

UNTOLD

Tabletop Roleplaying Game System Quickstart Rules

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NOTE: This Quickstart Guide contains a highly condensed version of the full rules contained in the Untold Roleplaying Game's Core Rulebook. To order a copy of the Core Rulebook, please visit www.Untoldrpg.com. (You can also get the PDF of the full Core Rulebook by supporting *Untold* on Patreon.)

Thank you so much for your interest and willingness to playtest this game.

1. The Basics

(Sidebar) Note: throughout this Quickstart Guide, there are certain sidebars highlighted like this. These are just helpful reminders or clarifications on the game rules or mechanics.

(Sidebar) Abbreviated terms found in this section:

DL—Difficulty Level

GM—Game Master

MR—Minimum Roll

PC—Protagonist Character

SN—Second Nature

SR—Skill Rank

Untold is a tabletop roleplaying game of collaborative storytelling. It is a game of flawed yet heroic characters, each with the potential to perform incredible feats of daring and skill. Such characters are meant to be more than just statistics on a page. They're meant to be deep and multifaceted, to have weaknesses as well as strengths, to have passion, purpose, and the conviction necessary to overcome deadly threats and seemingly insurmountable obstacles. *Untold* is meant to be inspiring, to awaken your creativity, to open up untold vistas of possibility and adventure. Most of all, *Untold* is meant to be fun, memorable, and exciting.

In *Untold*, all but one of the players take on the role of protagonists, the central characters of a collective story. The final player acts as the facilitator of the story. This player, more commonly known as the **Game Master** (or **GM**), is part narrator, part rules adjudicator, and part conductor, orchestrating the actions and reactions of all the other forces, allies, and adversaries the heroes might encounter throughout the course of the story.

Forging Characters

Working within the confines of the setting established by the GM, you and other players each create your own unique **Protagonist Character**. As the name implies, these are intended to be the central figures in the as yet untold story of the game. Instructions for forging characters can be found in section 2, Character Creation.

The Importance of Skills

One of the most important elements in defining your character will be which **skills** you choose for them to specialize in. Every action your character undertakes in the *Untold* Roleplaying Game is linked to a skill. Whenever an action would challenge a character's capability or prowess, a skill check—a test of a character's proficiency in a particular skill—may be in order.

Broad Skills vs Subskills

Untold has 14 overarching or **broad skills**: 8 **mind-based** broad skills, and 6 **body-based** broad skills. Beneath each broad skill are varying numbers of specialized **subskills**. These are more focused aspects of the overarching broad skill. For example, RUNNING, JUMPING, and FEATS OF STRENGTH are separate subskills beneath the

broad skill of ATHLETICS; CHARM, HAGGLING, and DECEPTION are separate subskills beneath the broad skill of INFLUENCE.

Whenever a skill check is required, check to see if your character has invested skill ranks in the specific subskill called for. If not, default to the broad skill above it. For example, if your character needed to move quietly she would use the STEALTH subskill. If your character needed to hide herself, you would use the CONCEALMENT subskill. If she didn't have either subskill, you would default to the INFILTRATION broad skill to determine the base dice for either check.

Skill Rank (SR)

Your character's **skill rank (SR)** in a given skill—broad or sub—determines the base number of dice (or **dice pool**) you roll for checks associated with that skill. For every SR, you receive 1 additional die. Thus, with a skill rank of 3 you would roll 3 dice; with an SR of 8 you would roll 8 dice. The more dice you roll, the greater your chances of successfully accomplishing an action.

The maximum skill rank which can be attained in a broad skill is 6. Subskills can be raised all the way to SR 12. However, it's important to note that the *default* rank for all broad skills is half (½) the rank of the highest subskill beneath it. Thus, if you had a rank of 6 in RUNNING, you'd have a default skill rank of 3 in the broad skill of ATHLETICS. Any subskill without focused training would, by default, use the broad skill above it.

Difficulty Levels (DLs)

Whenever you wish to perform an action, the GM assigns a **Difficulty Level (DL)** to the task. This is basically a number between 1 and 10. 1 is easy; 10 is so incredibly difficult it would be absurd to even attempt it. This number also indicates the total number of separate successful die rolls (successes) needed to achieve an overall success. Thus, an Easy (1) DL action only requires one success; an Absurd (10) DL action would require ten.

In addition to the 1-10 scale of standard DLs there are two others outside this range. The first is simply 0, what might be called effortless or negligible. The vast majority of actions will actually fall into this camp. These are all the things that are glossed over in the course of the game because they are so obvious, mundane, and routine it's assumed everyone will be able to do them. Normally, walking, talking, breathing, and generally being aware of what is around you would all be classified as 0 DL actions.

At the other end of the spectrum of difficulty, some things are simply beyond the capabilities of normal human beings. This is the equivalent of 12 or higher on the 1-10 scale. Such tasks are deemed impossible.

(Sidebar) Why did I skip 11? Because 12 is so much cooler!

For ease of play, you can just use numbers to identify each DL in this sliding scale (i.e., DL 2, DL 5, etc.). However, each number also has a descriptor to aid in gauging difficulty. For example, 1 is Easy; 5 is Challenging; and 9 is Extreme. This 1-10 (or rather 0-12) scale of difficulty is shown in the table below:

DL	Title	Definition/Examples
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0	Negligible	Routine/effortless tasks. No check required.
1	Easy	Simple/rudimentary tasks.
2	Average	Standard/normal difficulty. Default DL for tasks requiring a check.
3	Heightened	More difficult than the norm.
4	Demanding	Usually requires greater focus or effort to accomplish.
5	Challenging	Will test the ability of most.
6	Formidable	Even the most highly trained would be tested.
7	Arduous	Very difficult, even for the most highly trained or gifted.
8	Severe	Will require the limits of one's focus and stamina to achieve, <i>severely</i> difficult.
9	Extreme	At the most extreme edge of difficulty, <i>extremely</i> difficult.
10	Absurd	Ludicrous to even attempt it.
12+	Impossible	Beyond the reach (allegedly) of normal human beings.

As a task or situation becomes more complicated or as conditions worsen, the DL will be increased. Yet the inverse is also true. As conditions become more favorable and less complex, the DL may be reduced, even to the point where what would have previously been a task difficult enough to warrant a check becomes routine or negligible (0 DL). Any task reduced to 0 DL no longer requires a check.

The Dice

Untold only requires one type of die—a **d12** (or 12-sided die). However, it's recommended you have no fewer than *twelve* d12s on hand for skill checks made throughout the course of the game—and you'll sometimes roll even more!

(Sidebar) This may seem like a lot of d12s to get your hands on, but trust me, it will be worth it. If you're more digitally inclined, you can also simply use an app to simulate rolling any number of d12's. However, if you prefer the thrill of physically rolling a fist-full of dice, you can order some from an online retailer, or pick some up from your local game store.

(Sidebar) I also recommend utilizing some kind of receptacle to corral all the dice you'll be rolling. This can be a shoebox, a board game lid, or a dice tray specifically intended for this use. This will keep dice contained and prevent strays from rolling off the table.

Determining Successes

In order to achieve a single **Success** on any given die, you must roll equal to or above the **Minimum Roll (MR)** required—typically a 9 or higher on a d12. Thus, any roll of a 9, 10, 11, or 12 will count as a success. If the total number of successes *equals or exceeds* the DL, your character is able to accomplish the task. If the number of successes falls short of the DL—the attempt fails.

Tallying and Interpreting Successes

The multi-dice mechanic of *Untold* allows for a much broader range of interpretations than just a simple binary of pass/fail. Depending on the number of successes rolled, any of the following results are possible:

- **Abysmal Failure:** 3 successes or more below the DL. Also sometimes known as a critical failure. Will almost always be accompanied by some kind of unfortunate development or side effect (see **snags** below).
- **Failure:** 1-2 successes below DL
- **Mixed Success:** 1 success below DL. Also known as success at a cost. Will be accompanied by some kind of unfortunate development or side effect (see **snags** below). Of course players always have the option of choosing Failure instead.
- **Success:** number of successful die rolls matches or exceeds the DL. (Matching the DL could also be thought of as barely succeeding.)
- **Amazing Success:** 3 or more successes above the DL. Also sometimes known as a critical success. Will be accompanied by some kind of opportunity or fortuitous development (see **boons** below). Also note that for every increment of 3 successes above the DL, the fortuitous development is compounded.

(Sidebar) Note that three or more successes either above or below the DL may not necessarily be interpreted as *critical* successes or failures. Just because you tried to lift Thor’s hammer and couldn’t budge it (well below the Impossible 12+ DL assigned) doesn’t mean you automatically strained a muscle or somehow dislocated your arm in the attempt. And achieving additional successes in combat wouldn’t add any fortuitous narrative development because the extra damage *is* the awesome effect (more on Combat in Section 3).

Modifying the Minimum Roll (MR)

The minimum die roll (**MR**) can be reduced by some kind of **enhancement**, typically either a **strength**—a natural talent or ability—or a **technique**—a honed and focused extension of a specific subskill. A single enhancement lowers the MR by one, making it so only an 8 or higher is needed to achieve a success. Three enhancements would lower the MR by 3, meaning any roll of a 6 or higher would achieve a success.

It’s also possible to *increase* the MR through a **debilitation**. Debilitations are imposed by **weaknesses**, fatigue, and injury. With one debilitation (+1 MR), a character would only achieve a success on a roll of 10, 11, or 12.

(Sidebar) Note that debilitations and enhancements can exist side by side, canceling each other out.

(Sidebar) How MR, DL, and # of Dice Differ: The separate factors of MR (Minimum Roll), DL (Difficulty Level) and dice pool (total number of dice) may seem like a lot of elements to keep track of. Yet in reality it’s a lot

easier than you might think. And each of these unique mechanics plays a specific role in simulating the various factors that can affect skill checks.

Minimum Roll: MR is specifically tied to *internal* capabilities. This is why strengths are one of the only means of reducing MR. Likewise, the MR reduction gained from techniques are meant to simulate the training of muscle memory or established synapse pathways that make use of a particular skill easier and more natural. This is also the reason internal weakening, such as that caused by injury or fatigue, affects MR instead of DL.

Difficulty Level: Where MR is concerned with internal factors, DL is all about the external influences affecting a challenge or task. How heavy is an object? How slick or treacherous is the road? How complex is the problem? All of these are external in nature. This is also why certain tools and gear—such as a crowbar or lock pick—can reduce the DL, because they are an external aid.

Dice Pool: The number of dice rolled simply reflects the inherent skill and/or effort put into a particular check. It's important to note that unlike DL or MR, dice can never be taken away; they can only be added. No factor in the game should ever subtract die rolls or reduce a character's dice pool.

Second Nature (SN)

As your character's proficiency in a skill increases, tasks associated with that skill become more and more routine. This is reflected by a skill's **Second Nature** rating, or **SN**. A skill's SN is normally equal to $\frac{1}{3}$ that skill's rank, rounded down. Thus, a skill with an SR of 3, 4, or 5 would typically have an SN of 1 while a skill with a rank of 9, 10, or 11 would usually have an SN of 3. *Any task with a DL less than or equal to a skill's Second Nature (SN) rating does not require a check.* The character's expertise is high enough to consider such tasks Negligible, or 0 DL.

(Sidebar) Note that any modification to the Minimum Roll (MR) will affect the calculation of SN (Second Nature). For example, a total of two enhancements (-2 MR) makes it so that SN will be $\frac{1}{2}$ the SR (Skill Rank) instead of $\frac{1}{3}$. A breakdown of these modifications can be found [here](#).

(Sidebar) SN ratings do far more than just make it so you don't need to roll for certain checks. They actually help determine some of the most important aspects of your character. More on those in Section 2, Character Creation.

Adding Additional Dice

The base number of dice for any skill check is always equal to the skill rank (SR) of the skill being used (broad or sub). You can always choose to add additional dice by spending **Exertion**. Exertion represents your character's limited supply of mental and physical energy. To roll a check and gain extra dice for a mind-based skill, you would spend **Tenacity** (mental exertion). To roll a check and gain extra dice for a body-based skill, you would spend **Endurance** (physical exertion).

(Sidebar) For a visual of what the various [Exertion aspects](#) look like on the character sheet, see page 31.

The number of dice gained from each point of Exertion depends on whether the check employs a broad skill or a subskill. For specialized subskills, the ratio is 1:1, or 1 extra die for every point of Exertion spent. For broad skills the ratio is 1:2, or one additional die for every *two* points of Exertion spent.

Mixed Successes

Whenever the result of a check is only one success shy of the assigned DL, players may opt for a **Mixed Success**, also known as success at a cost. This can also be thought of as a “yes, *but*” result—*Yes*, you manage to succeed, *but* with a **snag**—a complication or setback—automatically attached to the result (more on snags below).

Snags

Whenever a player makes a check, there’s always a chance of rolling one or more snags. A **snag** is any unfortunate development, complication, or setback. Every 1 rolled *above a skill’s SN* (Second Nature) will result in a snag. Thus if a skill’s SN is 1, a snag would only be counted starting with the second 1 rolled. If the SN is 3, the first three 1’s would simply be failed rolls and only the 4th and subsequent 1’s would result in snags. If the SN is 0, *every* 1 rolled results in a snag.

A single snag has two consequences. First, each snag *subtracts* one success from the overall total. Second, each snag should include some kind of *narrative complication*. This could be virtually anything: from leaking gas in a car chase, to a gun jamming in a firefight, to a stupor of thought in a debate. Any additional snags rolled can either compound the severity of an existing snag, or add a new and separate detrimental effect. The exact nature of snags can have collaborative input from all players, with the GM having the final say.

(Sidebar) Note: 1’s can never be rerolled. Once rolled, you’re stuck with them.

Boons

Any roll of a 12 counts as an automatic success which adds an *additional* die roll to the check. If any of these added dice also lands on 12, this results in a **Boon**. Each boon has three effects: 1) it adds yet one more die to the check; 2) it produces some kind of narrative benefit related to the circumstances in which the boon occurred; and 3) it rewards the character with 1 **Hero Point** (see below).

(Sidebar) Note: any additional rolls stemming from rolling 12s should *add* a die rather than just pick up a failed die and reroll it. Although uncommon in its application, certain game effects enable players to reroll any number of failed die rolls, allowing them to scoop up all dice that resulted in a failed roll—including *any added dice*—and reroll all of them.

The exact nature of the narrative benefit provided by rolling a boon may be jointly decided by the group, with the GM having the final say. Boons may also be used to cancel out the negative effects of a snag.

(Sidebar) Note: rolling a 1 on an extra die roll stemming from a 12 only counts as a fail result, and will never contribute to additional snags. However, these 1’s—like all others—are still immune to reroll effects.

Rerolling Failed Die Rolls

To reflect their characters' determination, passion, and grit, players have the option of spending **Conviction** to *reroll* failed die rolls. Conviction is directly tied to your character's core drives, motivations, and beliefs. If the check can be directly linked to a drive with a level of 3 or higher, the ratio of rerolls to Conviction spent is 1:1. If the check can only be linked to a drive with a level of 1 or 2, the ratio is reduced to 1:2 (1 reroll for every *two* points of Conviction spent). Drives without any levels (0) cannot use Conviction.

The Consequences of Failure

The first and most obvious consequence of failure is simply not succeeding. But failing a skill check results in more than just an unsuccessful outcome. Failure will often increase the difficulty (DL) if any character attempts to tackle the same task using the exact same skill. This applies to both the character who failed the original attempt and any other character attempting to overcome the challenge using the same skill. For example, if the characters are trying to persuade a receptionist to let them in to see her boss and one of the characters fails in the PERSUASION check, that means further attempts at PERSUASION will be much more difficult for anyone wishing to make the attempt. However, another character (or the same character) can always attempt to use CHARM or INTIMIDATION or DECEPTION instead. (A failed skill check with a snag may make any further attempts at using the same skill impossible.)

(Sidebar) Failing checks should not detract from the gameplay experience. In fact, failure can drive the story forward (or sideways) just as much as success. Embrace your character's failures. Lean into them. Use them as the impetus to push forward and find a way to salvage a bad situation. Your character is unlikely to give up. You shouldn't either.

Using a Different Skill than the One Called For

Players always have the option of asking to use a different skill than the one called for to accomplish a task. If they can logically justify that skill's use instead, the GM should allow it. However, in every case the GM has the final say. Also note that whenever a different skill is substituted for the default skill normally required for a particular task, chances are the assigned DL will be higher.

Combining Skills

In certain circumstances, two separate skills can be combined in a single skill check for greater effect. Virtually any two skills can be combined this way as long as the player can justify them working in tandem (and the GM allows it). For example, a character could combine JUMPING and RUNNING to make a running leap, or GAMBLING and DECEPTION to bluff a winning hand.

To combine two skills on any check, simply take the highest SR subskill and add the SN of the second skill to determine the base dice pool. Thus, if you were combining PERSUASION with LANGUAGE—Faerie and you had an SR of 9 in PERSUASION and an SN of 2 in the Faerie tongue, you would roll a total of 11 dice. For a ranged attack in a zero-g environment, you might combine an SR of 8 in RIFLES and an SN of 1 in ZERO-G for a total of 9 dice. Note that both broad skills and subskills can be combined using this rule.

Collective Effort

Although most skill checks are individual in nature, there are certain tasks where players may assist one another. Some common examples include lifting or pushing a heavy object together (FEATS OF STRENGTH), or working together to solve a puzzle (DEDUCTION) or collectively scouring a location for clues (SEARCH). In every case where such collective effort makes sense, only one person rolls—usually the character with the highest skill rank in the skill being collectively contributed to. Each assisting player rolls dice equal to their SN in either the subskill or appropriate broad skill, whichever is higher. As always, the GM has the final say as to which checks can benefit from collective effort.

Opposed Skill Checks

Occasionally the skill and prowess of one character may be pitted against that of another, most often a non-protagonist character (NPC), but occasionally other PCs as well. Such opposed or contested skill checks could be a physical-based contest—a race, arm wrestling match, or catching a thrown object—or a mental-based contest—an argument, seduction, battle of wits, or car chase. Moving quietly (STEALTH) to avoid detection (OBSERVATION) would be considered an opposed check, as would hacking a computer system while another is trying to actively prevent the breach. In all such cases, whoever achieves the most successes wins the contest.

(Sidebar) Note: In many cases, the SN of the defending skill in question can simply be assigned as the default DL. In the example above, the sneaking character would make a STEALTH check against the observing character's OBSERVATION skill SN.

Hero Points

Protagonist Characters are the main characters of the game's collective story. This enables them to draw upon a certain amount of prowess and luck to perform, well, heroically. This amazing capability is represented by **Hero Points**.

Using Hero Points

Hero points are actually able to *introduce a fortuitous development or fact* into the game. The Game Master and players should collectively work out the exact nature of these facts in each situation and encounter, but some examples might include:

- *Introducing a boost to a character's adrenaline, fortitude, will, or inspiration.*
- *Introducing an object, item, or environmental feature into the scenario.*
- *Introducing a modification to the outcome of an action or event*
- *Introducing any other agreed upon effect.*

Whatever the nature of the fact, it will typically have one of the following impacts on the game:

- 1) *Grant (or subtract) 3 automatic successes (can also Modify the difficulty (DL) by +/-3)*
- 2) *Allow re-rolling any number of dice for one specific check. (Cannot affect rolls of 12 or 1)*
- 3) *Modify the facing of **each** die roll by + or -1 (Cannot affect 12's or 1's)*
- 4) *Slightly modify the outcome of actions or events (Instead of falling off the cliff, you manage to barely catch hold of the edge).*
- 5) *Provide something—such as a tool, insight, or means of escape—that was not previously available.*

6) *Do anything else* the GM and players agree upon

(Sidebar) Note: if any effect (such as the use of a Hero Point) bumps any 11 facing up to a 12, this does *not* grant any extra dice.

Players are encouraged to come up with a plausible explanation of how this new fact or development could have arisen. This could be as simple as saying it was overlooked the first time around, or inserting it as a kind of narrative flashback (“Oh, I arranged for a getaway car ahead of time to be parked right here.”)

Starting Hero Points

Players begin the game with only one (1) Hero Point. However, they have the chance of acquiring additional Hero Points during the course of the game. There are two ways to receive additional Hero Points: 1) by rolling back-to-back 12's (rolling another 12 with any added die gained from rolling a 12); and 2) by *successfully* performing an **Extraordinary Heroic Action**.

Extraordinary Heroic Actions

Whenever a PC undertakes an action deemed to be especially daring, risky, or difficult—especially on behalf of another character or the group's overarching mission or goal—it could be classified as an extraordinary heroic action. GMs still have the final say as to what actions would be considered sufficiently heroic. Just attempting such an action is not enough, though; the character must succeed. And s/he must do so *without* using a Hero Point (though they can certainly spend Exertion).

(Sidebar) An Amazing Success (3+ successes above the required DL) will also add some kind of advantageous narrative development. In this way they can be considered a kind of boon. However, such Amazing Successes do not grant Hero Points. Only back-to-back 12s or Extraordinary Heroic Actions can do that.

Putting it all Together

Every action in the game is linked to a **skill**. Whenever a skill is called upon to perform a task, the **GM** (Game Master) assigns a **DL** (Difficulty Level) to the check. If the character's **SN** (Second Nature) in that skill is greater than or equal to the DL, no check is needed; the character automatically succeeds. If the DL is higher than the SN, a skill check is required. The base **dice pool** for a check is equal to a character's skill rank (**SR**) in the applicable skill. Players may increase this base dice pool by spending **Exertion**. The number of extra dice gained from Exertion depends on whether the check uses a broad skill (1:2 ratio of dice to Exertion) or a subskill (1:1 ratio of dice to Exertion). Mental exertion, **Tenacity**, is used for mind-based checks; physical exertion, **Endurance**, is used for body-based checks. Once the total number of dice has been determined, roll all of them and tally the results. Normally, the **MR** (Minimum Roll) required to achieve a success is 9 or higher. The MR may be lowered by an **enhancement**—granted by certain strengths or techniques—or raised by a **debilitation**—imposed by weaknesses, wounds, or fatigue. If the total number of successes is equal to or greater than the DL, the action succeeds. If the total number of successes is less than the DL, the action fails. Failed die rolls can be rerolled by spending Conviction. The ratio of rerolls to Conviction is 1:1 if linked to a drive of level 3 or higher, and 1:2 if linked to drives of level 2 or lower (0 level drives cannot use Conviction). On every check there is also the chance of rolling one or more **snags** (complications or setbacks), and/or **boons** (fortuitous

developments). A snag is imposed for every 1 rolled above a skill's SN rating. Each snag imposes a narrative consequence and subtracts one success. A snag may also be voluntarily applied by opting for a **Mixed Success** whenever a check is only one success shy of the DL. Any roll of a 12 adds another die. If back-to-back 12's are rolled, this results in a boon. Each boon results in a narrative benefit of some kind and rewards the character with a **Hero Point**. Hero Points are one time use effects that can be used to modify the outcome of checks or to insert facts into the narrative. Players start the game with one Hero Point. Additional Hero Points can be gained by either rolling two 12's in a row, or by performing extraordinary heroic actions.

Example 1: Gregor needs to jump across a crevice. The GM assigns a DL of 3 to the check. Gregor has not specialized in the JUMPING subskill so he must default to his ATHLETICS broad skill. He has 4 ranks in ATHLETICS, so he starts with 4 dice. He may choose to add additional dice by spending Exertion. However, because he is using a broad skill, Gregor only receives 1 die for every 2 points of Exertion he spends. He opts to spend 6 Endurance for 3 extra dice, giving him a total of 7 dice. Gregor doesn't have any enhancements which lower the MR, so he rolls seven dice and tallies each roll with a result of 9 or higher

Example 2: Gary's character, Mons, is dueling a rival blademaker. Mons has an SR of 10 and an SN of 4. He puts some extra effort into an attack and rolls a total of 18 dice. Unfortunately he rolls abysmally, rolling a total of six 1s. Since the number of 1s rolled is two higher than his SN, he suffers two snags (which could also be interpreted as one compounded snag). He subtracts two successes and must face some dire negative consequence as well.

Skill Checks

<p>1. Player Chooses Skill / GM Assigns DL</p>	<p>If you have the subskill, use it; if not, default to the broad skill above it.</p> <p>DL (Difficulty Level) = # of successes required</p>
<p>2. Compare DL to SN</p>	<p>If SN (Second Nature) matches/exceeds DL, STOP — <i>auto success</i>.</p> <p>If SN is lower than DL, go to step 3.</p>
<p>3. Prepare Dice Pool</p>	<p>SR (skill rank) = base dice pool</p> <p>Spend Exertion to add dice (use Endurance for body-based skills; Tenacity for mind-based skills)</p> <p>MR = Minimum Roll for each die rolled</p>
<p>4. ROLL!</p>	<p>Roll all dice!</p> <p>(Can spend Conviction to <i>reroll</i> failed die rolls)</p> <p>Each 1 rolled exceeding SN results in a snag</p> <p>Each 12 rolled adds another die; if any added dice roll a 12, this results in a boon.</p>
<p>5. Tally Results</p>	<p>3 or more shy of DL—<i>Abysmal Failure</i></p>

	<p>1-2 shy of DL—<i>Failure</i></p> <p>1 shy of DL—can opt for a <i>Mixed Success</i></p> <p>Match/exceed DL—<i>Success</i></p> <p>3 or more above DL—<i>Amazing Success</i></p> <p><i>(also apply snags and boons)</i></p>
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2. Character Creation

(Sidebar) Abbreviated terms found in this section:

BD—Body Defense

MD—Mind Defense

MR—Minimum Roll

SN—Second Nature

SR—Skill Rank

XP—Experience Points

Characters are the lifeblood of the stories you and your friends will collectively tell using the *Untold Roleplaying Game*. The purpose of this section is to help you create rich and multifaceted protagonist characters, each one with remarkable heroic potential.

(Sidebar) You can download a character sheet from the same place you picked up this Quickstart Guide, www.untoldrpg.com. The character sheet is where you'll record all of the important details of your character.

(Sidebar) Note: For characters with a focus in Magic, Faith, or Psionics, refer to those chapters in the full Core Rulebook for instructions on character creation for each.

The Steps to Simplified Character Creation

1. **Envision your character:** If you don't have a clear idea of what type of character you want to create, here are a few possibilities that might inspire you.
 - Craftsman or Artisan
 - Musician or Performer
 - Rogue, Smuggler, or Thief
 - Scholar, Academic, or Politician
 - Soldier, Mercenary, or Warrior
 - Noble, Knight, or Military Officer

It's also recommended that you consult with your Game Master about the possibilities and restrictions of the setting and to see if they have any suggestions, or if the character concept you're envisioning will fit into the setting and story.

2. **Consider their Origin and Background:** Where is this person from? What skills might they have picked up? You don't need to go into too much detail. This is just to get you thinking of the possibilities. Regardless of the answers to these questions, record the following automatic background skills:
 - Start with **OBSERVATION** at an SR (skill rank) of 3
 - Start with **RUNNING** at SR 2
 - Start with **RECALL** at SR 2
 - Record your character's **Native Language** and assign it an SR of 6. (Alternatively, you could choose two separate languages and assign the first an SR of 5 and the second an SR of 3.)

- Record your character's native **AREA/CULTURE** and assign it an SR of 6. This is the native country, province, or city where your character grew up. (Alternatively, you could choose two separate areas or locales and assign the first an SR of 5 and the second an SR of 3.)

(Sidebar) The front side of the character sheet is divided into three sections: Physical Skills on the left, Mental Skills on the right, and other important characteristics in the middle. You'll notice that OBSERVATION, RECALL, Native LANGUAGE and Native AREA KNOWLEDGE are Mental-based skills, while RUNNING is a Physical-based skill.

(Sidebar) For a breakdown of skill ranks, see the [table](#) on page 23 below.

3. Choose Core Skills:

Look through the list of skills below.

- Choose one *subskill* as your character's highest level expertise. Assign it an SR of 8.
- Choose two subskills as your character's secondary proficiencies. Assign each an SR of 6.
- Choose four other skills as your character's lesser competencies. These can be subskills or broad skills. Assign each one an SR of 3.
- Choose two other skills as your character's novice-level dabbings. These can be subskills or broad skills. Assign each one an SR of 1.

(1 skill @ SR 8; 2 skills @ SR 6; 4 skills @ SR 3; 2 skills @ SR 1)

(Sidebar) Any physical skills chosen in this step should be recorded on the *left* side of the character sheet. Any mental skills selected should be recorded on the *right* side of the character sheet.

(Sidebar) It's important at this stage to record all skill SRs in light pencil as these might be raised in later steps.

(Sidebar) Note: If you'd like to assign OBSERVATION, RECALL, or RUNNING as one of the core skills in step 3, simply choose an alternate mental subskill to start at SR 3 (or 2 for RECALL), and/or an alternate physical subskill to start at SR 2.

(Sidebar) Note: Broad skills automatically have a default SR equal to half the SR of the highest ranked subskill beneath it. This means if you are already putting skill ranks in a subskill, it is not advisable or worthwhile to invest in the broad skill above that subskill.)

Skills

(Note: All broad skills are flush left, in bold; all subskill are indented below each broad skill.)

Mental-Based Skills

COGNITION

COMPUTATION, DEBATE, DEDUCTION, INSIGHT, MEDITATION, RECALL

CRAFT*

All Craft specializations are various unique forms of sculpting, forming, or other Creation. Examples include: Armorer, Blacksmith, Carpentry, Cooking, Forgery, Gunsmith, Painting, Sculpture, Weaving,

Weaponsmith, Woodcarving, and Tinkering/Invention. Each unique Craft requires a separate specialization.

HANDLING (4)

ANIMAL CARE/TRAINING, RIDE, DRIVE, PILOT*

INFILTRATION

CONCEALMENT, DISGUISE, OBSERVATION, SEARCH, SECURITY SYSTEMS, STEALTH, TRACKING

INFLUENCE

CHARM, DECEPTION, FEATS OF WILL, INTIMIDATION, LEADERSHIP, NEGOTIATION, PERSUASION

KNOWLEDGE**

A wide range of possible skill specializations for the three most common game settings are listed below. Each specific field of Knowledge requires a separate specialization.

LANGUAGE*

Each new language skill requires a separate specialization.

PERFORMANCE

ACTING, DANCE, INSTRUMENT*, ORATORY, SINGING

Physical -Based Skills

ATHLETICS

ARMOR MOVEMENT, CLIMBING, FEATS OF ENDURANCE, FEATS OF STRENGTH, JUMPING, RUNNING, SWIMMING, TUMBLING/ACROBATICS

COORDINATION

BALANCE, CATCHING, DODGE, ESCAPE ARTIST, PICKPOCKETING, ROPE USE, SLEIGHT OF HAND, THROWING

MELEE WEAPONS

AXES/CLUBS/HAMMERS, KNIVES, REACH WEAPONS, SHIELDS, STAVES, SWORDS

RANGED WEAPONS

ARCHERY, BLOWGUNS, CROSSBOWS, PISTOLS, RIFLES, SLINGS, TURRET/HEAVY

THROWN WEAPONS

HATCHETS, JAVELIN, KNIVES, MISCELLANEOUS

UNARMED COMBAT

BOXING, MARTIAL ARTS, WRESTLING

*These skills require further specialization. For broad skills with this designation, characters cannot acquire skill ranks in the generalized broad skill.

**If choosing a KNOWLEDGE subskill specialization, choose from the following list, broken down by game genre/setting.

<u>FANTASY</u>	<u>MODERN</u>	<u>FUTURISTIC</u>
ACCOUNTING	ACCOUNTING	ADVANCED FARMING
ALCHEMY	ANATOMY	ADVANCED MEDICINE

AGRICULTURE/FARMING	ANTHROPOLOGY	ALIEN FAUNA
APPRAISAL	ARCHAEOLOGY	ALIEN FLORA
ARCANE/RELICS	ARCHITECTURE	ARCHITECTURE
ARCHITECTURE	ASTRONOMY	COMMERCE/TRADE
AREA/REGION	BIOLOGY	COMPUTERS
ARTILLERY/SIEGE	BOTANY	CRYPTOLOGY
ASTROLOGY	CHEMISTRY	CYBERNETICS
BUREAUCRACY	COMMERCE/TRADE	DEMOLITIONS
CARTOGRAPHY	COMPUTERS	ENERGY SYSTEMS
COMMERCE/TRADE	ENGINEERING	ENGINEERING
CREATURE LORE	ETIQUETTE	ETIQUETTE
CULTURE	FIRST AID	FIRST AID
DIPLOMACY	FISHING	FLEET TACTICS
ETIQUETTE	GAMBLING	GAMBLING
FIRST AID	HISTORY/LORE	HISTORY/LORE
FISHING	LAW	HOLOGRAPHICS
GAMBLING	LITERATURE	LAW
HERALDRY	MATHEMATICS	LITERATURE
HERBS/PLANT LORE	MECHANICS	MATHEMATICS
HISTORY/LORE	MEDICINE	NAVIGATION
LAW	OCCULT	PLANET/SYSTEM
MIDWIFERY	PHILOSOPHY	POLITICS
NAVIGATION	POLITICS	PSIONIC STUDIES
OCCULT	PSYCHOLOGY	QUANTUM SCIENCES
POISONS/DRUGS	PHYSICS	ROBOTICS
POLITICS	SPORTS	STARSHIP MECHANICS
RELIGION	STREETWISE	STREETWISE
SAILING	SURVIVAL	SURVIVAL
STREETWISE	TACTICS	TECHNICIAN
SURVIVAL	THEATRE/FILM	TERRAFORMING
TACTICS	THERAPY	XENO BIOLOGY
TRAPS	ZOOLOGY	ZERO-G
—	—	—

4. **Choose Strengths**

- Take one ***Prowess*** strength in the first subskill chosen in step 3a above (SR 8). Record this on

the first line of Strengths (middle column of tge front page).

- You have 5 additional strength slots to allocate. Major strengths require 3 slots, Medium strengths 2 slots, and minor strengths 1 slot. Thus you could either choose: a) one Major strength and one Medium strength; b) one Major strength and two Minor strengths; c) two Medium strengths and one Minor strength; d) one Medium and *three* Minor strengths; or e) *five* Minor strengths (strengths with an * can be chosen more than once).

Note: Strengths are purposefully worded as descriptive traits. If a strength leaps out as describing the character you have envisioned, mark it as one of the strengths to consider acquiring.

(Sidebar) Record the *Prowess* and other strengths you choose in the designated area in the center of the character sheet. When recording strengths, write the name of the strength followed by a brief reminder of what the strength does. (Don't worry about the cost column.)

Major Strengths

<u>Strength</u>	<u>Brief Description</u>
<i>Agile</i>	-1 MR in <i>all</i> COORDINATION subskills and +1 to Action Score
<i>Alert</i>	-1 MR in <i>all</i> INFILTRATION subskills and +1 to Action Score
<i>Athletic</i>	-1 MR in <i>all</i> ATHLETICISM subskills and +1 to Action Score
<i>Charismatic</i>	-1 MR in <i>all</i> INFLUENCE subskills
<i>Dead Eye</i>	-1 MR in <i>all</i> RANGED and THROWN WEAPONS subskills
<i>Fighter's Instincts</i>	-1 MR in <i>all</i> MELEE WEAPONS and UNARMED COMBAT subskills and +1 to Action Score
<i>Inquisitive</i>	-1 MR in <i>all</i> KNOWLEDGE subskills
<i>(Choice)</i>	—

Moderate Strengths

<u>Strength</u>	<u>Brief Description</u>
<i>Aptitude</i>	+1 SN in chosen subskill; also -1 DL (+1 success) to checks with skill
<i>Artisan</i>	-1 MR in <i>all</i> CRAFT subskills

<i>Confident</i>	-1 MR in <i>all</i> HANDLING subskills
<i>Indefatigable</i>	Ignore negative modifiers from Fatigue (physical or mental)
<i>Indomitable</i>	+1 SN/ +1 success all FEATS OF WILL & +1 AR for all mental attacks
<i>Intelligent</i>	-1 MR in <i>all</i> COGNITION subskills
<i>Intuitive</i>	+1 SN and +1 success on all INSIGHT checks + 1 free “insight”/session
<i>Linguist</i>	-1 MR in <i>all</i> LANGUAGE subskills
<i>Mighty</i>	+1 SN/-1 DL for FEATS OF STRENGTH skill checks; +1 melee damage
<i>Quick Reflexes</i>	+1 BD against all melee attacks and +1 to Action Score
<i>Rapid Healing</i>	Healing rate for Wounds is doubled (½ normal healing time)
<i>Rapid Recovery</i>	Recovery rate for Strain is doubled (½ normal recovery time)
<i>Sharp Witted</i>	+1 SN/-1 DL for DEBATE or PERSUASION checks; +1 mental damage
<i>Tough</i>	+1 AR (Armor Rating) against all melee and ranged combat attacks
<i>Versatile</i>	+1 die for all skill checks of SR 3 or below
<i>Virtuoso</i>	-1 MR in <i>all</i> PERFORMANCE subskills
<i>(Choice)</i>	—

Minor Strengths

(Strengths with an * can be chosen more than once)

Strength	Brief Description
<i>Acute Sense</i>	-1 DL for all OBSERVATION checks involving the chosen sense
<i>Adaptable</i> (3 lvl) *	+3 dice per game session which can be used on any check
<i>Affluent</i> *	+1 MC (raise Monetary Class by 1)
<i>Ambidextrous</i>	No penalty for using off-hand for checks (normally +2 DL)
<i>Committed</i> *	Increase core drives by a total of 3 levels (translates into +1 Conviction; see step 8)

<i>Courageous</i> *	+1 AR (Armor Rating) against all fear-based mental attacks
<i>Decisive</i> *	+1 to Action Score
<i>Determined</i> *	+1 to base Tenacity
<i>Hardy</i> *	+1 to base Vitality
<i>Level Headed</i> *	+1 AR (Armor Rating) against all stress-based mental attacks
<i>Light Sleeper</i> *	-2 DL to OBSERVATION checks to wake up
<i>Lucky</i> *	May reroll 1 + Experience Level in failed die rolls per game session
<i>Pain Tolerance</i> *	MR and AP penalty from Wounds reduced by 1
<i>Privileged</i> *	+1 SC (raise Social Class by 1)
<i>Prowess</i> *	-1 MR in one subskill (one time per subskill)
<i>Reactive</i> *	+1 to Action Score
<i>Resilient</i> *	MR and AP penalty from Strain reduced by 1
<i>Resistance</i> *	+1 AR against specific physical attack, such as cold, poisons, or fire
<i>Stable</i> *	+1 to base Sanity
<i>Shrewd</i> *	+1 AR (Armor Rating) against all influence-based mental attacks
<i>Vigorous</i> *	+1 to base Endurance
<i>(Choice)</i>	—

Note: certain strengths with more complex customization, including *Companion*, *Faction Ally*, *Friend/Companion*, and *Item* have been omitted here and are only found in the full version of the Core Rulebook.

5. Choose Weaknesses.

You have 5 weakness slots to allocate. Major weaknesses require 3 slots, Medium weaknesses 2 slots, and minor weaknesses 1 slot. Thus you could either choose a) one Major weakness and one Minor weakness; b) two Medium weaknesses; c) one Medium and *two* Minor weaknesses; or d) *four* Minor weaknesses (Note: weaknesses with an * can be chosen more than once).

Note: Like strengths, many weaknesses are purposefully worded as descriptive traits. If a weakness leaps out at you as potentially describing an aspect of the character you've envisioned, mark it as one of the weaknesses to consider acquiring.

(Sidebar) Record the weaknesses you choose in the designated area in the center of the character sheet. When recording weaknesses, write the name of the weakness followed by a brief reminder of what the weakness does. (Don't worry about the cost column.)

Major Weaknesses

<u>Weakness</u>	<u>Brief Description</u>
<i>Clumsy</i>	+1 MR in <i>all</i> COORDINATION skill checks
<i>Contemptible</i>	+1 MR in <i>all</i> INFLUENCE skill checks
<i>Learning Disability</i>	+1 MR in <i>all</i> KNOWLEDGE subskills
<i>Oblivious</i>	+1 MR in <i>all</i> INFILTRATION skill checks
<i>Poor Fighter</i>	+1 MR in <i>all</i> MELEE WEAPONS and UNARMED COMBAT subskills
<i>Poor Shot</i>	+1 MR in <i>all</i> RANGED and THROWN WEAPONS subskills
<i>Unlucky</i>	Count both 1's and 2's when determining snags
<i>Weak</i>	+1 MR in <i>all</i> ATHLETICS subskills
<i>(Choice)</i>	—

Moderate Weaknesses

<u>Weakness</u>	<u>Brief Description</u>
<i>Illiterate</i>	Unable to read or write
<i>Monoglot</i>	+1 MR in <i>all</i> LANGUAGE skill checks
<i>Performance Anxiety</i>	+1 MR in <i>all</i> PERFORMANCE skill checks
<i>Reckless</i>	+1 MR in <i>all</i> HANDLING skill checks
<i>Simple Minded</i>	+1 MR in <i>all</i> COGNITION skill checks
<i>Slow Healing</i>	Double required healing times (Wounds only)

<i>Sluggish</i>	-1 BD (Body Defense) <i>and</i> -1 Action Score
<i>(Choice)</i>	—

Minor Weaknesses

<u>Weakness</u>	<u>Brief Description</u>
<i>Absent Minded</i> *	Roll 1d12 each scene/encounter. On a roll of 1, have forgotten or misplaced something needed.
<i>Anxious</i> *	-1 MD against all stress-based mental attacks
<i>Craven</i> *	-1 MD against all fear-based mental attacks
<i>Dark Secret</i>	Another weakness/background aspect must be kept secret
<i>Debilities (2)</i> *	+1 MR in <i>two</i> separate subskills
<i>Deep Sleeper</i> (3 lvls)	+3 DL to OBSERVATION checks to wake up
<i>Delusional</i> (2 lvls) *	+2 DL to DEDUCTION checks to perceive past false belief
<i>Destitute</i> *	-1 MC (lower Monetary Class by 1)
<i>Frail/Sickly</i> *	-1 to base Vitality
<i>Hardened</i> *	Decrease a core drive by 2 levels or two drives by 1 level (translates into -1 Conviction; see step 8)
<i>Impaired Sense</i> (2 lvls)*	+2 DL to all checks involving chosen sense
<i>Indecisive</i> *	-1 to Action Score
<i>Inept</i> *	+1 DL to all checks in one subskill (one time/skill)
<i>Lowborn</i> *	-1 SC (lower Social Class by 1)
<i>Naive</i> *	-1 MD against all influence-based mental attacks
<i>Obsession</i> (2 levels)*	2 DL mental attack if act contrary to obsession (no MD)
<i>Phobia</i> (2 lvls) *	2 DL mental attack if encounter feared stimulus (no MD)
<i>Prejudice</i> (2 levels) *	+2 DL to FEATS OF WILL checks to treat with respect

<i>Short Winded</i> *	-1 to base Endurance
<i>Stigmatized</i> *	+1 DL INFLUENCE for prejudiced group
<i>Timid/Flighty</i> *	-1 to base Tenacity
<i>Traumatic Experience</i> (2 lvls)*	2 DL mental attack if encounter situation reminiscent of event (no MD)
<i>Unstable</i> *	-1 to base Sanity
<i>Vulnerability</i> *	-1 BD against 1 specific physical attack (i.e., cold, poisons, fire)
<i>(Choice)</i>	—

Note: certain weaknesses with more complex customization, including ***Addiction, Allergy, Dependency, Faction Enemy, Obligation, Physical Impairment, Rival/Foe,*** and ***Wanted*** have been omitted here and are only found in the full version of the Core Rulebook.

6. Choose Traits:

- Choose at least *two* of the following Unfortunate Traits:

Unfortunate Traits

<i>Anti-social</i>	<i>Fidgety</i>	<i>Perpetual Scowl</i>
<i>Arrogant</i>	<i>Forgetful</i>	<i>Pessimistic</i>
<i>Bad breath</i>	<i>Impatient</i>	<i>Procrastinator</i>
<i>Bitter</i>	<i>Impulsive</i>	<i>Profane</i>
<i>Blames Others</i>	<i>Intolerant</i>	<i>Rebellious</i>
<i>Body odor</i>	<i>Jaded</i>	<i>Repetitive Tick/Gesture</i>
<i>Boisterous</i>	<i>Loud/Annoying Laugh</i>	<i>Rigid Views</i>
<i>Boorish</i>	<i>Manipulative</i>	<i>Secretive</i>
<i>Compulsive</i>	<i>Miserly</i>	<i>Short Fuse</i>
<i>Critical</i>	<i>Missing/Crooked Teeth</i>	<i>Signature Mark</i>
<i>Cynical</i>	<i>Obsequious</i>	<i>Sloppy</i>
<i>Disorganized</i>	<i>Ornery/Ill-tempered</i>	<i>Speech Impediment</i>
<i>Dissatisfied</i>	<i>Overconfident</i>	<i>Superstitious</i>
<i>Distinguishing Trait</i>	<i>Overly Flamboyant</i>	<i>Suspicious</i>
<i>Domineering</i>	<i>Paranoid</i>	<i>Talkative</i>
<i>Eccentric (define how)</i>	<i>Pathological Liar</i>	<i>Tendency to Slouch</i>
<i>Easily Distracted</i>	<i>Perfectionist</i>	<i>Timid/Shy</i>
		<i>Uncouth</i>

(Sidebar) Record the Unfortunate Traits you choose in the bottom-most lines of Weaknesses in the center of the character sheet.

- Choose one of the following Positive/Neutral Traits

Positive Traits

<i>Appreciative/Grateful</i>	<i>Enthusiastic</i>	<i>Independent</i>
<i>Assertive</i>	<i>Flexible in Views</i>	<i>Kind</i>
<i>Cautious</i>	<i>Flirtatious</i>	<i>Laughs Easily</i>
<i>Collaborative</i>	<i>Forgiving</i>	<i>Loyal</i>
<i>Competitive</i>	<i>Friendly</i>	<i>Modest</i>
<i>Cool Under Pressure</i>	<i>Generous</i>	<i>Optimistic</i>
<i>Confident</i>	<i>Good Humored</i>	<i>Organized</i>
<i>Courteous</i>	<i>Hard Worker</i>	<i>Patient</i>
<i>Curious</i>	<i>Honest</i>	<i>Relaxed</i>
<i>Detail Oriented</i>	<i>Honorable</i>	<i>Stunningly Beautiful</i>
<i>Disciplined</i>	<i>Hums/whistles/sings</i>	<i>Stylish</i>
<i>Energetic</i>	<i>spontaneously</i>	<i>Tranquil</i>
<i>Empathic</i>	<i>Impeccably Dressed</i>	<i>Trusting</i>
		<i>Trustworthy</i>

(Sidebar) Record the Positive Traits you choose in the bottom-most lines of Strengths in the center of the character sheet.

7. **Gain Additional Skills:**

Spend 20 Experience Points (XP) to raise existing skills or acquire new ones. The cost of each skill rank (SR) is equal to the new SR (SR 1 costs 1 point, SR 2 costs 2 additional points, SR 3 costs 3 more points beyond that, and so on). This is shown in the table below:

Skill Ranks

Rank (SR)	Title	# of dice	XP Cost	Total XP Cost
1	Novice	1	1	1
2		2	2	3
3	Competent	3	3	6
4		4	4	10
5		5	5	15
6	Proficient	6	6	21
7		7	7	28
8	Expert	8	8	36
9		9	9	45

10	Master	10	10	55
11		11	11	66
12	Legendary	12	12	78

8. Define Drives and Motivations/Beliefs:

Rank your character's value in each of the five core drives (*Connection, Duty, Justice, Knowledge, and Power*). Rank the drive with the highest dedication and value a 5, rank the next highest as 4, then 3, 2, 1. For your 3 highest drives (5, 4, and 3), create a motivation/belief statement defining how that drive is manifested for your particular character.

Note: an overview of each of the five core [drives](#) can be found in Section 3, Game Play and Combat, page 36. Advice and tips for crafting motivations and belief statements can be found in the full version of the Core Rulebook.

(Sidebar) The core drives can be found in the lower left section of the character sheet (page 1). Record the levels of each drive here. Beliefs and Motivations can be recorded in the center section just to the right of this. Each drive with a level of 3 or higher should have an associated motivation/belief statement.

9. Fill in the Numbers:

- Record **SR** (skill rank) for all skills
 - Subskill SRs should have already been established
 - Broad skills have a default SR equal to half ($\frac{1}{2}$) the highest ranked subskill associated with it, rounded down (though some broad skills may have been independently raised in step 3 or step 7 above)
 - Broad skills without training in any associated subskill will have an SR of 0.
- Record **MR** (minimum roll) for all skills
 - The base or default MR for all skills (broad or sub) is 9.
 - The **Prowess** strength will reduce this to 8.
 - Other strengths, such as **Artisan**, **Intelligent**, or **Virtuoso**, may also grant a -1 MR modifier, potentially reducing the MR as low as 7.
 - The **Debility** weakness will increase the MR to 10.
 - Other weaknesses, such as **Clumsy**, or **Contemptible**, may also impose a +1 MR modifier, potentially raising the MR as high as 11.
 - All recorded skills—including broad skills without any training—should have an MR recorded for them (typically 9 as well).
- Record **SN** (second nature) for all skills
 - SN is usually equal to $\frac{1}{2}$ the SR (rounded down).
 - If a skill has a strength or weakness that modifies the MR, the SN ratio may change (see the table below). Simply find the total MR modifier (positive or negative) along the top and match it to the Skill Rank (SR) on the left. Most untrained or minimally trained skills, including broad skills, will have an SN of 0.

Second Nature (SN) Ratings

MR Modifier

<u>SR</u>	<u>+3</u>	<u>+2</u>	<u>+1</u>	<u>0</u>	<u>-1</u>	<u>-2</u>	<u>-3</u>	<u>-4</u>
1	0	0	0	0	0	0	0	0
2	0	0	0	0	0	1	1	1
3	0	0	0	1	1	1	1	2
4	0	0	1	1	1	2	2	2
5	0	0	1	1	2	2	3	3
6	0	1	1	2	2	3	3	4
7	0	1	1	2	3	3	4	4
8	0	1	2	2	3	4	4	5
9	0	1	2	3	3	4	5	6
10	0	1	2	3	4	5	6	6
11	0	1	2	3	4	5	6	7
12	1	2	3	4	5	6	7	8

(Sidebar) Note: since all SN ratings are recorded on the character sheet, referencing this table will only be required during character creation (or advancement where SN is impacted).

Once you've filled in the SN for each skill, *all* boxes should be filled in next to each broad skill and subskill (SR, SN, and MR).

10. Calculate Exertion, Conviction, and Defense ratings

Exertion Aspects

<u>Exertion Aspect</u>	<u>Calculation</u>
Endurance	6 + six highest body-based SNs
Tenacity	6 + six highest mind-based SNs
Vitality	3 + three highest body SNs

Sanity	3 + three highest mind SNs
Conviction	½ total levels among all drives (round down)

Note: certain strengths and weaknesses, such as *Hardy* or *Timid*, may modify these base numbers.

- For Endurance and Tenacity, the second level aspect (**Fatigued**) is ½ the base value (**Rested**); the third level (**Depleted**) is ½ the value of Fatigued (all rounded down).
- For Vitality and Sanity the values are actually the inverse of Endurance and Tenacity. This means that the full value calculated above is applied to the lowest level (**Critical**), the second level (**Injured**) is ½ this base value, and the uppermost level (Healthy) is ½ of this (again, all rounded down).

(Sidebar) These values are recorded on the backside (page 2) of the character sheet, smack-dab in the middle.

- Calculate **BD** (Body Defense) and **MD** (Mental Defense)
BD is equal to the *average* of the three highest Body-based SN ratings; MD is equal to the *average* of the three highest Mind-based SN ratings (both rounded down).

11. Record **Monetary Class** and **Social Class**, and **Choose Basic Gear**

- Monetary Class and Social Class will both be 3 unless modified by a strength (*Affluent* or *Privileged*) or a weakness (*Destitute* or *Lowborn*)

(Sidebar) Monetary Class and Social Class are recorded in the center section of the character sheet (front).

- Gear includes any equipment, armor, and weapons your character would logically and justifiably have on their person. The Monetary Level (ML) of such gear cannot exceed a character's Monetary Class. Full lists of general equipment can be found in the full version of the Core Rulebook.

Armor

The table below lists various kinds of armor, including each one's Armor Rating (AR)—which reduces the amount of damage delivered in combat. The table also indicates any Action Score modifier imposed while wearing the armor (offset by the ARMOR MOVEMENT skill SN), as well as the ML of each type of armor (indicating the minimum MC required to obtain it).

Armor	AR	Action Score Mod*	ML	Genre/Setting
Padded	1	-1	1	Fantasy/Pre-Modern
Leather	2	-2	2	Fantasy/Pre-Modern
Scalemail	3	-3	3	Fantasy/Pre-Modern

Chainmail	4	-4	4	Fantasy/Pre-Modern
Plate	5	-5	5	Fantasy/Pre-Modern
Heavy Plate	6	-6	6	Fantasy/Pre-Modern
Kevlar	4	-2	4	Modern
Las-Null	9**	-1	4	Futuristic/Sci-Fi
Mechanized Plate	10	-7	5	Futuristic/Sci-Fi

* May be offset by the ARMOR MOVEMENT skill SN

** Only reduces damage from laser-based attacks

(Sidebar) If Armor is worn, write it under Gear/Equipment (lower left section of Battle Sheet). Record its AR in the upper left section of the Battle Sheet.

Weapons

All weapons are divided into two overarching categories: **Melee Weapons** and **Ranged Weapons**. These broad overarching categories are further divided by time period and setting (for example, Firearms and Futuristic weapons will not be available in all game worlds and settings).

Melee Weapons have three defining aspects: *Name*, *Damage Modifier*, and *Weapon Speed* (which translates into a negative Action Score modifier).

Melee Weapons

<u>Weapon</u>	<u>Dmg</u>	<u>Speed*</u>	<u>Weapon</u>	<u>Dmg</u>	<u>Speed*</u>
Axe, Small/Hatchet	+1	-1	Mace	+2	-2
Axe, Medium	+2	-2	Morning Star	+3	-3
Axe, Great	+4	-4	Polearm, Bardiche	+2	-4
Club	+1	-2	Polearm, Halberd	+1	-2
Flail, Medium	+2	-3	Spear	+1	-2
Hammer, Hand	+1	-1	Staff, Quarter	0	0
Hammer, Great/War	+3	-3	Sword, Small	+2	-2
Knife, Small	0	0	Sword, Broad	+3	-3

Knife, Dagger	+1	-1	Sword, Great	+4	-4
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* May be offset by the FEATS OF STRENGTH skill SN

Ranged Weapons have five defining aspects: *Name*, *Damage Modifier*, *Weapon Speed*, *Reload Speed*, and a *DL modifier* for each of the six range categories (Point Blank, Short, Medium, Long, Distant, and Extreme). Ranged weapons are divided into four types: **Missile Weapons**, **Thrown Weapons**, **Firearms**, and **Futuristic**.

Missile Weapons

Weapon	Dmg	Speed	Reload	PB	Short	Med	Long	Dist	Ext
Blowgun	-1	-3	1 AP	-1DL	0	+2DL	—	—	—
Bow, Compound	+2	-3	1 AP	—	-1DL	0	+1DL	+3DL	—
Bow, Long	+2	-2	1 AP	—	-1DL	0	+1DL	+3DL	—
Bow, Short	+1	-2	1 AP	-1DL	0	+1DL	—	—	—
Crossbow	+2	-1	2 AP	-2DL	-1DL	0	+1DL	—	—
Crossbow, Heavy	+4	-1	3 AP	-2DL	-1DL	0	+1DL	+3DL	—
Sling	+2	-4	1 AP	-2DL	-1DL	0	+1DL	—	—

Thrown Weapons

Weapon	Dmg	Speed	Draw	PB	Short	Med	Long	Dist	Ext
Bola	0	-7	+6	—	0	—	—	—	—
Chakra	+2	-2	+4	0	+1DL	—	—	—	—
Hatchet	+2	-3	+4	-1DL	0	+1DL	—	—	—
Javelin	+1	+3	+5	-1DL	0	+1DL	+3DL	—	—
Knife	+0	-2	+3	0	+1DL	—	—	—	—
Spear	+2	-4	+6	-1DL	0	+1DL	—	—	—

Firearms

Weapon	Dmg	Spd	Reload	PB	Short	Med	Long	Dist	Ext
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Pistol, Semiauto	+2	-1	1 AP	-1DL	0	+1DL	+3DL	—	—
Revolver, small	+2	-1	3 AP	-1DL	0	+1DL	+3DL	—	—
Revolver, large	+3	-2	3 AP	-2DL	-1DL	0	+2DL	—	—
Rifle, Assault	+5	-3	1 AP	-2DL	-1DL	0	+2DL	+3DL	—
Rifle, Hunting	+2	-3	1 AP	-2DL	-1DL	0	+1DL	+3DL	—
Shotgun	+4	-3	1 AP	-2DL	0	+1DL	+2DL	—	—
Shotgun, Double-barrel	+4	-3	2 AP	-2DL	0	+1DL	+2DL	—	—
Shotgun, Sawed-Off	+5	-3	1 AP	-3DL	0	+2DL	—	—	—
Sniper Rifle*	+5	-5	1 AP	—	-2DL	-1DL	0	+1DL	+2DL
Submachine-gun	+4	-3	1 AP	-2DL	0	+1DL	+3DL	—	—

*The use of a sniper rifle reduces the Fatality threshold by 1.

Futuristic

Weapon	Dmg	Speed	Reload	PB	Short	Med	Long	Dist	Ext
Pistol, Laser	+3	-1	—	-1DL	0	+1DL	+2DL	—	—
Pistol, Pulse	+4	-2	1 AP	-2DL	-1DL	0	+1DL	+3DL	—
Rifle, Laser	+4	-2	—	-2DL	-1DL	0	+1DL	+2DL	+3DL
Rifle, Pulse	+5	-3	1 AP	-2DL	-1DL	0	+1DL	+2DL	+4DL

(Sidebar) Each weapon and its applicable factors can be recorded on the Battle Sheet for each weapon a character normally uses.

12. Calculate Action Scores, and Action Points, and add 1 Hero Point

- Calculate **BD** (Body Defense) and **MD** (Mental Defense)
BD is equal to the *average* of the three highest Body-based SN ratings; MD is equal to the *average* of the three highest Mind-based SN ratings (both rounded down).

(Sidebar) BD is recorded in the upper left section of the Battle Sheet. MD is recorded in the upper right section.

- Calculate **Action Scores**

Start with 6 points

1. *Add* the applicable skill's SN
 2. *Add* any modifiers from strengths (i.e., *Decisive, Quick Reflexes*)
 3. *Subtract* any modifiers from weaknesses (i.e., *Indecisive Sluggish*)
 4. *Subtract* any Weapon Speed modifier (melee weapon modifier offset by FEATS OF STRENGTH SN)
 5. *Subtract* any Armor Encumbrance modifier (offset by ARMOR MOVEMENT SN)
- After all calculations, record the final number as the Base Action Score for each form of combat
 - Action Points are equal to $\frac{1}{3}$ the total Action Score, rounded down.

(Sidebar) The primary Action Score and Action Points are recorded just below the Exertion Aspects in the middle section of the Battle Sheet. Action Points for individual weapons and combat skills can be recorded in the appropriate boxes as well.

- Finally, record **1 Hero Point** in the designated box (top of Battle Sheet)

Note: the equivalent point value of this Simplified Method of Character Creation simulates a 0 level starting character. If the GM authorizes you to start at a higher experience level (1, 2, 3, etc), you may receive additional points to spend in step 7, **Gain Additional Skills**, based on the following level table.

Experience Levels

Level	Additional XP Required to Attain	Total XP Required	Total including starting XP
0	0	0	120
1	10	10	130
2	20	30	150
3	30	60	180
4	40	100	220
5	50	150	270
6	60	210	330
7	70	280	400
8	80	360	480
9	90	450	570

10	100	550	670
11	110	660	780
12	120	780	900
etc	And so on	And so on	And so on

Advanced Character Creation

If you'd like to take your Protagonist Character to the next level, there are numerous additions included in the full Core Rulebook related to Character Creation.

1. Using a point-buy system and Experience Points (XP) to customize your character exactly how you envision them.
2. Guidelines for choosing and creating alternate races
3. Rules for Monetary and Social Class and how to incorporate them into the game.
4. Advice for establishing relationships with other PCs
5. Full descriptions of Strengths and Weaknesses + guidelines on incorporating them into your character.
6. Profession packages and how to use them to provide a foundation for character skill-sets.
7. Full descriptions of all Skills and options for incorporating additional background skills
8. Rules and descriptions of advanced Techniques and how you can use them to augment your character.
9. In-depth exploration of drives, motivations, and beliefs, including advice on crafting beliefs and motivations to bring characters to life.
10. Full lists of Gear and how you can use equipment items to enhance the game.

3. Game Play and Combat

(Sidebar) Abbreviated Terms used in this section:

AP—Action Point
AR—Armor Rating
BD—Body Defense
DL—Difficulty Level
Dmg—Damage Modifier
GM—Game Master
MD—Mind Defense

MR—Minimum Roll
PC—Protagonist Character
PF—Persistency Factor
SR—Skill Rank
SN—Second Nature
TL—Threat Level
XP—Experience Point

The purpose of this section is to cover the essential elements of playing the *Untold* Roleplaying Game. It is broken down into four sections.

1. **Exertion, Strain, and Wounds**
2. **Drives, Beliefs, and Conviction**
3. **Experience and Progress**
4. **Combat**

Each section is elaborated on below.

Exertion, Strain, and Wounds

The various strenuous and taxing experiences characters pass through in *Untold* can be exhausting, both physically and mentally. The good news is that characters have a certain amount of energy reserves they can spend on various activities. This is represented by Exertion.

There are four unique aspects of Exertion, two mental and two physical. **Endurance** and **Vitality** are the two aspects of physical exertion; **Tenacity** and **Sanity** are the two aspects of mental exertion. Each of these is further divided into three levels. The three levels of Endurance and Tenacity are **Rested**, **Fatigued**, and **Depleted**. The three levels of Vitality and Sanity are **Healthy**, **Injured**, and **Critical**.

- **Rested**, the first level of Endurance and Tenacity, represents each character's *initial* supply of energy and resistance to stress or Strain damage.
- **Fatigued**, the second level of Endurance and Tenacity, represents a character's deeper reserves of energy and Exertion. As soon as any points are depleted or spent from this second level, characters suffer the ill effects of being fatigued (see Effects of Damage and Overexertion, below). Yet even though characters may be fatigued, they still have some limited supply of energy and can choose (or be forced) to push themselves further.
- **Depleted**, the third and final level of Endurance and Tenacity, represents a character's last vestiges of energy. As soon as characters dip into this third level they suffer the additional ill effects of being

depleted. Points in this third level are the very last dregs of energy that can be expended before either the character falls unconscious (in the case of Endurance) or the character enters a state of mental stupor and the precarious realms of damaging their own Sanity (in the case of Tenacity).

Endurance			
	Total	Spent	Total Mod
Rested			—
Fatigued			-1 AP +1 MR
Depleted			-2 AP +2 MR

Tenacity			
	Total	Spent	Total Mod
Rested			—
Fatigued			-1 AP +1 MR
Depleted			-2 AP +2 MR

Vitality			
	Total	Spent	Total Mod
Healthy			—
Injured			-1 AP +1 MR
Critical			-2 AP +2 MR

Sanity			
	Total	Spent	Total Mod
Healthy			—
Injured			-1 AP +1 MR
Critical			-2 AP +2 MR

- **Healthy**, the first level of Vitality and Sanity, represents each character's initial capacity for sustaining potentially life threatening damage, or Wounds. Wounds inflicted on this level, be they physical or mental, might also be considered minor or superficial.
- **Injured**, the second level of Vitality and Sanity, represents more serious damage or wounds. Such wounds, if left unchecked can lead to being permanently maimed (in the case of physical wounds) or permanent mental disorders (in the case of mental wounds).
- **Critical**, the third and final level of Vitality and Sanity, represents a character's last vestiges of physical and mental health. If the points in this level are ever fully depleted the result is either complete and irretrievable madness (in the case of Sanity) or death (in the case of Vitality).

(Sidebar) Note: if the size of the numbers reflected their value, the Exertion aspects would resemble an hourglass. This is because the values in the secondary aspects of Vitality and Sanity are the inverse of Endurance and Tenacity. In other words, the largest numbers are at the bottom instead of the top (Rested has the highest value for Endurance and Tenacity, while Critical is the highest for Vitality and Sanity).

Rules for [calculating each Exertion aspect](#) can be found in Chapter 2, Character Creation, page 25.

Exertion as Damage Capacity

In addition to being a source of extra dice for skill checks, Exertion also represents a character's health and damage capacity. There are two types of damage: **Strain** and **Wound**. Strain damage is dealt to the first level aspects of Endurance and Tenacity. Wound damage is dealt to the second level aspects of Vitality and Sanity. Physical strain damage is caused by such things as poisons, extreme heat or cold, and unarmed combat attacks. Mental strain damage is caused by fear, stress, influence, and moral or drive-related infractions. Physical wound

damage is caused by most weapons, as well as acid, fire, and high voltage electricity. Mental wound damage is typically only caused by truly horrific, unnatural, or mentally scarring occurrences.

Effects of Damage and Over Exertion

As characters expend ever greater amounts of energy or sustain more serious wounds, their ability to perform at optimum levels will decrease. Each time a secondary or tertiary level aspect is breached, characters suffer an additional -1 Action Point (AP) and +1 MR penalty—and all such effects are cumulative.

If characters ever lose all points in the Depleted level of Endurance, they will immediately fall unconscious for 1d12 rounds (after regaining consciousness they will regain 1 point in the Depleted level). If characters ever lose all points in the Depleted level of Tenacity, they will remain conscious, but afterwards all rolls of a 2 will contribute to snags in the same way as 1's. If characters ever lose all points in the Critical level of Vitality, they die. If characters ever lose all points in the Critical level of Sanity, they become irreversibly insane and can no longer be considered a free-willed Protagonist Character (they become an NPC and must be turned over to the GM).

(Sidebar) Note that it's impossible to completely deplete one's stores of energy in Endurance and continue to exert oneself and draw energy from Vitality as fully expending all points in the Depleted level will render a character unconscious. Characters *can* continue to expend past the Depleted designation of mental exertion and draw energy from Sanity, though they will suffer for doing so, starting with 2's as well as 1's contributing to snags—in addition to all other modifiers to MR and AP.

Rest and Recovery of Spent Endurance and Tenacity

There are three ways spent Endurance or Tenacity can be restored: *Full Rest*, *Troubled Rest*, and *Quick Recovery*.

Full Rest

The ideal (and most effective) method for restoring strain damage is to spend a full 24 hours receiving proper rest and nourishment. This includes sleeping in a comfortable bed, eating three square meals, and relaxing without any looming sense of risk, danger, or stress. This could include an inn or hotel, a place of peace and safety (e.g., Rivendell in *The Lord of the Rings*), or one's own home. A full rest restores *all* levels of spent Endurance and Tenacity, regardless of how much was spent.

(Sidebar) Note: if a character has expended points in multiple levels of Endurance and Tenacity, the GM may rule that it takes longer than one day to restore all of them. This might be one full day to restore all points in the Depleted and Fatigued levels and one full day to restore all points in the Rested levels.

Troubled Rest

Unfortunately, the ideal conditions of a Full Rest cannot always be realized. If characters are forced to sleep on rough ground, in a lumpy bed, or under a leaky roof, it will not be fully restful; if unable to eat hearty, balanced meals, they may not receive a full degree of nourishment; and if stress and danger are a continual threat, they will not be able to alleviate all of their accumulated mental and physical strain. In such conditions, for every 6 hours of rest, characters will regain 1d12 + their experience level in total points of spent Exertion. This total

may be divided however the player chooses between Endurance and Tenacity.

(Sidebar) Note: if characters are unable to get a full 6 hours of rest, they may only be able to restore half the amount of Exertion they would otherwise regain .

(Sidebar) Note: if a 12 is ever rolled on a recovery die roll, players may roll another die and add the total of both rolls to determine the amount of total Exertion restored.

Quick Recovery

Using this method, characters may spend 1 Action Point in the midst of combat or other high stress situations to recover 1 point of Exertion.

Overview of Recovery

<u>Type of Rest</u>	<u>Description</u>	<u>Duration</u>	<u>Effect</u>
Full Rest	Full rest and nourishment free of risk	24 hours	Restore all
Troubled Rest	Anything which fails to meet standards of full rest	6 hours	1d12 + lvl
Quick Recovery	Spend 1 Action Point to restore 1 point of Exertion	1 AP	1

Healing and Recovery of Damaged Vitality and Sanity

Without medical (or magical) aid, the healing of wound damage—be it physical or mental—requires much longer to recover. The conditions and time frames for healing wound damage are outlined below.

Ideal Conditions

When the circumstances and conditions for recovering from injuries and wounds are ideal, characters can recover 1d6 (1d12/2) + their experience level in Vitality or Sanity every 24 hours. Ideal conditions for healing Vitality damage include consistent care, a sanitary environment, and periodic changing of bandages; for Sanity damage it might include peaceful surroundings and some form of therapeutic support. Professional medical care SNs facilities might accelerate the the rate of healing.

Substandard Conditions

When the circumstances and conditions for recovering from injuries and wounds are *not* ideal, characters can recover a maximum of 1+ half (½) their experience level (rounded down) in Vitality or Sanity every 48 hours. Substandard conditions might consist of an unsanitary environment, unskilled care, and/or substandard rations. It might also mean that the environment is not conducive to healing, be it mental or physical.

Overview of Healing

<u>Conditions</u>	<u>Description</u>	<u>Duration</u>	<u>Effect</u>
Ideal	Consistent and sanitary care conducive to healing	24 hours	1d6 + lvl

Substandard	Most environments/care below ideal conditions	48 hours	1 + lvl
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First Aid, Medical Treatment, and Physical Healing

Administering basic First Aid, medical care, or healing can accelerate the recovery times for physical strain and wound damage. Depending on the effectiveness of the treatment, it could simply restore 1 or 2 points of damage or it could accelerate the rate of recovery. For example, if the rate of recovery was doubled, a character could restore $2d12 +$ their experience level in Endurance in [Troubled Rest](#) conditions.

The effectiveness of First Aid is determined by how successful the skill check is. To bind wounds and staunch the flow of blood, characters need only succeed at a FIRST AID skill check with a DL equal to the *level* of wounds. Thus minor (Healthy level) wounds would require a 1 DL check to staunch the wounds; Serious wounds (Injured level) would require a DL 2 check; and Critical wounds would require a DL 3 check to stop further loss of blood. Every *two* successes achieved *above* this base DL will restore 1 point of Vitality.

(Sidebar) Although it may be possible to make a second attempt to staunch blood loss and bind a wound if the initial FIRST AID check fails, the rules of failed checks above may apply. It should also be emphasized that after the first successful FIRST AID check, further checks cannot be made to heal or restore additional damage.

Other more advanced medical interventions can restore even more Wound damage, especially with a team of doctors and nurses and a modern medical facility or advanced technology significantly reducing the DL.

Therapy, Psychological Treatment, and Mental Healing

In the same way first aid, medicine, and surgery may be used to assist a character's healing of physical wounds, therapy, psychological treatment, and certain medical interventions may be able to aid in the healing and treatment of mental wounds. To treat such wounds, characters may make a PSYCHOLOGY or THERAPY check. A successful check (normally DL 2) will heal one point of damage. Every *two* successes achieved above the base DL will restore 1 additional point of Sanity. GMs may also rule that a certain amount of time is required for such therapeutic healing to occur. This might be as little as an hour or it may be several hours spread out over the course of weeks.

Putting it all Together

Exertion plays two important roles in the game: 1) as a resource for gaining additional dice for skill checks; and 2) as a gauge of a character's health and damage capacity. There are two types of Exertion: physical and mental. As characters deplete Exertion in the first level aspects of Endurance and Tenacity, they will move from an energized and Rested state to being Fatigued and eventually Depleted. Each of these levels—Rested, Fatigued, and Depleted—have a limited supply of points. As soon as characters expend points in any of the secondary or tertiary levels, they will suffer certain negative effects (+1 MR and -1 AP each). Maxing out the points in the final (Depleted) level of Endurance will render a character unconscious. Maxing out all points in the Depleted level of Tenacity will cause both 1's *and* 2's to contribute to snags. The second level aspects (Vitality and Sanity) also have three levels: Healthy, Injured, and Critical. While strain damage is dealt to Endurance and Tenacity, wound damage is dealt to Vitality and Sanity. As characters take damage in the Injured and Critical levels, they will also suffer equivalent penalties to performance (+1 MR and -1 AP). Maxing out all points in

the Critical level of Sanity results in permanent and irreversible insanity. Maxing out the points in the Critical level of Vitality results in death. Exertion can be recovered with rest and, if available, medical aid. The standard rate of recovery depends on the aid rendered and the conditions of the recovery.

Example 1: In the aftermath of an invasion of extra-dimensional creatures, Dorothea has lost her entire store of Tenacity. She is mentally shaken, fatigued, and utterly depleted. Because of her mental exhaustion, she is at +2 MR to all checks, -2 AP, and is more prone to mistakes (any rolls of 1 or 2 now contribute to snags). Dorothea has locked herself in her basement, but she hears a scratching on the door and a whining from outside. Pug-Mutton! She rushes to the door and flings it open—only to find her beloved dog is missing one of his legs and his whole left side has a long raking wound filled with a slimy green mucus. She screams and must face the horror of Pug-Mutton’s unnatural wounds—a TL 3 attack. The GM rules that Dorothea must make a FEATS OF WILL check. She is at +2 MR to all checks, which means she only achieves a success on a roll of 11 or 12. She somehow manages to achieve 1 success. Still, she takes 2 wound damage to her Healthy level Sanity. Then Pug-Mutton whines and glances up the stairs, to the shadow of something large and inhuman blocking the light.

Example 2: Andrea’s character, Yvonne, is attempting to administer first aid to a wounded companion with Injured level wounds. Yvonne is hoping to staunch the bleeding and restore some of his lost points. Since the wounds are serious (the Injured level), the DL of the FIRST AID check is 2. She needs to match this DL to staunch the wounds. For every two successes above this base DL, she can heal 1 point of Vitality, up to a maximum of 3 points.

Drives, Beliefs, and Conviction

Character Drives

Each character has five distinct drives that define what motivates them. These five core drives are: *Ambition*, *Connection*, *Duty*, *Justice*, and *Knowledge*.

- **Ambition**—this drive is built upon a desire for status, fame, wealth, influence, authority, or any other marker of power and prestige within the sphere of influence the character occupies. It also encompasses the pursuit of honor, praise, achievement, competency, and excellence. Finally, it could involve the simple need for security, stability, and control. A low level in this drive suggests a more care-free attitude or a more austere lifestyle.
- **Connection**—this drive centers on the relationships in a character’s life, whether they be friendships, familial, or romantic. Compassion and beneficence could be part of this drive, as could seeking atonement or forgiveness, or a desire for peace and harmony. This drive could also involve a connection with a higher power (whether real or imagined) or with a religious order or creed. Creativity may also be part of this drive in that the character is connecting with an expressive medium, or, in the case of entertaining, also connecting with an audience. A low level value in this drive may suggest a desire for independence or even an eschewing of connections.
- **Duty**—this drive is associated with ideals such as fulfilling responsibilities, keeping one’s word, fulfilling oaths, meeting obligations, doing what is expected, and adhering to one’s station in a society or organization. It could also involve maintaining traditions and norms. A low level in this drive may indicate a more individualistic, self-centered, or *lais-e-fair* attitude.
- **Justice**—this drive is focused on the ideals of seeking equity, fairness, order and/or balance. It is concerned with a sense of right or righteousness, an obsession with the law—either in adhering to just

laws or overthrowing unjust ones—and a dedication to what is perceived to be right, good, or just. It may also motivate characters to aid or protect the less fortunate, or to champion the cause of a disadvantaged subset of the population.

- **Knowledge**—this drive involves a pursuit of learning, understanding, and enlightenment of one kind or another. Being driven by *Knowledge* may also be concerned with uncovering or revealing secrets, a desire to discover previously unknown facts, or a dedication to truth and reality in general. A low level in this drive might indicate a limited education or a preference for more hands-on activities.

Ranking Character Drives

Each character has 15 levels to distribute among their character’s core drives. For simplicity, players can simply rank them from 1 to 5 (1+2+3+4+5=15). However, these 15 levels may be distributed in any manner they choose, as long as the total equals 15 (0 level is also acceptable). There are only two restrictions on how these levels are distributed: 1) the highest value drive must have a minimum level of 5; and 2) no aspect can be assigned a level greater than 8. It is also recommended that each of the five drives be assigned a different level rating. This helps differentiate their importance and creates a kind of hierarchy of value and influence on character actions. Below is a breakdown of each level:

Level of Drive	Definition/Explanation
0	No regard or feeling whatsoever in regard to the value or drive.
1	Minimum possible regard for the drive or value; only the very slightest twinge of remorse if act contrary to this drive.
2	Minor regard or feeling related to the drive. Only slight pangs of conscience when violated.
3	Medium or noticeable feeling/regard towards the value/drive (minimum level required for an associated motivation or belief).
4	Above average regard for the drive. Significant importance to the character.
5	High regard or feeling in relation to the value or drive. Highly significant importance to the character.
6-7	Very high regard. Serious remorse if act contrary to the drive.
8	Extremely high regard or devotion; zealous commitment to the drive or value
9	Borderline fanatical regard or feeling; complete devotion.
10	Fanatical feeling or regard.

11-12	Unbelievably fanatical, likely even pathological.
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Though the base number of levels allocated to drives is constant across all Protagonist Characters, additional levels may be purchased through the **Committed** strength. This base number can also be reduced through the **Hardened** weakness. However, for starting characters, the maximum number that can be assigned to any one drive is 8, and 21 is the maximum number of total levels a starting character can have among all drives.

Defining Your Character's Motivations and Beliefs

Once a character's core drives are ranked, the next step is to articulate specific statements of belief or motivation for each drive with a level of 3 or higher. Such belief/motivation statements are simply brief phrases outlining how a particular drive manifests itself in the beliefs and goals of a given character. Each statement should be centered in the character, but will ideally be connected in some way to the larger setting and game world as well. For example, a character with a level 4 in *Duty* might have a belief of: "I am dedicated to serving and protecting the King of Rhodenia", while a character with a level 5 in *Justice* might have a statement, "I will restore the rightful King of Rhodenia to the throne at any cost."

(Sidebar) Additional advice and tips for crafting motivations and beliefs can be found in the Core Rulebook.

Conviction Points

Conviction points are directly tied to your character's drives. The number of Conviction points your character has is equal to $\frac{1}{3}$ the total levels among the five core drives, rounded down. Thus, a character with 15 levels among all drives (the base starting amount) would have 5 points of Conviction.

Conviction points differ from Exertion in several ways. First, Conviction is always a far more limited resource. Second, Conviction is derived from a character's drives while Exertion is tied to a character's skills (specifically skill SN ratings). Finally, while Exertion grants players additional dice to spend on checks, Conviction is used to reroll failed die rolls.

Restoring Conviction

In order to restore spent Conviction, characters must engage in some kind of personalized ritual. This is not necessarily a ritual in the religious sense of the word (though it can be). Rather it is a sequence of steps or activities that have personal meaning for the character. For one character this could be meditative time spent listening to classical music; for another, playing classical music on the violin. It could be deep cleaning one's house or cleaning a cherished weapon. It could involve meditation, prayer, or solitary time in nature. The exact form of the ritual should be decided on by each individual player. Regardless of its nature, it takes 20 minutes engaged in the ritual to restore 1 point of spent Conviction (or 3 points/hour). Also note that with the exception of a Full Rest, this time cannot be concurrent with time spent restoring spent Exertion.

Putting it all Together

All characters start with 15 levels to distribute among the five core drives. Any drive with a level of 3 or higher

also requires a statement of motivation/belief defining how that particular drive manifests itself in the outlook and behavior of the character. Players may choose to increase the ratings of any of their character's drives by investing XP in the **Committed** strength. These levels may also be decreased through the **Hardened** weakness. Each character's Conviction is equal to one-third ($\frac{1}{3}$) the total levels of all their drives. Thus, most characters will automatically start with 5 points of Conviction. Conviction can be spent to reroll failed die rolls on skill checks. If a check can be linked to any belief connected to a drive with a rating of 3 or higher, the ratio of rerolls to Conviction is 1:1. If the check can only be tied to drive with a level of 2 or lower the ratio is 1:2. Checks unrelated to any of a character's drives (0 level) cannot use Conviction. Conviction can be restored at a rate of 1 point for every 20 minutes of focused ritual unique oh pop to each character.

Example 1: Clarice has just spotted a shiny glinting object at the top of the stairs above her. A moment later she hears the scream of a girl taken hostage by thugs tromping down the stairs below. The dilemma is that she has a level 4 drive in Knowledge with a belief of: "I am intensely curious about the new and interesting", and a level 5 Justice drive with a belief of: "I will safeguard and help the weak and innocent". She experiences a grueling moment of hesitation, curses under her breath that she has to leave the shiny object behind, and runs down the stairs after the thugs.

*Example 2: In the latest game session, the PCs rescue a bunch of children from an orphanage fire. The experience moves one of the players to make aiding children a new motivation and to increase the level of her Justice core drive. Having a powerful story-centered reason for the change, all that remains is spending the XP on the **Committed** strength to solidify this change in her character. She opts to raise Justice from level 2 to level 3. Because it's now a level 3 drive Melanie must also create a belief statement (something related to aiding children). She then adds up the total levels of her drives and divides by 3 to determine if there is any increase to her Conviction.*

Experience and Progress

Protagonist Characters are never static. They grow and change, gradually increasing in strength, skill and ability. This progress and growth is represented by Experience Points (or XP). These points are equivalent to the points spent in character creation, and can be used for the same range of improvements—to increase skills, purchase techniques, obtain strengths, and buy off weaknesses. Once characters attain enough points, they advance to a new experience level, as shown in the [table](#) found on page 29.

(Sidebar) Characters normally start at level 0, though level 1 is fairly common as well. Although it is possible for Protagonist Characters to "advance" to a higher level in the context of character creation, they normally only attain higher levels during the course of gameplay.

Level Milestone Awards

Starting at level 2, every level advancement comes with a Milestone Award. This is simply an additional bonus reward for achieving a new experience level. Subject to GM approval, players may choose to acquire any of the following strengths or techniques each time they advance to a new level.

Potential Milestone Awards: Choose either one strength or technique from the lists below. Any specific technique can only be acquired once per subskill.

Strength	Effect
Adaptable	3 extra dice/game session
Courageous	+1 MD/ fear-based mental attacks
Decisive	+1 Action Score
Determined	+1 Tenacity
Devoted	+1 Conviction
Faction Ally	+1 Faction relationship
Hardy	+1 Vitality
Level-Headed	+1 MD/ stress-based mental attacks
Light Sleeper	-2 DL to awaken
Lucky	reroll 1 die/level 1x/game session
Prowess	- MR in chosen skill (only 1x/skill)
Reactive	+1 Action Score
Resistance	+1 BD/ specific form of physical attack
Stable	+1 Sanity
Vigorous	+1 Endurance

Technique	Effect	Min SR
Adept	+1 Action Score in chosen subskill	4
Focused Specialization	+1 die in specialized aspect of subskill	6
Increased Precision	Reroll 1 failed roll when using chosen subskill	5
Trained Enhancement	-1 MR in chosen subskill	9

Receiving Experience Points

Experience Points are given to players at the completion of each game session. At that time, the GM awards one or more points based on the following criteria.

- *Showing up* (This is basically a free or baseline XP for participating in a given session)
- *Actively collaborating in the game/story session* (+1 XP for every hour of gameplay or perhaps every major event the player and their character were actively engaged in)
- *Spending a Hero Point* (+1 XP for every Hero Point spent)
- *Succeeding at an extraordinary heroic action* (without spending a Hero Point to do so)
- *Overcoming or defeating an especially difficult adversary or obstacle* (1-3 XP)
- *Acting in accordance with one's beliefs and most important drives* (Can receive additional XP if more than one belief or motivation was invoked in the course of the story)
- *Especially effective collaboration or collective effort*
- *Solving a problem in an innovative or creative way*
- *Doing anything else that was particularly memorable or awesome*

Characters may also be awarded bonus XP at the GM's discretion. Reasons for bonus XP might include exemplary role playing or embodiment of one's character, embracing any character weaknesses which may have arisen during the course of the game, or giving crucial aid to an ally.

(Sidebar) Although there is no set limit to the number of XP that can be awarded each game session, it is recommended that no fewer than 6 and no more than 15 be awarded to each player in any one game session. The average is typically between 7 and 12 XP per session.

Advice for Allocating Experience Points

Unless the GM imposes restrictions on how they can be applied, players are free to spend Experience Points in any way they see fit. The same 10 XP could be spent to raise a skill from SR 9 to 10, or to raise a skill from SR 0 to SR 4, or to purchase a strength, such as **Prowess** or **Determined**, or in buying down a weakness, such as **Unstable** or **Foe**. This freedom of allocation is one of the things that makes XP so extraordinary. Yet when deciding how and where to place your hard-earned XP, there are certain aspects of the game which are worth taking into account. Foremost of these is the impact of raising Second Nature (SN) ratings.

Increasing SN: Increasing the skill rank (SR) of skills is pretty straightforward: simply spend the required points to reach the new SR (see [table](#) on page 23) and you're all set to receive additional dice when using that skill. But whenever this increase in SR also increases a skill's SN, it can have a far greater impact on your character. The same principle is true for acquiring any strength or technique which lowers MR, as these can have a significant effect on the SN of any skill (or skills) they are connected with. Remember that several important aspects are directly tied to your character's highest SNs. The most obvious impact is on your character's Exertion ratings. Each character's base (Rested) Endurance is increased by the six highest body-based SNs; each character's base Tenacity is increased by the six highest mind-based SNs. Vitality and Sanity are similarly affected by an increase in SN, though in this case only by the *three* highest SN ratings (body and mind, respectively). Also, your character's Defense ratings (BD and MD) are equal to the average (rounded down) of your three highest SNs—the three highest mind-based SNs for MD and the three highest body-based SNs for BD. Finally, depending on the skill, SN has an effect on Action Scores. All of these factors should be taken into account whenever a skill's SN is increased.

Example: Allen's character, Vindalia, has just advanced from SR 9 to SR 10 in her ARCHERY skill. This also happens to raise her SN in that skill from 4 to 5. Before this, Vindalia's six highest body based SNs were 4, 2, 1, 1, 1,

and 0. Including the base of 6, that comes out to a total of 15. Since Vindalia's highest body-based SN has increased, this will raise both her Rested level Endurance (to 16) and her Critical level Vitality (to 11). Her BD is unchanged (it remains at 2—though just one more increase among her three highest body-based SNs will raise it to 3). Finally, since this was a combat-related skill, Vindalia's Action Score will also be increased by 1 due to the increase in SN.

Putting it all Together

As characters progress through the story of the game, they will be awarded Experience Points (XPs). These can be awarded for a wide range of actions and activities, including exemplary roleplaying, overcoming challenging obstacles, and contributing to the collaborative story. There is no actual limit to the number of Experience Points PCs can receive each gaming session, though it is typically between 7 and 12 XP per game session. XPs can be used to increase Skill Ranks, purchase techniques and strengths, or buy off weaknesses. Once a certain threshold of points is reached, characters will advance to a new experience level. When allocating XP, it's important to remember the impact of increased SN on various character aspects including Exertion ratings, BD/MD, and Action Scores.

Example 1: After completing a particular harrowing game session, each player receives 3 points for participating in the story over a 3 hour session, and 1 point for just showing up to play. The GM also awards 3 bonus points to each character: 2 points for overcoming an especially difficult adversary, and 1 for collaboration and problem solving. That's a total of 7 XP awarded to each PC as a baseline. In addition, each PC receives an additional 4 XP from playing their weaknesses, acting in accordance with their drives, and from succeeding at some difficult tasks. That's 11 XP awarded to each player.

Example 2: After receiving 9 XP from her most recent game session, Clarice's character has enough points to advance to experience level 3. After recording that on her character sheet, Clarice decides to spend some of her Experience Points. In addition to the 9 XP she just received, she also has saved up 6 additional points, giving her a total of 15 points to spend, if she chooses. She wants to raise one SR 8 skill to SR 9, so that will cost 9 points. She also wants to remove one of her Unfortunate Traits that Clarice doesn't think fits her character anymore. The GM rules that will cost just 2 points. She still has 4 points left to spend, but she decides to hold on to those points. Because her character advanced to level 3, she also receives a level milestone award and opts to increase her Tenacity by +1.

Combat

In *Untold*, there are two types of combat: physical and mental. **Physical combat** is usually exactly what you might expect: everything from a barroom brawl to a firefight with guns blazing. Yet there are other less obvious forms of physical combat as well. Resisting poison or disease would be considered a kind of physical combat, as would withstanding freezing cold or intense heat or flames. **Mental combat** can include any attempt to influence or wear down the resolve of another. It can also include being confronted with anything inherently stressful, frightening, or horrific. Finally, it could include any conscience-wracking choice or dilemma.

Attacks and Defenses

Anything that can potentially harm or weaken a character—either physically or mentally—is considered an **Attack**. Any means of avoiding or thwarting such attacks is considered a **Defense**.

- *Physical Attacks:* The most obvious physical or Body-based attacks are those from various kinds of weapons—claw, club, or katana; fangs, fists, or firearms. Yet effects such as fire, cold, and electricity, along with poisons, toxins and disease, are all considered physical attacks as well.
- *Mental Attacks:* Mental or Mind-Based attacks may be a little less obvious. Something inherently frightening (along with anything characters have *learned* to be frightened of) will produce a *fear*-based mental attack. Any tense or high stress situation will inflict a *stress*-based mental attack. Acting contrary to one’s conscience or core drives will result in a *moral*-based mental attack. And, of course, engaging in persuasion or any contest of wills often involves a series of *influence*-based mental attacks.

Attack Threat Level (TL)

In the course of game play, characters may encounter a wide range of adverse physical and mental conditions. Whenever one of these adverse conditions or stimuli is encountered, it is treated as an attack. Every form of attack, be it toxin, terror, or torture, has a specific **Threat Level (TL)** assigned to it. The TL indicates the severity of the attack, or how toxic or potent the stimuli is (e.g. a virus for the common cold versus the Ebola virus). Examples of body-based attacks might include a TL 2 disease, a TL 4 acid, or a TL 9 inferno. Examples of mind-based attacks might include a TL 3 fear attack, a TL 6 stress attack, and a TL 1 persuasion attack—such as a billboard or television ad.

(Sidebar) Threat Levels (TLs) are roughly equivalent to the basic Difficulty Levels (DLs), and typically also range from TL 1 to 12. Thus a TL 1 attack would be fairly benign or easy to shrug off while a TL 10 attack would be absurdly toxic or dangerous.

Defense Rating

Each character also has passive (or, if you prefer, *always active*) Defense ratings. These represent the various factors that enable characters and adversaries to evade, ward off, or otherwise resist attacks. As there are two types of attacks—mental and physical—there are also two types of Defense ratings—Mind and Body.

For most characters, each Defense rating is equal to the *average* of the three highest SNs in each skill category, rounded down. For example, if a character’s three highest SNs across all Mind-based skills were 3, 2, and 2, that character would have an MD (Mind Defense) of 2; if a character’s three highest SNs across all Body-based skills were 4, 4, and 3, that character’s BD (Body Defense) would be 3.

Calculating Damage

The Threat Level of an attack is compared against the defender’s Defense rating. For mental attacks, defenders compare their MD (Mind Defense) against the TL (Threat Level) of the attack. For physical attacks, defenders compare their BD (Body Defense) against the TL of the attack. If the defender’s Defense rating (BD or MD) is *equal to or greater than* the TL of the attack, no damage is dealt—the defender is able to instinctively defend against the attack (i.e., one’s immune system resists the disease or toxin, or one’s mental faculties remain calm and unperturbed in the face of stress or fear). If the TL of the attack is *higher* than the BD/MD, the character suffers damage equal to the difference.

Thus, if a character had a BD of 2 and had to run through a level 7 fire, he would suffer 5 points of physical wound damage. If the same character ran through a TL 2 fire, he would suffer 0 damage. If a character had an

MD of 3 and had to endure a TL 4 stress attack, she would take 1 point of mental strain damage (more on strain and wound damage below).

Resisting Attacks

Although Mind and Body Defense (MD and BD) are the default mechanism for mitigating damage from mental and physical attacks, it is possible to consciously resist attacks as well. The FEATS OF ENDURANCE skill may be used to defend against and resist the adverse effects of poisons, disease, cold, heat, and so on. Similarly, the FEATS OF WILL skill may be used to defend against many forms of mental attack, including stress, fear, and influence. Note that choosing such resistance must be consciously engaged in. For example, if a character is unaware that they have been subjected to poison, disease, or psychological influence, they cannot *consciously* resist the effects, and must rely solely on their Body or Mind Defense (BD or MD). Whenever a player/character chooses to resist, the number of successes achieved replaces the normal Defense (BD or MD).

Defending Against Attacks

When it comes to defending against a physical combat attack, characters simply use the same or a closely aligned skill to defend (i.e., SWORDS to parry a sword attack, BOXING or MARTIAL ARTS to block an UNARMED COMBAT attack). The DODGE skill may also be utilized to simply try and avoid a physical combat attack. In all such cases the goal is to achieve enough successes to match or exceed the successful hits of an attack.

When defending against an INFLUENCE-based attack one can also use a comparable skill (PERSUASION, CHARM, etc.) to defend. Simply make the applicable defense check and cancel damage equal to the number of successes achieved. Also note that such defense cannot be undertaken at the same time as any other action; it must be all or nothing. So if you want to defend or parry an attack you cannot simultaneously attack, though there may be options for an accelerated action (see [Combat Actions](#) on page 52, below).

Characters always use an *equal* skill to defend against an attack. *Unequal skills cannot be used to defend against attacks.* In other words, one cannot use DEBATE or CHARM or SLEIGHT OF HAND to defend against a MARTIAL ARTS attack). However, one *could* use an unequal skill to make a *preemptive attack* of one's own to thwart or distract an imminent unequal attack. For example, a character could attempt to argue, seduce, or distract in order to derail or dissuade an adversary's imminent physical attack.

(Sidebar) Note: certain forms of attack cannot be defended against even *with* an equal skill. This is most notably the case with ranged weapon attacks (FIREARMS, MISSILE WEAPONS, and THROWN WEAPONS), though certain advanced Techniques (found in the full Core Rulebook) allow characters to defend even against these attacks. Characters may also attempt to evade or get behind cover to avoid such attacks.

Strain vs Wound Damage

The default damage for most attacks—including unarmed combat, poisons, disease, and most forms of mental attack—is **strain** damage. However, virtually all weapons deal **wound** damage. The same is true of fire, acid, electricity, and more brutal forms of mental attack, such as psychological torture. Physical strain damage is dealt to Endurance; mental strain damage is dealt to Tenacity. Physical wound damage is dealt to Vitality; mental wound damage is dealt to Sanity.

When differentiating the two, it may be helpful to think of physical strain damage as bruises, minor cuts, and abrasions; mental strain damage might entail doubt, depression, and hurt feelings. Wounds are more serious: deep cuts, torn muscles, and broken bones for physical wounds; deep despair, paralyzing fear, and mind crushing woe for mental wounds. For further rules on damage see [Exertion, Strain, and Wounds](#) above.

Persistency Factor (PF)

Some forms of attack and damage linger on, or *persist*. Poisons, acids, and disease will continue to attack the body until they are purged from the system; fire or cold attacks will persist as long as a character remains in the adverse environment or condition. This recurring effect, referred to as **Persistency Factor** (or **PF**), is expressed as a duration or increment of time. If this recurring effect is rapid or frequent—for example, a fast acting poison or extremely caustic acid—the increment of time is expressed in seconds or Combat Rounds. If the recurring effects are slower and more gradual, the PF will be expressed in other increments of time (eg, once per minute, hour, day, etc.). The lower the number, the more rapid and potentially lethal the effects. The frequency of these continued exposure attacks often depends on the severity of the stimuli or conditions. Remaining outside in a chilly rainstorm is very different from remaining outside in sub-freezing temperatures. If a character manages to escape the effects of the adverse stimuli and can remain unexposed to it, the physical attacks will cease and characters may begin to recover (see [Rest and Recovery of Spent Endurance and Tenacity](#) on page 33 above). If later on the character were to reencounter the adverse conditions (brave the cold or enter the burning building once more), the attacks would resume.

Each adverse stimuli which includes a PF will be shown in the following format: TL/PF. For example 8/5 min (a Threat Level 8 attack which recurs every 5 minutes) or 4/2 rnds (a TL 4 attack which repeats every 2 rounds).

(Sidebar) It's important to note that characters have a natural buffer of physical protection against such adverse stimuli in the three levels of Endurance. If an adverse condition or stimuli is encountered, it will usually first chip away at a character's Endurance. This is the equivalent of being weakened, nauseated, drained of stamina, and eventually fatigued and physically depleted. Once a character's three levels of Endurance are depleted, things such as poisons and extreme heat or cold will progress to impact a character's health and Vitality.

(Sidebar) Some adverse stimuli, such as pathogens and poisons, will remain in a person's body until somehow purged, treated, or cured. In these cases, characters would continue to suffer from recurring "attacks" of the pathogen until treatment or an antidote could be administered. However, some substances have an expiration date and will "naturally" pass through the system (or a natural immunity will be developed) after a certain duration has passed. For example, 4 Strain damage every 6 hours for 48 hours—the 48 hour mark being the final increment of time the damage will be inflicted.

Influence-Based Attacks

Influencing others can take many forms: seduction, deception, intimidation, reasoning, emotions. In some cases, all that is required is a single successful INFLUENCE-based check to overcome any reluctance and persuade (or charm or deceive) another. However, the GM may also rule that a certain threshold of mental strain damage is necessary to break down the will and resolve of a target. In this way, such influence-based mental combat is very similar to physical based combat. In such cases, it may take more than one influence-based attack—and a greater threshold of mental strain damage—to wear down a target's resolve and finally win them over.

(Sidebar) Note that Protagonist Characters are always assumed to have a higher threshold of resistance to influence-based attacks. However, just as players can choose to surrender in a physical fight, they can also choose to give in to influence before suffering a significant amount of mental strain damage.

Putting it all Together

Whenever a situation arises that could harm or weaken a character—either physically or mentally—first determine the severity or Threat Level (TL) of the attack. Compare this number to the Defense rating (BD or MD) of the defender—MD for mind-based attacks, BD for body-based attacks. If the Threat Level is equal to or less than the applicable defense, the attack is automatically avoided or withstood and 0 damage is dealt. If the TL attack number is higher than the Defense number, the character suffers damage equal to the difference. Characters may also consciously resist an attack, using FEATS OF WILL to resist a mind-based attack, or FEATS OF ENDURANCE to resist a body-based attack. When consciously resisting, the number of successes rolled becomes the temporary MD or BD for that attack. Characters may also use an applicable combat or influence-related skill to defend against similar attacks. Some attacks, including weapons, acid, fire, lightning, and psychological torture, deal wound damage to Vitality or Sanity; most other attacks chip away at Endurance or Tenacity in the form of strain damage. Influence-related attacks may only require a single check to make the target surrender; at other times, it may require a series of attacks to wear down an NPC's resistance. If something persists and continues to deliver an attack over an interval of time, the effect first delivers an initial attack, then repeats the attack and inflicts the damage at every new interval until either the attack stimulus is removed, or the duration of the effect comes to an end naturally.

Example 1: Darla has just been startled by a rattlesnake, coiled and rattling its tail only a foot away. She suffers a fear-based mental attack with a Threat Level of 3 (rattlesnakes are scary!). Luckily, she has an MD of 3, so she is able to shrug it off and suffers no mental strain damage from the encounter.

Example 2: Troy enters a burning building to rescue a child trapped inside. The flames are hot but not yet overwhelming, so the GM assigns them a TL of 3. The more serious threat is the noxious gasses in the air. The GM assigns these a TL of 6. Troy's Body Defense is 2. So immediately upon rushing into the building, he will suffer 1 point of wound damage to his Vitality from the fire (3 TL - 2 BD) and 4 points of strain damage to his Endurance from the fumes (6 TL - 2 BD). However, he still needs to find the child, and both flames and poisonous gasses have a persistency factor as long as Troy remains in the house. The GM rules this factor to be every 2 rounds (24 seconds).

Mitigating and Increasing Damage

Certain effects can increase the damage of a successful attack. The most obvious of these are **weapons**, such as swords, spears, and guns. Yet strengths such as **Mighty** and techniques like *Cutting Intellect* may also increase the damage from certain kinds of attack.

Certain effects can also decrease the damage of a successful attack. The most obvious of these is **armor**, yet strengths such as **Level Headed** and **Courageous** (which reduce the damage from certain mind-based attacks), and **Tough** or **Resistance** (which reduce the damage from certain body-based attacks) may also act as a kind of natural armor for characters.

Weapon Damage (dmg)

Each weapon has a damage modifier indicated by its **Damage** rating (or simply **dmg**). This number is *added* to the damage dealt by a successful attack. Weapon Damage ratings typically range from +0 (no additional damage) to +4, but certain modern, high-tech, or magical weapons may go higher, and heavy or mounted weapons can have outrageously high dmg ratings.

A list of weapons, along with their Damage ratings, can be found under [Melee Weapons](#) and the various categories of [Ranged Weapons](#) in Chapter 7: Gear.

(Sidebar) Successful Attack Required: It should be reemphasized that weapons and other effects which increase damage are only added to a *successful* attack—one that overcomes (exceeds) the target’s Defense (BD or MD). For example, only rolling 3 or 4 successes in attacking an opponent with a BD of 4 would result in a miss, no matter how high the dmg of the weapon being used in the attack. Only if the attack *exceeds* the BD of an opponent does the additional damage from a weapon come into play.

Armor Rating (AR)

Similar to weapons, each kind of armor is also assigned a number, known as its **Armor Rating** or **AR**. Any damage inflicted by a successful attack is reduced by this number. Thus, if a character was wearing armor with an AR of 4, and an attack dealt 4 or fewer damage, the armor would completely counteract the damage, reducing it to zero. If an attack deals damage greater than the AR, the armor absorbs what it can and the rest spills over to damage the character.

(Sidebar) BD/MD (Body/Mind Defense) vs AR (Armor Rating)

It’s important to emphasize the difference between armor and strengths like **Tough**—which *reduce* damage—and innate defense and strengths like **Quick Reflexes**—which *increase* the base Defense (in this case, BD). Armor effects reduce the damage of a successful attack, whereas BD or MD make one harder to hit in the first place. The most significant difference between the two can be seen when weapons come into play. A higher BD has the potential to completely nullify a weapon’s increased damage (dmg) modifier (if the attack never connects, the weapon can’t deal its extra damage). However, if a character’s defense is breached, a weapon’s full potential for inflicting damage is taken into account—and that is also when armor comes into play.

Putting it all Together

Damage from successful attacks may be increased by weapons or other effects. Each weapon has a Damage rating (dmg), which is the amount of additional damage the weapon inflicts if an attack exceeds the target’s BD/MD (a successful strike). If an attack fails to exceed the target’s BD/MD, this extra damage has no effect. Damage from successful attacks may also be reduced by certain mitigating effects. The Armor Rating (AR) of such effects indicates how much damage is negated from a successful attack.

Example 1: Wielding a battle axe (dmg 4), Talek attacks a charging boar. Confident in his skill, he opts not to spend any Exertion on the attack. Unfortunately he rolls poorly and fails to exceed the boar’s BD. He deals 0 damage (even though his battle axe would have dealt +4 damage if he had managed to hit).

Example 2: Kane, wearing sturdy plate mail armor (AR 5) is struck with a powerful blow from his opponent’s great

sword, dealing a total of 8 damage. However, because of Kane's armor, the final damage is reduced by 5, meaning only 3 points of Wounds damage will be dealt to Kane.

Adversaries

Every adversary characters confront is also assigned a Threat Level (TL). Similar to other forms of attack described above, an adversary's Threat Level is the number of *automatic successful hits* it gets against all opponents, including characters. However, adversaries, by nature, are much more complex than natural forms of attack such as fire or fear. In addition to TL, adversaries may also roll additional dice, have increased Vitality, and have their own strengths (special attacks and/or defenses) and weaknesses (vulnerabilities).

Defeating Adversaries

Adversaries can be defeated in one of three ways: 1) inflicting enough damage to fully deplete their Vitality (or Sanity, if applicable); 2) meeting the criteria which triggers an adversary to surrender or flee *before* their Vitality or Sanity is fully depleted; or 3) delivering a finishing blow known as a **Fatality**. The first two are pretty straightforward, but will differ for each adversary. The third method is explained below.

(Sidebar) Note: Adversaries may opt to surrender or capitulate before suffering lethal (or insanity inducing) damage. In fact, in the case of mental combat, a few points of strain or a single point of wound damage may be enough for someone to “throw in the towel” and submit to influence, argument, or intimidation. It all depends on the situation, and what is at stake.

Fatalities

Virtually every adversary characters face has the chance of being slain before its full Vitality in damage is sustained. For some adversaries, this simply means meeting the conditions specified in their descriptions. Most adversaries, however, cannot be defeated so easily. Yet with a sufficient amount of skill and luck, even the most formidable foes can be slain with a single critical strike—a **Fatality**.

When fighting any adversary, if a player ever rolls enough total 12s on any single attack to equal or exceed that adversary's TL, the attack immediately counts as a Fatality. This momentous strike immediately slays the adversary, usually in some stupendous fashion. Players should be given the opportunity to narratively describe such fatal finishing blows.

Putting it all Together

In addition to TL (Threat Level)—which determines an adversary's automatic hits and Defense ratings (both BD and MD), adversaries may also roll additional dice, deal extra damage with a successful strike, and have their own unique strengths and weaknesses. Each adversary may also have certain circumstances in which they will flee or surrender, or specific criteria allowing them to be defeated before sustaining their full Vitality or Sanity in damage. Finally, every adversary has a chance of being slain if a single attack rolls a total number of 12s equal to or greater than the adversary's TL.

Example 1: the characters enter the lair of a giant cave spider. This terrifying unnatural creature has a Fear Factor of 6, meaning that upon first encountering it, all the PCs suffer a TL 6 fear-based mental attack. This is a one time

occurrence (though if they get wrapped in webs, or pierced by its poisonous stinger, the GM may deem it appropriate to inflict additional fear attacks).

Example 2: After a grueling battle, the characters decide they must either somehow slay the young dragon they've been fighting (TL 9) or flee and live to fight another day. One of them makes a last ditch attack, spending the last of his Fatigue level Endurance to roll 27 dice. He rolls 15 successes, including a whopping six 12s. That's incredible!—though it's still not enough for a finishing Fatality blow. But he gets to add six more dice (from the 12s he rolled)—and he rolls two more 12s! That means he's up to eight 12s—just one 12 away from the nine required for a Fatality for a TL 9 adversary. Since he received two Hero Points from rolling two 12s in a row, he immediately opts to spend one of those Hero Points to convert any die roll to a 12—the final 12 needed for a Fatality. Now all that remains is to narrate the killing blow.

Action Score

In *Untold*, the *Action Score* represents a character's confidence, speed, and prowess in combat situations. The Action Score is the aggregate of various factors which might impact a character's combat capability.

Factors Affecting the Action Score

A wide range of factors can modify a character's Action Score, all of which are calculated ahead of time as part of character creation (and, as applicable, character progression).

<u>Action Score Factor</u>	<u>Modifier or Value</u>
Base Value	6
Strengths and/or Weaknesses	+ or -1 per strength or weakness
Skill's Second Nature (SN)	+ SN of skill
Techniques	+1 per applicable technique
Weapon Speed	- Weapon Speed (potentially offset by FEATS OF STRENGTH SN)
Armor Encumbrance	- Armor Rating (offset by ARMOR MOVEMENT SN)

These six factors are set values which establish the Action Score. Each of these factors is described below:

Factors Affecting the Action Score

- *Base Value*: Each character begins with a base Action Score of 6.
- *Strengths and weaknesses*: Certain strengths, such as **Decisive**, **Agile**, or **Reactive**, raise the Action Score; certain weaknesses, such as **Sluggish** and **Indecisive**, lower it.
- *Skill*: The repetitive nature of training increases reaction times, thus raising the base Action Score. This increase is equal to a specific skill's Second Nature (SN) rating.
- *Weapon Speed*: In most cases, the heavier a weapon, the more damage it will inflict, but also the slower and more cumbersome it will likely be, resulting in a negative modifier to the Action Score.

- *Armor Encumbrance:* Armor is restrictive and heavy. In most cases, every +1 AR will subtract 1 from the wearer's Action Score. Note, however, that the SN (Second Nature) of the ARMOR MOVEMENT skill can offset this penalty.

(Sidebar) Note that the weapon speed penalty for melee weapons can be offset by a character's FEATS OF STRENGTH SN.

The number of Action Points a character has is equal to $\frac{1}{3}$ the Action Score for a given skill (rounded down).

Combat Rounds and Action Points

In Untold, combat is intended to be a dynamic interaction of risks and opportunities, moves and maneuvers, actions and reactions. The foundation of such dynamic combat is built upon two interrelated concepts: the **Combat Round** and **Action Points**.

The Combat Round: The combat round (or **round**, for short) is a simple means of summarizing a window of time within combat encounters and other high-intensity situations. Roughly 12 seconds, a round is the length of time allotted to perform a certain number of actions primarily determined by a combatant's Action Score and Action Points derived from that score.

Action Points: Action Points are the most basic currency of combat encounters. They can be spent on any move or maneuver characters or adversaries might perform during the course of a given combat. Want to perform an attack? Spend an Action Point. Want to defend against an attack? Spend an Action Point. Want to slide under the legs of an enemy, knock them to the ground, and spring back to stand over them? Spend some Action Points. A full list of potential actions can be found below.

Base Action Points

As part of character creation, each character calculates a base Action Score for each of their primary combat-related skills—both mental and physical. Each character has a number of Action Points equal to $\frac{1}{3}$ the applicable Action Score, rounded down. Thus a character with an Action Score of 6, 7, or 8 would have 2 Action Points; a character with an Action Score of 15, 16, or 17 would have 5 Action Points.

Modifying Action Points

In the midst of a combat encounter, it is possible to increase or decrease the base number of Action Points a character has to spend each round. There are two ways to temporarily *increase* a combatant's Action Points: 1) by spending Exertion, and 2) by spending Hero Points. The accumulation of strain or wound damage is the most common cause for *reducing* a combatant's pool of Action Points (AP).

- *Spending Exertion:* Gaining an extra AP using this option costs 3 Exertion the first time it is used. Each additional use increases the cost by 1 more point of Exertion (the second use costs 4 Exertion, the third costs 5, and so on). This cost increase is over the course of an entire combat encounter, not a single round. Also note that the specific type of Exertion used (Endurance or Tenacity) depends on the nature of the combat (physical or mental). Note that this is only a temporary surge of energy—the character's allotment of Action Points will revert to the norm the following combat round).

- *Using Hero Points*: a Hero Point can be used to provide a one time boost of 2 additional Action Points.
- *Strain and/or Wounds*: Each time characters enter into (lose points in) a secondary or tertiary level of Exertion (Fatigued, Depleted, Injured, or Critical), they suffer a cumulative +1 MR and -1 AP penalty.

(Sidebar) Theoretically, a character who had become Fatigued and Depleted in both Endurance and Tenacity, and also suffered wounds in the Injured and Critical levels of both Vitality and Sanity would be at -8 Action Points. Note, however, that unless unconscious a character can never drop below 1 Action Point.

Turn Order and Action Priority

In general, the combatant with the highest number of Action Points acts first each combat round (see exceptions below). That combatant chooses one action to perform (or waits, holding Action Points in reserve) and play proceeds to those combatants at the next highest number of Action Points. All combatants at that number act, and play moves to the next number, and so on. This goes on until all combatants have expended all Action Points, at which point the combat round ends and the cycle begins again with a new round of combat.

As soon as a combatant spends an Action Point they immediately drop down to the next tier/number of remaining Action Points. Thus if a character had 4 Action Points and spent 1 point to perform an action, they would immediately drop down to 3 Action Points, and would join the cue (back of the line) of other combatants waiting at that number. Spending more than one Action Point would drop a character down additional tiers.

Whenever there are multiple combatants at a certain number (and eventually they will all be), turn order is handled in the following order:

- 1) Any combatants with holdover/saved points get first priority
- 2) Whichever combatant has waited the longest to act gets next highest priority
- 3) If neither 1 nor 2 apply, PCs generally act before opponents
- 4) When none of the above criteria apply, the PC with the highest Action *Score* gets priority

(Sidebar) Note, because of the way the action economy works, any player who chooses to act at a higher Action Point tier will almost invariably act later at lower tiers.

Exceptions to Action Priority:

There are four exceptions to the turn order rule outlined above:

- ***Ambush/Surprise***: If one party is able to surprise or ambush an opposing party, each member of the ambushing party receives one free Action Point to spend. In addition, any attempt to defend, resist, or otherwise mitigate any surprise actions will suffer a +2 DL modifier. Once any surprise actions have been resolved, regular turn order begins

(Sidebar) Note: if any surprised combatants choose to attempt a defensive action, they must use their regular store of AP, meaning they will begin with fewer AP once the regular cycle of combat begins—see **Reactive Actions Outside of Turn Order** below).

- ***First to Act***: There are many situations where one individual initiates a combat situation and acts first, setting off a chain reaction of the often chaotic combat that follows. This individual will be given the

first opportunity to act, even if their normal allotment of AP would be lower than others. (In certain circumstances, that character may be granted one bonus Action Point to use before the normal combat round cycle begins, similar to *Ambush/Surprise*, above.)

- **First Strike:** Up until the moment combatants are engaged (close combat distance), any ranged weapon attacks receive action priority. Until melee combatants are within striking distance, their actions are limited (usually to **Move** only). Ranged attacks may continue to receive priority until engagement occurs. Also note that some combat encounters consist entirely of ranged attacks, in which case turn order and action priority would be resolved as normal.
- **Prepared Actions:** If combatants have readied an action beforehand they may be able to perform it before the regular turn order and priority of combat begins. Such prepared actions typically do not cost an Action Point.

Reactive Actions Outside of Turn Order

Certain actions, such as **Defend** and **Resist** are *reactive* actions performed in response to an opponent's action or other outside effect. This means that such actions can be performed outside of the normal turn order. Of course, such reactions can only be made if the character has Action Points to spend. And, as explained above, choosing to use these actions reduces a combatant's available pool of remaining Action Points.

(Sidebar) Keeping Track of Action Points: The tier system of Action Points makes it easy to track who is at which tier. However, you may also wish to utilize some kind of tangible indicator of how many Action Points each combatant has remaining. This could be beads, coins, dice, or anything else. You can also use small cups or bowls to keep track of available points.

Combat Actions and Maneuvers

Potential Actions

<u>Action</u>	<u>Points</u>	<u>Description/Effect</u>
<i>Accelerated Action</i>	.5	May perform action at .5 (½) Action Point, but chance of snags is increased (1's and 2's contribute to snags). Can be used 2x per rnd.
Aid an Ally	1	Add 5 dice OR -2 DL to ally's action. Describe how aid is rendered.
Attack	1	Make an Attack check with a specific weapon or skill.
Bolster (self or ally)	1	-1 DL/+1 success OR add 3 dice to <i>any</i> other action. Examples include aiming for a ranged attack or focusing for a skill check.
Charge	1	Use a rushing Move action to provide either -2 DL/+2 successes OR add 5 dice to next melee Attack.
Defend	1	Use an applicable skill to block, parry, or counter an action.

Draw	1	Draw a weapon from a holster or sheathe.
Evade	1	Use DODGE skill or equivalent to avoid Attack or other action.
Grapple/Place Hold	1	Attempt to place an opponent in hold.
Guarded Advance/Retreat	1	Move 1 space while performing Defend <i>or</i> ranged Attack action.
Hinder an Opponent	1	Impose +2 DL penalty to opponent's next action. Describe how.
Knock Back/Down	1	Use some means of knocking opponent back 1 or more spaces, or prone.
Move	1	Can move up to ATHLETICS or RUNNING skill SR in spaces.
Recover	1	Restore 1 point of Exertion. Can only be used 1x per round.
Reload	1-3	Reload ammunition, nock an arrow, or ready/draw a weapon.
Resist	1	Make a check to resist an opponent's action or an effect.
Special Maneuver	0-2	Perform any special or awesomemove or maneuver. Describe it!
Take Cover	1	Get behind obstruction/cover in order to hinder attacks.
Taunt	1	Redirect attention of opponent to you, possibly drawing their attack.
Use Item, Skill, or Technique	varies	Use a specific object, skill, or technique. Number of Action Points depends on the nature of the item, technique, or skill.

Descriptions for each Combat Action and Maneuver can be found below.

Accelerated Action

This option allows a character or adversary to perform an action at half the usual cost. Since most actions are 1 AP, this reduces the cost of most actions to only .5 (or ½) AP. The downside is that the chance of rolling snags is increased. Any rolls which land on either a 1 or a 2 will contribute to snags. This option can be used a maximum of two times per combat round.

Aid an Ally

Characters may use this option to provide some kind of help or advantage to another combatant. The exact nature of the aid must be stated. As long as the GM gives the okay, this action can be used to grant either 5 additional dice or a -2 DL modifier to an ally's next action. Depending on the type of aid given, the GM may also rule that the character must make a check. The number of dice given would be determined by the number of successes achieved above the DL (typically DL 2).

Attack

Obviously one of the most common actions, this action is used for any attack made against an opponent. In the course of a single round, this action can be used multiple times. Players and characters always have the option of performing the Attack action multiple times each round. However, interspersing other actions with repeated attacks is always recommended.

Bolster

This action can be used to increase the effectiveness of any other action, either adding 3 additional dice or providing a -1 DL modifier (+1 success) to the Bolstered action. Depending on the situation, this can encompass a wide range of activities: Aiming for a ranged Attack; focusing one's energy or rage into a melee Attack; putting extra focus into a Defense; adding additional jibes to a Taunt, giving an even greater boost to Aid to an Ally, and so on. This option can be used a maximum of two times per Bolstered action. This action may not be accelerated.

Charge

This action can be used to rush an opponent, in order to increase the power and effectiveness of the next melee Attack action. Use of this action provides either +5 dice or a -2 DL modifier (+2 successes) to the next attack. This action effectively combines Move and Attack to greater effect.

Defend

This action allows a combatant to either block, parry, or deflect an incoming Attack. This can be used either to defend oneself or an ally. However, the ally must be within close proximity (Short distance or closer).

Draw

This action is used to draw a weapon from a sheath, holster, or other place of storage or concealment. Unless surprised, this action may often be used before the beginning of combat.

Evade

Similar to Defend, except this action is used to completely avoid an Attack, typically using the DODGE skill.

Grapple/Place Hold

Characters (or adversaries) may use this action to attempt putting an opponent into a hold. Such an action is more difficult than it might first appear. Several UNARMED COMBAT subskills have a technique dedicated to performing a Hold. Without such a technique, performing a successful hold requires a check at +2 DL (note that combining this action with the **Bolster** action would halve this penalty).

Guarded Advance/Retreat

A combatant may use this action to perform a measured and cautious movement. This allows them to move only 1 space (either backwards, toward the outer perimeter of the battlefield, or forward, towards an unknown or enemy position). However, using this action also allows a combatant to simultaneously be able to either 1) perform a free Defend action, or 2) perform one free ranged Attack action.

Hinder an Opponent

This action can be used to somehow put an opponent at a disadvantage. The exact nature of the hindrance must be stated. Examples include distracting, intimidating, blinding, or otherwise inhibiting an opponent. As long as the GM gives the okay, this action can be used to impose a +2 DL penalty to an enemy's next action.

Knock Back

This action is used on any attempt to shove, trip, or knock an opponent back 1 or more spaces away. For every two successes achieved in excess of the target's BD, the opponent is knocked back 1 space. If the Knock Back is 3 or more successes above the BD, the target will often be simultaneously Knocked Down as well.

Knock Down

This action is used on any attempt to shove, trip, tackle, or otherwise knock an opponent down to a prone position. Several UNARMED COMBAT subskills have a technique dedicated to performing a Knock Down action. Without such a technique, successfully performing this action requires a check at +2 DL (note that combining this action with the Bolster action would halve this penalty).

(Sidebar) A prone character—one who has been knocked to the ground—is at a serious disadvantage in combat. Until they can stand up, their BD is reduced by 2, and any melee attacks they make from a prone position are at +2DLs.

Move

This action allows a combatant to move 1 or more squares within the combat area. This can be advancing, retreating, reaching higher ground, cover, or any strategically advantageous position. When using this action, 1 space of movement is free. Any spaces above this require additional successes on a movement check (e.g., RUNNING). A character's SN (or an adversary's TL) may be used instead of a skill check. Also note that this action can be used in an attempt to retreat or flee from the combat area as well.

Recover

This action may be used to restore 1 point of spent Exertion, either physical (Endurance) or mental (Tenacity). This action may not be accelerated and may only be used once per combat round.

Reload

A combatant would use this action to reload ammunition into a ranged weapon. This could be nocking an arrow, inserting a clip or magazine into a firearm, or loading individual rounds into a rifle, shotgun, or revolver. The number of AP required to reload a weapon can be found in the [ranged weapon tables](#).

Resist

This action may be used in any attempt to resist an adverse stimuli or effect. Typically, this involves either a FEATS OF ENDURANCE or a FEATS OF WILL check.

Special Maneuver

This option is used for any special move or maneuver not covered in any of the actions listed.

Take Cover

Taking this action allows characters to duck, dive or move behind nearby cover (up to 2 spaces away). Cover can help block damage and make one harder to hit.

Taunt

Characters may use this action in an attempt to draw the attention and ire of an opponent. With a successful check (usually against the opponent's MD) a character may compel a specific combatant to attack them instead of someone else.

Use Skill

This is the catchall option for utilizing a skill not covered in one of the other options. Often, the use of a skill will require more than a single Action Point to perform. The exact number of AP required depends upon the skill and the situation.

Use Technique

This is the catchall option for utilizing a technique not covered in one of the other options. Typically, the use of a technique requires only 1 Action Point, though certain techniques may cost more.

Putting it all Together

Within each combat round characters and other combatants have a set number of Action Points they can use to perform a variety of moves, maneuvers, and actions. Such actions include attacks, defenses, grappling, moving, aiding an ally and hindering an opponent. The number of Action Points—equal to $\frac{1}{3}$ a character's Action Score—determines the priority of turn order. All combatants at the highest Action Point total act first, followed by each subsequent number counting down. All combatants at a given number of remaining Action Points go starting with whichever combatant has waited the longest to act. This cycle continues until all Action Points have been expended, at which time a new combat round begins and the cycle starts over again. Combatants may also use reactive actions to respond to an opponent's actions. It is also possible to gain additional Action Points by spending Exertion or Hero Points, or to have base Action Points reduced through Strain or Wounds.

*Example 1: Tina's character, Xanthia, has an Action Score of 13, which means she has 4 Action Points. After the latest gaming session, Xanthia gains enough Experience Points to improve her primary combat skill. This also happens to raise the SN of that skill by 1. This SN also affects Xanthia's Action Score, raising it to 14. Xanthia also went up a level, and as a level milestone award Tina opts to gain the **Reactive** strength to raise her Action Score by another +1 to 15—just enough to bring her base Action Points up to 5.*

Example 2: Xander and Vivian have just been attacked by six henchmen with handguns. They've managed to duck behind cover, but know they need to take out these bad-guys in order to make their escape. Xander and Vivian each have 4 Action Points. The henchmen each have 3 Action Points. Xander and Vivian each decide to spend 3 points of Endurance to gain an additional Action Point bringing their total to 5. That will give each of them two actions before any remaining henchmen have a chance to act.

Example 3: Kristi has just managed to escape from some goons, maxing out her Rested level Endurance and pushing herself into Fatigued status in the process. Now she is confronted by a couple more goons and must fight her

way past them. Normally, she has 4 Action Points to spend. But now that she is Fatigued, she suffers a -1 Action Point penalty, bringing her down to only 3 Action Points.

Additional Game Play Rules

A number of additional rules related to game play and combat are included in the full version of the Core Rulebook. These include:

1. Progress Clocks and Countdowns
2. Crafting Items
3. Vehicles and Vehicle Combat
4. Villain Points
5. Hierarchy of Character Drives
6. Pangs of Conscience and Acting Against Drives and Beliefs
7. Prolonged Physical Activity
8. Movement and Encumbrance
9. Money, Monetary Class, and Loot