24.
- ✓ 17 -> success, deals 1 Wound
- ◆ Jak defends (DEX) with +20 from Boosts, TN 33.
- ✓ 14 -> double success. Jak takes no Wounds and gains a Boost. He uses it to attack.

- ◆ Jak attacks (STR) with +5 from his Boost, TN 19.
- ✓ 12 -> success. Would cause 1 wound.
- ◆ Aved defends (STR), using his 2 perm. Boosts for +10, TN 18
- ✓ 15 -> success. Takes no wounds.

Aved strikes at Jaks legs, but Jak manages to catch the axe with the rim of his shield and knock it off to the side. Jak sees an opportunity and drives his spear towards Aved's chest. Aved bats the spear point aside with a swing of his axe and is only grazed by the attack.

Round III

- ◆ Aved attacks (DEX), TN 14
- ✓ 3 -> double success. Would cause 2 Wounds.
- ◆ Jak defends (DEX) TN 13
- ✓ 9 -> success. Jak still takes 1 Wound.

(Jak would still have a turn, but decides to give up.)

Aved flicks his axe upward towards Jaks exposed arm. Seeing this Jak drives his shield forward once again, but he is too slow. The axe slices into his forearm, a bit of blood splattering onto the shield. "I give up, bloody hell!"

DEBATE RULES

If there is a verbal argument in which both sides have clear goals, someone can call out “Make it a Debate.” If everyone agrees that this is a suitable debate, these rules apply. Initiative and turns work like they do in combat.

VIABILITY

Each side starts with 5 Viability markers, +2 more for each major factor of circumstance in their favor. An example for a factor of circumstance would be one person holding a position of power.

When a side’s Viability is harmed, fill 1 Viability marker per Harm done. The debate ends once all Viability markers of one side have been filled up.

DOUBLE SUCCESS AND FAIL

Except when you speak to harm an opponents position, every double success in a debate gains you 1 Boost.

Every double fail gives 1 Boost to an opponent.

SPEAK AND REBUKE

A successful speak action (AUR) does an amount of Harm equal to the quality of the Argument used. (+1 on a double success)

A successful rebuke reaction (AUR) will reduce the Harm done by a speak action by 1. (+1 on a double success) Each speak action can only be rebuked once.

ARGUMENT QUALITY

You can always choose an Argument of quality 1. Spend 1 Boost to increase the quality by 1. See the Arguments Table for your options.

PREPARE BY THINKING

Thinking (SNS) is the most important and frequent Prep action in a debate.

ARGUMENTS TABLE

Quality	Type
1	Insult, Bribe, Threat, Repetition, Diversion, Joke
2	General Statement, Analogy, Ad Hominem, Blame, Straw Man
3	Specific Statement, Anecdote, Emotional Appeal, Complex Question
4	Accusation, Lie, Scandal, Revelation

THE FICTION

As part of an Argument, for example a specific statement, a player is encouraged to come up with something that truly happened in the game world.

You always make your argument first, then you roll the dice to see how it is received. If your argument failed or was rebuked, just like a missing blow in combat, don't narrate it as "nothing happens". Instead, ask yourself why it failed. This way you expand upon the characters and story each time you roll.

Likewise make sure you know what the argument is actually trying to achieve, to narrate its reception accordingly. Are you trying to convince your opponent or the crowd? The same Argument might hit differently, depending on the situation.

DEBATE TIPS

This system is what most departs from other games you might be used to. But if your group is anything like mine, debates will add a lot of variety to your sessions.

Debates you can easily set up include a negotiation with a merchant, a witch trial, a discussion with rulers on how to proceed in matters of war, calming down an intimidating person who threatens you, etc.

Debates work best in small groups, since playing more than 2 NPCs in a debate can become tedious. Encourage players who's PCs are not there to take over NPCs. And as always, if you don't know how to proceed, just ask the table.

Players can gain permanent Boosts at the start of a debate if they have gathered evidence that supports their position.



EXAMPLE DEBATE

Name	STR	DEX	SNS	AUR
Marius the Tailor	13	15	11	11
Henno the Merchant	11	9	14	16

A scene at the market place. Marius has bought a bag of apples at the market stall this morning. He claims that Henno has advertised these apples as remarkably sweet, which now that he tried one was a bold lie. He wants a refund, Henno does not want to give him one.

Viability for Marius: 5

Viability for Henno: 5, +2 for his good reputation

Round I

- ◆ Marius speaks (AUR), since he can only choose an Argument of quality 1, an insult. TN 11
- ✓ 6 -> succes.
"Now listen here you [beep] give me my money back!"
- ◆ Henno rebukes (AUR), TN 16
- ✓ 18 -> fail. Hennos Viability takes 1 harm. 6 more Markers are available.
"Eh.. what? Listen, there's other customers before you, wait in line."
- ◆ Henno thinks (SNS), TN 14.
- ✓ 13 -> success. He gains 2 Boosts to speak on his next turn.

Marius has arrived with an attitude and the others at the market stall are only too happy to get out of his way and witness the drama play out. Henno meanwhile already has a good idea of how he can stop him in his tracks.

Round II

- ◆ Marius thinks (SNS), TN 11.
- ✓ 12 -> fail
- ◆ Henno speaks (AUR) and uses both Boosts to raise the quality to 3, a complex question, TN 16.
- ✓ 2 -> double success. Deals 4 Harm to Marius' Position.
"Oh, the bags of apples you bought this morning, how much of it have you eaten already?"
- ◆ Marius rebukes TN 11.
- ✓ 20 -> double fail. Marius marks off 4 out of 5 markers for Viability. Henno gets a Boost because of the double fail.
"I uh.. not a lot anyways."

Marius forgot what he was going to say for a second. Henno's clever question has some onlookers chuckling and Marius' response was underwhelming. Everyone around senses where this is going.



FLIRTS AND SEDUCTION

A flirt is a special type of Debate. All the same rules apply, but in addition you can use the flirty arguments.

FLIRTY ARGUMENTS TABLE

Quality	Type
1	Brag, Innuendo
2	Compliment Appearance, Invoke Societal Pressure
3	Compliment Personality
4	Advance

WHEN TO FLIRT

A flirt starts, usually between two people, if one wants to be liked by the other to allow for a romantic gesture to happen.

WHAT A WIN MEANS

A win for the initiating character does not force the other to do anything. Rather the responding character agrees to what they feel comfortable doing with a person they like.

In some contexts this means spending the night together, for others a kiss on the cheek is already a big gesture.

COUNTER ARGUMENTS

The responding character (NPC) will still rebuke arguments, but will not bring forward arguments of their own. Instead, the initiating characters position loses Validity each round, as determined by the GM at the start of the debate.

THE FLOW OF CONVERSATION

Unless time is critical, in this type of debate, there is time between turns for casual conversation, dances or quiet moments. Within the GMs discretion, this can mean that all attributes can be used to prepare.

When an argument is rebuked, think about the reason for the rejection. A compliment is quickly brushed off as inconsiderate, an advance might be rejected because of others watching.

It goes without saying that all parties may choose to give in to their desires and end the flirt at any point, in favor of the other.



MAGIC RULES

There are those who have learned to please the spirits and how to gain their favor. They perform rituals to show their allegiance and in turn the spirits help them, when they are struggling.

CONNECTIONS

When first you form a meaningful connection with a representation of a greater Spirit, it allows you to perform a ritual with a meaning you both agree upon.

Performing a ritual (AUR) can be done once per day. You need to be in a place where the presence of the Spirit can be felt. If successful, you gain 1 Favor. On a double success, gain 2.

As a reminder of your Connection, the Spirit will give you a keepsake. Without it, your rituals gain one fewer Favor.

SPIRIT FAVORS

Like Boosts, they are represented by physical tokens.

When you gain Favors, you do not have to decide right away what they can be used for, though the GM may impose some restrictions.

You can use Favors at any time to make an action easier, in that case you immediately get a bonus of +10 per Favor used. Or use them to do something you would not otherwise be able to do.

Any unused Favors are lost at the end of the day.

MAGIC ATTACK AND DEFENSE

Use 1 Favor to attack an enemy or defend yourself using AUR. Magic attacks cause a base of 2 wounds, 3 on a double success. Magic attacks use your normal attack action as well, while defending with magic does not use an action or reaction.

Characters targeted by Magical attacks can choose to use the normal defense skill or AUR to defend.

BONDS AND PACTS

Connections, as they become stronger can grow into Bonds, which in turn can become Pacts.

A ritual performed for a Spirit you share a Bond or a Pact with gains a base of 3 and 5 Favors respectively. One more on a double success.

Whereas Bonds can be established with other representations. To form a Pact, you must convince the Spirit itself of your loyalty in a debate.

LIMITATIONS

Think about what the spirit can do to help you, and where its presence can be felt. A spirit that dwells deep within the forest will not be able to help you while you're in town, for example.

THE FICTION

Those limitations listed are meant to feed your imagination, not hamper it. A character may start out knowing only a particular way the spirits help them. But if they find themselves in a dire situation, the spirits become compassionate and help any way they can.

If you fail the AUR roll on your daily ritual, it means you fail to feel the connection to your spirit. Ask yourself why they might feel more distant that day.

GAINING FAVORS AT AN ALTAR

From the time of the old kingdom, when the worshipers of the spirits were persecuted, a number of hidden altars still exists across the island. A fitting sacrifice on one of those altars can gain a character a Favors, even if they don't have a connection with one of the spirits.

ELVEN MAGIC

Not all elves have a connection to the spirits, yet they are still able to make use of certain kinds of magic when they are deep within the forest. This often involves the use of certain songs and poems which are liked by the tree spirits.

As an example, the elves sing to weeping willows, when they traverse the forest. The trees in turn show them the direction they need to take with a slight movement of their branches. Other trees and bushes follow suit, and the traveler finds their destination without fail.

Humans can learn these songs. In some cases the trees even aid them when they sing another song they like.





HISTORY

THE OLD KINGDOM

Hundreds of years ago, a human king by the name of Sardan had conquered all of Saare and ruled it from his great palace south of the crown mountains. He had systematically removed and reduced all that is Magic from the island, and elves and hobbits only survived in small dispersed groups.

His vassals, however, still worshiped the spirits in secret. Among the fortifications, monasteries and other structures left standing after hundreds of years, hidden temples and altars can still be found.

BETRAYAL

When the great King discovered that his closest advisors had betrayed him, madness took hold of him. He invited them to a feast, at the end of which he had each of them assassinated in the most gruesome of ways.

Those left behind protested, some of them ready to take up arms against their King. In this tense moment of grief and anger, a lust for revenge grew in their hearts.

WRATH OF THE GODS

What the King had done angered the Gods themselves. In their anger, they sent a splinter of the sun, a bustling giant thing of fire, down to earth. Not only the King, but his whole kingdom along with him was eradicated in an instant.

Only the elves and hobbits miraculously survived the impact. Freed from their human King, they were able to once again decide their own faith.

A NEW BEGINNING

From this cataclysm, the spirits emerged and reclaimed the land that is rightfully their own. Some of them remain spiteful of the humans, while others are peaceful as long as they are left alone. All of them, however, are wild forces of nature.

In the 300 years that passed since, the island has almost found back to its normal state, before Sardans conquest. Except for one part of it, which is not reclaimed by one of the old spirits, but instead by one which was created in the cataclysm.

THE PCs POSITION

All of this may or may not be known to your character. But it is important to know before playing how they view magic. Some are afraid of it, some are excited to see the legends come true.



THE SPIRITS

GEMMANA

She reigns in the woods to the north. Her domain are the animals of the forest and the plants and trees themselves. Those who follow her lead may first be drawn to her by a connection they formed with a curious crow or a rare and beautiful plant they cared for.

The elves use her Magic to mend wood into impossible shapes and communicate with animals.

ESRA

The ragged foothills of the crown mountains are where she calls home. For her, earth and stone are the most fascinating things. It was she who formed the Giants and gave them life.

Her followers can command earthquakes and the Elves trust her to judge anyone who breaks their laws, at the table of the gods.

UMAD

The crown mountains themselves are ruled by a reclusive spirit. It is his work when you hear the howling, freezing wind descend from the mountains.

He still craves the gold, silver and iron the humans have stolen from him generations ago.

TASMAND

The barren land south of the crown mountains is his realm. He was once one of King Sardan's advisors, or all of them. His rage against the one who killed him never fades and he has devastated all around him in the effort to besiege the palace of the great king.

The shadows he commands share his anger and his corruption causes festering illness in those who dare to enter his lands.



SPIRITS IN NARBAN

In Narban itself there is a Temple of Taara, the god father. He is the only entity who is officially worshiped there. Be it the worship of Taara or simply the presence of human structures in general driving nature back, the spirits do not have much power to reach into the town itself.

Only occasionally minor magical creatures, all of them aspects of the spirits themselves, are drawn into town and cause trouble. The wind goblins would be one example. Driven by Umads greed for his belongings, they sneak into unoccupied houses and steal anything made of metal.

COMBAT ASSETS

BERSERK

Gain 1 Boost to attack for every Wound you cause with a melee attack

BULLS EYE

When attacking with a bow, a double success causes +1 Wound

DEVIOUS STRIKE

When you attack someone in your zone, who is unaware of you, cause +2 Wounds

DISTRACTION

While using a Sling, when you Help from another zone, the ally gains +1 Boost

FLOW STATE

With a 2-handed Axe or Flail, you can burn 2 Boosts to attack another enemy

FORMATION FIGHTING

1x per round, when in melee with an ally, gain 1 Boost when that ally gains Boosts

EMPTY HAND

While you have a free hand, all special actions using it only cost 2 Boosts

HARD AS NAILS

No negative effect from blood loss (having 3 or more untreated wounds)

INSPIRING CALL

When using AUR to Help, a second ally gets the same amount of Boosts

INSTINCT

When you take Wounds and cross out at least one Wound marker, gain 2 Boosts

INTIMIDATING

Using AUR to Prep, on a double success an opponent you choose loses all Boosts

OFF-HAND JAB

While dual wielding, when you attack successfully without Boosts, gain 1 Boost

KNOCK OUT

Deal light Wounds without cost

NIMBLE

When using DEX to Prep, gain +1 Boost

HOOK

While using an Axe, when using STR or DEX to Prep, an opponent in your zone loses all Boosts

SCOUT

When using SNS to Help, the ally gains +1 Boost

SHANK

While using a Knife or Dagger, can burn 2 Boosts to attack the same enemy again

SHIELD WALL

While using a Shield, you can defend for allies in your zone

STAGGERING BLOW

When you wound an opponent with a Hammer or Mace, they lose all Boosts

STALWART DEFENDER

When you defend with a Shield and don't take any wounds, gain 1 Boost

TAILORED

Padded Armor does not reduce your DEX, Ringed Armor only reduces DEX by 2

HELPING HAND

When using STR or DEX to Help and the ally is in your zone, they gain +1 Boost

EYE FOR FLAWS

Using SNS to Prep, on a double success an opponent you choose loses all Boosts

GUARDIAN

You can burn 1 Boost to cut off an opponent without of using a reaction

EVASIVE

Can burn 1 Boost so opponents cannot cut you off for a turn

PIVOT POINT

While using a Shield, you can convert 1 Boost per turn from defend to attack

DISTANCE MANAGEMENT

While using a Spear, when you Prep successfully, take 1 Boost from an enemy

VIGILANT

When combat starts, you gain 2 Boosts

BULKY

When using STR to Prep, gain +1 Boost

HEAVY IMPACT

When you attack with a Hammer or Mace, you can burn 2 Boosts to increase damage by 1

DEBATE ASSETS

ADAPTABLE

When your Viability is harmed, gain 1 Boost to speak

SHARP TONGUE

Speaking an Argument of quality 2 and up does +1 harm

FOUL MOUTH

Speaking an Argument of quality 1 does +1 harm

FLEXIBLE NEGOTIATOR

Can convert 1 Boost per turn from rebuke to speak

STRUCTURED NOTES

If you gain permanent Boosts at the start of a debate, gain +2

ANTICIPATING

When you gain Boosts to rebuke, gain +2

QUICK WITTED

When you gain Boosts to speak, gain +1

UNSHAKABLE INTEGRITY

When a debate starts, gain 1 Viability

PREPARED

When a debate starts, gain 2 Boosts

HUMOROUS

On a double success, your jokes cannot be rebuked

DISARMING ATTITUDE

When you do harm, an opponent you choose loses all Boosts

THOROUGH

Rebuking with a double success always reduces the Harm taken to 0

CHATTY

Can burn 1 Boost to speak again

DIRECT ADDRESS

When speaking, can burn 1 Boost to choose who can rebuke your Argument

PITIFUL

When your Viability takes Harm from an Argument of quality 1, gain 2 Boosts

SOFT SPOKEN

Speaking does -1 harm. On a double success, your Argument can't be rebuked

PREACHER

When you do Harm with an Argument of quality 2, gain 1 Boost

CHARMING

When you Help using AUR, on a double success an opponent loses all Boosts

INTELLECTUAL

When you speak, you can burn 2 Boosts so that your Argument cannot be rebuked

KNOW IT ALL

When you rebuke, you can burn 1 Boost. On a double success, do 1 harm

DISPLAYED WEALTH

When you speak about trade, do +1 harm. An opponent gains 1 Boost

DEEP BREATH

Can burn 2 Boosts to rebuke again

OPPORTUNIST

On a double success or fail, gain +1 Boost

AGITATOR

Speaking does +1 harm. When an opponent rebukes you with a double success, take 1 harm

DENOUNCER

When you rebuke with a double success, gain +2 Boosts

IMPOSING

When you Help using STR, on a double success an opponent loses all Boosts

BARBARIC SUPPORT

When an ally speaks a threat, you can burn 1 Boosts and it does +1 harm

STRENGTH IN NUMBERS

When you rebuke, you may use 1 Boost from each of your allies

CREATIVE COMMONER

In a debate against someone of higher station, when you think, gain +2 Boosts

SHARING SECRETS

Once per turn, you can give 1 Boost to an ally



HEALING ASSETS

SAGE

When you treat Wounds with supplies, +1 Wound is treated

APOTHECARY

Once per day, you can Prep and gain 2 permanent Boosts to treating wounds

INVIGORATING CARE

When you treat Wounds (SNS), any Wound you would treat beyond the target's untreated Wounds are gained as new Wound markers instead

OLD WOUNDS TREATMENT

At the end of a game session you can heal Wounds that are already treated (SNS). On a success the target gains 1 new Wound marker, 2 on a double success

FIELD MEDIC

Can treat wounds in combat. However, a double success is necessary to treat 1 wound

MAGIC ASSETS

Can only be taken if you have a Connection with a Spirit.

DEEP CONNECTION

Gain +1 Favor

RITUAL HEALER

When you use Favors to treat wounds, +1 Wound is treated

ENGULFING AURA

Can target two enemies at once with magic attacks without extra cost

PROTECTING AURA

Can burn 1 Favor to defend an ally using AUR, without using your reaction

TRUSTED FRIEND

Can transfer Favors to others on your turn

MENTAL SHOCK

Your Magic attacks can only be defended against using AUR

WATCHFUL SPIRITS

When combat starts and you have none, gain 1 Favor

COMPASSIONATE OBSERVERS

When you use Favors to treat wounds, on a double success, regain 1 Favor

BEARER OF HOPE

When you start combat with a magic weapon, gain 2 permanent Boosts

ALLY OF GEMMANA

When you wander through the woods, you can always use AUR instead of SNS to find a path

HEARING THOUGHTS

In a debate, you can burn 1 Favor to take all Boosts of an opponent

ENCHANTING VOICE

When you speak using Favors, your argument cannot be rebuked

PRECISE CHANNELING

Can burn 1 Boost when doing a magic attack to deal +1 wound

NOTES ON ASSETS

Assets can only be activated once per round. Some of them would be quite broken otherwise. (This rule is unnecessary and simply exists as a safeguard against power players)

Item or Asset effects that give +1 Boost are triggered whenever you gain Boosts to the specified action. The additional Boost is of the same type.

VETERAN ASSETS

Can only be taken once you have taken at least 10 wounds.

OBSERVANT

When using SNS to Prep or Help, you or your ally gain +1 Boost

STRATEGIC STRIKES

When you wound an opponent, they lose all Boosts

NOT THAT OLD

When you Prep successfully with STR or DEX, take 1 Boost from an opponent in your zone

HELPFUL REMINDER

When combat starts, all allies gain 1 permanent Boost

SPIRITUAL AWARENESS

Can burn 1 Boost to defend a second time

QUICK RECOVERY

Gain 1 Boost when you fail an attack

UNSOLICITED ADVICE

When you Help with SNS, the ally gains 1 permanent Boost

VETERAN WARRIOR

When combat starts, gain 2 permanent Boosts

CONSERVING MOMENTUM

Can burn 2 Boosts to attack again

BATTLE SCARS

When you speak about war, do +1 harm

DUELIST

While fighting an opponent one on one, gain +1 Boost

SWORD MASTER

While using a sword, when you defend with a double success, gain +2 Boosts

BRAWLER

When you cause light wounds, an ally in your zone gains 2 Boosts

WARRIOR THANE

As long as you coordinate your allies in battle, allies in your zone gain +1 Boost

NACHTRAISEN

When an attack on you fails, you can burn 1 Boost to attack the opponent using your reaction

FLAWS

At character creation, you may choose 1 Flaw for free. If it negatively effects your character in the fiction, they gain a Boost. The Flaws listed here serve as examples, feel free to create your own.

HONEST

Gain 1 permanent Boost to speak in the next debate

STUBBORN

Gain 1 permanent Boost to rebuke in the next debate

SHY

Gain 1 permanent Boost to anything stealthy (SNS)

HOT-HEADED

Gain 1 permanent Boost to attack in the next combat

LOYAL

Gain 1 permanent Boost to defend in the next combat

CURIOUS

Gain 1 permanent Boost to finding a path (SNS)



GM'S SECTION

A stress free environment helps me tell immersive stories. Regardless if you choose Saare as a setting or go for a creation of your own, I think these guidelines can be helpful to anyone developing their GM craft.

PRACTICE IMPROVISATION

One piece of advice many young GMs hear is "Just improvise." and that's good advice, if you already know how to do it. But it's hard at first.

Look up solo RPGs, which give you random tables to generate a story in your head. I encourage any new GM to do that, and to speak it out aloud. It will be awkward, and you won't always be in the right head space for it, but it's a great way to practice and find your GM voice without the need for scheduling a session with others.

PLAYERS ARE PART OF THE CREATIVE PROCESS

You make a lot of decisions and come up with things on the spot. That can be stressful at times. If you struggle, there is no shame in asking the table. If you have plans and ideas, that's great. But pretending to have them when you don't, that quickly gets exhausting.

RPGs should be a communal exercise, where everyone can pour in their creativity. Questions like "what is your character doing this morning?"

are frequent at my table. Once the ball gets rolling, creativity flows more easily.

TALK ABOUT EXPECTATIONS

I will always let the players know what level of energy they can expect from me that day. Sometimes I'm looking forward to the use of a specific mechanic or plot point. Sometimes I'm exhausted from a long day at work, and I'll tell them that.

In turn I ask my players what they expect or would want to do. This often helps to get started, or gives me a specific thing to include in the session, which I know at least one player will enjoy.

FAILURE IS PART OF THE CREATIVE PROCESS TOO

You will fail, at some point. Make it part of the story.

You should never feel bad, because an NPC was perceived differently than you had planned. Or for another of a million things which can go wrong in a collaborative story telling game. Make it part of the story and ask your players for help if you struggle.

PERSONAL NOTE

I still consider myself a fairly inexperienced GM. Maybe I am just lucky with my amazing players, who are always funny and creative. At least with this system, I've had less of a head ache than with some others.



DICE AND NARRATION

Never be afraid to let your players succeed. If they overcome a challenge with relative ease, let them have their victory.

WHEN TO ROLL

Call for a roll when you want the dice to provide randomness. That goes not only for actions the PCs take, but also simple truths about the game world.

MODIFIERS

Modifiers are to be used with caution. If a task needs to be difficult, you can give a modifier of -5, -10, or even -15 to the TN. Most rolls should use the unmodified Attribute as the TN, unless Boosts are involved.

SUCCESS OR FAIL

Attributes in Pagan Pacts are fairly abstract. This means that a success on a roll must be abstracted as well, lest we fall into a simulationist pit.

Depending on how you want the tone of your game to be, feel free to

interpret simple successes as partial. That means the action is successful, but there is a complication.

DOUBLE SUCCESSSES

The concept of a critical success does not exist in the same way it does in other game systems. Instead, a double success is the best possible outcome of a roll. The chance of which ranges from 20 to 40 percent, even without Boosts.

While the philosophy of “less is more” generally applies to dice rolls, as long as the player isn’t rolling again for the exact same thing, don’t hesitate to call for multiple rolls in a row. This can be a good way to make sure the consequences of the roll feel appropriate.



BALANCE

PCs in Pagan Pacts will very likely succeed in what they try to achieve. Sometimes different attributes can be used for the same challenge, if the player describes how their character makes use of it and adds detail to the story.

When creating NPCs, don’t hesitate to make them relatively powerful. Especially the debate system offers a great opportunity to let the villains win from time to time, without the PCs lives being on the line.



SESSION PREPARATION

To run a Session of Pagan Pacts, you will need one Game Master and 2 to 4 Players. A typical session may take anywhere between 2 and 5 hours.

PHYSICAL PREPARATION

D20s are the only dice needed. Also prepare 5 small tokens per person, to represent Boosts. For quick decisions, a D100 for the GM is also helpful.

To get everyone in on the same vibe, there are a few things I have found helpful. I recommend some candles on the table, to bring everyone's focus together. For music, I recommend the "Pagan Folk" playlist on Spotify.

STORY PREPARATION

Ahead of the session, let every player give a quick recap of their character. Then use this to note down a number of loose plot ideas, which tie in one or more of the PCs. Make sure to define problems, never solutions, ahead of time.

Depending on your GM style, having a number of random tables handy can

be helpful. Games such as Ironsworn (ironswornrpg.com) provide random tables for character names, goals and disposition.

MENTAL PREPARATION

Before entering into a game session, pose a simple question to everyone: "How are you, and what are you bringing to the table today?"

This is meant as a group activity, as an outlet for all the thoughts lingering in the back of your head. It is invaluable to know what state of mind everyone is in. It allows us as a group to make a decision, to set aside the things that occupy us in our real lives, or to incorporate them into the story in some way.

We call this a "Befindlichkeitsrunde", or well being round.

ADVENTURE HOOKS

The world of Pagan Pacts is one where mythical creatures have a real influence on people's lives. The PCs, or someone they care about, has crossed their path. Do they use illusions to lead them astray, or make enticing offers. Maybe they stumble across a sacred place, without even recognizing it. What ever it may be, the trail almost always leads into the untamed wilderness.

OPTIONAL RULE: QUICK COMBAT

In addition to all the normal ways Boosts can be utilized, they can now be used to add +1 Wound to an attack. Likewise defense Boosts can be used to increase the number of Wounds deflected by 1. (A sword simply adds +2 wounds instead of +1 in this case)

EXAMPLE MONSTERS

Name	STR	DEX	SNS	AUR	Wounds
Wolf	9	12	13	10	2
Assets: Pack Protection, Clenching Jaws					

Name	STR	DEX	SNS	AUR	Wounds
Wind Goblin	13	18	10	8	3
Assets: Speed of Wind, Mocking Dance					
Description: Little gray humanoid creatures, surrounded by a whirlwind that seems to allow them to move at superhuman speeds. They have hound-like snouts and attack with their claws. They steal metal objects of all kinds for their master.					

Name	STR	DEX	SNS	AUR	Wounds
Comtesse Isoldet von Bannersrach	12	12	18	24	10
Assets: Evasive Responses, Mental Shock, Anticipating					
Description: A tall, gray haired woman. Her eyes are of such a dark brown that they appear almost black. She wears lavish dresses of black and blue silks and usually arrives in an impressive coach. She is a missive of Tasmand, representing some of the nobility of the old kingdom. She is accompanied by her loyal undead hound Hector.					

Name	STR	DEX	SNS	AUR	Wounds
Iron Dragon	22	18	16	14	10
Assets: Burst Flight, Iron Skin, Frightening Precision					
Loot: Iron Dragon Tooth: Dagger. If you have a connection with Umad, cause +1 Wound against all humans. Else, gain +1 attack Boost against all humans.					

SPECIAL ITEMS

MUNDANE

STRAP SHIELD

Can convert 1 Boost per turn from defense to attack

RUSTY SWORD

Burn 2 Boosts to Deal +1 Wound

BANDAGES AND BALMS

Healing Supplies

DECORATED HELMET

Gain 2 permanent Boosts when a debate starts, if it is about military matters

PAKKU'S AXE

Gain +1 Boost to attack and +1 Boost when you Prep using AUR

ANIMAL COMPANION

Gain +2 Boosts when using AUR to Prep

IRON SPIKED WOODEN FLAIL

Can use 2 Boosts to attack another enemy in range

MAGIC

STORM DAGGER

Deal +1 Wound while close to the sea

THE MOLTEN CROWN

Magical illusions have no effect and the spirits avoid you

ELVEN SPEAR (WOODEN)

Gain 1 permanent Boost when combat starts

SCEPTER OF MAN

Deal +2 Wounds to anyone who has a Connection, Bond or Pact with a spirit of nature

ORB OF SARDAN

When combat starts, anyone holding Favors loses them immediately.

BLUE HEALING BLOSSOM

Healing Supplies. When treating wounds, on a double success, the target gains 1 empty Wound marker

MAGIC WOODEN ARROWS

While they are in an opponent, they cause 1 Wound per round. Once all Wound markers are filled, they turn to wood.

MAGICAL INSTRUMENT

When you Help with AUR successfully, all other allies gain 1 Boost

ANCIENT SWORD

Burn 2 Boosts to deal +2 Wounds against magical creatures

HAMMER OF GEMMANA

Gain 4 permanent Boosts when a combat starts in the woods

SPEAR OF ESRA

Gain 4 permanent Boosts when a combat starts in the hills

DAGGER OF TASMAND

Gain 4 permanent Boosts when a combat starts in the barren wastes

MACE OF UMAD

Gain 4 permanent Boosts when a combat starts in the mountains

TALISMAN

When combat starts, an opponent you choose loses 2 permanent Boosts or Favors. Their choice

LULLABY LUTE

When you Help successfully with AUR, an opponent loses all boosts

BONE FLUTE

Burn 1 Favor of Tasmand to play a magical tune. Anyone who clearly hears it becomes paralyzed and frozen in place for a couple of minutes

SCARF OF TUULE

If you have a Connection with Gemmana, wearing it makes you almost invisible in a forest environment. Otherwise it only obscures you if you have a double success on an AUR roll when putting it on

BEAST ASSETS

AGGRESSIVE / DEFENSIVE

1 | Gain +2 Boosts to attack / defend

MOCKING DANCE

2 | When you dodge a ranged attack, gain 2 Boosts

CLENCHING JAWS

3 | When you cause wounds, an ally gains 2 Boosts

AREA OF IMPACT / ZONE OF IMPACT

4 | Weapon attacks target two/all enemies in in the same zone

VENGEFUL

5 | Gain 2 permanent Boosts for every Wound you take

HUNTER SENSES

6 | Using SNS to Prep, gain +2 Boosts

HARD SKIN / IRON SKIN

7 | Take -1/-2 Wound from weapon attacks

FRIGHTENING PRECISION

8 | When you cause wounds, an enemy you choose loses all Boosts

COMMAND

9 | When you Help, the ally gains +1 Boost

BOAR CHARGE

10 | Can burn 1 Boost to attack and move

LONG CLAWS

11 | Can burn 2 Boosts to attack the same enemy again

PRECISE ATTACKS

12 | When you attack using at least 2 Boosts, deal +1 wound

ROCK THROWING

13 | When you cause Wounds with a ranged attack, gain 2 Boosts

PACK PROTECTION

14 | Can defend allies in your zone. Gain 1 Boost if successful

SHARP CLAWS

15 | When you cause Wounds with a melee attack, deal +1 wound

TERRITORIAL

16 | Gain 2 Boosts when an enemy enters into your zone

VENOMOUS

17 | If you cause Wounds to someone, they suffer the effects of blood loss until combat ends

SUDDEN CHARGE

18 | Can convert 2 Boosts per turn from defend to attack

FEINT WEAKNESS

19 | When using AUR to Prep successfully take an opponents Boosts from them

SPIRITUAL AWARENESS

20 | Can defend twice per round

MAGICAL

BURST FLIGHT

1 | Can move and attack on the same turn

TWISTING SHADOW

2 | Using AUR to Prep, gain +2 Boosts

SPREADING DARKNESS (OR MISTS)

3 | When you use AUR to Prep, on a double success all enemies in your zone lose all Boosts

POWER DRAIN

4 | Gain 2 Boosts when ever you cause Wounds with a Magic attack

CURSING WAIL

5 | When you attack using at least 2 Boosts and cause wounds, the target takes 1 Wound per round

RESTRAINING FORCE

6 | Can use 1 Favor to give all of an opponents Boosts to an ally

FRIEND OF THE SPIRITS

7 | Gain 4 permanent Boosts when combat starts

SPIRIT WEEP

8 | Gain 1 Favor whenever you take wounds

DISORIENTING SHRIEK

9 | When you take wounds, all enemies in your zone lose all Boosts

SPEED OF WIND

10 | When you Prep with DEX, an opponent you choose loses all Boosts

ORATOR ASSETS

Only for opponents in a debate.

AUTHORITY

Gain 1 Boost if you fail to think

PREEMPTIVE REMARK

When you Rebuke with a double success, an opponent you choose loses all Boosts

4D Chess

When you think with a double success, all opponents lose all Boosts

SUPERIOR

Arguments of Quality 1 do no Harm against you

SHIFTY

Gain 2 Boosts per Harm done against your position

INEXHAUSTIBLE

Can rebuke twice per round

STAYING CALM

When an opponents speak action fails, gain 1 Viability

MASTER SPY

When thinking successfully, you can burn 1 Boost, an ally gains 3 Boosts

ACCUSATORY

You can decide who can rebuke your Arguments

EVASIVE RESPONSES

When you rebuke and don't take any harm, gain 2 Boosts

INSIDER INFORMATION

Gain 4 permanent Boosts when a debate starts



ASSET CREATION GUIDE

Choose conditions and rewards to create new assets. Italicized text is a placeholder. "action" can be a placeholder for both actions and reactions.

CONDITIONS

WOUNDS

- ◆ when you take / cause Wounds
- ◆ for every Wound you take / cause
- ◆ when you take Wounds from a Magic attack
- ◆ when you are attacked, but don't take any Wounds

SUCCESSSES

- ◆ when you *action* successfully
- ◆ when you *action* and cause Wounds / do harm
- ◆ when you *action* with a double success

BOOSTS

- ◆ when you gain Boosts
- ◆ when you gain Boosts to *action*
- ◆ when you lose Boosts through an opponents action
- ◆ when you *action* without using Boosts
- ◆ when you *action* using Boosts
- ◆ when you *action* using at least X Boosts

TIMING

- ◆ at the start of combat / debate
- ◆ at the end of combat / debate

ATTRIBUTE

- ◆ when using *Attribute* to Prep / Help
- ◆ when using *Attribute* to action

ALLY BOOSTS

- ◆ when an ally in your zone gains Boosts
- ◆ when an ally gains Boosts

WEAPONS

- ◆ while using weapon

REACTION

- ◆ if you haven't used your reaction the previous round
- ◆ when you defend / rebuke and don't take wounds / harm

BURNING BOOSTS

- ◆ can burn X Boosts to...

REWARDS

BOOSTS

- ◆ gain X Boosts
- ◆ gain X Boosts to action
- ◆ gain +X Boosts
- ◆ opponent loses X Boosts
- ◆ opponent loses all Boosts
- ◆ ally gains X Boosts
- ◆ take X Boosts from an opponent

TARGET

- ◆ in your zone
- ◆ in the target's zone
- ◆ an opponent / ally you choose
- ◆ the target

ACTIONS

- ◆ *action* again
- ◆ *action* twice
- ◆ *action* the same opponent / ally again
- ◆ *action* another opponent / ally
- ◆ *action* without using your action / reaction / movement

CONVERTING

- ◆ can convert X Boosts per turn from *action* to *action*
- ◆ can convert X Boosts per turn to *action*

WOUNDS

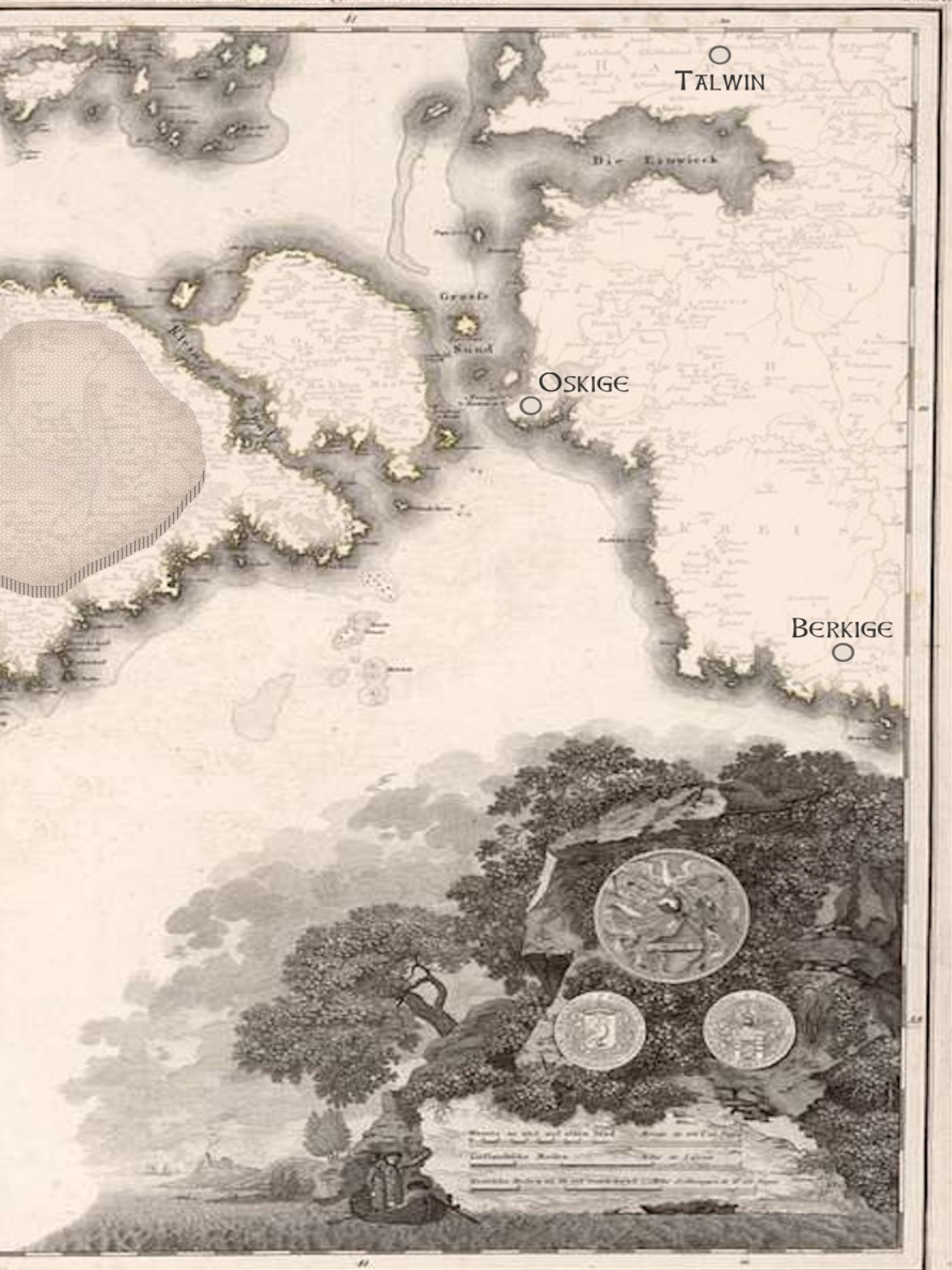
- ◆ reduce wounds / Harm taken by X
- ◆ reduce wounds / Harm taken to 0
- ◆ cause / do +X Wounds / harm
- ◆ no effect from blood loss (having 3 or more untreated wounds)
- ◆ the opponent suffers the effects of blood loss

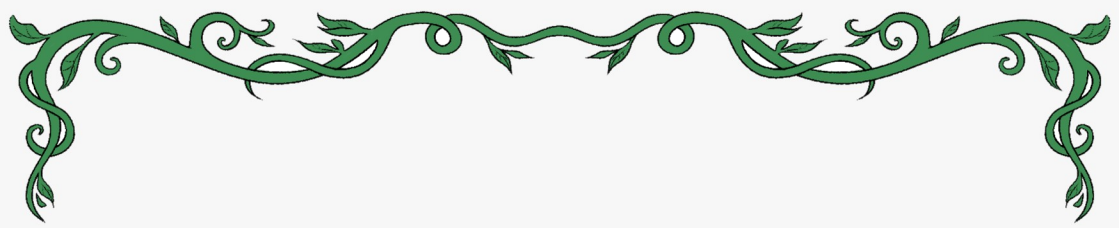
DURATION

- ◆ until combat / the debate ends
- ◆ for X rounds

ISLAND OF SAARE







"Even though I'm not the biggest d20 fan, this seems extremely well resolved and fun." - someone on Reddit

