Apocryphal Fiction Universe Comic Kernel — Story Building and Game Manual

Player and storyteller edition 1.16



A witness waits. A promise is tested. A power changes what is possible. Begin with a choice, use the sheet and dice when the outcome is uncertain, and carry the consequences into the next story.

How to read this manual

Enter the world, discover what your character values, and learn through the choices that follow. Begin with Welcome to the Apocryphal Fictional World; use the quick reference during play and the appendices when you want the calculation explained.

About this edition: awakening and checkpoint powers

Edition 1.17 updates advancement throughout the rules and appendix. A character gains one permanent sense point, HP growth and all four reserve increases at every Level, including Level 1. New powers are earned only at Levels 1, 5, 10, 15, 20, 25, 30, 35, 40, 45 and 50. Each starts at +1; earlier checkpoint powers grow by +1 at later checkpoints. This replaces the previous separate reward at every Level.

The Level-1 awakening is shaped by the player and the event that introduces the supernatural world. Define whether the power can be used offensively, defensively or for another purpose. Later experience sharpens one chosen sense at each Level; the same sense may be chosen again, including when no meaningful sensory encounter suggests another choice.

The established framework remains four ordered beliefs, twelve Characteristics, fifty Levels, open learning, and story-granted exceptions. Each reserve gains its priority bonus plus one point of capacity per Level. Nature reserve is separate from HP; Nature growth also increases maximum HP. Matching reserve points may improve a roll. XP awards remain the Storyteller's decision; fixed XP-to-Level costs remain unspecified.

John Gospel remains Level 32, Spiritual, index 7. His history is not invented by the generic examples. Full formulas remain paired with plain-language explanations. Core chapters, artwork, schools, artifacts and stories are preserved; the revised progression tables and five example character summaries appear on pages 122-128.

Using the examples

Alex, Blair, Casey, Drew and Ellis are teaching characters, not established comic cast members. Their ratings, power scopes, activation costs and difficulties are explicitly illustrative. Their senses total their respective Levels. A high bonus improves a viable action; it does not automatically reveal every supernatural secret.

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Welcome to the Apocryphal Fictional World

The Apocryphal Fictional World is a shared setting for people whose lives can grow beyond the scale at which they began. A neighborhood problem can become an adventure; an adventure can alter a relationship; that relationship can draw a character into institutions, supernatural encounters, and conflicts far beyond the neighborhood. The universe holds these stories together through places, convictions, capabilities, and consequences that persist.

Its people do not all understand the world in the same way. Nature, Magic, Religious, and Science offer four guiding approaches. Each character carries all four in a different order. Those priorities shape what the character trusts, how they seek solutions, and how they use their abilities. A singer, a priest, a scientist, and a corporate leader can occupy the same fictional universe without sharing one explanation for everything they encounter.

Begin somewhere you can care about

The geographic frame moves from the Apocryphal Universe to the Apocryphal World, the Apocryphal Fictional United States of America, the Apocryphal State of New York, Erie County New York, Buffalo, and the Sock Mine Callus Fictional Neighborhood. This nesting gives a small story a place within a larger one. Begin with a street, a person, an obligation, or an institution the character knows. The wider universe matters when something from it changes that immediate life.

One setting many kinds of story

Pedro Hostos brings music and musical spells to his encounters. John Gospel approaches spiritual questions through religious practice and a life shaped by different cultures. Chef Besos leads A Hoe Zone; Billion Bucks leads Plagiarized Rocket Technology. Their organizations give personal choices institutional consequences. Le Citoyen Rouge Noir and Amash offer different kinds of dark-fantasy stories. Dragon Slayer adds a heroic volcanic confrontation. These figures and concepts form a cast and story library; they do not need an invented common origin or a forced meeting to belong in the project.

What connects the parts

Place answers where an event happens and who it affects. Beliefs explain why a person chooses an approach. Characteristics describe what the person can bring to that approach. Powers and equipment establish what becomes possible. Existence Level sets the scale of that possibility. Relationships connect one person's choices to another's life. Experience and catalysts record encounters and development. Corporations and trade extend those consequences into organizations, resources, and obligations. A continuing saga preserves the results so the next story begins in a changed world.

Your place in the world

You create a character to participate in that chain of consequences. The character gives you a viewpoint, something to want, people to care about, and decisions that belong to you. You are not required to begin as a famous hero. A local promise can provide enough reason to act. Growth can mean accepting responsibility, changing a conviction, learning a new method, or surviving with a relationship intact; it does not always mean becoming more powerful.

Your first experience of play

A scene before any numbers

Rain has driven the customers inside Sock Mine Callus Bar. A courier has failed to deliver a package, and someone the characters care about is waiting for it. A witness saw the courier arguing outside but refuses to speak while a stranger watches the door. The storyteller asks, “What do you do?” One player offers to speak privately with the witness. Another studies the damaged latch at the back entrance. A third watches the stranger. Each has found a different way into the same situation.

What a player does

Describe what your character wants and how they try to obtain it. You may speak in the character’s voice or describe the action in ordinary language. Ask questions about what the character can perceive. Choose a method that fits the character’s abilities and convictions. You do not need to announce a rule before you can say, “I want to help the witness get out safely.” The group can connect that intention to the relevant rule afterward.

What the storyteller does

The storyteller presents the situation, plays other people, and explains the resistance and consequences. They answer questions the character could reasonably resolve, identify when an action needs a roll, and keep track of how the world changes. They do not need to prescribe the solution. If the players help the witness through the back door, the scene must respond to that choice rather than require the original conversation to continue unchanged.

When the dice enter

Talking to a willing witness may need no roll. Persuading a frightened witness to take a risk may be uncertain and consequential. Before rolling, agree on the goal, method, relevant belief and Characteristic, and what success or failure means. The dice resolve that particular action. They do not replace the player’s decision about what the character wants.

What you need

Bring a universal character sheet and four distinguishable six-sided dice. A pencil or fillable PDF keeps the record. The corporation sheet is useful when an organization becomes an active participant. Learn one action at a time: describe the situation, declare an approach, resolve uncertainty, and continue from the result. The rest of the system gives that same conversation more detail as the story needs it.

Why your character has four beliefs

Beliefs make a character's capabilities personal. Two people can have the same training and still choose different solutions because they trust different things. Ranking the beliefs asks what your character turns to first when the answer is uncertain. It also asks what the character tends to overlook. All four beliefs remain present; fourth priority means a weaker preference, not absence, hatred, or incompetence.

Nature

Nature places life, environment, physical existence, and balance near the center of understanding. A Nature-led character may observe a living system, rely on bodily experience, or ask what an intervention will do to its surroundings. This can support compassion, discipline, survival, or ruthless adaptation depending on the individual. Nature is not a universal moral verdict. Ask, "What does my character trust their body or the living world to reveal?"

Magic

Magic emphasizes mystery, supernatural energy, possibility, and transformation. A Magic-led character may search for a hidden relationship or a way to alter conditions that appear fixed. Curiosity can open a path, and fascination can carry a cost. Magic priority does not automatically grant every spell. Ask, "What possibility would my character pursue before others believed it could work?"

Religious

Religious belief centers faith, sacred meaning, spiritual traditions, and conviction. A character may judge a choice by a promise, spiritual relationship, inherited obligation, or sacred purpose. This priority does not determine a particular religion or guarantee moral correctness. Ask, "What commitment would my character preserve even when it becomes costly?"

Science

Science emphasizes evidence, reasoning, technology, and systematic understanding. A Science-led character may test an explanation, inspect a mechanism, or require a claim to survive examination. A method can be powerful while the person using it still has blind spots. Science does not automatically negate supernatural events in this world. Ask, "What would convince my character that an explanation is reliable?"

The silent grove

Pedro reaches a grove where his music produces no familiar response. His Nature-first outlook gives him a reason to listen to the living place before forcing an effect. His second priority, Magic, may then shape a musical experiment. John could approach the same silence by asking whether a commitment or spiritual relationship has been disturbed. A Science-first visitor might compare sounds, instruments, and conditions. The grove supplies one situation; the beliefs make the characters' reasons and methods different. These are teaching possibilities, not a fixed outcome for the grove.

Choose an order you want to play

Rank all four beliefs once each. Give the first a sentence explaining why it matters; give the fourth a sentence explaining when the character might still need it. Then invent a situation in which the second priority would challenge the first. An order becomes useful when it generates a choice. Mechanically, first priority adds 3, second adds 2, third adds 1, and fourth adds 0 to a valid action using that belief. The bonus rewards a declared approach; it does not let a player rename any method after rolling.

Beliefs and Characteristics

The four beliefs describe ways of understanding and acting upon the world. They influence personality and supernatural practice. A fourth-ranked belief remains part of the character; it does not mean hatred, ignorance, or an inability to use that approach. Belief priority and Existence Level are independent.

Belief	Characteristics	Use in play
Nature	Physical · Appearance · Stamina	Movement, bodily presence, endurance, and engagement with living or material conditions.
Magic	Energy · Curiosity · Resourceful	Unusual forces, exploration, invention through available means, and magical practice.
Religious	Soul · Conviction · Social	Spiritual engagement, commitment, shared meaning, relationships, and religious practice.
Science	Intelligence · Discipline · Technology	Reasoning, sustained method, technical systems, and technological practice.

Use the Characteristic that best describes the declared method. Physical supports movement and force; Appearance supports the effect of presentation; Stamina supports endurance. Energy supports the exertion of unusual forces; Curiosity supports investigation; Resourceful supports improvisation. Soul supports spiritual engagement; Conviction supports committed resolve; Social supports interaction. Intelligence supports reasoning; Discipline supports controlled practice; Technology supports technical work. A rating measures capability within the game's 1 to 10 playtest scale.

Belief priority bonuses

Priority	First	Second	Third	Fourth
Bonus	+3	+2	+1	+0

Choose one active belief for an action. Its priority supplies the bonus, and one of its three Characteristics supplies the rating. Explain the method before rolling. A convincing description establishes which action is possible; it does not add an unwritten numerical bonus.

Conviction and behavior

Write what the character believes, what the character currently wants, and what the character actually does. These may differ. Fear, pressure, deception, or coercion can change behavior without permanently changing a belief. A transformation becomes visible through sustained choices and consequences, rather than a single statement or die result.

Create someone with a reason to act

Start with a person before filling every number. Write an immediate desire, someone the character cares about, and an unresolved problem. These give the storyteller material to bring into play and give you a reason to respond. A background is useful when it suggests a present decision. You can discover the rest of the character through adventures.

Mara and the undelivered package

Mara is a new teaching character, a local courier who wants to recover a missing delivery before a friend loses access to something important. She trusts inspection and evidence first, bodily experience second, improvisation through unusual possibilities third, and religious commitment fourth. Her order is Science, Nature, Magic, Religious. Her fourth priority does not prevent her from respecting her friend's beliefs or keeping a promise.

Give the numbers a job

Characteristics distinguish strengths within an approach. Mara's Intelligence and Technology help her reason about devices, while Stamina lets her keep going through difficult physical conditions. Appearance and Social measure different kinds of capability: presenting oneself physically is not the same method as negotiating a commitment. Choose ratings that support the person you intend to play, and let weaker ratings invite cooperation or a different approach.

Choose a starting scale

Agree on an Existence Level that fits the group's premise. Normal Levels 1 through 5 support an ordinary starting scale; higher starts require an agreed reason. A Level is not the character's worth or the amount of story they deserve. It establishes what kinds of effects can plausibly be attempted. Powers still need written permissions and limits.

Leave room for discovery

Write what the character knows and what remains uncertain. You do not need to invent every secret or future transformation in advance. Establish current abilities before they resolve an important encounter, and preserve missing details as questions. A character becomes more specific when choices give those questions consequences.

Getting started

The conversation of play

The storyteller describes a situation. A player states a goal and an approach. The storyteller explains any obstacle, cost, and likely consequences. If the outcome is uncertain and consequential, roll the dice. Describe the result, update the records, and continue from the changed situation. Ordinary actions with no meaningful obstacle succeed without a roll.

Create a character

1. Write a name, appearance, background, occupation, immediate goal, and a conviction the character would find difficult to abandon. Add at least one important relationship and one unresolved problem.

2. Rank Nature, Magic, Religious, and Science from first to fourth. Use each rank once. Decide how the order appears in the character's choices.

3. Give each of the twelve Characteristics a rating of 3. Distribute 12 additional points among them, with no starting rating above 7. The starting total is 48.

4. Agree on an Existence Level and classification with the storyteller. Normal characters occupy Levels 1 through 5. A higher starting Level requires a campaign premise that supports its scale.

5. Record the four belief reserves and their current and maximum values. At Level 1 their capacities are 4, 3, 2, and 1 according to priority. Maximum HP is 10 + Stamina + Nature growth, plus any explicit HP adjustment. Nature reserve and HP are separate. A new character begins with these resources full. A higher starting Level needs an agreed growth history and recorded Level rewards. Record all five earned senses and assign the Level-1 sense point, or establish the sensory history for a higher starting Level.

6. Record clothing, equipment, and any powers. Define each power's effect, cost, resistance, and limits before using it. The group agrees on starting possessions and fictional wealth.

7. Read the character's goal and important relationship aloud. Give the storyteller a practical reason for the character to enter the opening situation.

Read the universal sheet

Use the identity area for the person behind the numbers. Enter belief priorities and Characteristic ratings in their respective areas. Keep current Hit Points and belief points separate from their maximum values. Record powers and special abilities individually, and list equipment and clothing together with any written protection or weapon rating. Use the encounter and transformation spaces to preserve consequences between sessions.

A workable first scene

Begin with a specific need: recover a stolen package, negotiate access to a restricted building, or help a frightened witness. Establish who wants something different, what makes delay costly, and what the characters can attempt immediately. The opening should offer a decision rather than require a predetermined solution.

A completed creation example

Mara uses the creation procedure without receiving any exceptional starting power. She begins every Characteristic at 3 and spends 12 additional points. The table shows how the final ratings remain connected to the starting budget.

Belief	Characteristic ratings	Group total
Nature	Physical 4 · Appearance 3 · Stamina 5	12
Magic	Energy 4 · Curiosity 4 · Resourceful 5	13
Religious	Soul 3 · Conviction 3 · Social 3	9
Science	Intelligence 5 · Discipline 4 · Technology 5	14

The four Characteristic group totals add to 48. None exceeds the ordinary starting cap. Mara has Stamina 5 and ranks Science first, Nature second, Magic third, and Religious fourth. At Level 1 her reserve capacities are Science 4, Nature 3, Magic 2, and Religious 1. Her maximum HP is 10 + 5 + Nature growth 3 = 18. These reserve points are separate from Characteristic creation points, and spending Nature reserve does not damage her HP.

Finish the playable record

Mara begins at an agreed Normal Level. Her flashlight, ordinary tools, and clothing give her ways to act; they do not carry automatic bonuses. Starting funds are agreed with the storyteller rather than inferred from Level. She records her friend as an important relationship and the missing package as an immediate objective. A special ability would need its own effect and limits before being added.

A first uncertain action

Mara tries to force a damaged latch before the watcher reaches the corridor. Her declared method uses Nature and Physical. Nature is second, so its bonus is 2. Her Nature die shows 4; Physical is 4; the total is 10. The demanding difficulty is 11, so the latch does not open in time. That failure changes the situation: she may inspect the mechanism, ask someone to delay the watcher, or accept a more exposed route. She does not keep rolling the same attempt unchanged.

Why a different method is different

If Mara chooses to inspect and work on the mechanism, Science and Technology might become valid. The storyteller must first confirm access, available tools, time, and the new stakes. A new method may suit her strengths, but it still has to happen in the scene. She cannot reinterpret the failed Nature die as a successful Science action after seeing the result.

Resolving actions with four dice

Declare before rolling

State the goal, method, active belief, relevant Characteristic, and intended effect. The storyteller confirms that the action fits the character's scale and permissions, then states the difficulty or resistance and the stakes. Pay any required cost when attempting the action. Assign each die to its belief before rolling; colors may help distinguish them.

Roll and resolve

Roll all four dice. Total the predeclared active die, relevant Characteristic, belief bonus, and applicable advantages, then subtract applicable penalties. Compare with the difficulty or opponent's amended total. Count priority once; effects follow their own conditions. Only the active die resolves the action.

Situation	Difficulty	Result
Manageable obstacle	8	Meet or exceed the difficulty to succeed.
Demanding obstacle	11	Meet or exceed the difficulty to succeed.
Severe obstacle	14	Meet or exceed the difficulty to succeed.

For an opposed action, each participant declares a valid approach and rolls their own four dice. The higher total wins. A tie favors the defender: the attempted change does not take effect. The storyteller describes success or failure within the agreed stakes; a high total does not grant unrelated powers or unlimited effects.

Read the unused dice

An unused 6 can suggest an alternate approach, an opportunity to investigate, or a question connected to that belief. It does not establish the answer as true or grant a free action. After a failed action, an unused 1 can suggest a consequence tied to that belief and the declared stakes. It does not automatically add injury. Use at most one unused-die development per roll.

Another attempt requires a changed method, changed circumstances, or changed stakes. Simply rolling again until a favorable result appears does not move the story forward. An unused die can point toward a new method, but the character must actually pursue it.

Example of an opposed action

A character with Nature first and Physical 5 tries to shove a guard aside. The dice show Nature 4, Magic 6, Religious 2, and Science 1. The action total is 12: Nature 4, Physical 5, and first-priority bonus 3. The guard's defense totals 10, so the shove succeeds and moves the guard nearby. It causes no strike damage. The unused Magic 6 might suggest investigating an unusual opening in the guard's protection. The Science 1 adds no consequence because the action succeeded.

Permissions matter

Equipment, training, scale, and powers determine what a character may attempt. A character cannot repair an inaccessible system without access, strike a distant target without reach, or injure an otherwise inaccessible godly being merely by rolling well. Establish access, exploit a weakness, negotiate, or choose a different objective.

A turn at the table in pictures

Read the example from top to bottom. Choose the active belief and effect before rolling. All four dice are visible, but only the declared active die contributes to the immediate total. The opponent's total is already resolved for this example.

FOUR BELIEF DICE | RESOLVE A SHOVE

Teaching example only: these ratings belong to an example character, not an established cast member.

1 DECLARE

Goal: move past a guard. Method: physical contact. Active belief: Nature, ranked first. Physical rating: 5. The guard can resist.


Nature 4


Magic 6


Religious 2


Science 1

2 ADD ONLY THE ACTIVE DIE

Nature 4 + Physical 5 + Priority 3 = 12

3 COMPARE WITH THE GUARD

Guard defense: 10. Your total: 12. You win by 2. A tie would favor the guard.

4 APPLY THE DECLARED EFFECT

The shove moves the guard nearby. It does not also deal strike damage. Magic 6 may suggest a question or another approach, not a free action. Science 1 adds no consequence on this successful roll.

What happens next

The guard is displaced, giving the character an opportunity to continue moving through the scene. The storyteller describes the guard's response. A new action requires a new declaration. The unused Magic 6 can point toward investigating an unusual opening; it does not retroactively replace Nature as the active belief.

Sixta takes the call



Existing comic artwork. A greeting, a warning of sad news, and Sixta's decision to sit and listen create a scene without requiring a fight.

Use a conversation to create a real choice

Start with what is already offered

The caller is willing to speak. Sixta can answer, sit, and listen without an opposed persuasion roll. A private call, a familiar greeting, and a temple under renovation provide story context. They do not independently establish the caller's complete identity, motives, or truthfulness.

Ask a question that can change the scene

A player might ask for a verifiable detail, negotiate a condition before accepting an assignment, or postpone the decision. State the request and what makes the answer uncertain. Receiving information is different from agreeing to an obligation. The caller can continue to have goals of their own.

Read a method from the sheet

Checking a claim against records can use Science and Intelligence when the needed records are accessible. Negotiating an obligation can use Religious and Social when that declared method fits. The group chooses a method before rolling; it cannot rename the active belief after seeing the dice. This scene does not assign Sixta a new permanent belief order or rating.

A worked result with provisional values

For one teaching replay only, suppose the record check uses Intelligence 4 and an agreed Science priority bonus of 2. Active Science die 4 gives 4 + 4 + 2 = 10, below difficulty 11. Sixta cannot corroborate that detail with the available records. The failure does not prove the caller is lying or force her to accept the assignment. An alternative source, new question, or changed stakes can support a genuinely new attempt.

Why this can matter without combat

End on Sixta's choice: accept, negotiate, investigate, refuse, or seek help. Record the obligation or unanswered question. XP is chosen by the storyteller, and a continuing consequence can matter even when nobody attacks and no belief changes. The next scene can begin with the player's intention rather than a compulsory scripted outcome.

How characters affect one another

The promise and the witness

John asks a frightened witness for information. The witness wants protection before agreeing to speak. John offers a particular promise instead of demanding immediate trust. Before any roll, the group defines the request: will the witness agree to meet in a safer place? That is a narrower outcome than “the witness believes everything John says.” Even success leaves the person’s history, loyalties, and future choices intact.

Use a method rather than a universal social roll

Choose a belief and one of its associated Characteristics that actually fits the declared approach. Religious and Social may fit a negotiation grounded in a relationship or commitment. Science and Intelligence may fit an argument that depends on examining evidence. The storyteller establishes whether another person’s valid resistance or a fixed obstacle governs the action. A statement of certainty does not make an unsupported claim true; a successful negotiation grants the agreed result, not unrestricted control of another mind.

Agree what cooperation accomplishes

Players can divide objectives, share relevant information, and create conditions another character needs. One can distract a watcher while another studies a latch. Resolve each uncertain action at its own stakes. Cooperation does not add an undefined bonus or create an extra action. Equipment, relationships, and previous success can establish permission or change the situation; state that effect before a dependent roll.

A bargain can succeed without reconciliation

A character can accept a temporary agreement while rejecting the other person’s philosophy. Record what was promised, who owes what, and what would break the arrangement. Meaningful encounters can produce limited agreement or no agreement at all. A result matters when someone’s options, understanding, relationships, or obligations change.

Respect the scale of contact

Conversation, restraint, magic, trade, and institutional decisions all involve one participant trying to change a situation that affects another. Define the intended change, the available method, resistance, and consequence. This common structure connects the mechanics without making every problem a fight or every victory a transformation of belief.

The blades meet at the diner



Existing Carnage at the Diner artwork. Read the declarations and resistance before the final clash; the picture does not supply missing game statistics.

Turn the diner confrontation into opposed actions

Name the competing goals

The Nephilim threatens the boss; the priest of Mars blocks his way. The scene supplies opposing intentions, nearby reach, and drawn weapons. Before rolling, choose the action actually attempted: strike, hold, shove, escape, or protect. Announcing a lethal intention is not an automatic successful strike.

Use the relevant sheet entries

For a physical strike, declare Nature and Physical unless a separately defined supernatural method changes the action. Read the active belief bonus and Characteristic from each participant's record. Record weapon rating, armor, current HP, and any actual powers separately. The drawings do not establish the priest's or Nephilim's Level, Characteristic ratings, or numerical armor.

One possible teaching exchange

For this replay only, suppose attack total is 12 and defense total is 12. The defender wins the tie, so the strike fails and deals 0 damage. The meeting blades can represent that defended exchange. It does not grant either combatant a free follow-up action, stun, or automatic victory.

A later strike that gets through

Suppose a later valid attack totals 13 against defense 10. The winning margin is 3. Using illustrative standard weapon rating 1 and armor 1 gives 1 base + 1 weapon + 1 margin - 1 armor = 2 damage. Apply that to the defender's recorded HP. The supernatural identity of the attacker is not an additional damage bonus unless its written ability says so.

Give the other players decisions

One character might shield bystanders, another secure an exit, and another try to interrupt the confrontation. Each needs a valid action and actual opportunity. The storyteller determines the effect of useful assistance. Distinct applicable effects may combine; repeating the same threat does not itself establish several different bonuses.

The published comic keeps its own continuity. This teaching replay shows how a table can resolve an uncertain exchange without forcing players through the comic's later panels. A fight's difficulty depends on actual permissions, totals, resources, and actions rather than its eventual XP award.

Physical contact and combat

Resolve harmless, unopposed contact through description. Use an opposed action when contact is resisted or its result matters: striking, shoving, restraining, escaping, protecting another person, or delivering a resisted touch effect. Before a fight begins, make the immediate objective clear. Escape, rescue, delay, or securing an object can matter more than defeating everyone present.

Initiative and turns

For initiative, roll the four dice and total the Nature die, Physical, and Nature's priority bonus. Ignore unused-die developments for initiative. Highest total acts first. Break ties with higher Physical, then reroll the Nature die if needed. On a turn, take one nearby move and one action. The storyteller judges nearby distance from the scene. Defense is a reaction to an incoming action.

Attack and defense

Declare the intended contact and its effect. An ordinary physical attack uses Nature and Physical. A defender may evade with Nature and Physical or brace with Nature and Stamina. A ward, device, or supernatural defense needs a written ability that permits it. Resolve the opposition using the four-dice procedure; the defender wins ties.

Action	Effect on success
Strike	Deal damage using the weapon, winning margin, and armor.
Shove	Move the target to a nearby position. Do not also deal strike damage.
Hold	Prevent the target from moving away while the hold continues. Both participants remain engaged.
Escape	Break a hold through an opposed action.
Protect	Oppose one declared immediate threat to the protected person.
Resisted touch	Establish contact for the ability's written effect; its other limits still apply.

Damage and recovery

A successful strike deals 1 damage, plus the weapon rating, plus 1 for every full 3 points by which the attack beats the defense, minus armor. A successful strike always deals at least 1 damage. A failed strike deals none. Use rating 0 for unarmed contact, 1 for a standard weapon, and 2 for a heavy weapon. Ordinary armor reduces damage by 1. Record special effects separately.

For example, an unarmed strike that wins by 2 deals 1 damage before armor; it remains 1 after the minimum applies. A standard weapon that wins by 6 deals 4 damage before armor, or 3 against ordinary armor. Shoves and holds do not add this damage unless a separate written ability permits it.

At 0 HP, a character is incapacitated and cannot act. Death is a separate story consequence. An ally may spend an action to help an incapacitated character return to 1 HP after the encounter. A safe full rest restores HP and each of the four reserves to their recorded maxima. Emptying Nature reserve does not lower HP; emptying a reserve does not itself incapacitate the character. A hold may be released freely; escaping requires an action.

From contact to damage

The same roll can produce a different result only when a different action was declared beforehand. This illustration compares a successful strike with the shove shown on the preceding page. Both use the same example ratings; the player must choose the intended effect before rolling.

FOUR BELIEF DICE | RESOLVE A STRIKE

Teaching example only: these ratings belong to an example character, not an established cast member.

1 DECLARE

Goal: move past a guard. Method: physical contact. Active belief: Nature, ranked first. Physical rating: 5. The guard can resist.



Nature 4



Magic 6



Religious 2



Science 1

2 ADD ONLY THE ACTIVE DIE

Nature 4 + Physical 5 + Priority 3 = 12

3 COMPARE WITH THE GUARD

Guard defense: 10. Your total: 12. You win by 2. A tie would favor the guard.

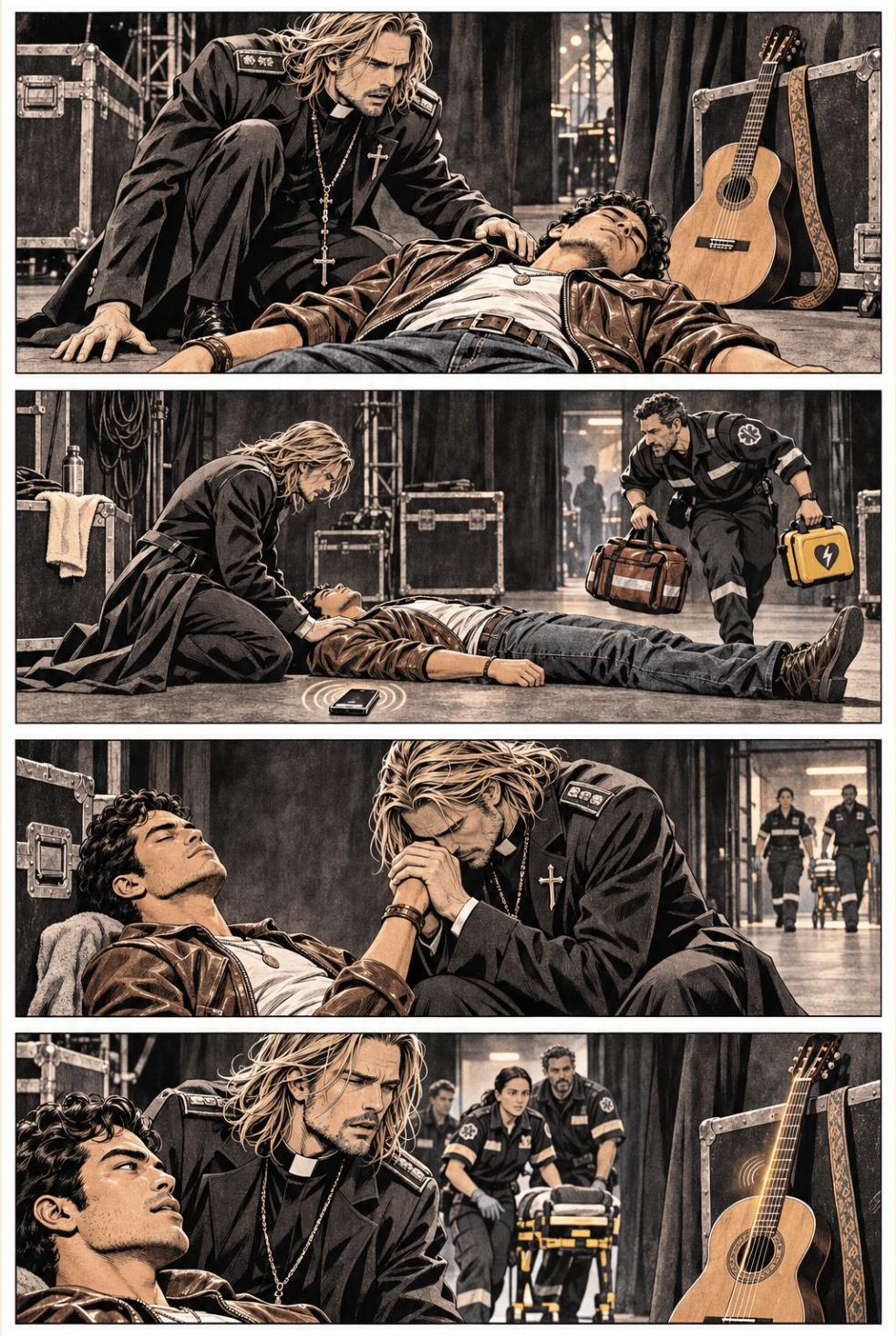
4 APPLY THE DECLARED EFFECT

If you declared an unarmed strike instead: 1 base + 0 weapon + 0 margin bonus = 1 damage. The margin of 2 is below the next damage step of 3.

Use the margin carefully

A winning margin of 2 adds no damage. A margin of 3 adds 1; a margin of 6 adds 2. Apply the weapon rating and armor afterward, keeping a minimum of 1 damage for a successful strike. A shove or hold does not automatically become a damaging strike.

One More Breath



Read from top to bottom: John finds Pedro, help is called, John prays after Pedro responds, and the untouched guitar gives a supernatural sign.

Read One More Breath as a playable encounter

Panel one establishes the need

John finds Pedro unresponsive backstage. His immediate goal is to help. The character's choice comes first; neither a belief rank nor a die roll is needed to decide that help should be sought. The published scene supplies the story situation rather than a medical challenge table.

Panel two keeps emergency care moving

The phone call and arriving responder establish that emergency help has been sought. Medical response continues in every fictional outcome. Do not make calling for help, obtaining available emergency aid, or allowing responders access depend on winning a game roll. The artwork is not a diagram of first-aid technique.

Panel three separates prayer from treatment

Pedro is responding when John takes his hand and prays. The later roll, if used, concerns the fictional supernatural sign associated with that prayer. It does not decide whether ordinary emergency care happens or suggest that prayer replaces it. John's Spiritual classification permits discussion of scale, not an automatic +32 bonus.

Panel four defines the fictional effect

For a teaching replay, define the miracle as one audible note from the untouched guitar, heard by nearby witnesses. It supplies a sign, not resurrection, automatic recovery, a new permanent ability for Pedro, or a compulsory change in anyone's beliefs. A written automatic Extraordinary Rule effect could instead resolve the sign without a roll.

A provisional roll using John's sheet

If the table elects to roll, use Religious and Soul. Religious first priority supplies +3. For this example only, suppose Soul is 5, the agreed difficulty is 11, and the written miracle costs 2 belief points. An active Religious die of 3 gives 3 + 5 + 3 = 11. The note is heard. These Soul, cost, and difficulty values are teaching proposals, not confirmed permanent statistics for John. Pay only if his recorded belief points can afford it. Failure produces no supernatural note; care still continues.

What carries into the next scene

Ask Pedro what he remembers and John what obligation he now feels. Record the encounter, witnesses, consequences, and any relationship change. The storyteller decides XP and whether the experience provides an advancement catalyst. Do not award a mandatory Level, convert medical recovery into damage math, or treat agreement about the miracle as compulsory.

Real-world reference for the emergency-care boundary: CDC, What to Do If You Think Someone Is Overdosing, https://www.cdc.gov/stop-overdose/response/index.html. The CDC describes seeking emergency assistance, using available overdose reversal medication, and staying until assistance arrives. This comic scene remains fictional and is not a first-aid tutorial.

Powers and supernatural consequences

Write abilities so everyone can use them

Each ability needs a name, effect, scale, active belief, associated Characteristic, belief points cost, resistance, range, duration, limits, and consequences. Describe what happens in the world as well as how it resolves at the table. A musical spell, miracle, device, or bodily transformation should have an identifiable method and a defined effect.

Agree on the power before the encounter in which it matters. Specify whether it affects one target or an area, requires contact or a visible target, can be interrupted, and leaves evidence. Define resistance when the effect is contested. A general claim such as “controls energy” is too broad to resolve consistently without a particular effect and limit.

Spend points from the active belief reserve

The old single Effort pool is replaced by four separate reserves: Nature, Magic, Religious or Soul, and Science. Each gains capacity equal to its belief priority bonus plus 1 at every Level. A written ordinary power costs 1 point, a demanding use 2, and an exceptional use 3 unless defined otherwise. Pay its activation cost from the active belief reserve on the attempt. The cost is not refunded on failure. A roll boost is a separate optional payment described in the advancement chapter. Neither payment lowers a permanent Characteristic. No fifth shared Effort pool is added.

Mixed methods

A power may draw on more than one belief in its fiction. Choose one active belief and one associated Characteristic for the roll. Treat the other domain as a prerequisite, method, or limitation. Do not add two priority bonuses. A scientific device that focuses a religious practice, for example, still needs one declared active approach for the immediate action.

Set consequences before the roll

Consequences should follow the power’s nature and the situation: exhaustion, a visible trace, a broken promise, damaged equipment, attention from an entity, or a change in a relationship. Explain a foreseeable consequence before the player commits. Let unexpected discoveries create new questions, while keeping the immediate roll within its declared stakes.

Supernatural action changes the continuing story when its effects persist. Record a debt, witness, damaged place, altered relationship, or obligation on the sheet. A high Existence Level does not erase responsibility, confer wisdom, or make every lower-scale problem trivial. An ability’s reach and limits remain meaningful.

The Extraordinary Rule

The Extraordinary Rule permits the storyteller to establish a specific exception to the game's ordinary materials. It can apply to a character, ability, creature, place, company, event, action, or other part of the fiction. An exception can exceed a Level's usual permissions, change an encounter's outcome, or alter the world itself. This is an established rule of the system, not a new belief, an additional classification, or a requirement to raise the affected character's Level.

What the exception can change

A character can be born at Level 1 with an extraordinary ability normally outside that starting scale. A creature can possess more abilities than its Level would ordinarily permit. A place can behave in a way ordinary geography or powers do not explain. A company can possess an exceptional resource, influence, or institutional effect. An event can change conditions or an outcome despite the ordinary procedure. The exception supplies its stated permission even when the ordinary rules would not.

Define the exception so it can be played

Give the extraordinary element a name and describe what happens. Identify which ordinary rules it overrides, who or what it affects, and when it applies. State how to resolve it: an automatic effect, an existing opposed roll, a fixed difficulty, or another explicitly defined procedure. Record its duration and any continuing consequences that matter. Limits, costs, resistance, and countermeasures may be specified when they fit the concept; the Extraordinary Rule does not impose a mandatory compensating cost or require every exception to be balanced against a Level.

Use ordinary rules outside the exception

An exception changes what it actually states. A Level-1 character's extraordinary sight does not automatically grant additional HP, extra attacks, immunity, or every other higher-scale power. An event that changes an outcome does not silently change all future outcomes. If the intended exception does change several rules or an entire world condition, state that broader scope and preserve it in the campaign record. The rule is deliberately broad enough to support that choice.

Storyteller and player use

Players may propose extraordinary concepts for their own characters. The storyteller establishes the exception for the campaign and explains the operative effect when it becomes relevant. An exception may be a known starting ability or a discovery during play. A hidden origin can remain mysterious while its visible effect becomes clear. Record an exception when it is established or revealed, including any change it makes to a previously understood situation. Do not assume unrelated results were also overturned.

Extraordinary examples and the campaign record

A Level-1 character born with extraordinary sight

Teaching example: a character can see a spiritual doorway that an ordinary starting character could not perceive. The exception changes that perception permission while the character remains Level 1. If the definition says sight is automatic, no roll is required merely to see the doorway. Opening it, surviving beyond it, or persuading its guardian still uses the ordinary rules unless the exception also covers those acts. No permanent rating for an established character is implied by this example.

A creature with abilities beyond its Level

Teaching example: a creature has a written collection of extraordinary abilities beyond its usual scale. List the effects and their resolution procedures. Its Level remains whatever the campaign establishes; the number of abilities does not secretly recalculate it. Encounter rewards continue to use the stated classification indices unless the exception expressly changes reward handling as well.

A place or company that changes the usual conditions

Teaching example: a room prevents a particular category of effect, or a company possesses an extraordinary transport method. State the affected area or institutional reach and the rule being replaced. Ordinary movement, ownership, or power rules apply outside that scope. If the exception changes fictional economic assets or obligations, record the actual new balances or conditions; do not leave the ledger pretending the old state still exists.

An event that changes an encounter or the world

Teaching example: an extraordinary event ends a confrontation that ordinary combat would have continued. The storyteller states the resulting conditions and carries their consequences into the next scene. A larger event can alter the world itself. It need not be reduced to a routine attack roll or a normal Level increase. An automatic extraordinary outcome is not an ordinary probability calculation; any uncertain part needs the resolution procedure written for that exception.

Record for continued use

Record the name; affected character, creature, place, company, event, or act; extraordinary effect; ordinary rule or rules changed; scope and timing; resolution procedure; and lasting consequences. Add limits, costs, resistance, or countermeasures if the exception defines them. A continuing exception belongs on the relevant character or corporation record and in the campaign notes. A one-time event belongs in the session history. This preserves the exception across later stories without requiring everyone to remember an unexplained ruling.

Meet the characters before choosing their schools



John Gospel at left and Pedro Hostos at right. Existing comic artwork reused as a character reference.

John Gospel and Sacred Accord

John is Level 32, Spiritual, classification index 7. Religious belief is his first priority, and his established practice includes miracles. Sacred Accord offers a possible teaching connection through vows, protection, and spiritual engagement. This illustration does not establish that he belongs to that school or already knows its proposed spells.

Pedro Hostos and the Living Root

Pedro is a musician whose belief order begins with Nature, followed by Magic. The Living Root offers a possible way to teach his attention to living places; his musical magic also invites a separately written musical discipline. A guitar in the picture is an instrument, not an automatic +1 to every action.

Choose a school because it gives the character an interesting method, teacher, obligation, or question. Then write the specific powers actually learned. Ask: what would this person refuse to do, even if a spell made it easy?

Open learning gifts and curses

A character may learn from any school or discipline, or receive a gift from any creature. Belief priority does not prohibit learning or receiving an ability. The story establishes what the character actually learns or acquires. Each ability still has a defined effect and resolution procedure.

Belief supports the current method

Choose the active belief and relevant Characteristic before rolling. Its priority bonus is +3, +2, +1, or +0. Then add applicable gifts, tools, training, and situational effects and subtract applicable curses or penalties. An ability's origin is not automatically its active belief: a god's gift that explicitly supports Religious actions applies to those actions, while another gift may support a different method.

The same gift works at every belief rank

Religious priority	Priority bonus plus gift	Combined contribution
First	3 + 1	4
Second	2 + 1	3
Third	1 + 1	2
Fourth	0 + 1	1

A +1 Religious gift therefore gives a combined +4 with first priority or +1 with fourth priority. Those are the belief-and-gift contributions; the active die and relevant Characteristic are still added. Count belief priority once, even when several blessings apply.

Apply each effect within its scope

Record what each effect changes, when it applies, and whether repeated uses or other effects combine with it. Distinct eligible additive effects combine unless a definition says otherwise. Do not count the same effect twice. A speech curse need not affect a silent inspection; a blessing against spirits need not affect opening a mundane lock. State uncertain combinations before rolling. There is no universal numerical modifier cap.

Changes caused by the story

The storyteller may establish skills, powers, artifacts, tools, blessings, wishes, curses, altered needs, or other transformations because of events during play. Such changes can occur at any Level, exceed ordinary Level permissions, and be beneficial, harmful, mixed, temporary, or permanent. They do not require a Level increase or a mandatory balancing drawback.

A circus investigation

Characters who spend time investigating a crime with a circus may learn clowning, trapeze work, animal handling, or another actually practiced discipline. Record the learned capability and any specifically granted modifier. Learning trapeze work does not automatically raise every physical Characteristic or grant all circus skills. School membership and fourth-priority belief do not bar the learning.

A supernatural encounter

A beast's bite or a fictional infection may grant a new power, impose a curse, or transform the body. A god may grant a wish, blessing, or restriction. An acquired artifact contributes its written effect. Define exactly what changed, rather than inferring every power associated with the creature or source. A character trying to curse another still needs an established ability and its appropriate resolution procedure.

Keep the change separate from Level

Record the source event, effect, active method, timing, duration, resource changes, combination rules, and any defined resistance or removal conditions. Apply the ordinary rules outside the exception's scope. A character can gain a major power while remaining at the same Level; Level and XP do not silently recalculate themselves.

Level rewards and story gifts have separate records

Every Level now grants one defined Level reward. All earlier Level rewards grow at five-Level checkpoints, including rewards earned at intervening Levels. Automatic reserve and HP growth is recorded separately from those rewards. Additional training, artifacts, blessings, curses, and transformations may still arise from the story outside Level advancement. Such extra story gifts follow their written definitions rather than automatically entering the Level-reward growth schedule.

Schools of magic and their spells

These six original schools are proposed additions to the Apocryphal Fictional World. Each teaches three defined spells and a way of approaching problems. A school is a teaching tradition rather than a fifth belief, a classification, or a real-world religious order. Its founder, headquarters, and historical relationships remain open for the creator to establish. Names, spell access, and numerical limits here are playtest proposals.

Learning and permission

Any character may learn from any school, discipline, teacher, or creature when an encounter, training, discovery, or gift establishes the ability. Belief rank and school membership do not exclude a character from learning. A school organizes teachings; it is not an exclusive class. Record each actual skill or power learned, its method, and its effect. A proposed starting character may choose two agreed example spells from any schools; that starting suggestion is not a lifetime learning limit. Story-granted abilities may exceed ordinary Level permissions under the Extraordinary Rule.

Shared casting rules

Every listed spell takes one action and pays its belief points cost on the attempt, including failure. Use its declared belief and Characteristic. Total the active die, Characteristic, belief priority, and applicable advantages, then subtract applicable penalties. Ordinary unopposed uncertainty uses difficulty 11 unless stated otherwise. A directly affected unwilling target resists with a justified approach; defender wins ties. Never add Level or school membership to the total.

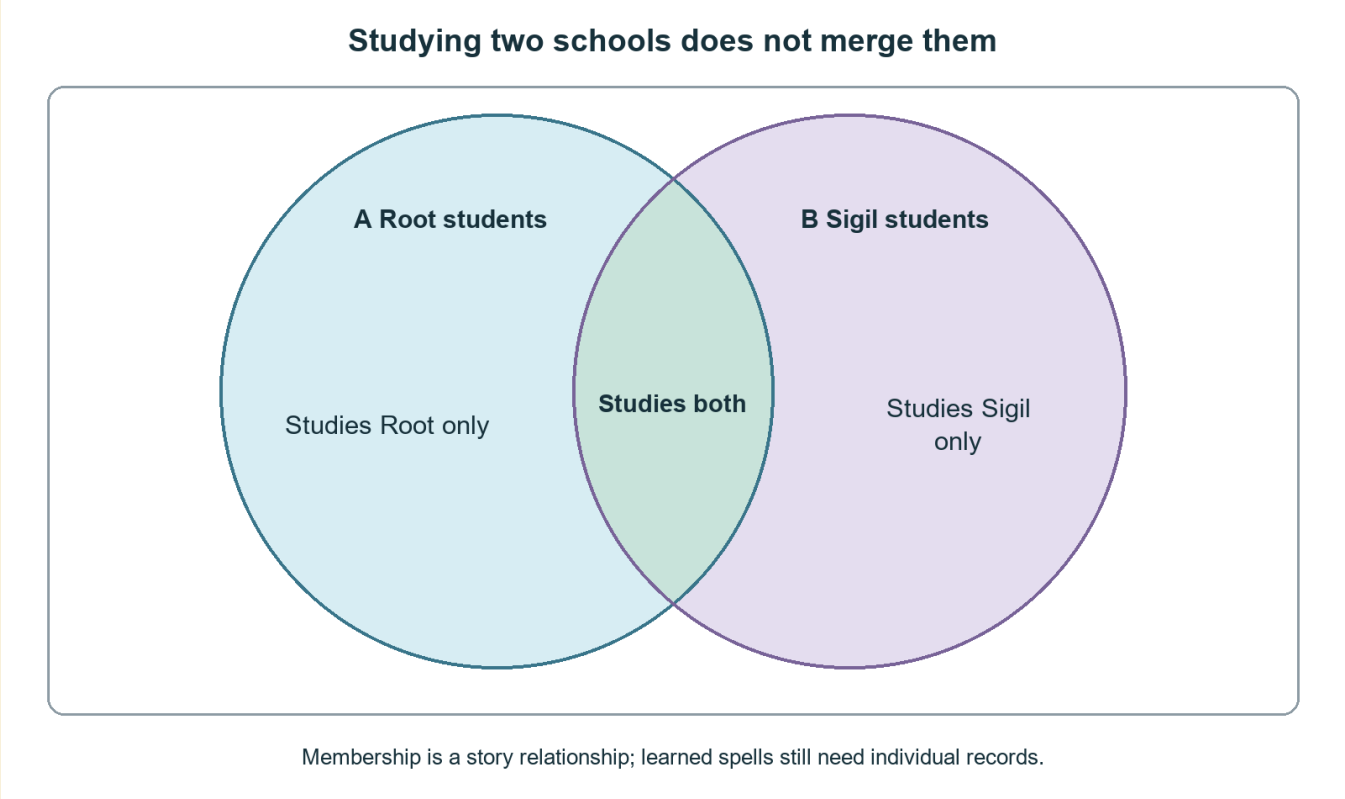
Range duration and repeated use

Nearby means within the scene's agreed nearby distance. Touch requires reachable contact; an unwilling target can oppose the spell in the same resolution, rather than suffering an automatic touch effect. Instant spells resolve once. A scene effect ends at scene end, voluntary release, or the caster's incapacitation. Maintaining these scene effects costs no extra action or belief points unless specified. Recasting cannot stack the same effect, multiply targets, or extend it beyond the same scene. A failed attempt still requires changed method, circumstances, or stakes before retrying.

Bonuses and damage

Use the active belief priority once, then apply each distinct eligible blessing, artifact, technique, advantage, curse, or penalty at its stated value. There is no universal +1 or +3 cap. Each effect states its own scope, duration, and any combination rule. Do not count the same effect twice. Repeated uses of an effect combine only when its definition allows that. Damaging spells still use their written strike procedure; a bonus to the attack total is not automatically an extra damage bonus. Any character may learn these methods; a belief priority changes the contribution to a roll, not eligibility to learn.

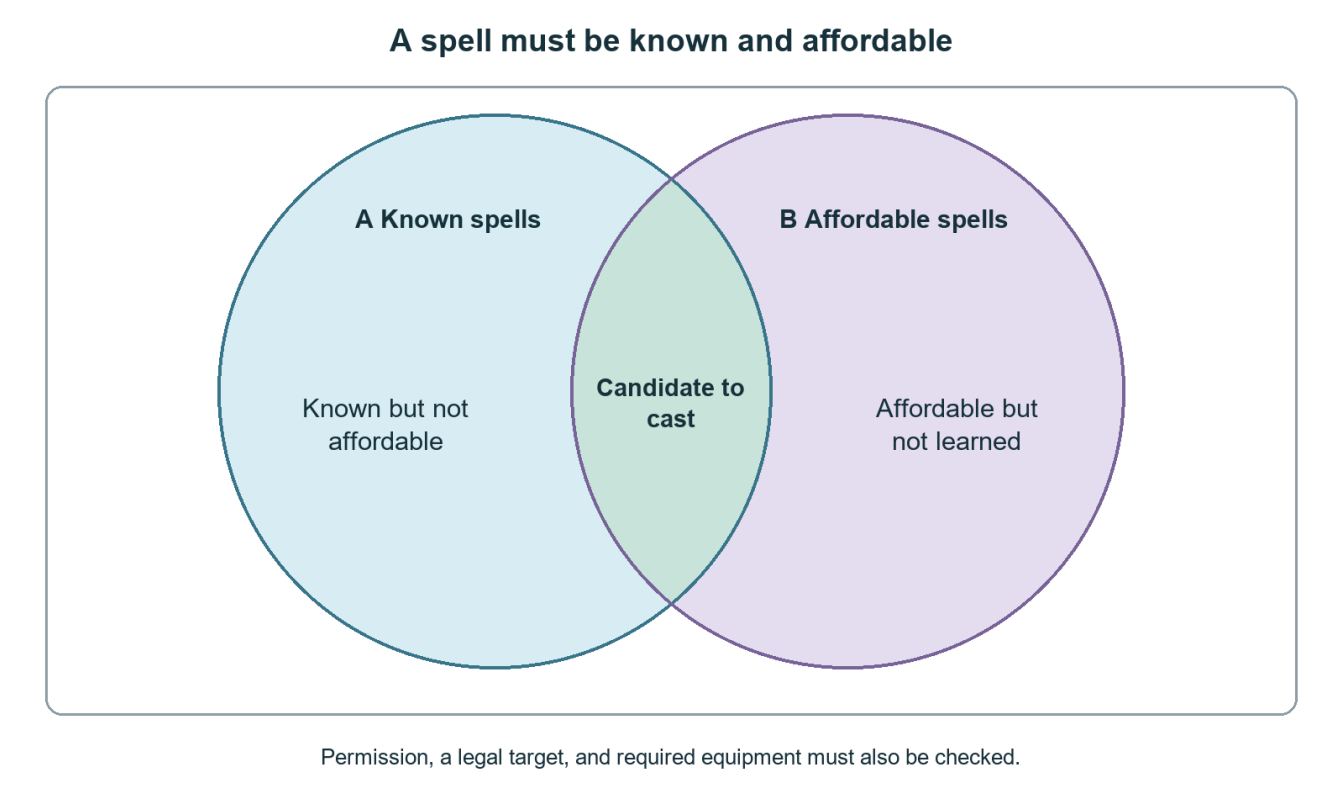
See how school membership overlaps



The sets contain students, not spells or die outcomes. A person in the overlap has studied both schools. Each school keeps its own teachings, and neither membership automatically supplies every spell.

A Root student may learn Trace Reading through a Sigil teacher when the campaign permits it. Record the new learned spell rather than adding an automatic +1 or changing belief order.

See what can be attempted



The overlap collects spells that pass two necessary checks. It does not mean the spell has already succeeded. Spells outside both circles are neither known nor affordable. Circle areas do not show how many spells exist.

If a character knows Rootgrip but has only 1 belief points, its cost of 2 puts it in the left-only region. Living Compass costs 1 and can enter the overlap when known. An unknown 1-belief points spell stays in the right-only region.

The School of the Living Root

Approach: Nature expressed through bodily endurance, living systems, and patient observation. Its teachers ask what must remain alive after a problem is solved. Proposed discipline: learn from a living place before forcing it to change. A practitioner channels the specific supernatural permissions below; Nature priority alone does not grant them.

Living Compass

Cost 1. Nature and Stamina. Touch one living plant and seek the direction of nearby fresh water that its roots can actually reach. Instant. If the route is obvious, no roll is needed; otherwise difficulty 11. Success gives a direction, not a map, safe passage, or proof the water is drinkable. Failure yields no reliable direction. A dead plant or absent water supplies no fabricated answer.

Rootgrip

Cost 2. Nature and Physical. Existing nearby roots or vines attempt to hold one visible nearby target. Resolve an opposed hold. Success prevents the target from moving away while the hold continues; the target can spend its action on an opposed escape. The caster uses Nature and Physical to resist escape. Duration: scene, ending sooner on successful escape, release, or the plants' destruction. It causes no strike damage and cannot create vegetation on bare stone.

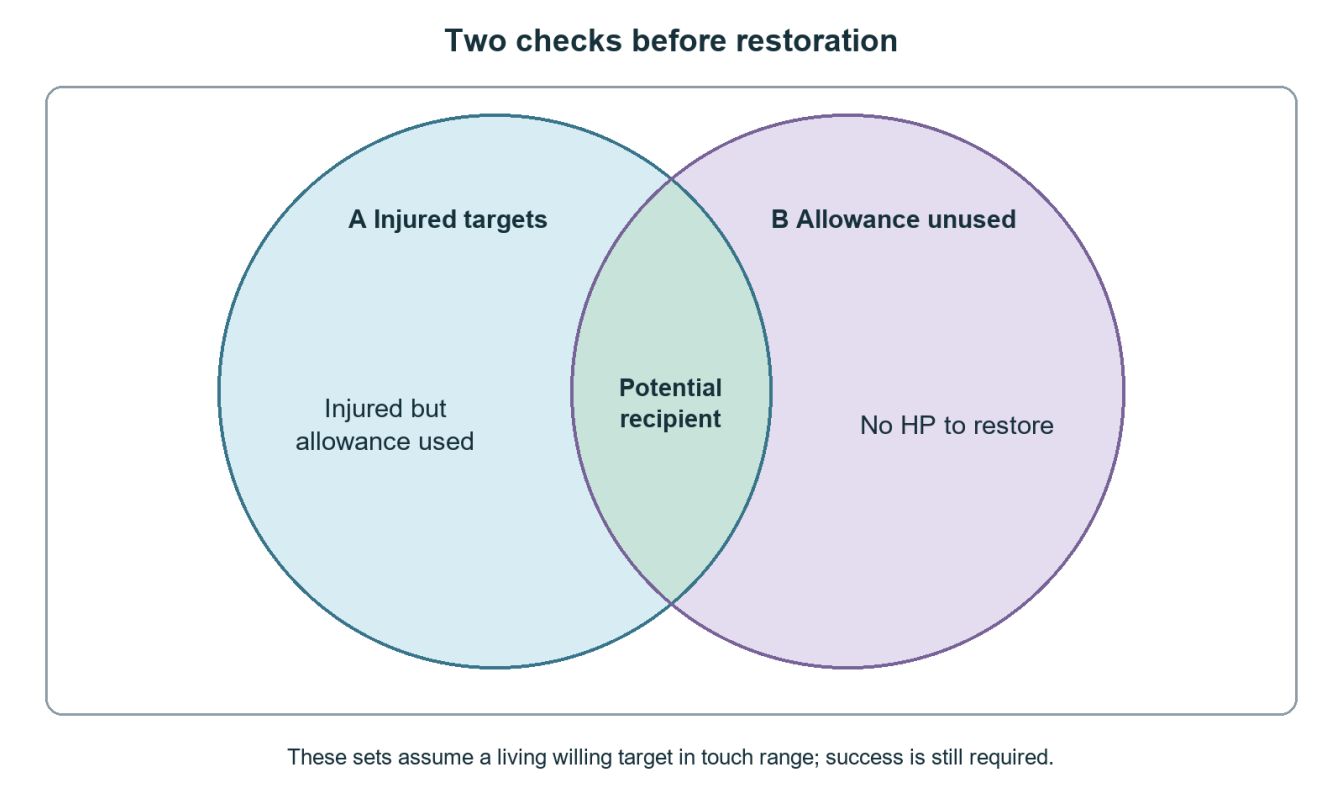
Green Stitch

Cost 2. Nature and Stamina. Touch one willing injured target; difficulty 11. Instant. Success restores 2 HP up to the target's maximum. This spell and the catalog's Energy medicine share one successful-use allowance per target between safe full rests, regardless of healer or school. Mark the target's record on success. It cannot restore belief points, regrow a limb, cure disease, revive the dead, or erase a continuing injury condition.

A choice for a Root student

A witness is trapped beside damaged vegetation. Rootgrip may restrain a pursuer, but removing the only surviving vines may destroy the plants the student promised to protect. The spell solves only the stated hold; accepting the cost to the grove remains a character decision. No additional moral score or mandatory belief change is imposed.

See why healing cannot be repeated freely



The overlap contains targets who are below maximum HP and have not yet received the shared successful healing use since their last safe full rest. A creature at full HP does not gain temporary HP from the right-only region.

A target at 12 of 15 HP enters the overlap. Green Stitch restores 2 to reach 14 and uses the shared allowance. The target is still injured but moves into the left-only region, so Energy medicine cannot add another use before rest.

The School of Ember and Current

Approach: Magic expressed through controlled transfers of heat, motion, and electrical force. Its teachers value containment as much as release. Proposed discipline: identify a source, a destination, and what may be harmed before moving energy. The school has no automatic immunity to the forces it handles.

Borrowed Flame

Cost 1. Magic and Energy. Move an existing candle-sized flame from one accessible nearby fuel source to another suitable fuel source. Difficulty 11 when placement is uncertain; instant. It cannot appear inside a creature, cross a sealed barrier, or function as an attack. A fire successfully started continues according to the fiction and may spread; it does not vanish because the spell ends. Extinguishing it later is a separate action.

Arc Thread

Cost 2. Magic and Energy. Channel a nearby accessible electrical source into one visible nearby target. Resolve an opposed strike. On success, use weapon-equivalent rating 0: 1 base damage + one per full 3 winning margin - applicable armor, with minimum 1. On failure, deal 0. Instant. This permission requires a source and grants no automatic stun, free hold, armor bypass, machine control, or additional target.

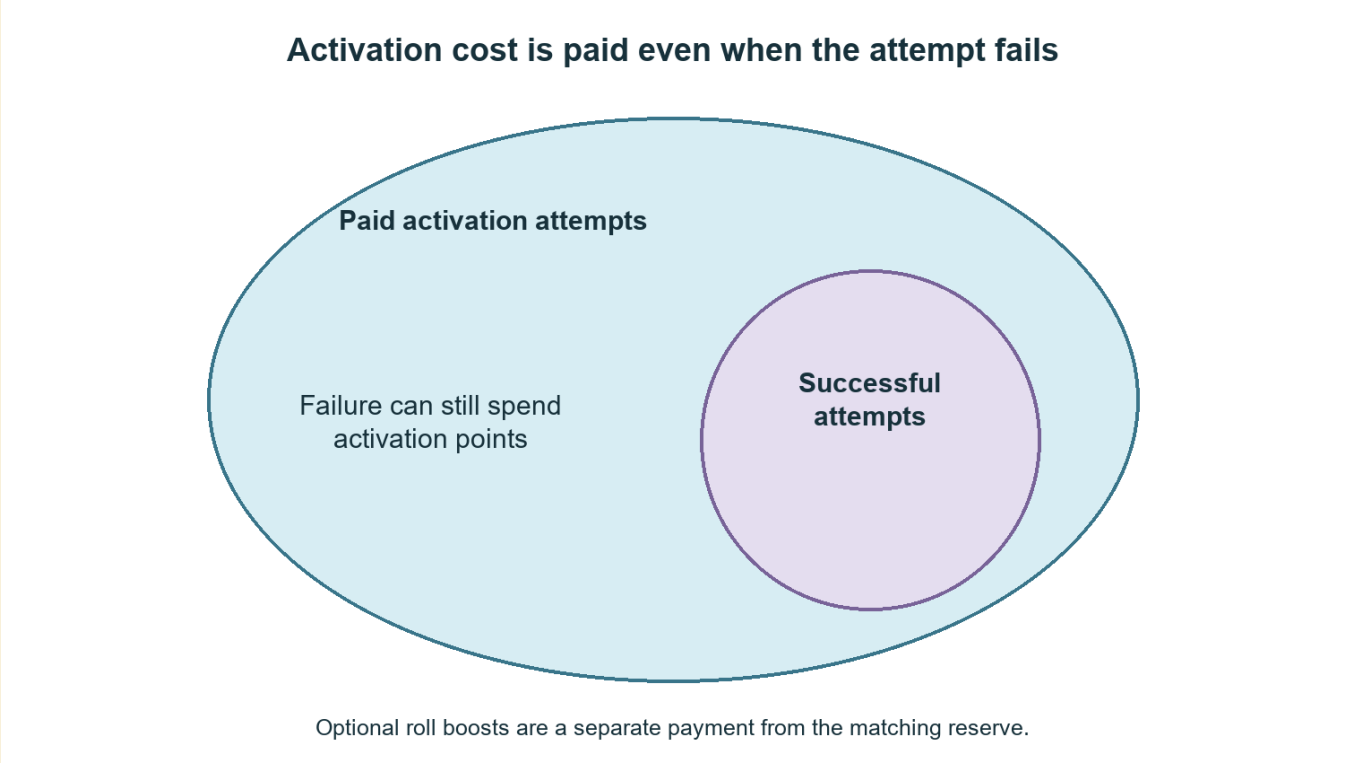
Quiet the Heat

Cost 2. Magic and Energy. Touch a nonliving hand-carried object and move enough heat from it to make handling possible for the scene; difficulty 11. Identify a nearby nonliving destination that can receive the heat without an immediate harmful effect. If no such destination exists, this version cannot be cast. It provides no immunity to a surrounding fire, living-body temperature control, damaging heat transfer, or whole-room cooling.

A choice for an Ember student

A damaged generator threatens a crowded workshop. Arc Thread can be a weapon, but Quiet the Heat might permit someone to handle a hot component and attempt a repair. The repair requires its own method, tools, and result. Redirecting energy does not restore a machine automatically or turn the workshop into an unlimited belief points source.

See why failure still has a cost



The larger set contains all attempts under the catalog payment rule. The smaller set contains successful attempts. The outer remainder contains paid failures. Its area is illustrative, not a measured failure rate.

A failed Arc Thread spends 2 belief points and deals 0 damage. A successful Arc Thread also spends 2, then applies its stated strike effect. An unaffordable declaration never becomes an attempt and is outside the diagram.

The School of the Veiled Mind

Approach: Magic expressed through perception, attention, and interpretation. Its teachers distinguish a convincing appearance from the truth. Proposed discipline: name which sense is affected and what the observer can still discover. These spells never silently rewrite a player's beliefs or memories.

Whisper Mask

Cost 1. Magic and Resourceful. Create one brief simple sound at a visible nearby point: a knock, footstep, or indistinct call. Instant. Oppose an attentive listener's justified perception defense when deception matters; otherwise difficulty 11. Success establishes the sound, not a compulsory response. It cannot deliver a forged detailed conversation, duplicate a secure voice credential, or drown out every other sound.

Borrowed Face

Cost 2. Magic and Resourceful. Place a visual disguise over your own face for the scene. Choose a non-specific appearance before casting; it does not copy a named person exactly. Cast at difficulty 11. Success hides ordinary visual identity while attentive scrutiny is opposed against the caster's Magic and Resourceful. Voice, body, documents, touch, and memory remain unchanged. It grants no numerical Social bonus or automatic access.

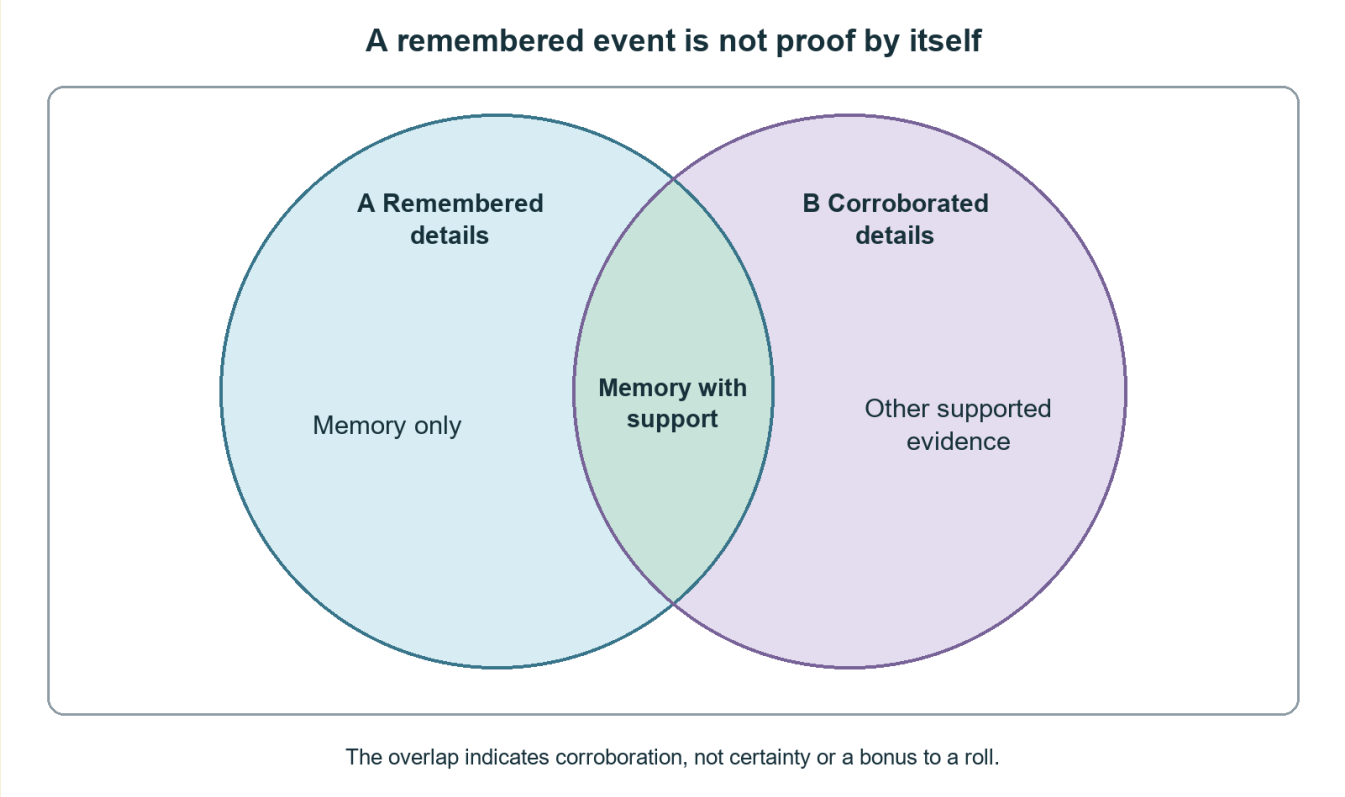
Surface Glimpse

Cost 2. Magic and Curiosity. Ask a nearby willing participant to focus on one memory and share one brief sensory impression. Difficulty 11 if the sharing is uncertain; instant. The participant selects the offered memory and may decline before activation. Success reveals their impression, not independently verified history, hidden thoughts, passwords, or objective proof. This version includes neither coercion nor the ability to erase or alter what was shared.

A choice for a Veil student

A successful sound can distract a guard, but it does not decide whether the guard abandons a post. A shared memory can open a new question while remaining mistaken. Players still need actions and evidence to pursue either opportunity. Several senses or several targets require separate written permissions rather than multiplying an illusion after a successful roll.

See the difference between memory and evidence



Surface Glimpse can reveal what a willing person remembers. Some details may also have independent support. Others may be distorted, incomplete, or unconfirmed. Evidence outside the memory can still matter.

A witness remembers a red door. A separate inspection finds red paint on the actual doorway, supporting that detail. It does not prove the witness correctly identified the person who passed through it.

The School of the Threshold

Approach: Magic expressed through boundaries, routes, and the space between places. Its teachers teach that seeing a path, reaching it, and opening it are separate acts. Proposed discipline: describe both endpoints and preserve what crosses. The school cannot duplicate travelers or generate superior encounter XP by repeatedly crossing a doorway.

Threshold Sight

Cost 1. Magic and Curiosity. Observe one visible nearby doorway or boundary and detect whether an active supernatural crossing effect is present. Difficulty 11, or opposition from a specifically concealing effect. Instant. Success identifies presence and a visible sign; it does not identify the creator, reveal every destination, open the crossing, or guarantee safety beyond it. A mundane doorway remains mundane.

Short Step

Cost 3. Magic and Energy. Move yourself and worn gear to one visible, unoccupied nearby position. Difficulty 11 unless a ward supplies opposition. Instant. Success changes your location once; failure leaves you at the starting place. It grants no additional action or move, unseen destination, passenger, body overlap, or passage through a ward that you have not overcome. Carrying another character needs its own explicit permission.

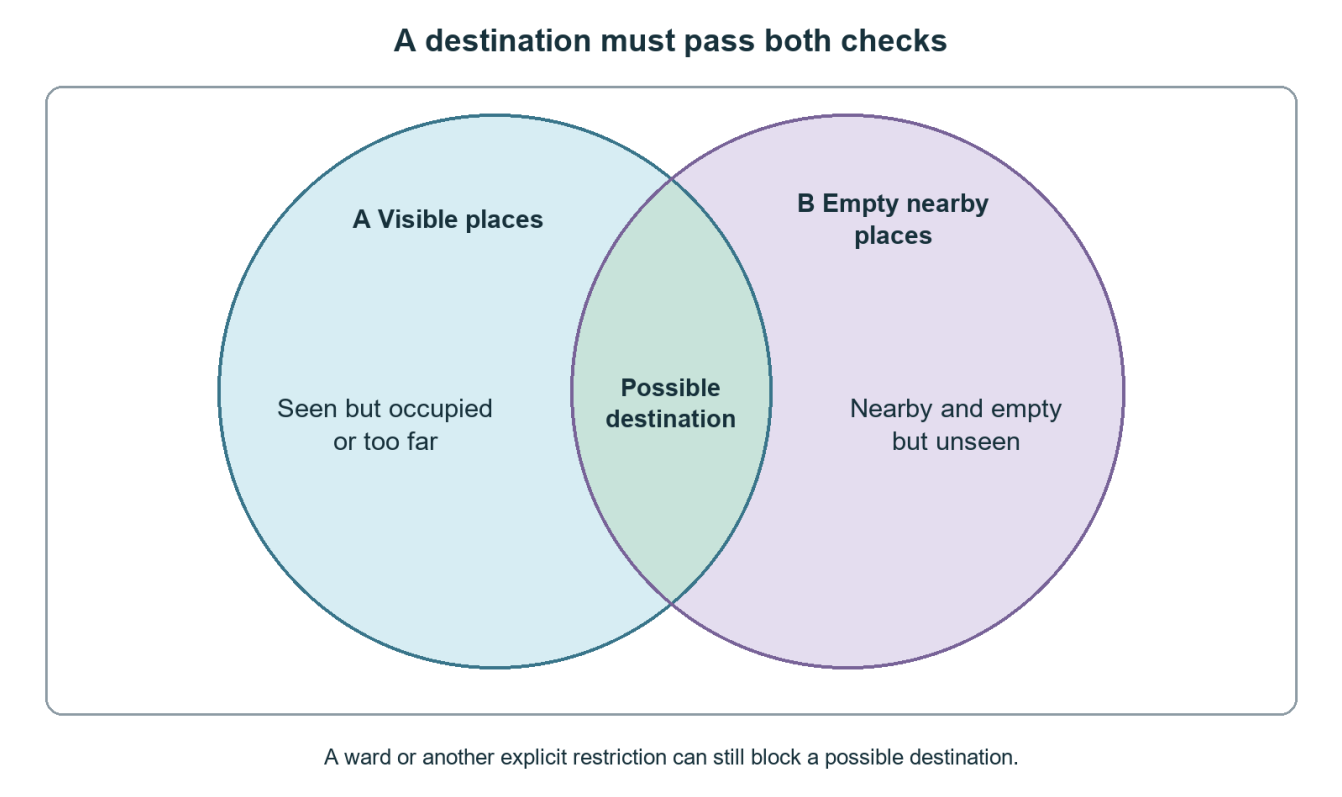
Anchor Mark

Cost 2. Magic and Resourceful. Touch a doorway and place a visible mark that wards that crossing against supernatural relocation for the scene; difficulty 11 to establish it. An attempted teleport through the marked boundary is opposed by the caster's Magic and Resourceful. A successful ward defense blocks only that crossing attempt. Ordinary movement through the door still works. It causes no damage, traps no one automatically, and does not cover an entire building.

A choice for a Threshold student

Short Step may let a student escape, but its single-traveler limit can leave a companion behind. Anchor Mark can stop a hostile arrival without preventing an ordinary evacuation. A failed teleport still spends its cost; repeatedly touching the same mark does not create new wards or increase its defense total.

See where Short Step can go



The overlap contains visible, unoccupied nearby places. A spot must satisfy all three words before a Short Step attempt is allowed. The two circles are a teaching model of the stated permission, not a map or a success probability.

An empty point across the room can qualify when visible. The unseen space behind a locked door stays outside A. A visible space occupied by a guard stays outside B. A qualifying spot behind Anchor Mark still requires resolving that ward.

The School of Sacred Accord

Approach: Religious belief expressed through witnessed promises, protection, and engagement with spirits. This is an invented school rather than a description of a real religion. Proposed discipline: state the promise and preserve the agency of those who hear it. John Gospel's Level 32 Spiritual classification makes this a possible teaching connection; it does not establish membership or automatically give him these spells.

Witness the Vow

Cost 1. Religious and Conviction. Touch a willing speaker while they make one specific promise. Difficulty 11; success preserves a shared sensory recollection of the exact spoken promise for the scene. It does not reveal whether the speaker is lying, compel fulfillment, punish a breach, or overwrite other memories. Participants can later record what they heard; the supernatural recollection ends with the scene.

Sheltering Word

Cost 2. Religious and Soul. On your action, ward one visible nearby willing person against the next supernatural fear or compulsion that targets them before scene end. Establish the ward at difficulty 11. If established, oppose that single incoming effect with Religious and Soul as a defense reaction. A successful defense blocks that effect on that person. The ward expires after the reaction regardless of its result. It does not block physical damage, protect everyone nearby, or supply an additional action. This specific ward reaction is the spell's written permission.

Peaceful Audience

Cost 2. Religious and Social. Invite one reachable nearby spirit to a brief conversation. Difficulty 11 to establish contact when uncertain. Duration: scene. The spirit can refuse and retains its motives; contact supplies no obedience, binding, truth guarantee, or resurrection. A spirit that departs ends the exchange. The storyteller must establish a reachable spirit rather than producing a Godly visitor solely to trigger an XP reward.

A choice for an Accord student

A spirit may offer help only if a witness is protected. The student can negotiate or refuse. A refusal can still be a meaningful encounter when it changes commitments or future choices. Use classification indices and the existing eligibility test for any superior bonus; neither a spell name nor a successful contact roll establishes meaningfulness by itself.

See the scope of Sheltering Word



The sets contain incoming effects during the ward window. Only an effect aimed at the protected person and matching the written kind reaches the overlap. The ward can oppose it, but is not guaranteed to win.

A compulsion aimed at the warded witness qualifies. A physical arrow aimed at that witness is left-only; a compulsion aimed at someone else is right-only. Once the eligible reaction resolves, the ward ends even if its defense failed.

The School of the Measured Sigil

Approach: Science expressed through repeatable procedures, instruments, and explicitly permitted extraordinary devices. Its practitioners record observations and test rival explanations. Proposed discipline: distinguish a reading from its interpretation. These are fictional supernatural techniques; Science priority does not grant impossible technology without a written permission.

Trace Reading

Cost 1. Science and Technology. Use a marked measuring instrument to examine one accessible nearby mechanism for evidence of recent physical interference. Difficulty 11; instant. Success reveals one observable trace, such as a displaced fastening or tool mark. It does not name the culprit, date the event exactly, reveal thoughts, or manufacture evidence where none exists. Instruments must actually reach the inspected surface.

Calibrated Focus

Cost 2. Science and Discipline. Use a prepared personal focus to stabilize your next Science and Technology inspection before scene end. Difficulty 11 to calibrate; success grants +1 to that single later action, then expires. Calibration and inspection are separate actions. This focus effect may combine with one applicable Surveyor Lens because they provide distinct defined effects. Repeated Focus castings do not multiply this single-use effect. It does not repair equipment, raise a permanent rating, or refund belief points.

Resonance Break

Cost 3. Science and Technology. With a prepared instrument, attempt to interrupt one visible nearby active supernatural device whose operation has been established in the scene. Oppose its active operator, or use the device's written resistance if unattended. Success suspends one named device effect until the end of the operator's next turn; for an unattended device, until the next declared scene action ends. The instrument neither destroys the device nor drains stored charges. If its resistance or operative effect is undefined, establish them before attempting this spell.

A choice for a Sigil student

A device may be supporting a barrier that protects the room as well as blocking an exit. Resonance Break suspends only the named effect; learning which effect is safe to interrupt requires observation and perhaps a separate Trace Reading. Scientific confidence supplies no extra bonus and cannot turn an untested hypothesis into established fact.

Worked school spells and learning records

A successful Rootgrip

A teaching student at Level 2 has held Nature second at both Levels, so Nature reserve capacity is 2 x 3 = 6. Physical 4, priority 2, and active Nature die 5 give 11. Against defense 10, Rootgrip succeeds. Its 2-point activation cost reduces current Nature reserve from 6 to 4, without reducing HP. A later escape total 12 against resisting total 11 breaks the hold. These teaching values do not assign permanent statistics to an established character.

Arc Thread damage

The caster's attack total is 13 and the defense is 10. The winning margin is 3, providing one margin damage point. Weapon-equivalent rating is 0. Against armor 1, damage is 1 base + 0 weapon + 1 margin - 1 armor = 1. Against no armor it is 2. A tied result fails and deals 0 while still spending 2 belief points. The electrical description supplies no second shock or stun.

A bonus that has a real cost

A student successfully prepares Calibrated Focus, then inspects an accessible lock. Active Science die 3 + Technology 4 + second-priority bonus 2 + Focus 1 + applicable Surveyor Lens 1 = 11, meeting difficulty 11. Both written effects apply and permit this combination. If only Focus applies, the total is 10 and fails. Focus is consumed by the attempted inspection in either case. Neither the student's school nor fourth-priority Science would prohibit learning; fourth priority would simply contribute 0.

The shared healing allowance

A target begins at 12 of 15 HP. A successful Green Stitch restores 2, leaving 14, and marks the shared allowance used. Another caster cannot then use Energy medicine to add another 2 before a safe full rest. Existing help for incapacitation and ordinary recovery retain their own written rules; the shared allowance does not silently replace them.

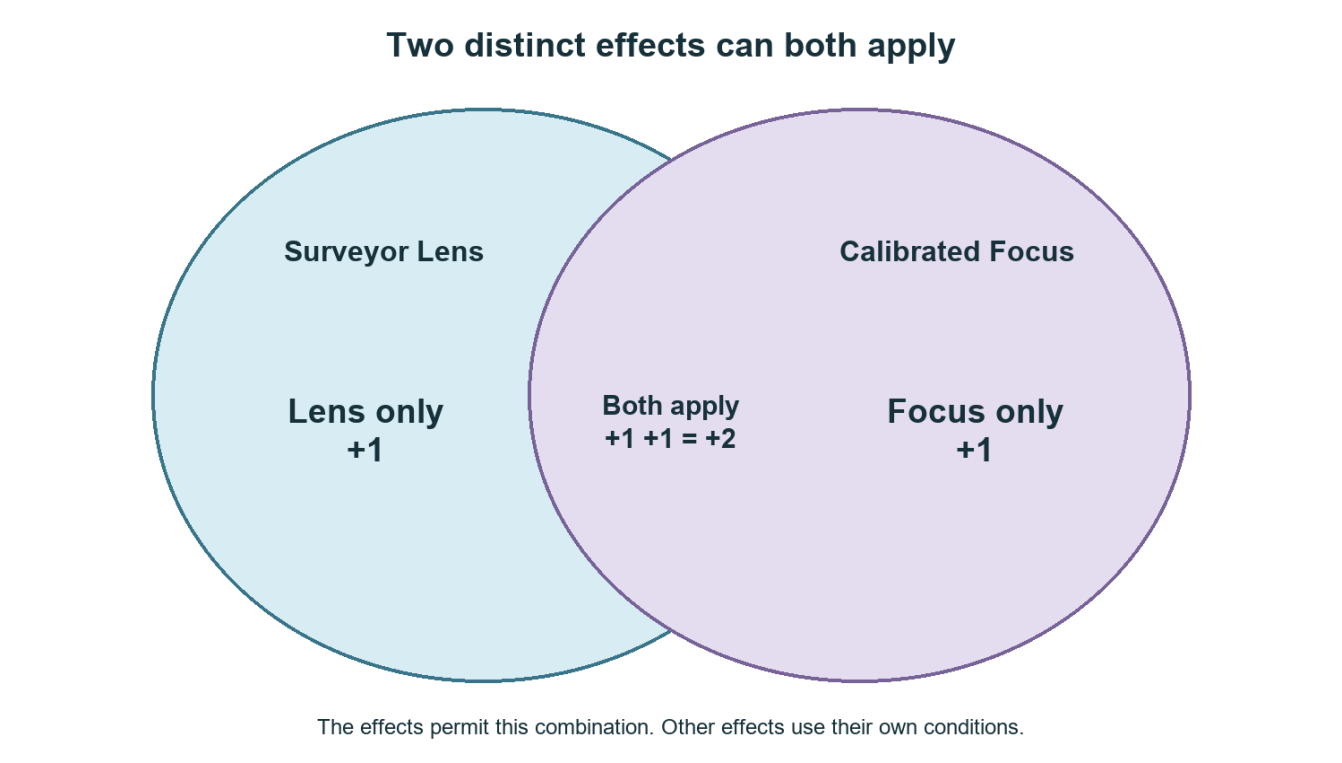
Record the spell you actually learned

Record school; spell; teacher or discovery; permission; active belief and Characteristic; cost; range; target; duration; resolution and resistance; limits; equipment; and learning date. Record modifications as separate agreed variants. A longer-range Short Step or permanent Borrowed Face is a changed ability rather than a free interpretation of the original. The Extraordinary Rule may establish such a variant when its scope is expressly stated.

Decisions for later playtests

Anyone may learn from any school or discipline through an established opportunity. No universal tuition, training time, school rank, spell-learning XP price, or Level unlock is imposed here. Record what was actually learned. Tests of individual spell costs, duration, and resistance remain necessary; equal costs do not establish equal strength.

See how distinct applicable effects combine



The sets contain inspection actions to which each defined aid applies. In the overlap, the written +1 lens effect and +1 Focus effect both apply, giving +2 from those effects. Outside the overlap, only the relevant effect applies. This is an example sum, not a general maximum.

For an accessible lock inspection, die 3 + Technology 4 + priority 2 + lens 1 + Focus 1 = 11. If an applicable curse imposes -2, the same total becomes 9. A curse affecting only speech does not affect this silent inspection. Read the effects before the roll.

Psychic abilities for the game

This catalog incorporates the creator-supplied list as fictional game material. Its presence makes no claim that paranormal powers are demonstrated real-world abilities. All numerical treatments here are proposed playtest definitions. A name is not permission to control everything it refers to. These entries do not automatically grant powers to John Gospel or to every character of a given Level.

Abhijna, Iddhi, and Siddhi come from distinct religious traditions. Their separate entries below are narrow fictional adaptations, not exhaustive accounts of those traditions. Energy medicine, psychic surgery, and inedia are fictional effects here; they provide no real-world treatment or survival instructions. Wikipedia citation markers and unverified claims are not carried into the rules as evidence.

The shared activation procedure

Write the specific effect, scale permission, active belief, associated Characteristic, range, target, duration, cost, resistance, and consequences before play. Use the existing four-belief action procedure. Default activation takes one action and costs the listed belief points on the attempt, including failure. Costs 1, 2, and 3 represent the existing ordinary, demanding, and exceptional uses. Enough belief points must be available. Automatic effects and extraordinary replacements must be expressly written.

How to read the short entries

Each entry supplies a proposed effect and cost, followed by limits. Unless it specifies otherwise, range is one nearby visible target, duration is one action, and the effect ends at that action's conclusion. A sustained entry lasts through the current scene, ends when its user is incapacitated, and requires no repeated activation payment during that scene. It cannot be stacked with itself for additional effect. Lasting physical consequences, such as moved water, continue normally. These are optional catalog defaults, not retroactive changes to previously defined abilities.

Difficulty and resistance

An uncertain unopposed use normally faces difficulty 11; use 8 or 14 only when the conditions warrant it and announce the choice before rolling. A directly affected unwilling character resists with a justified belief and Characteristic; defender wins ties. Area effects require an explicit footprint and a separate defense for each affected unwilling target. An automatic success against an unresisting object does not bypass a resisting owner's immediate intervention. Permission and access still come first.

Belief follows the method

Psychic does not create a fifth belief or a new Characteristic. A spell might use Magic and Energy, a spiritual contact Religious and Soul, and an extraordinary biological effect Nature and Stamina when the written method supports it. A Science device uses its justified technical method. These are examples of valid definitions, not permission to switch belief after rolling. Level sets scale; the catalog does not invent a universal Level unlock table.

Perception knowledge and spirit abilities

Abhijna

Cost 2. A fictional higher-knowledge practice answers one narrowly framed question about a nearby spiritual phenomenon through a stated contemplative method. A success reveals one useful perception, not universal knowledge, guaranteed prophecy, or every ability associated with the tradition. Use the defined investigation difficulty or a concealing being's opposition.

Astral projection or mental projection

Cost 2. Project an intangible viewpoint within the current nearby scene while the body remains inactive and vulnerable. The projection cannot strike, carry objects, or pass a specifically warded boundary without further permission and resistance. Duration: sustained. Injury or forced movement of the body ends this proposed version; unlimited travel needs a separate definition.

Automatic writing

Cost 1. Produce one short symbolic clue concerning a declared question. The clue can be incomplete and requires interpretation; it does not make an accusation objectively true. A success provides usable information within established knowledge permissions. It does not impersonate a document's author or manufacture legal authority.

Mediumship or channeling

Cost 2. Attempt a brief exchange with one reachable spirit during the scene. Reaching the spirit can require a fixed difficulty; compelling an unwilling spirit is a separate resisted effect and is not included. A contacted spirit retains its own knowledge, motives, and ability to refuse or mislead. Contact does not resurrect the dead.

Memory librarian

Cost 2. With a willing spirit, retrieve or preserve one described memory fragment. State whose memory is accessed and where it is stored. The fragment reflects that spirit's experience rather than objective proof. Access to an unwilling mind requires separate permission and opposition; this entry grants no automatic mind reading, erasure, or control.

Prophecy prediction or premonition

Cost 2. Obtain one conditional image of a possible consequence of a declared choice. A success supplies a useful warning, not a fixed future or permission to rewrite a completed roll. Record the condition and uncertainty. Guaranteed prophecy would need an explicitly scoped Extraordinary Rule exception.

Movement presence and communication abilities

Bilocation

Cost 3. Maintain a second visible manifestation at one known nearby point for the scene. The two manifestations share one character, one resource record, and one turn: no extra action, item copy, second XP recipient, or doubled inventory. Choose which manifestation acts on each turn. This version does not grant two independently acting physical bodies.

Invisibility

Cost 2. Become unseen to ordinary sight for the scene. Sound, footprints, contact, and other justified senses still reveal presence. It is concealment rather than invulnerability or an automatic hit. Attempts to locate the character use the applicable concealment opposition; wards or special senses follow their written effects.

Levitation or transvection

Cost 2. Float yourself and worn gear up to one nearby position per ordinary move during the scene. No extra move or unrestricted flight speed is gained. A ceiling, restraint, load limit, or hostile force can block movement. Moving another resisting creature is a distinct opposed effect.

Teleportation

Cost 3. Move yourself and worn gear to a visible, unoccupied nearby place in one action. No teleporting into bodies, unseen sealed rooms, or unknown coordinates. A ward can oppose the attempt. Failure consumes the cost but leaves the traveler at the starting place under this proposed version. Long-distance travel requires separately defined permission and destination rules.

Witnessing

Cost 1. Attempt to perceive a spiritual visitor when the story establishes that one may be present. A success reveals an available sign or message, not control over a divine being or proof of its identity. An actual visitor encounter can be meaningful, but using this power alone does not generate superior encounter XP.

Xenoglossy

Cost 2. For the scene, speak and understand one identified language through a defined supernatural permission. Literacy is included only if written into the ability. Comprehension does not decode a cipher, reveal a lie, copy specialized expertise, or compel agreement. Unknown languages beyond the power's scope remain inaccessible.

Elemental and environmental abilities

For each environmental entry below, the proposed ordinary footprint is one nearby person-sized patch or a hand-carried quantity of existing material. It is not an entire room, landscape, atmosphere, or ecosystem. Larger effects require a separate written scale permission. A damaging version uses a strike action with an opposed defense and the existing damage formula; its weapon-equivalent rating must be specified before play. These utility definitions grant no free damage.

Aerokinesis

Cost 1. Redirect an existing nearby airflow to move loose light objects or clear a small drifting cloud. No vacuum, suffocation, storm, or automatic creature movement is included. Moving a resisting creature needs a separately defined shove effect.

Atmokinesis

Cost 3. Alter one local weather condition within a clearly marked nearby area for the scene, such as easing rain over a doorway. The area must be agreed before use. No regional weather control, instant lightning strike, or automatic disaster follows from the name.

Cryokinesis

Cost 2. Cool a small quantity of water into ice or chill an object for the scene. Define safe access and amount. It cannot instantly freeze a living target or an entire body of water. Damage or restraint requires its own resisted ability definition.

Electrokinesis

Cost 2. Redirect a small existing electrical current in an accessible device for one action. Its resulting behavior must fit the defined effect. It does not provide unlimited power, guaranteed hacking, or an automatic lethal shock. A directly affected unwilling target receives opposition.

Ergokinesis

Cost 2. Redirect one specifically named form of nearby energy for one action. Record that form in advance. This broader label does not grant every narrower energy power, convert energy into belief points, or erase all incoming attacks. A defense effect must define the single threat it can oppose.

Geokinesis

Cost 2. Shift a small quantity of loose earth or stone one nearby distance. No automatic building collapse, continental control, creation of valuable ore, or movement through occupied bodies. Resisting creatures and supported structures require separately defined stakes and permission.

Hydrokinesis

Cost 1. Move a hand-carried quantity of exposed water within nearby reach. It does not control blood, create water, drown a target automatically, or ignore sealed containers. A combat use needs a separately written resisted effect.

Life light shadow and force abilities

Biokinesis

Cost 3. Apply one prewritten temporary biological change to a willing living target for the scene, such as tolerating a stated environmental irritant. The affected function must be named. No instant mutation, copying, ecosystem-wide control, disease cure, or permanent Characteristic increase follows from this entry. Hostile versions need separate scope and opposition.

Chlorokinesis and phytokinesis

Cost 2. These overlapping names share one plant-control entry in this module. Bend existing nearby vegetation or guide it toward an opening for one action. No creation of biomass or instant forest growth. Holding someone with plants requires a declared opposed hold and an escape procedure, rather than free restraint from a utility action.

Photokinesis

Cost 1. Redirect existing light in one nearby patch for the scene, brightening or dimming it within the agreed effect. It does not automatically blind a character, create damaging beams, or duplicate the full invisibility power. A hostile sensory effect requires opposition.

Pyrokinesis

Cost 2. Shape an existing small flame or move its heat within one nearby patch for one action. This utility version grants no automatic hit, immunity to fire, or unrestricted ignition. If the flame ignites ordinary fuel, ordinary fictional consequences continue after the action; the power does not magically extinguish them on expiration.

Umbrakinesis

Cost 2. Shape an existing nearby shadow into a concealing patch for the scene. It is not solid matter, a free hold, or automatic undetectability. Discovery uses justified senses and opposition. Creating darkness without an existing shadow requires an explicit additional permission.

Telekinesis or psychokinesis

Cost 2. Move one unattended hand-carried object to a nearby position in one action. Define a load before play. Taking a held object or moving an unwilling creature requires opposition and a stated disarm or shove effect. Fine manipulation, heavy lifting, and sustained flight require their own written permissions.

Psychic hold

Cost 2. Create the list's fictional electrical-rope effect against one nearby target. Resolve an opposed hold; it restrains on success, causes no strike damage, and can be escaped using the ordinary escape action. Duration: sustained, ending sooner on escape or voluntary release. The name does not bypass armor with automatic electrical damage.

Mind transformation and restorative abilities

Illusions

Cost 2. Sustain one nearby visual or auditory deception for the scene. Choose its sensory channel and footprint before use. A suspicious observer can investigate with a justified opposed approach. Illusions do not exert physical force, grant true invisibility, overwrite memories, or inflict damage merely by appearing dangerous.

Mind control

Cost 3. Attempt one brief, specifically declared compelled action against one nearby target with an opposed roll. This version lasts for that action only, grants no extra turn, and cannot compel self-destruction or permanent loyalty. The target's beliefs and memories remain unchanged. Player-character control requires the affected player's agreement; otherwise use a stated pressure or consequence that leaves the choice with the player.

Curse

Cost 2. On a successful opposed use, impose one written situational -1 on the target's next qualifying action before scene end. State the affected action before activation. Multiple uses of this sample curse do not stack or refresh it; it expires when applied once or when the scene ends. Broader misfortune, permanent conditions, and automatic injury need separate definitions.

Petrification

Cost 3. On a successful opposed use, temporarily immobilize one nearby target as stone through the end of that target's next turn. Thereafter it ends automatically. The target can attempt a justified escape action on its turn; the stone condition itself deals no damage. This sample grants no lethal shattering or permanent transformation. Eye contact must actually be possible before the attempt.

Energy medicine

Cost 2. Touch one willing target and attempt a difficulty-11 restorative action. Success restores 2 HP, up to the target's maximum. Each target can benefit from this catalog effect once between safe full rests, regardless of how many healers attempt it. Success uses that allowance; failed attempts spend belief points and require changed circumstances before retrying. It does not cure disease, resurrect, or provide real medical treatment.

Psychic surgery

Cost 3. In a safe scene, attempt to remove one specifically established fictional supernatural affliction from a willing target. The affliction must have a written removal difficulty or resistance before the attempt. No ordinary surgery, injury cure, or automatic removal of any disease is implied. This is a game effect with recorded consequences, not a real-world procedure.

Extraordinary disciplines and worked power math

Iddhi

Cost 2 for this example expression. A fictional contemplative practice steadies the user against one defined spiritual distraction for the scene. Define the resisted effect and opposed method before activation. This narrow expression does not grant every power described under Iddhi or treat a religious tradition as a universal bonus package.

Siddhi

Cost 2 for this example expression. A separately defined fictional contemplative discipline reveals one otherwise hidden spiritual feature within nearby perception. Use difficulty 11 or a defined concealing resistance. This expression does not automatically include Abhijna, Iddhi, all supernatural knowledge, or every associated power.

Inedia

An extraordinary fictional exception, automatic only when its written definition says so. Define how long the character can function without food or water and whether other needs remain. It restores no HP or belief points by itself and does not convert fasting into a safe full rest. No real person should use this fictional rule as a survival method.

Materialization

Cost 3. Create one small, inert, nonliving, explicitly defined object for the scene. It vanishes at scene end. It cannot create currency, ledger assets, charged artifacts, living beings, or another item that restores the cost spent. It cannot appear inside a creature or sealed occupied space. Permanent creation needs an extraordinary definition with lasting consequences recorded.

Thoughtography

Cost 1. Impress one simple intended image on a nearby blank suitable surface in one action. The image persists physically once made. It is an illustration, not proof that the depicted event happened, a verified memory, or an automatically authentic signature. Copying a security credential needs a separately defined effect and resistance.

Worked activation and resource record

A teaching user at Level 2 has held Magic first at both Levels: Magic reserve capacity is 2 x 4 = 8. Current Magic points are 6 after prior spending. An active Magic die 3 + Energy Characteristic 5 + priority 3 = 11. A demanding power costs 2 Magic points, leaving 4. Two later 2-point activations leave 2 and then 0. A fourth activation costing 2 is unavailable without recovery. These are activation costs, with no optional roll boost in this example.

Worked opposition and healing

For a mind-control attempt, attack total 12 against defense 12 fails because the defender wins ties; the 3-belief points cost remains spent. For the healing example, a successful use on a target at 14 of 15 HP restores only 1: 14 + 2 would be 16, but the maximum is 15. Mark that target's allowance used until a safe full rest. Numeric costs do not establish that every listed power is equally strong; test action economy, reach, duration, counterplay, and repeat use before adoption.

Artifacts and encounters using basic math

This chapter turns a special object or a consequential meeting into something the table can resolve and record. Use addition and subtraction for actions and resources, count successful die faces for simple chances, and use the existing classification reward for superior encounters. The artifact limits below are an optional playtest module. They do not replace the Extraordinary Rule or silently rebalance the rest of the book.

Write what an artifact actually does

An artifact is a particular object with a defined unusual effect. Its age, rarity, appearance, and legend explain its place in the fiction; they do not supply a numerical bonus. Before play, record its name, owner, physical form, allowed effect, active belief and Characteristic when a roll is needed, activation action, range, duration, targets, resource cost, remaining charges, recharge condition, and any resistance. Record which rule an extraordinary artifact changes. A mystery can conceal origin without concealing the procedure a player needs to use it.

Separate permission from a bonus

Permission allows an attempt that was otherwise unavailable: seeing a spiritual doorway or cutting a particular dragon's scales. A bonus changes a permitted action total. A successful activation grants only the written effect. Seeing a doorway does not open it; cutting scales does not automatically kill the dragon. If an effect is automatic, resolve that stated effect without a roll. Any remaining uncertain action uses its own declared method and stakes.

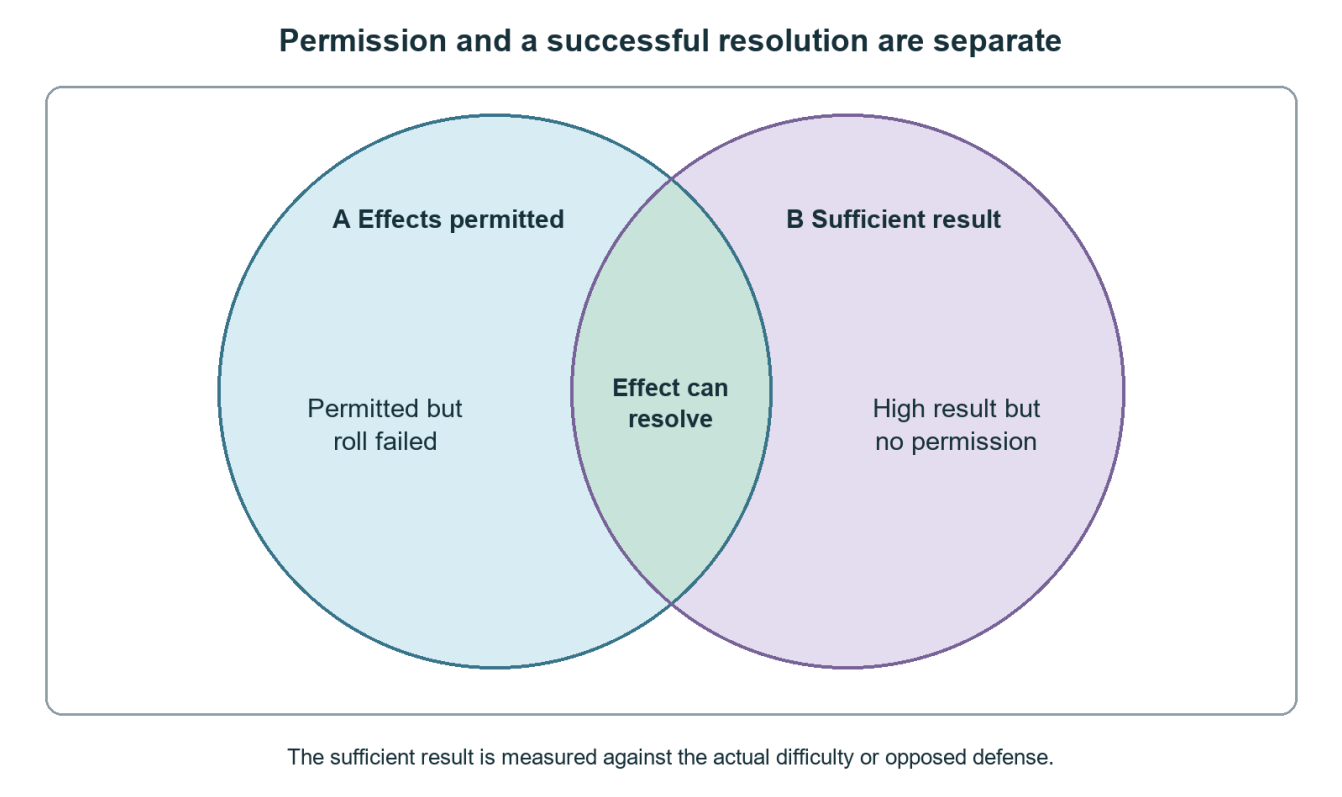
Use the artifact's defined effect

An artifact contributes exactly its defined effect when the current action meets its conditions. One may grant +1, another +2, and a third may grant permission without changing the total. Distinct applicable effects combine unless their definitions state otherwise. No blanket artifact cap is imposed. Define repeated-copy behavior for each item; owning several copies does not silently rewrite an effect. Story-granted artifacts are available at any Level when the story establishes possession.

Action total = active die + Characteristic + belief priority bonus + applicable advantages - applicable penalties

The granted value is independent of belief priority. A +1 Religious gift adds to first-priority +3 for a combined +4, or to fourth-priority +0 for a combined +1. Keep the active belief fixed before rolling. A gift changes dice quantity, resource maxima, or another rule only if its definition explicitly says so.

See why an artifact does not guarantee success



The sets contain proposed effects in a particular resolved action. One test concerns permission; the other concerns the result required for that effect. The overlap still respects the declared target, resources, and scope.

Scale Cutter permits cutting the specified dragon's scales. An attack 10 against defense 10 remains a failed strike in the left-only region. Rolling a high total with an ordinary knife does not create the missing scale-cutting permission.

Artifact charges costs and chances

Pay only from a resource that exists

Charges after use = charges before use - charges spent

belief points after use = belief points before use - belief points cost

Check both resources before attempting activation. If either required payment is unavailable, activation cannot begin. State whether a failed activation consumes a charge; the example lantern consumes it on the attempt. A charge does not stand in for belief points unless the artifact explicitly permits that exchange. An ongoing effect does not repeatedly charge its activation cost unless its record defines an upkeep cost.

Example: an artifact begins with 3 charges and an activation spends 1. Three attempts leave 2, then 1, then 0 charges. A fourth attempt is unavailable. If each attempt also costs 2 belief points and the user begins with 5, only two attempts are affordable without recovery: 5 - 2 - 2 = 1 belief points. Two payments do not permit a third 2-belief points attempt.

Count six faces instead of guessing

Suppose the relevant Characteristic is 5, the belief is first priority for +3, and the difficulty is 11. Without a numerical artifact bonus, a die result of 3, 4, 5, or 6 succeeds: four of six faces, about 67 percent. With an applicable +1, results 2 through 6 succeed: five of six faces, about 83 percent. The increase is one face out of six, about 17 percentage points. These chances assume a fair active die and an otherwise permitted action.

Without bonus: 3 + 5 + 3 = 11. With bonus: 2 + 5 + 3 + 1 = 11.

If every face already succeeds, +1 adds no success chance. If the best total remains below the difficulty, +1 still cannot produce success. A natural 6 does not automatically overcome missing permission or an unreachable difficulty in these rules. Bonuses can be especially influential in opposed rolls, so a small number should still be tested.

Close the recharge loophole

Write exactly what restores charges and when. For a daily recharge, define one campaign day and a maximum capacity; sleeping repeatedly does not create new days. Rest restores ordinary belief points under the existing rule, but restores artifact charges only if the artifact says so. Transferring ownership does not reset charges, and repairing an object does not automatically recharge it. Any sale price or crafting recipe needs its own campaign agreement; rarity is not an adopted price formula.

Three example artifacts

These are proposed teaching objects. None is assigned to an established character by this chapter. Their values illustrate how to write an effect and are not a universal artifact catalog.

Echo Lantern

Effect: reveal visible traces of a recent supernatural passage in one nearby room for the current scene. Activation takes one action, uses Magic and Curiosity, and faces difficulty 11 when traces actually exist and are uncertain to detect. Capacity 3 charges. Spend 1 charge and 1 belief points on every activation attempt. No numerical bonus. Recharge to capacity at the first dawn after a safe full rest, at most once per campaign day. It does not reveal thoughts, identify a culprit automatically, or create traces that never existed. An empty room can yield no trace without requiring a roll; a failed search is not proof that no passage occurred.

Worked activation: a Level-2 teaching user with Magic second has Magic capacity 6. Active die 4 + Curiosity 5 + priority 2 = 11. The Echo Lantern spends one charge and one Magic point on the attempt: charges 3 to 2, Magic reserve 6 to 5. Revealing a trace grants information; opening the sealed exit remains another action.

Surveyor Lens

Effect: +1 to a Science and Technology action that inspects an accessible mechanical lock. Use the lens during that inspection action; no separate activation, charge, or belief points payment is required. Duration is that action only. It grants no inaccessible reach, automatic opening, thought inspection, or attack bonus. Its +1 may combine with the distinct Calibrated Focus +1. Two copies of this same lens still supply only its single +1, as an item-specific limitation.

Worked inspection: Science die 3 + Technology 4 + second-priority bonus 2 + lens 1 = 10. Against difficulty 11, the inspection fails. The lens does not turn an unused 6 into an active success or authorize an unchanged retry. A new attempt requires an actual change in method, circumstances, or stakes.

Scale Cutter

Effect: a standard weapon, rating 1, whose written extraordinary permission allows its edge to cut one specified dragon's otherwise resistant scales. It grants no bonus to the attack total, automatic hit, added turn, or immunity. Use the ordinary strike action and opposed defense; no separate activation or resource cost applies in this teaching record. Its permission lasts while the weapon is intact and applies only to the specified scales. Other defenses still apply.

Worked strike: attack 13 versus defense 10 gives a winning margin of 3. Damage is 1 base + 1 weapon + 1 for the full three-point margin - 1 applicable armor = 2. The stated scale resistance is bypassed; the separate armor in this example remains. On a tied attack, the defender wins and damage is 0. This object illustrates the knife concept without replacing the established story or assigning permanent statistics to Amash.

Build an encounter that can change

Define the decision before the difficulty

Write the participants, their immediate goals, the obstacle, the stakes, at least two plausible approaches, and what ends the scene. An encounter may be a negotiation, discovery, rescue, pursuit, or fight. A classification difference describes scale and possible reward eligibility; it is not a difficulty rating or a guarantee of a fair battle. More opponents also means more actions, which a single Level comparison does not measure.

Use a short scene record

Record the starting situation; known permissions; difficulty 8, 11, or 14 when appropriate; any opposed defender; resource payments; success and failure consequences; and the state afterward. Agree on the stakes before rolling. A failed attempt must change something relevant. Do not demand a roll for routine movement or for information the character can plainly observe.

The sealed archive

Teaching scene: a courier needs a record before the archive closes. The custodian wants the collection protected. The group can negotiate supervised access, obtain a key from its holder, or inspect the accessible lock. Before an inspection, state whether success reveals the mechanism, opens the lock, or supplies some other specific result. A lens that helps inspection does not automatically provide all three outcomes.

For an agreed demanding opening attempt without the lens, active die 5 + Technology 4 + Science priority 2 = 11. Success opens the lock. On failure, the custodian arrives and demands an explanation; the same unchanged attempt cannot be repeated. Another character may negotiate with the custodian, but that is a new action with its own goal and response. Theft, negotiation, and retreat leave different relationships afterward.

Time pressure without an invented combat rule

If the scene uses a countdown, agree on its units and triggers. Example: the archive closes after three clearly defined scene actions; the storyteller announces each remaining action. Start at 3, then subtract 1 after each agreed trigger: 2, 1, 0. Simultaneous actions and defenses need an agreed treatment before this optional countdown is used. The countdown does not grant extra turns or permit an arbitrary time penalty after seeing a failed roll.

Close the record

Record who obtained the document, who paid resources, what was learned, and what the custodian now expects. Record artifact ownership and remaining charges separately from XP. Loot is not automatically XP, and an artifact does not itself receive a classification index for superior-being rewards.

John Gospel and optional reward examples

Confirmed character scale

John Gospel is Level 32, Spiritual classification, index 7. Levels 31 through 35 share index 7. His Level is not a flat +32 roll bonus. His current Religious-first priority earns 4 Religious points for a new Level. A full prior growth history is needed to establish his actual reserve capacities and Level-reward tracks; this book does not invent that history. If Religious had been first at all 32 Levels, its growth subtotal would be 128 before separate adjustments. His individual miracles still need written definitions.

Check eligibility before multiplying

Use the existing superior encounter rule only for a meaningful interaction with a being at least two classification indices above the lower participant. Meaningfulness requires a consequential exchange, changed understanding, dangerous commitment, or lasting consequence. Victory and agreement are unnecessary. Being nearby, possessing someone's relic, or repeating an empty introduction is insufficient.

Gap = higher classification index - lower classification index

Superior bonus = 20 x gap x Fibonacci multiplier of the lower index

Apply the multiplication only after meaningfulness and a gap of at least 2 are confirmed. The relevant existing multipliers are index 1: 1; index 2: 1; index 3: 2; index 4: 3; index 5: 5; index 6: 8; index 7: 13. See Appendix B for the full sequence.

John meets a Godly being

Teaching scene: John, index 7, refuses a Godly being's demand and accepts a continuing obligation to protect a witness. The being is index 9. If this exchange is meaningful, the gap is 9 - 7 = 2. John's multiplier is 13, so his superior bonus is 20 x 2 x 13 = 520 XP. These are hypothetical events, not a new established episode in John's history.

A Normal participant meets John

For a lower participant at index 1, a meaningful encounter with John has gap 7 - 1 = 6. The lower multiplier is 1, so the eligible lower participant receives 20 x 6 x 1 = 120 XP. John receives no superior bonus from that lower participant. The calculation uses classification index 7, not Level 32. Simply hearing John speak or receiving a routine service does not establish meaningfulness.

A meeting that awards zero superior bonus

John at index 7 meets an index-8 being. The gap is 1, so no superior bonus applies even if the encounter is important. It can still contribute to ordinary adventure XP or supply an advancement catalyst. A high reward is not an automatic Level purchase: XP costs remain unfinished in this manuscript.

Optional rewards and repeated awards

Keep the ordinary award at adventure scale

At adventure end, review the three existing ordinary categories: a consequential objective attempted that changed the situation; a meaningful test of belief; and acceptance of a continuing consequence. Each category gives at most 1 XP for that adventure. Several scenes satisfying the same category do not award it repeatedly. The ordinary maximum is 3. Superior encounter bonuses remain separate.

Earned XP = ordinary adventure award + qualifying superior encounter bonuses

If John's adventure earns 2 ordinary XP and includes the single qualifying index-9 meeting above, the total is 2 + 520 = 522 XP. Three rolls during that meeting do not create three bonuses of 520. The Godly participant does not receive the same superior bonus merely for meeting John.

Proposed safeguard for continuing encounters

The source rules reject effortless repetition but do not fully define encounter boundaries. For this playtest module, record one award per recipient for the same consequential interaction with the same superior being. Pausing a scene, repeating dialogue, leaving and immediately returning, or passing an artifact between characters does not create a new award. A later meeting can qualify when a new consequential exchange changes the situation. Record that change explicitly. This is a proposed interpretation for testing, not a claim that the source already provides a complete anti-repetition rule.

Groups of superior beings

A universal reward rule for several superior beings in one encounter is unresolved. Before that scene, agree how the campaign will treat it and record the choice. A conservative playtest option is one qualifying bonus per recipient for the interaction, using the highest-index being with whom that recipient actually engaged meaningfully. Presence alone never qualifies. Do not silently add every observer's index or award bonus XP to every bystander.

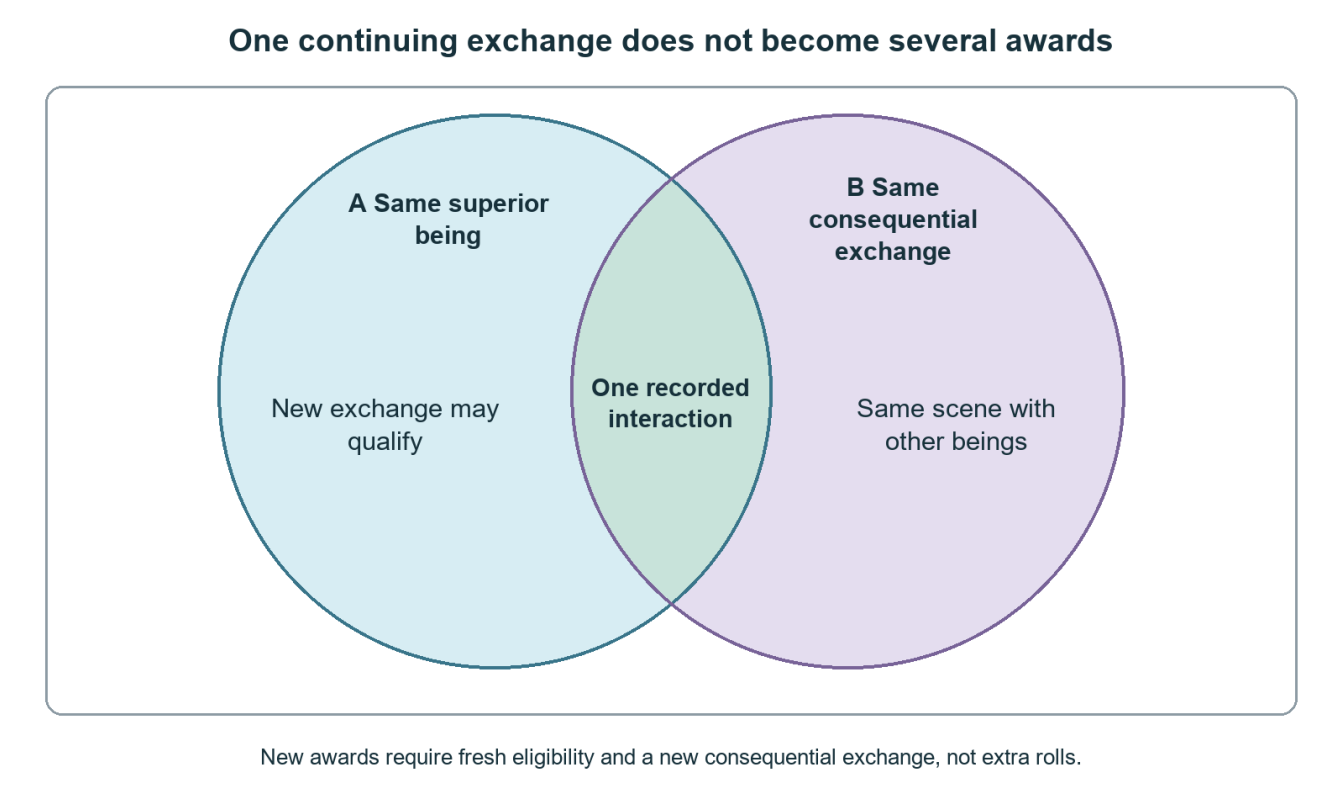
Use one record per recipient

Write the encounter identifier and date; recipient; lower and higher indices; what changed; eligibility decision; gap; multiplier; arithmetic; ordinary categories already used for the adventure; XP before and after; and any separate advancement decision. Example: John, index 7; visitor, index 9; consequential refusal and obligation; gap 2; multiplier 13; bonus 520. If John began with 80 XP and the whole adventure awarded 522, the new total is 80 + 522 = 602. That total grants no automatic Level or stat increase.

What still needs testing

Check whether +1 artifacts dominate method selection, whether costs create meaningful choices, and whether encounters reward consequential play instead of manufactured meetings. The reward formula produces large jumps: index 7 meeting index 9 yields 520, while the ordinary adventure award is at most 3. That is an existing design tension, not an arithmetic error. Test it alongside an explicit advancement schedule before describing the system as balanced or release ready. The Extraordinary Rule remains able to establish broader exceptions when their scope is recorded.

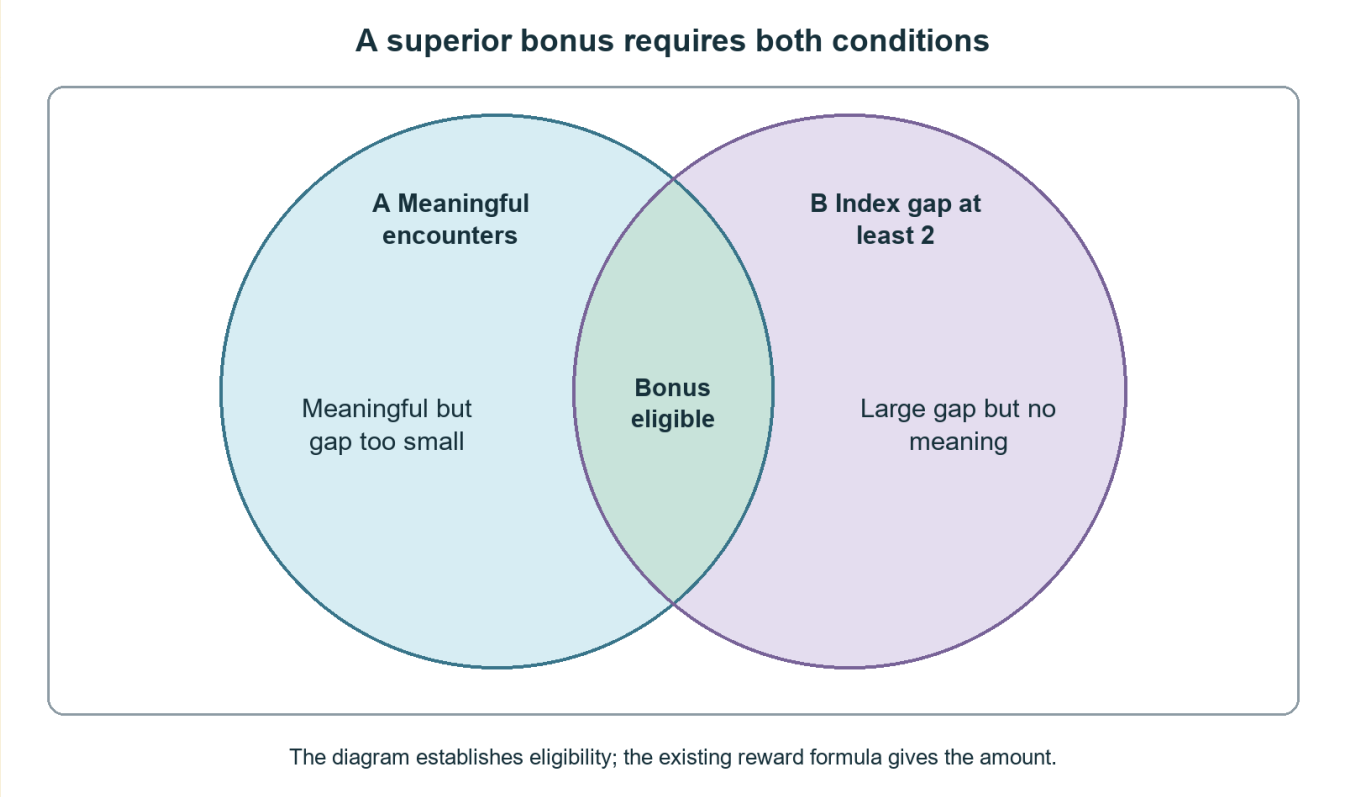
See what the repeated reward safeguard means



The sets compare candidate award records with an already recorded interaction. The overlap marks repeated handling of the same consequential exchange with the same superior being. It receives no second award under the proposed safeguard. A scene involving several beings still requires the group-reward agreement.

John pauses and resumes the same negotiation: one interaction. Meeting the visitor later to confront a new obligation can be a different encounter, but it must independently satisfy meaningfulness and the classification gap.

See when a superior reward applies



The overlap is the intersection of meaningful encounters and encounters with a sufficient classification gap. Agreement or victory is not required. Proximity alone belongs outside the meaningful set even when the gap is large.

John is index 7. A meaningful exchange with index 9 qualifies: gap 2 and bonus 20 x 2 x 13 = 520. A meaningful exchange with index 8 stays left-only and grants no superior bonus. Ordinary adventure XP is reviewed separately.

Stories that reveal the rules

Amash beneath the dragon

The orks fall, the wizard holds the dragon's attention, and Amash crawls beneath it with the dwarven knife. The story gives the weapon a particular permission: it can cut this dragon's scales. At the table, a storyteller would establish that permission before resolving the strike. The action would still need access to the target, a declared objective, and opposition. Possessing a special weapon would not automatically mean the dragon dies.

The supplied story has an established outcome: the dragon escapes and the wizard survives badly injured. Reading that scene teaches how capabilities and consequences connect. Playing a similar encounter means resolving current choices rather than forcing players to reproduce the written ending. The wizard's injury then matters beyond the battle, shaping recovery and the next expedition.

Le Citoyen at the blocked doorway

A teaching scene places Le Citoyen Rouge Noir at a doorway with someone trapped beyond it. He can threaten the guard, seek another entrance, or attempt physical contact. His whip, hand sickle, butcher's knife, and antique pistol do not decide his purpose. Before a roll, choose what he is trying to accomplish and whether the declared method can do it. His appearance supplies identity; numerical ratings must be agreed rather than invented from his intimidating design.

A song and its cost

Pedro attempts a musical spell to change a dangerous situation. Before the attempt, write its effect, active belief, Characteristic, belief points cost, resistance, duration, and limits. If the agreed demanding use costs 2 belief points and his current pool has at least 2, he pays that cost when he attempts it. Failure does not automatically refund it. The story continues with less available belief points and whatever consequence was established. These are example costs, not permanent statistics assigned to Pedro.

The encounter that stays with you

An ordinary character survives a consequential exchange with an overwhelmingly powerful visitor. Neither agrees to the other's terms, but the exchange changes what the character understands and what they intend to do. This can be meaningful even without a victory. Calculate any superior encounter bonus from the agreed classification gap, then separately ask whether the meeting supplies a story catalyst, an advancement catalyst, or neither. Experience, transformation, and advancement answer related but different questions.

A toast that carries the story forward



Existing A Drink for the Dead artwork. The shared toast establishes a public moment; it does not prove that every mourner shares the same convictions.

The Story Teller and mourners acknowledge a death. No roll is needed merely to raise a glass or repeat a willing toast. Ask which relationship, promise, resentment, or unanswered question each character carries away. A shared action can coexist with different beliefs, just as the encounter Venn diagrams show.

Make a quiet scene meaningful

Shared behavior is not identical belief

A mourner may act from faith, family loyalty, professional duty, fear, or affection. The outward act is shared; the reasons can differ. Write the character's own reason rather than mechanically changing belief order because everyone joins the toast.

Find the choice that changes something

The funeral can reveal a debt, an invitation, a new responsibility, or a refusal. Let a player decide whether to make a promise or pursue a question. A meaningful encounter is grounded in that consequence, not in the number of people visible in the picture.

Use a school as a possible future path

A Sacred Accord teacher might offer to witness a willing promise in a later teaching scene. That is a proposed campaign development, not a claim that this existing picture shows a spell being cast. Membership and actual learned spells still need a record. A grief scene does not automatically grant mediumship or contact with the deceased.

Carry the scene into the journal

Record what happened, who witnessed it, the promise or relationship affected, and what the character intends next. The storyteller may award XP for that encounter and decide whether a proposed award is individual or shared. A story catalyst and an advancement decision remain separate. Ask: whose unfinished business will the characters choose to carry?

Relationships and character transformation

Give relationships something to change

Record mentors, friends, rivals, enemies, and unknown beings as people with their own aims. A relationship can occupy more than one role and can change over time. Describe trust, respect, influence, loyalty, and conflict in words; this edition assigns no universal numerical relationship scale. State what each person wants, what they believe about the other, and what event could test the relationship.

Track a transformation

Record five elements: the prior conviction; the catalytic person or event; the character's chosen response; the preparation or continuing cost; and an observable change. A new belief order should be supported by choices that show why one approach has become more important. Changing the order changes priority bonuses but does not automatically erase learned abilities or personal history.

A character may act against a conviction, return to an earlier belief under pressure, or struggle with competing commitments. Record the contradiction rather than forcing immediate resolution. Belief regression is not automatically Level loss. Level advancement, belief transformation, and a new story direction can occur together, but none requires the others to happen at the same moment.

Use four questions to develop a person

Internal conflict: what desire is the character trying to control, conceal, or justify? Adaptation: what pressure makes an old strategy ineffective? Choice and responsibility: what will the character choose, and whose consequences will they accept? Meaning under uncertainty: what will the character continue doing without a guarantee of success or final certainty? These questions draw on Freud, Darwin as a story analogy, Sartre, and Camus. Use them to create decisions in scenes rather than to assign a philosophical score.

Make nonplayer characters active

Give an important nonplayer character an immediate goal, a conviction, a resource, a limit, and a relationship. Decide what they will do if the players never intervene. Let an encounter alter their choices too. A powerful figure can refuse, misunderstand, learn, or fail; a minor figure can redirect an entire saga through a consequential decision.

Evaluate an encounter before choosing its reward

The storyteller decides XP awards independently of challenge resolution. Earlier XP formulas, ordinary caps, and numerical payouts in this book are optional examples. The progress-and-danger procedure remains a playtest proposal. Open learning, story-granted changes, and effect-specific modifier handling are established rules in this edition.

Start with a goal and a consequence

Write what the characters want, who or what obstructs it, and what changes if they fail. Recover a document, persuade a witness, escape a sealed room, and defeat a guard are different goals. Announce the immediate stakes. An encounter does not have to end with a dead opponent or a particular amount of XP.

Check permission and scale first

Ask whether the character has the needed access or effect permission. Learning is open regardless of school and belief rank. A trained skill, artifact, divine gift, bite, fictional infection, or other story event can supply permission beyond ordinary Level. John Gospel remains Level 32, Spiritual; that is not +32 to his roll. Once a character has an ability, apply its own target, reach, costs, resistance, and other conditions.

Estimate the relevant action odds

Read the acting Characteristic and belief priority bonus from the sheet. Their sum is the fixed base. Compare its six possible active die totals with the difficulty. For Characteristic 5 and first priority +3, the base is 8. At difficulty 11, faces 3 through 6 succeed: 4 of 6. At difficulty 14, only 6 succeeds: 1 of 6. With this base, difficulty 8 is automatically met; do not add a pointless roll when no other uncertainty remains.

Check endurance numbers and consequences

Review current HP and belief points, available charges, armor, effect permissions, and each side's available actions. Four guards are not equivalent to one guard merely because their individual ratings match. An already exhausted character faces a different encounter from a rested one. A classification gap or an XP total alone cannot capture these differences, and this edition does not claim a tested numerical combat-budget formula.

Use a fixed difficulty or real opposition

Against a problem, use the established 8, 11, or 14 difficulty when appropriate. Against someone actively resisting, compare valid opposed approaches and let the defender win ties. Equal fixed bases on fair d6 give the attacker 15 winning pairs out of 36, about 42 percent. Static obstacle chances and opposed chances are different; do not label both 50 percent merely because the sides look evenly matched.

A proposed procedure for extended challenges

Use one roll for one uncertain consequential action. For a larger problem with several distinct tasks, this optional procedure tracks progress and danger. It uses the same character sheet and four-belief rolls. It is a proposed structure for testing, not a borrowed XP scale or a new combat damage system.

Agree on two finish lines

A starting example is 4 progress before 3 danger. Both begin at 0. Progress reaching 4 completes the stated objective. Danger reaching 3 triggers the announced setback, such as the archive closing or the group being discovered. Define those outcomes before rolling. These numbers represent the work required and room for mistakes; they are not character Levels, enemy XP, or a validated universal difficulty rating.

Resolve a distinct contribution

One character leads a declared task with a justified belief and Characteristic. On success, mark 1 progress. On failure, mark 1 danger and apply the announced consequence. Use only one primary roll for that contribution. An ally who helps does not also earn a second progress mark from the same attempt. Do not award two progress for a high margin in this initial proposal.

Change the situation after each result

A success must complete or advance something real: obtain the code, open the hatch, secure the exit, or persuade the custodian. A failure must change information, access, exposure, time, or another declared stake. Repeating an unchanged easy task cannot fill the track. If the players remove the obstacle outright, resolve that result instead of inventing more work to fill the remaining boxes.

Keep team actions and costs visible

A lead action can receive one helper bonus under the bonus proposal on the next page. In combat, the helper spends the ordinary action required by the help agreement and cannot also take a separate full action. Outside combat, helping must take time and expose the helper to a relevant cost or consequence. A help action does not itself advance danger unless its own uncertainty and stakes were declared; do not double-charge the same failure without saying so in advance.

Example of an archive escape

Start progress 0 of 4 and danger 0 of 3. A successful inspection finds the release code: progress 1. A failed attempt to distract the custodian raises danger to 1 and brings the custodian closer. Another character then negotiates access; this is a new task with different opposition. Stop when either agreed finish line is reached. A combat scene can interrupt the challenge, but ordinary HP and turn rules continue to govern that fight.

Read chances at the correct scale

A 4-in-6 chance on one action is not a 4-in-6 chance of completing a whole multi-roll challenge. The finish-line lengths, varying approaches, resources, and consequences affect the overall result. Begin with a short challenge, watch how it plays, and adjust future scenes openly. Do not secretly move the finish line after the group has committed.

Apply the advantages and curses that actually matter

Preparation, help, and position are useful prompts for describing advantages, not fixed numerical buckets or caps. The storyteller establishes each ordinary situational modifier before rolling. Written artifacts, blessings, curses, skills, and powers supply their own eligible values. The same cause is counted once, while distinct effects combine subject to their individual definitions. There is no universal +3 maximum or -3 minimum.

Preparation equipment and learned techniques

Use a recorded tool, written spell, research, or learned technique that actually helps the declared method. Apply its stated value. A suitable ordinary preparation may receive an agreed modifier; it does not automatically grant +1 merely because it was described. Focus and Surveyor Lens explicitly permit their distinct +1 effects to combine. Weapon damage rating remains separate from an attack-total bonus.

Help from an ally

A capable ally spends an action and explains a useful contribution. The storyteller states its modifier or other effect before rolling. The helper needs the required access and ability and shares relevant consequences. Several helpers do not automatically multiply a bonus: define which distinct contributions apply and how they combine. A character cannot help themself, and an ally does not supply an extra die unless a written effect grants one.

Position and circumstances

Earn a concrete advantage such as useful cover, a better viewing position, or relevant negotiating leverage. Agree on its actual effect before rolling. If the circumstance already removes the need to roll, changes permission, or changes the difficulty or defense, do not count the same cause again as an unexplained bonus. Distinct circumstances can combine when the storyteller establishes their effects.

Apply obstacles once

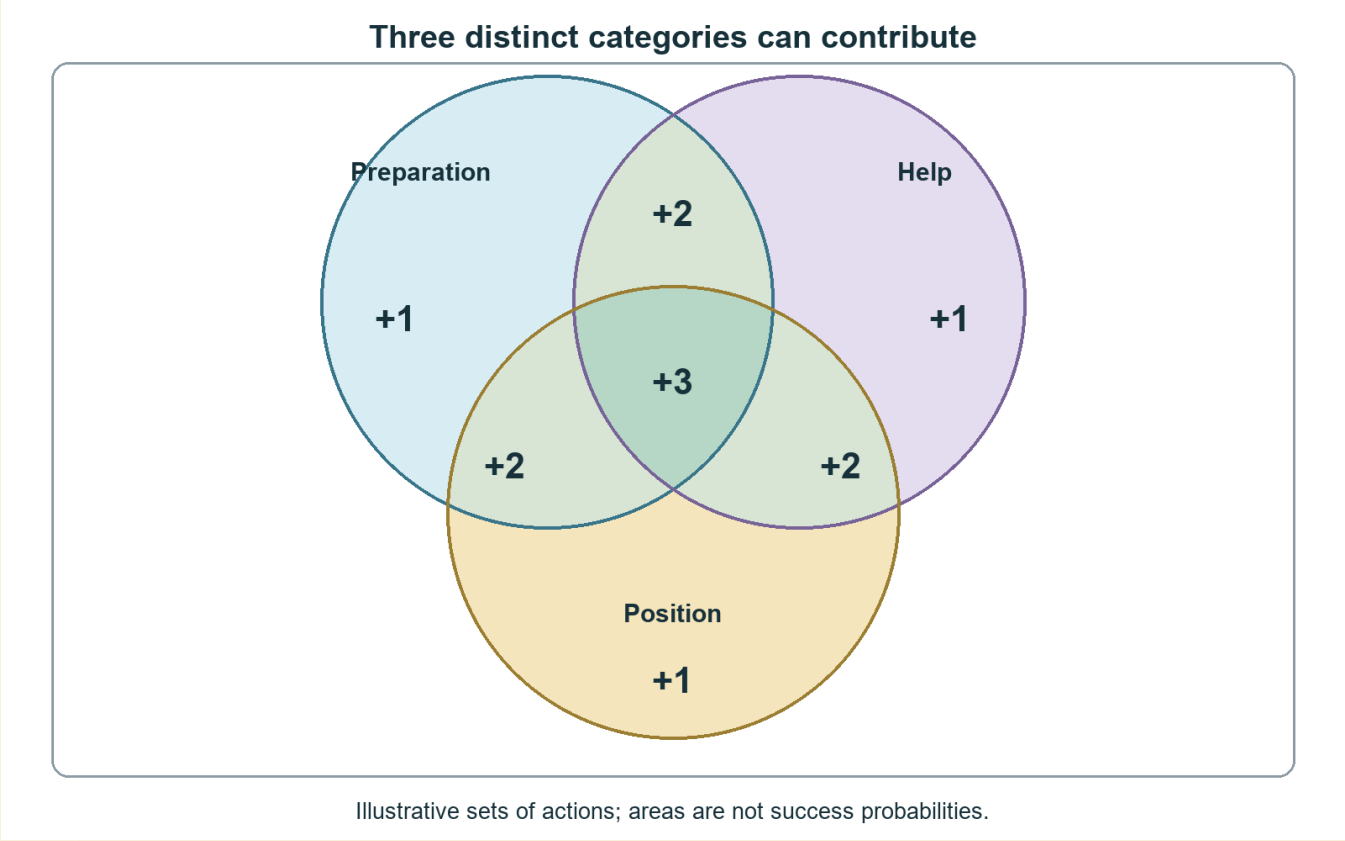
Apply the actual penalties of eligible curses, injuries, environmental effects, and other stated conditions. There is no universal -3 floor. Do not count the same obstruction both as a penalty and as a raised difficulty unless the effect explicitly requires both. A curse can also change permission, duration, resources, or another rule instead of subtracting from the roll; resolve its actual written effect.

Action total = active die + relevant Characteristic + belief priority + applicable advantages - applicable penalties

Worked chance improvement

Characteristic 5 plus first priority 3 gives base 8. Against difficulty 14, only die 6 succeeds. A qualifying tool +1, an ally's help +1, and a separately earned position +1 give base 11. Now die 3, 4, 5, or 6 reaches 14: 4 successful faces of 6, about 67 percent. The bonuses improve the chance; they neither guarantee success nor grant additional actions. An unused die does not become a fourth bonus.

See three different contributions combine



The sets contain actions for which three illustrative, separately agreed +1 effects apply. Two such effects give +2 and all three give +3. These values are an example, not a cap. A fourth distinct +2 blessing would raise their combined contribution to +5; a matching -1 curse would reduce it to +4. Belief priority is then included once in the complete action total.

On the character sheet, use belief rank and Characteristic for the permanent base; equipment and power records for preparation; relationships and actual participation for help; and encounter notes for temporary position, penalties, and consequences. Write the agreed temporary modifiers before rolling. Do not rewrite permanent ratings to remember a one-scene advantage.

Storyteller awards and group experience

The storyteller decides how many XP an encounter is worth. They may use its importance, risk, discoveries, objectives, consequences, or an agreed campaign schedule. They may also choose an earlier formula from this book as an optional reference. There is no mandatory superior-being payout or universal ordinary three-point cap unless the campaign expressly chooses that reference method.

State who earns the award

Before play when practical, tell the group whether a stated reward is per participant or one shared pool. Four players each receiving 12 XP creates a total of 48 credited XP. One pool of 12 divided equally among four players gives 3 each. Those are different reward agreements and should never be confused.

Divide a shared pool without losing points

For a 12-XP pool and four equal shares: 12 divided by 4 = 3 XP per character. If the pool is 10 and three characters share it, agree on fractions or allocate whole points such as 4, 3, and 3. Record the reason for an unequal remainder allocation. Do not round every share upward and accidentally create an 11- or 12-point distribution from a 10-point pool.

Keep XP differences separate from challenge strength

Subtracting the participants' accumulated XP is not a reliable encounter test in this manuscript because no fixed XP-to-Level or XP-to-capability conversion has been adopted. Foes and problems also need not hold a player-style XP balance. If the storyteller gives a problem a reward value, label it reward XP, not the problem's combat strength. Evaluate difficulty from permissions, actual action totals, resources, opposition, and stakes.

Keep a visible encounter record

Record objective, obstacle, permission, active method, difficulty or opposition, agreed modifiers, costs, progress and danger if used, outcome, consequences, total XP award, individual or shared treatment, each recipient's share, and XP before and after. Example: shared pool 12, four recipients, shares 3 each. A character beginning at 20 ends at 23. Advancement is still a separate campaign agreement while fixed Level costs remain unresolved.

Use optional reference formulas consistently

If the campaign elects to use the earlier Fibonacci superior-encounter calculation, announce that choice and its eligibility conditions. Decide whether its result is individual or shared before dividing it. The arithmetic examples remain useful demonstrations, but they do not override storyteller discretion. Do not treat the same reward as both a shared pool and a full individual award unless that extra grant is intentional and recorded.

Levels experience and advancement

Levels	Classification	Index
1–5	Normal	1
6–10	Initiated	2
11–15	Hero	3
16–20	Champion	4
21–25	Supernatural	5
26–30	Magical	6
31–35	Spiritual	7
36–40	Celestial or Demonic	8
41–45	Godly	9
46–50	Extra Dimensional	10

Each classification contains five Levels and establishes the scale of possible action, not the number of dice. Celestial or Demonic is one classification. Belief order changes independently of Level.

Ordinary experience

Optional earlier award method, used only if the storyteller chooses it: At the end of an adventure, award 1 XP for a consequential objective attempted that changed the situation, 1 XP for a meaningful test of belief, and 1 XP for accepting a continuing consequence. Each category awards at most 1, for a maximum ordinary award of 3 XP. The superior encounter bonus is separate and is not limited by this cap.

Meaningful superior encounters

An encounter qualifies for the superior encounter bonus when the other being is at least two classification indices above the lower participant and the interaction is meaningful. Count a consequential exchange, changed understanding, dangerous commitment, or lasting consequence. Mere proximity, effortless repetition, or meeting a powerful person without meaningful engagement does not qualify. Agreement and victory are not required.

Find the gap between the higher and lower classification indices. Multiply that gap by 20, then by the Fibonacci multiplier for the lower classification. The multiplier increases with the lower participant's classification, so later meaningful encounters can yield larger rewards. Use the reference table and worked examples in Appendix B. Do not substitute the higher being's multiplier.

Advance through preparation and a catalyst

Experience records what has been encountered; it does not automatically transform a character. Advancement requires preparation, motivation, and a qualifying catalyst appropriate to the boundary being crossed. The catalyst can be a person, discovery, loss, choice, or event that makes further development possible. Describe what changes and carry its cost or obligation forward.

XP costs for gaining a Level remain unspecified. The storyteller and group agree when preparation and the appropriate catalyst justify advancement. Once a new Level is established, apply the reserve growth, Nature-based HP growth, checkpoint increases when applicable, and new Level reward. Record the results. No automatic Characteristic-rating increase or assumed XP deduction is imposed.

Awaken and gain checkpoint powers

At Level 1, gain awareness and one awakening power. The player and the awakening event determine its nature; define the offensive, defensive or utility uses it permits. At Levels 5, 10 and each later multiple of five through 50, gain one new power. There are eleven power acquisitions by Level 50.

Every Level still changes the character

At every Level, including checkpoints, add +1 to one chosen sense, add the four belief reserve gains, and increase maximum HP by Nature growth. Levels 2-4, 6-9 and other intervening Levels do not grant an extra automatic power. Story-granted gifts may still occur at any Level.

Earlier checkpoint powers grow

Each power starts at +1. At each later five-Level checkpoint, add +1 to every older checkpoint power. The new power stays at +1 on its acquisition Level. Sense points, HP growth and resource growth do not receive this extra multiplication.

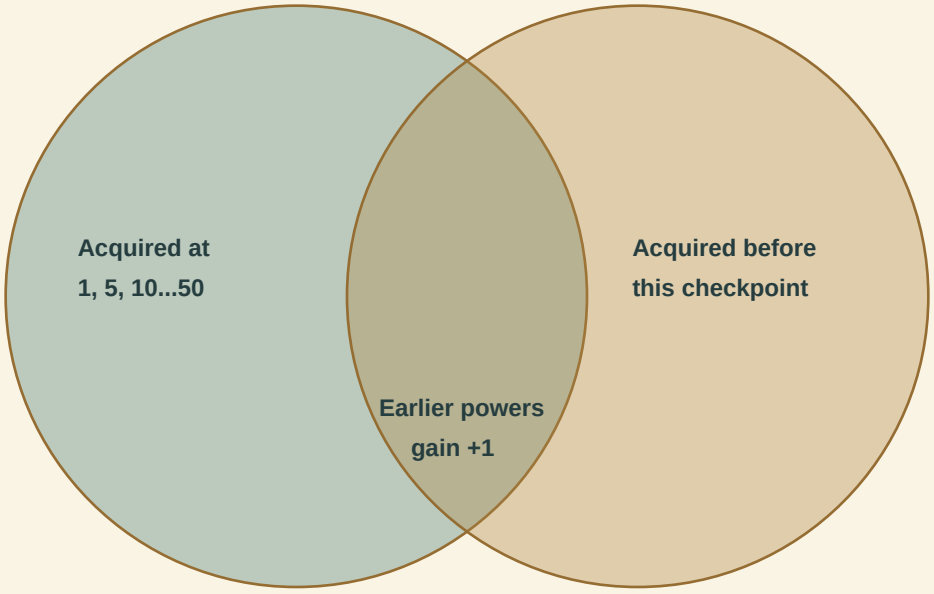
Power gained	At 1	At 5	At 10	At 15	At 50
1	+1	+2	+3	+4	+11
5	-	+1	+2	+3	+10
10	-	-	+1	+2	+9
15	-	-	-	+1	+8
50	-	-	-	-	+1

Define what the bonus changes

Record the power's method, scope, target, cost, duration and resistance. A bonus to spirit-grappling is not a bonus to every physical action. Keep awakening powers, earned senses, reserve pools, HP and extraordinary story effects identifiable as separate records. Characteristics do not rise automatically.

See which powers grow

Only previously acquired checkpoint powers receive the automatic +1 at each later checkpoint. The overlap below identifies powers that satisfy both conditions.



An awakening power gained at Level 1 is +2 at Level 5 and +3 at Level 10. A new Level-5 power is +1 at Level 5 and +2 at Level 10. A new Level-10 power starts at +1.

Story gifts and temporary restrictions

Training with a circus, an artifact, a blessing, a curse, a supernatural bite or a scientific transformation can occur at any Level. Record its actual effect and agreed value separately. It does not automatically grow just because it was gained during an adventure or written next to a Level.

Record whether an effect belongs to the character or an object. Transferring a tool does not duplicate a character's training. A growing artifact may have its own expressly written transfer rules. Restrictions can alter use without erasing earned history.

Grow four belief reserves

Belief priority	Roll bonus	Capacity gained each Level	At Level 10 if unchanged
First	+3	4	40
Second	+2	3	30
Third	+1	2	20
Fourth	+0	1	10

Four pools with different uses

Nature reserve supports Nature methods and physical exertion. Magic reserve supports Magic methods and spells. Religious or Soul reserve supports Religious methods, miracles, and spiritual engagement. Science reserve supports Science methods, technical work, and defined scientific devices. The active belief of the actual method determines the reserve used; a power's school or source does not exclude anyone from learning it.

Gain at each Level including Level one

For each belief, add its current priority bonus plus one to capacity at every Level, including Level 1. Add those newly earned points to the current pool as well, without refilling other previously spent points. If the belief order stays unchanged, capacity growth is Level times the per-Level gain. With one of each rank, the four gains always sum to ten points of total capacity per Level, distributed differently by character.

Preserve actual belief history

If the belief order changes, use the new priorities for future Level gains. Do not retroactively rewrite previously earned growth unless a specific story effect establishes that change. Record each Level's gains or subtotals for periods of unchanged priorities. A +1 blessing to Religious action totals does not also raise the per-Level growth rate unless it explicitly changes growth or capacity.

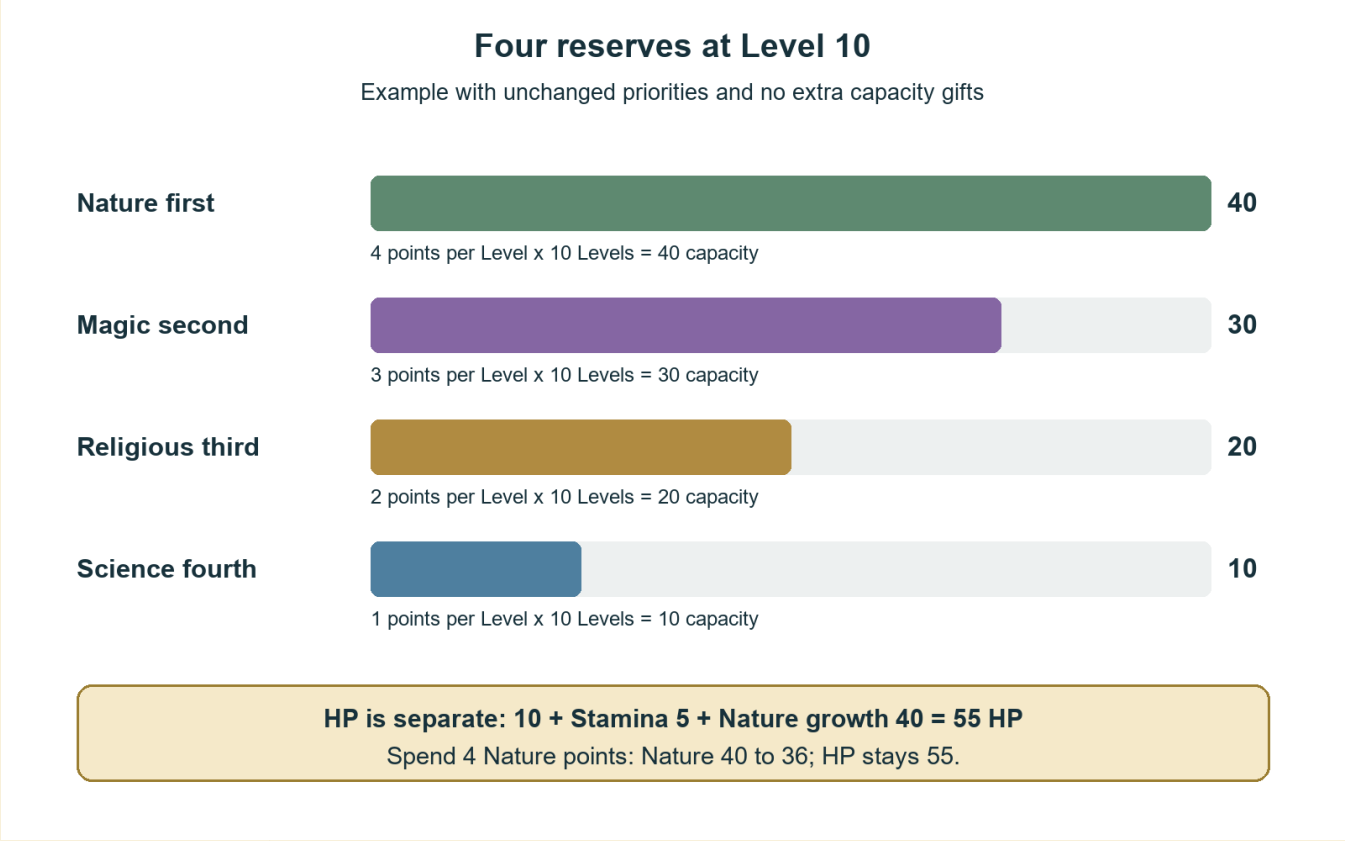
HP grows from Nature but remains separate

Maximum HP is 10 + Stamina + accumulated Nature growth + explicit HP adjustments. Nature reserve has its own current and maximum values. Spending Nature reserve to improve a roll does not lower HP. Reaching zero Nature points limits further payments, not consciousness. Reaching zero HP still incapacitates under the combat rules.

Increase maxima without erasing prior costs

On Level gain, increase current HP by its new maximum increase and each current reserve by its new capacity increase, capped at the new maximum. This preserves existing damage and spending rather than granting a complete rest. An explicit blessing or curse changing a maximum states its own current-value treatment; clamp current values to valid recorded bounds.

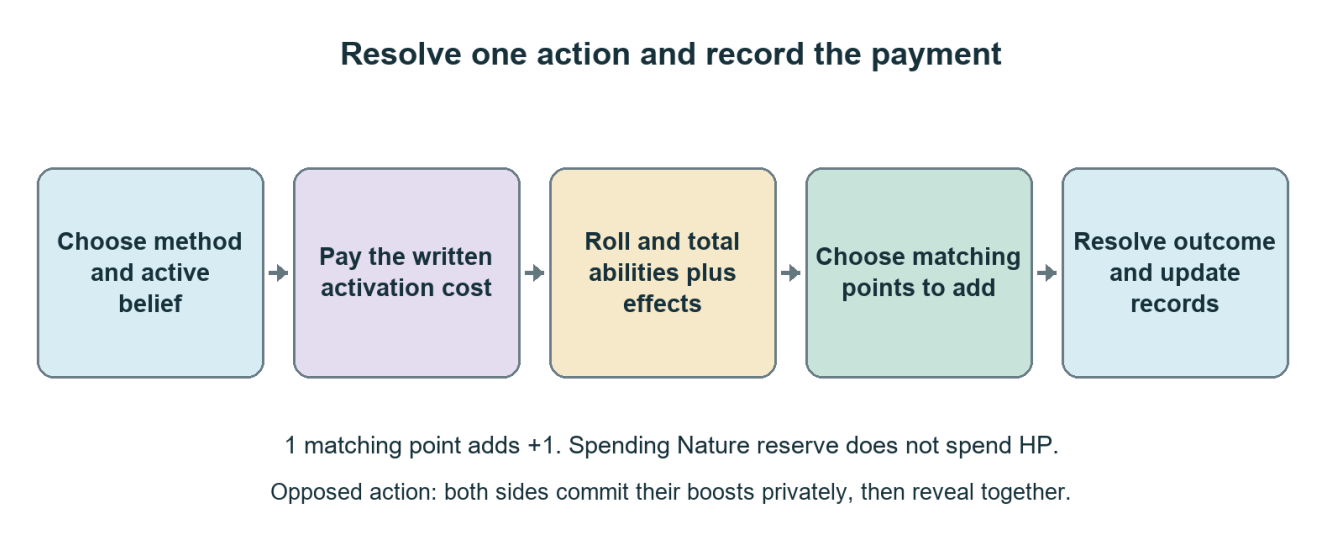
See reserve growth and HP separately



This teaching character has Nature first, Magic second, Religious third, and Science fourth at all ten Levels, with Stamina 5. These are example values, not an assigned profile for John or Pedro.

Both characters below can learn the same school. A Religious-first character gains four Religious points per Level; a Religious-fourth character gains one. Their roll priority contributions also differ, but the fourth-ranked method remains usable. Story gifts and artifacts can independently help either character.

Spend points when an action matters



Choose the active belief before rolling. Optional reserve spending does not allow choosing a different belief die afterward.

One matching point adds one

A character may add any affordable whole number of points from the active belief reserve, with each point adding +1 to that action total. No arbitrary universal spending cap is imposed. A point spent is removed from the current reserve until recovered. Another reserve cannot pay unless a specific effect explicitly permits cross-use or conversion.

Activation and boost are separate payments

Pay the written activation cost when attempting the power. After the dice are visible but before the outcome is resolved, choose whether to spend additional matching points as a roll boost. Both payments must be affordable from the same reserve. Do not refund an activation merely because the action fails. The same point cannot pay a cost and also provide a boost.

Opposition uses one simultaneous commitment

For an opposed action, show the initial roll totals, then each side privately records its optional boost and reveals together. Each has one commitment, with no bidding loop or revision after the reveal. Subtract each committed boost from its own matching reserve even if that side loses. Compare the final totals; the defender wins ties.

Use the reserve to face a difficult situation

A strong Religious approach

For this teaching example, a Level-10 orator has always ranked Religious first and has Social 5. Religious capacity is 40, currently full. No activation cost or other modifier applies to this ordinary speech. Active die 2 + Social 5 + priority 3 = 10. Against difficulty 18, spending 8 Religious points raises the total to 18 and leaves 32. Belief priority was counted once, and spending did not alter Social.

The same school with fourth priority

An otherwise similar Level-10 orator has always ranked Religious fourth, with Social 5 and 10 Religious points available. Die 2 + Social 5 + priority 0 = 7. Reaching 18 needs 11 points, which is unaffordable. An applicable +1 Religious blessing raises the pre-spending total to 8, making the required boost 10. The character can then succeed while spending the entire reserve. Low priority did not prohibit the speech or the blessing.

A die can decide the cost of success

For base 8 against difficulty 14 with 4 points available and no activation cost, die 6 needs no boost, die 5 needs 1, die 4 needs 2, die 3 needs 3, and die 2 needs 4. Die 1 needs 5 and remains unaffordable. If willing to pay whenever affordable, five of six faces can succeed. With a 2-point activation paid from those initial 4 points first, only 2 remain to boost, so only faces 4, 5, and 6 can reach 14.

Points improve totals rather than inventing abilities

A very high difficulty or a higher-Level opponent is not an automatic failure. Reserves, applicable Level rewards, allies, tools, artifacts, blessings, and tactics may make success possible. The declared method still needs a real way to affect the target: spending points does not by itself teach teleportation or create an otherwise unknown power. A story gift can supply that permission at any Level.

Make higher adventures demanding for real reasons

Introduce tougher actual obstacles, stronger opposing methods and reserves, broader consequences, and sequences of tasks. The old difficulties 8, 11, and 14 are examples, not a ceiling. Do not secretly raise an unchanged ordinary lock's difficulty merely because the characters gained Levels. Large reserves can make some outcomes affordable certainties; then the meaningful choice can be the cost and what remains for later encounters.

Recover and record the right resource

A safe full rest restores HP and the four reserves to their separate maxima. It does not increase Level, permanent power bonuses or senses, change belief order, or recharge an artifact unless its definition says so. An unsafe sleep or short pause is not automatically a full rest.

Recovery follows the written effect

Potions, spells, miracles, fictional medicines and special natural places can restore resources within their written scope. Record the target reserve or HP, amount, time, uses and conditions. These are fictional effects, not real treatment instructions. Never exceed a recorded maximum: 7 of 10 plus recovery 5 becomes 10, not 12. Charges remain separate; no generic self-recharging casting loop is assumed.

Record	Maximum	Current changes through
HP	10 + Stamina + Nature growth + explicit HP effects	Damage, healing and stated growth
Nature reserve	Nature growth + capacity effects	Nature costs, boosts and recovery
Magic reserve	Magic growth + capacity effects	Magic costs, boosts and recovery
Religious reserve	Religious growth + capacity effects	Religious costs, boosts and recovery
Science reserve	Science growth + capacity effects	Science costs, boosts and recovery

The growth log is not an XP ledger

Each Level: record one sense point, the four capacity gains and HP increase. At a power checkpoint, record the new +1 power and increase the older checkpoint powers by +1. Keep story gifts, curses, XP, resource payments and recovery separate. Preserve actual belief history rather than rewriting earlier gains.

At Level 50, the eleven checkpoint powers have bonuses +11, +10, +9 ... +1. Their sum is 66 only if all eleven actually apply to the same action. This is a mathematical upper subtotal, not a universal modifier or a claim that encounters are already balanced.

Sharpen the five senses through adventure

At every Level, including Level 1 and power checkpoints, choose one sense and permanently add +1. The adventure can guide that choice. Repeat a previous sense if the player chooses, including when no meaningful sensory encounter suggests a different choice. These earned points never grow again at checkpoints.

Sense	Possible adventure use
Sight	Perceive permitted spirits, recognize revealing signs of a vampire, inspect details, aim.
Hearing	Distinguish voices, locate movement, recognize a permitted supernatural call.
Smell	Follow an available scent trail; recognize a creature's distinctive odor.
Taste	Recognize familiar ingredients or unusual flavors when tasting is appropriate.
Touch	Read pressure in a grapple, sense vibration, recognize unusual surfaces.

Five records, one point per Level

Earned sense points total current Level before separate story effects. At Level 5, Sight 2 + Hearing 1 + Smell 1 + Taste 0 + Touch 1 totals five. Choosing Touch at Level 6 makes Touch +2 and the total six. A Level-5 power acquisition does not grant a second sense point.

Let perception matter

Choose one relevant sense before rolling and add it once to a viable action. Touch can help a wrestler and Sight can help an aimed shot. Define supernatural perception permissions through the awakening, a power, tool or story. A high bonus is not automatic success at every mystery.

Permanent gains survive restrictions

Sight +5 and a -2 curse against seeing ghosts contributes +3 to that action. Keep earned Sight +5 recorded; removal of the curse restores its full contribution. An explicit inability to see needs a viable countermeasure. Use meaningful conditions and stakes instead of increasing every difficulty solely to cancel earned growth.

Keep earned senses when conditions change

Permanent gain and temporary condition are separate

Keep the earned bonus unchanged when damage, a curse, weather, a spell, a miracle, a scientific tool, or an artifact temporarily changes perception. Record the effect on a separate line: sense or target affected, modifier, duration, and how it ends or is removed. A penalty changes the applicable action total; it does not erase the earned sense points. Removing a -2 curse removes that penalty rather than awarding two new permanent points.

Record	Example	How to use it
Earned Sight	+3	Permanent sensory growth already earned.
Ghost Sight technique	+2	A distinct technique applying to visible ghosts.
Ghost-seeing subtotal	+5	Sight +3 and technique +2; this is a subtotal, not a third bonus.
Temporary curse	-2 to seeing ghosts	Subtract only when its target and conditions apply.
Current applicable subtotal	+3	The +5 subtotal minus the curse.
After curse removal	+5	The same earned gains, with no curse penalty.

Apply the relevant sense once

For perception or another action where sensory feedback directly supports the method, choose the relevant sense before rolling. Add that earned sense bonus to the ordinary action calculation, together with any distinct applicable technique or effect. Touch can support wrestling through pressure and balance; Sight can support aimed shooting. Do not add all five senses because a scene contains five kinds of stimuli. For a combined method, declare one primary sense; other sensory contributions need a separately defined assistance or effect. Explain the sensory connection to the action rather than granting a sense bonus to everything.

Your ghost example

If the recorded applicable Ghost Sight bonus is +5 and a curse imposes -2 to seeing ghosts, the current contribution is +3. Keep the +5 recorded. When the curse is removed, the contribution returns to +5. If that +5 already includes earned Sight, do not add Sight again. If a penalty exceeds the bonus, keep the negative net modifier: +1 minus 3 is -2, not zero.

Numbers and unavailable senses have different effects

A written numeric penalty may be outweighed by applicable bonuses. An effect that explicitly prevents seeing, rather than applying a numeric penalty, follows that restriction until a stated countermeasure works. Another sense may supply a different viable method. Seeing a ghost clearly, identifying it, resisting it, and persuading it can remain different challenges; a sensory success does not automatically solve all of them.

Let sharper senses matter in a contest

Two wrestlers: Touch makes the difference

Two Level-10 teaching wrestlers both use Nature first, Physical 5, and a distinct +2 wrestling technique. Each rolls an active Nature die of 4. Before senses or reserve spending, each totals 4 + 5 + 3 + 2 = 14. Wrestler A has earned Touch +4; Wrestler B has Touch +1. Reading pressure and balance is relevant to this grapple, so their totals become 18 and 15. With no optional boost, A wins this opposed exchange. Each still has ten total earned sense points distributed across the five senses; A has trained more of those points in Touch.

Wrestling exchange	Wrestler A	Wrestler B
Same ordinary total	14	14
Relevant Touch bonus	+4	+1
Final total before boosts	18	15
Result with no boost	Wins this exchange	Loses this exchange

The advantage is not guaranteed victory. If B spends four available Nature points and A commits none, B reaches 19 against A's 18. Opposed boosts are still committed privately and revealed together once; neither side can revise its choice afterward. The defender still wins a final tie. Winning one grapple exchange is not automatically winning the entire fight.

Two sharpshooters: Sight supports aim

Two teaching shooters have the same relevant Physical rating 4, Nature-second bonus +2, and shooting technique +3. Each rolls an active die of 3, giving an ordinary total of 3 + 4 + 2 + 3 = 12. Shooter A has Sight +4; Shooter B has Sight +1. With a visible target and an aimed method, their action totals become 16 and 13 before other effects or reserve boosts. A has the stronger result in that exchange because the trained visual feedback helps the shot.

Aimed shooting	Shooter A	Shooter B
Same ordinary total	12	12
Relevant Sight bonus	+4	+1
Total before other effects	16	13

During ordinary combat, each shot still uses its own turn, target defense, and applicable conditions. Comparing these equal starting totals illustrates the sensory advantage; it does not create an extra simultaneous-duel procedure or automatically resolve a whole fight. Darkness, obstruction, a visual curse, movement, tools, and tactics can alter which method is viable and which modifiers apply.

Use the same rule across methods

Hearing might support an action guided by an audible cue, Smell a scent-guided pursuit, and Touch a task performed through physical feedback. Declare the relevant sense and explain its contribution. A sense bonus has no inherent activation cost; a specific power or device may still have one. Do not spend the permanent sense bonus as if it were a reserve. If an improved opposed total increases ordinary margin damage, use the normal margin rule; do not add the sense again as separate direct damage.

Building and running stories

Build a short adventure

Begin with a need, an obstacle, and a reason to act now. In the middle, present approaches with different costs and let the characters' actions change the situation. End by resolving the immediate conflict and showing its consequences. Success can include compromise, escape, a discovery, or accepting a loss. A completed adventure should answer its central question even when the wider saga continues.

Prepare situations rather than required outcomes

Write what the major participants want, what they can do, and what they will do next if unopposed. Establish useful places, evidence, pressures, and opportunities. Let the players choose an approach. When they act, update the situation honestly. Use dice for uncertain consequential actions, and allow an effective solution to work when its necessary conditions are met.

Choose meaningful encounters

Build an encounter around a decision that can change belief, understanding, a relationship, access, or the world. Difference creates pressure: two characters can share a goal but disagree about its price. Ask what each participant will accept, what neither can accept, and what the meeting leaves behind. An encounter does not need combat to matter or reconciliation to be complete.

Continue a character saga

A short adventure resolves an immediate conflict. A continuing saga carries the character's history through several adventures and classifications. Preserve promises, enemies, changed institutions, unfinished ambitions, and the effects of earlier powers. Several sagas may intersect in a larger universe chronicle. Keep a brief record of what changed after each session so later scenes begin from the world as it now exists.

Use catalysts and cliffhangers

A story catalyst introduces a new question, threat, invitation, or ambition. An advancement catalyst enables a particular development. A scene can supply either or both. End a session on a choice, revelation, or consequence already earned by the events. Give the next adventure something concrete to begin with; do not withhold every result merely to prolong suspense.

Illustrative saga for Pedro Hostos

Silent Forest: Pedro investigates a place that no longer responds to music and must listen before acting. Stranger's Song: an unfamiliar performer offers an effective technique with an obligation attached. Price of Harmony: using the technique helps one community while threatening a valued relationship. Unfinished Melody: Pedro chooses what to preserve and what responsibility to accept. Each episode should resolve its immediate problem while allowing its consequences to shape the next.

Close a session

Resolve outstanding immediate effects. Restore resources only when the fiction permits a safe full rest. Award XP, record meaningful encounters and continuing consequences, and note any catalyst or relationship change. Ask each player what their character intends to do next. Use those intentions to prepare the next situation.

Corporations and campaign trade

Create a corporation

Use the corporation sheet to record its name, leader, mission, vision, assets, liabilities, relationships, and ranked social priorities. Mission states what the organization does now and for whom. Vision states the future it seeks. Rank the selected social priorities in order and describe one decision each would influence. The priority ranking explains conduct; it does not supply an automatic dice bonus or require a fixed universal list of priorities.

Give the corporation its own account and obligations. A CEO's personal wallet is separate from corporate funds. Record who can authorize a transaction and which owner holds each asset. A corporation becomes useful in play when its stated mission and actual choices create opportunities, conflicts, and consequences.

Optional AFEC and stock token module

Apocryphal Fiat Electronic Currency, or AFEC, is the payment unit for this optional campaign economy. Stock tokens represent fictional positions in a named series. A series uses A plus its ticker plus FT; for example, NVDA becomes ANVDAFT. Tokens in the campaign do not grant real shares or real ownership rights. The group must define any new fictional company series and its backing before trading it.

Keep one shared ledger

Record each character, corporation, and bank balance in a common campaign ledger. A payment transfers existing AFEC from one wallet to another. A direct token trade transfers the agreed token quantity and agreed AFEC payment together; if either party lacks the required balance, neither side transfers. These direct trades carry no fee in this trial module. Ordinary purchases use the same payment procedure. Dice may change access or negotiated terms; they do not create balances or reserve assets.

Trade with the bank

A bank token purchase costs the token's reference value plus a 1 percent fee, paid in AFEC at its current reference value. Existing coins move into bank inventory. The bank uses separate operating cash to obtain matching token support and record its obligation. A bank token sale returns the reference value less a 1 percent fee, paid from bank AFEC inventory, and removes the corresponding token obligation and support. Reject a trade that lacks the necessary inventory, operating cash, or support.

Issue redeem and revalue

AFEC reference value comes from reserve assets divided by outstanding AFEC. Coins held by the bank remain outstanding. Separate operating cash and token support do not count as AFEC reserve backing. New issuance requires matching reserve value. A cash-out burns the redeemed AFEC and withdraws its full reference value from reserves; 90 percent enters the fictional cash wallet and 10 percent becomes bank income. The starting reference of 10 dollars is not a guaranteed peg.

Update fictional market reference prices after an adventure so everyone trades against the same announced values. Price changes can change both token value and AFEC reserve value. Keep XP separate from money. For a first campaign trial, omit taxes, household bills, and the loss-related repurchase pause; these omissions simplify the business model for table play. Track transaction costs and ownership lots if the group later adds those features. Appendix C gives the accounting reference.

Setting and recurring characters

Place an adventure

The geographic frame runs from the Apocryphal Universe to the Apocryphal World, the Apocryphal Fictional United States of America, the Apocryphal State of New York, Erie County New York, Buffalo, and the Sock Mine Callus Fictional Neighborhood. Toronto and Sol System Holdings provide another established setting. Choose the location that best supports the immediate conflict and preserve travel and relationships between places.

Named places and institutions include Mars Field, Door of Gods, Tristan House of Pleasures, Sol system Postal Service and Logistics, Church of Mars, Syndicate of Faith, The Cabal of Secret, The Laboratory of Truth, Jungles of Strength, Gold Standard and Crypt Bank, Ruthless Aggression Gym, Sock Mine Callus Bar, Towers of Mystic Wisdom, Sock Mine Callus Stock Index and Exchange, Sol System Brokerage Firm, Infinity Root Plant, and Ministry of Control or Destroy. Establish a site's role in the current adventure before assigning it new powers, ownership, or financial authority.

Chef Besos

Chef Besos is CEO of A Hoe Zone. His manga design uses an oversized rounded bald head, expressive eyes, a long skinny lollipop body, and a dark suit with orange accents. Preserve this silhouette when depicting him. His belief order and game statistics have not been assigned.

Billion Bucks

Billion Bucks is CEO of Plagiarized Rocket Technology. He has an angular square jaw, brown hair, a boxy navy suit, and a red tie. The company emblem shows a rocket crashed nose-first into the Moon. His belief order is Religious, Science, Magic, Nature. Keep his design separate from Chef Besos.

John Gospel

John Gospel was born and raised in Las Vegas, Nevada, and is ex-military. Tall and slender, he has shoulder-length blond hair, blue eyes, and a beard. He is talkative and knowledgeable about world religions and cultures. He wears a black suit with a white clerical collar, not a tie. His order is Religious, Nature, Magic, Science; his supernatural practice includes religious magic and miracles. His confirmed Existence Level is 32, in the Spiritual classification, index 7. This classification does not add 32 or 7 to an action total or change the four-dice procedure.

Pedro Hostos

Pedro Hostos was born in Puerto Rico. He is young and of medium height with strong shoulders and chest, short black hair, a T-shirt, jeans, a brown leather jacket, and brown boots. A singer, musician, and trovador, he works through musical spells. His order is Nature, Magic, Science, Religious.

Other recurring figures

Le Citoyen rouge noir is tall and lean, with long dark hair, blue eyes, a black buckled hat, a red belt, and a dark coat. His encounter setting includes Toronto and Sol System. Graisse Adipeuse, CEO of Sol System Holdings, is enormous and muscular, with dark skin, a large curly black afro, a dark suit, and a red tie. His associated figures include a red-haired secretary and a translucent golden angel. Assign only the additional game details required for the current adventure, and keep those campaign decisions on its records.

Le Citoyen Rouge Noir

Le Citoyen Rouge Noir is a recurring figure intended to appear across different stories. His early development used the name El Nephilim and drew creative inspiration from the biblical Nephilim. His official name and current design take precedence over the earlier working name.

Appearance

Tall, lean, and elongated in athletic proportion, he has long black hair and piercing blue eyes. He wears a black broad-brimmed Salem-era hat, a long dark traveling coat, leather gloves, and heavy boots. His belt is red, and clothing areas previously shown as white are red. His visual identity combines black and red with dramatic historical dark-fantasy comic shading.

Equipment

Leather whip; hand sickle; antique single-shot pistol; butcher's knife. The butcher's knife replaces the earlier wooden macana. Do not add the macana to his current equipment set.

Using him in a story

His imposing appearance can introduce uncertainty before his intentions become clear. Give him a specific immediate objective and a relationship to the current conflict. His origin, exact height, age, abilities, belief order, and game ratings remain undefined. Establish those details for the campaign before resolving powers or attacks. His relationship to Salvador Guerra has not been determined.

Visual reference: the supplied transcript describes front, side, and back views, but its picture attachments are unavailable in this edition. The written design above preserves the current reference without substituting a new likeness.

Amash the goblin storyteller

Amash is a goblin adventurer and renowned thief whose own account combines pride, survival, dry humor, and disturbing definitions of mercy. In the tavern frame of A Goblin Story, a shadowed stranger agrees to pay ten gold coins for his tale. The stranger's identity remains unknown.

Appearance and equipment

Amash is small, with a surprisingly powerful voice, red-marble-like skin, and eyes compared to rubies. He carries a dwarven knife obtained from a dying blind dwarf. His exact clothing, ear shape, height, and age are not specified. The knife cuts a young dragon's scales during the story; the dwarf's broader claim that it can cut any dragon's scales remains a claim within the tale.

Abilities and transformation

His account emphasizes strength, endurance, and acrobatic dexterity. A human wizard teaches him a shadow spell that conceals him and protects against magical probes and detection. Traveling through the lower planes changes his skin to red; he reports becoming immune to heat and fire and needing very little water. These are story abilities; their belief points costs, resistance, durations, and limits need a written campaign definition before play.

Goblin culture through his eyes

Amash describes goblin groups as packs or mischiefs, males as bucks, unmated females as does, mothers as dams, and offspring as kittens or pups. He describes ear shaping according to a pack's animal familiar, magical changes to goblin anatomy, and respect for thieving and scavenging. His distinction between stealing from other peoples and "borrowing" from goblins reveals his perspective. Treat his testimony as a character's account, not an instruction to make every goblin identical.

At the game table

His title of champion does not by itself assign Levels 16 through 20. Keep numerical ratings, belief priorities, and starting resources unassigned until needed. Gold in his story has no established AFEC exchange rate. His knife and fire immunity grant only the permissions defined in the campaign; neither automatically defeats every dragon or supernatural threat.

The white Afro character and the gods

This manga character concept has chocolate-brown skin, a white Afro, and a suit. The body is extremely wide, thick, and square, with less pronounced musculature. These later choices replace the earlier yellow Afro and more muscular build. His name, suit color, exact facial features, and game statistics are not established in the supplied description.

Keep identities distinct

Do not automatically identify this figure as Graisse Adipeuse. Graisse's existing description uses a black Afro and a muscular build. Until a shared identity is established, preserve the white-Afro figure as a separate unnamed concept. No original picture for this design was supplied with the pasted messages.

Adventure premise

The character confronts gods drawn from Greek, Norse, and Egyptian mythology. This is a story premise rather than a completed sequence of established events. Choose the particular divine opponent and the reason for conflict before preparing the encounter. The source does not select individual gods or establish a victory.

Run the confrontation

Choose an objective that can be resolved at the character's actual scale: rescue someone, prevent an immediate disaster, survive, obtain an audience, or force a bargain. A direct attack requires a written permission that can affect the opponent. Use the four belief dice for a specific contested action, then apply the declared consequence. A successful ordinary roll does not automatically defeat a deity.

Three possible episodes

Greek encounter: a disputed divine demand creates a conflict between public duty and personal conviction. Norse encounter: a contest tests the cost of courage and an obligation accepted under pressure. Egyptian encounter: a judgment or guarded passage makes truth, identity, or a promise central to survival. These are optional adventure seeds, not supplied mythology claims or confirmed character history.

Dragon Slayer and the Conquistador's Quest

Dragon Slayer is an anime-style heroic concept now included in this comic project. The hero wears Spanish conquistador-style armor and confronts a powerful dragon on a volcanic battlefield. A personal photograph is the intended likeness reference; that photograph and the original storyboard images are not available in the supplied files. Preserve the reference requirement before drawing a finalized face.

The six scene storyboard

Scene	Storyboard action
The Arrival	The conquistador approaches an erupting volcano.
The Awakening	An enormous dragon emerges from smoke and lava.
The Challenge	The conquistador draws his sword and faces the dragon.
The Battle	The hero fights amid fire and claws.
The Final Strike	The hero makes a dramatic attack.
The Legend	The victorious Dragon Slayer becomes a legendary hero.

Story and play

The storyboard has a planned victorious ending. At the table, resolve the actions and allow the outcome to follow the rolls and declared stakes. The title Dragon Slayer does not grant automatic victory or permission to harm every dragon. Define the armor, sword, relevant powers, and dragon's defenses before the battle. Do not assume this dragon is the young dragon from Amash's story.

Two player adventure option

Two players can cooperate as heroes, overcoming the dragon's defenses or solving a linked challenge. Give each a useful role and a reason to depend on the other: one can obtain access or hold an opening while the other completes the immediate objective. Resolve separate uncertain actions with declared approaches; cooperation does not add an undefined numerical bonus. The shared goal can develop trust through decisions and consequences.

The concept previously appeared in Modern Love App planning under the tentative name Kindred Mythos, including a proposed mascot and cooperative adventure-room role. Its inclusion here preserves the comic and roleplay concept; it does not require that app setting or establish new events in Amash's or Le Citoyen's history.

Death visual reference

Death has pale skin, long black hair, dark eyes, and a grim expression. Her clothing is a sheer black thigh-length gown with a long veil. Use the front and turnaround views to maintain her appearance. Her name alone does not specify an Existence Level or game statistics.





Original character artwork and turnaround

A Goblin Story

Story by the creator of the Apocryphal Fiction Universe. This is the supplied grammar-polished narrative. Its narrator's judgments belong to Amash. The surviving passage ends during his account of the lower planes.

Amash sat at the table facing the stranger who had asked to hear some goblin tales. His face looked like a solid piece of red marble.

"So, you want to know more about us goblins?" Amash asked in a voice so strong for so small a creature that the stranger drew back. "It will cost you to hear what I have to say."

The stranger nodded, his face hidden in the shadows of the bar. "Money is not a problem for one such as I. Let's hear what you have to say, and then we will agree on a price."

Unimpressed, Amash said, "Money is always the issue with other races. I know for a fact that most disputes are over some type of capital gain. So I will name my price now, and it will be paid in gold. No less than ten gold coins just to hear my tale."

Retreating farther into the shadows, the stranger said, "So be it. It will be done as you say: ten gold coins."

Amash looked around the bar to see whether anybody was listening to their conversation. Once satisfied that nobody was, he began his tale.

"I am a goblin—or better yet, we are goblins. I am part of a race that is not considered one of the noble races, but we are as proud as they are. Goblins are the stuff of legends and nightmares for the so-called noble races. Most goblins you find around the world are green, and people tend to think we are descended from reptiles. But that is far from the truth. Most of us are green, that much is true, but we have no scales like snakes or dragons.

"Our way of living is closer to that of rats than reptiles. We are survivors, if nothing else. Goblins normally travel in packs, scavenging for food and items. Because of our kinship with rats, a goblin male is called a buck, and an unmated goblin female is usually called a doe. Pregnant goblins and mothers are called dams, and their offspring we call kittens or pups. A goblin family or group is called a pack or a mischief.

"It is true that most goblins people encounter are green, but we vary in color. From the albinos of Nepal to the black claws of Congo, we come in different colors and sizes. We goblins are born without horns or scales. Some of our elders do have these traits, but that is because we are very susceptible to magic, and our anatomy tends to change whenever we get close to powerful magic."

Amash took a glass of whiskey from the table and smelled the sweet fragrance of alcohol.

"Ha! Dandy whiskey, aged to perfection."

He sipped the whiskey, then passed the back of his right hand across his mouth, drying his lips.

"One cultural trait of most goblins is the cutting or shaping of our ears. Our parents do this when we are pups, cutting and shaping them according to the animal familiar to the pack. The shapes can range from bat wings to spider legs or the jaws of a ferocious animal."

Amash took another draught of whiskey. This time, he did not wipe his lips.

"As I said before, goblins are numerous, and some are changed greatly by magic, while others undergo only minor changes. A very small group of goblins are blessed by our ancestors. These usually inherit all the great traits of their packs, and sometimes they rise to the rank of champion.

“Of all the professions in our society, there are two that goblins value above all others: thieving and scavenging. Thieving is regarded as the most honorable profession because it provides for the whole pack without borrowing from another pack. Scavenging is also honorable because it provides for the pack, but it does not demonstrate the skill and agility of thieving. Stealing from one of the noble races takes great valor and skill, so thieving is considered a more dangerous but also more notorious profession.

“When a goblin takes something from another goblin, it is called borrowing. When a goblin takes something from one of the noble races, it is called thieving. No goblin ever steals anything from another goblin. We always borrow from another goblin.

“Now, scavenging is what we do when we are on the warpath or adventuring. We are natural scavengers and infiltrators. We are small and hard for larger creatures to spot. We move fast but silently. We are usually great climbers and quite strong for our weight.”

The stranger shifted in his seat and asked, “You have explained much about goblin customs and your way of life, and that is all well. But I have heard that you are a great thief, even for a goblin, and a champion with some special abilities. Can you tell me more about that?”

Amash was not surprised by the stranger’s question, for he was a goblin of great reputation.

“So, you have heard some of my tales from the tongues of others. Well, now you will hear the stories from the goblin himself.”

Amash fixed his eyes on no particular spot on the wall and began to recollect his adventures.

“From my early days on the warpath, I discovered that my greatest advantages over other goblins were my strength and endurance, and that my dexterity was equal to that of the best acrobats. In those early campaigns with my pack, I was usually the last goblin standing. I was responsible for the demise of many enemy packs, and I did my duty as a young buck. But our local wars with the neighboring packs grew boring after a while.

“Nobody wanted to be an enemy of our pack, so our opponents became few. Our pack grew strong, and my parents became leaders of our tribe. I soon grew bored with the affairs of our tribe and longed for adventure. Then, one day, I did the unthinkable: I left my pack and my tribe for fresh adventures.

“My first adventure was with a human wizard. I found his tower in the middle of the woods and kept him company for several months. He started experimenting on me, so I decided to leave his tower one night. I told him I was going hunting, packed some food and drink, and left. I never went back. He was mad and wanted to experiment on me more and more.”

Amash’s eyes were like small rubies, half lost in space.

“My next adventuring companions were another human wizard and some orks who were traveling together. I like human wizards because they do not seem to share the hatred other humans have for our race. With this wizard, we walked for several weeks through desolate, faraway places. One day, we came upon a battlefield where I picked up the knife I now carry at my side. It is of dwarven make.

“I found a blind dwarf drawing his last breaths. He thought I was another dwarf and decided to give me this knife. He told me its history and said it could cut through the scales of any dragon. In gratitude for such a gift, I was merciful. Instead of torturing him for more information, I killed him right away. That night, we had dwarf-head soup and roasted legs.

“Later, we continued our adventures until we found a young dragon. We began to battle it, and all our orks died in the encounter. While the wizard fought the dragon ferociously, I crawled beneath its belly and drew my blade. True to the dwarf’s word, the knife cut through its scales like a knife through butter. The dragon then unleashed

its venomous breath upon the wizard, who withstood the attack, and flew away. We never saw that dragon again, but I heard it gained great power terrorizing a kingdom somewhere.

“The wizard was badly injured by the dragon, and it took him many months to recover. Then we embarked on a quest for power in the lower planes, fighting our way through monsters and magical creatures. But we did not spend much time down there, for we did not have enough strength to accomplish our goal.

“It was on this adventure that my skin gained its red-hot color. There were undead everywhere, and we had to fight them because I was traveling with a living mage. It was during this first trip to the lower planes that I learned the shadow spell from the wizard. He taught me the spell so I could hide from undead and magical creatures. It cloaks me in shadows and also protects me from magical probes and detection spells.

“The mage and I continued our adventure into the lower planes. We passed through a few gates and crossed lakes of fire on bridges made of human skulls. There was no sun and no night, just a constant heat that could dry your lips within seconds. The heat was infernal, and we walked many miles. I became immune to fire and heat and could function with very little water.”

A Goblin Story comic page plan

This 24-page adaptation follows the tavern conversation into Amash's memories and returns to the tavern after the transformation. The page plan includes staging proposed for the comic. A 16 by 9 overview can display the whole storyboard; individual comic pages do not have an established landscape trim. Original sketch images were not supplied with the transcript.

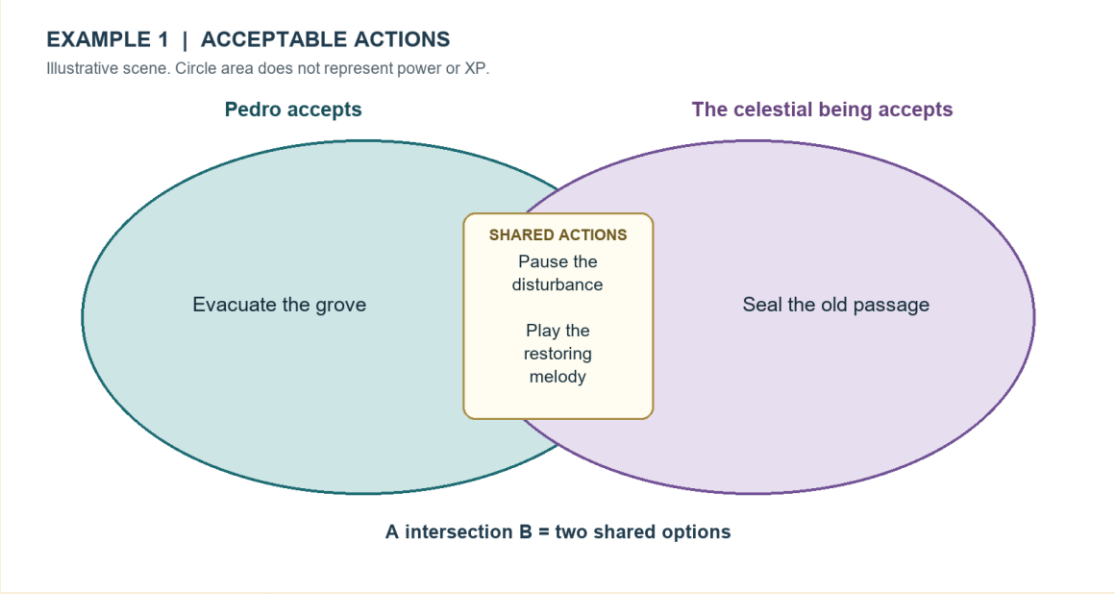
Page	Scene	Action
1	The stranger	A shadowed visitor approaches Amash in the tavern.
2	The price	Amash demands ten gold coins for his tale.
3	We are goblins	His account opens onto the goblin community.
4	Survivors	Scavenging and infiltration show daily survival.
5	The mischief	Family life introduces goblin group terms.
6	What magic makes of us	Varied bodies show the effects of powerful magic.
7	The ears of the pack	Ear shapes express pack identity.
8	An honorable profession	Thieving provides for the pack.
9	Borrowing	Amash explains his comic distinction between taking and stealing.
10	The question	The stranger asks about his reputation as a champion.
11	The last goblin standing	Young Amash demonstrates strength and endurance.
12	Nothing left to fight	His pack prospers; boredom replaces challenge.
13	Leaving	Amash departs in search of adventure.
14	The first wizard	Curiosity becomes experimentation.
15	Going hunting	Amash leaves the tower and never returns.
16	Better company	He joins another wizard and traveling orks.
17	The dwarf's gift	A dying dwarf gives him the knife.

Page	Scene	Action
18	Goblin mercy	Amash's account exposes his unsettling moral outlook.
19	The dragon	The travelers face a young dragon.
20	Beneath the scales	Amash discovers that the knife cuts its scales.
21	The price of surviving	The orks die; the wounded wizard survives; the dragon escapes.
22	Below	The recovered wizard and Amash enter the lower planes.
23	The shadow spell	Concealment and infernal travel lead toward transformation.
24	Red marble	His transformed hand links the lower planes back to the tavern.

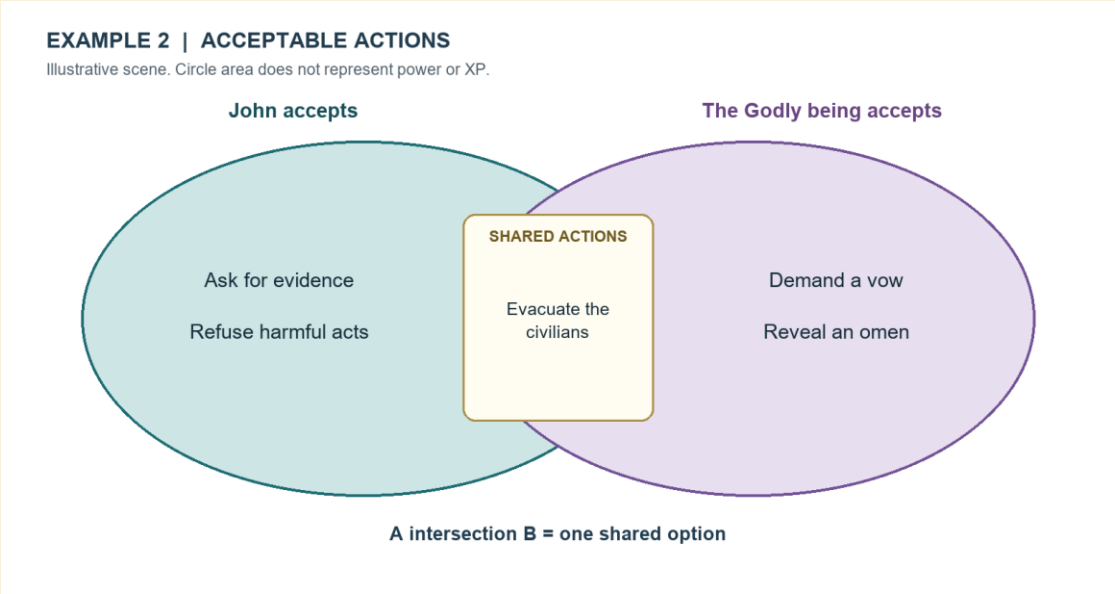
Visual encounter examples

Use these existing encounter diagrams to distinguish shared understanding, limited agreement, and continued disagreement. The diagrams are story-building illustrations, not additional dice modifiers. An encounter can matter without producing agreement. Calculate any superior encounter reward from the participants' agreed classification indices.

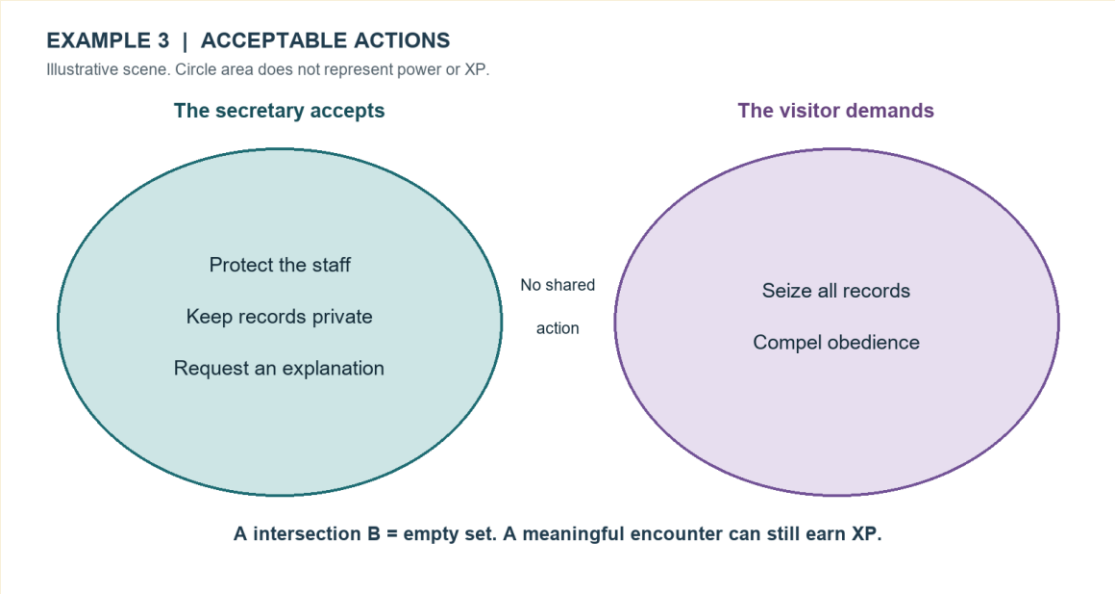
Pedro Hostos and a shared solution



John Gospel and limited agreement



The secretary and an encounter without agreement



Keep the session in the character journal



Atmospheric journal artwork. The game still uses four distinguishable belief dice; this picture is not a diagram of the dice procedure.

Before the roll

Point to the relevant belief and Characteristic. Name the goal and method, the difficulty or opponent, and any written power or tool. Record costs and agreed temporary bonuses. Permanent ratings stay separate from a one-scene advantage.

After the roll

Record the result, spent belief points or charges, changed HP when applicable, and what changed in the scene. If using the proposed extended challenge, mark progress or danger. Preserve the new fact instead of repeating the same unchanged attempt.

At the end of the encounter

Record the storyteller's XP award and any agreed division, the character's resulting XP total, consequences, relationships, and next intention. The journal turns a dramatic illustration into a world that remembers what the players did.

Quick reference

During play	Procedure
Action	Declare goal, method, active belief, Characteristic, permission, cost, and stakes. Roll four distinguishable d6.
Total	Active die + relevant Characteristic + belief priority + applicable advantages - applicable penalties. Count priority once; effects set their own combination rules.
Fixed difficulty	8 manageable; 11 demanding; 14 severe. Meet or exceed to succeed.
Opposition	Both roll valid approaches. Higher total wins; defender wins ties.
Unused dice	At most one development: unused 6 suggests an approach or question; unused 1 may suggest a consequence after failure.
Turn	One nearby move and one action. Defense is a reaction.
Strike	1 + weapon rating + one per full 3 winning margin − armor; minimum 1 on success.
Hit Points	Maximum 10 + Stamina + Nature growth + explicit HP adjustment. At 0, incapacitated. Spending Nature points does not spend HP.
belief points	Four reserves. Each gains belief priority bonus +1 capacity per Level. Pay matching activation costs and optional roll boosts from the active reserve.
Rest	A safe full rest restores HP and all four reserves to their recorded maxima. Other recovery follows its written effect.
Session end	Award ordinary XP and qualifying encounter bonus separately. Record consequences, relationships, catalysts, and next intentions.

Companion records: the Universal Character Sheet provides identity, beliefs, Characteristics, powers, equipment and clothing, resources, and continuing story records. The Corporation Sheet provides mission, vision, ranked social priorities, leadership, and organizational records. Both are available in editable Word and printable, digitally fillable PDF editions.

Appendix A Full action and combat mathematics

This appendix formalizes the four-belief engine. Each formula has an At the table explanation and a Simple example immediately below it. Net modifier s includes the applicable Level-reward bonuses, gifts, curses, circumstances, and any declared reserve boost. The ordinary six-face and 36-pair probability examples assume stated modifiers or spending amounts are fixed independently of the dice; their zero-modifier examples include no reserve boost. When a spending decision depends on a visible result, use Appendix E's stated strategy rather than treating s as an independent constant.

A1 Variables priorities and an action total

Symbol	Meaning
r	Active six-sided die result; one of 1, 2, 3, 4, 5, 6.
c	Rating of the Characteristic associated with the declared belief.
p	Priority rank of that belief; 1 is first and 4 is fourth.
b	Priority bonus.
T	Action total.
D	Fixed difficulty.
k	Smallest active die result that would meet the difficulty.
s	Net applicable action modifier: total additive advantages minus total additive penalties.
h and e	Explicit HP and selected-reserve capacity adjustments. G_b is growth accumulated for belief b. All four reserves are separate from HP.

A1.1 Convert priority rank into its bonus.

$$b = 4 - p, \quad p \in \{1, 2, 3, 4\}$$

At the table: Use +3 for first belief, +2 for second, +1 for third, and +0 for fourth.

Simple example: First priority: 4 - 1 = 3. Fourth priority: 4 - 4 = 0.

A1.2 Resolve the declared approach.

$$T = r + c + b + s$$

At the table: Add the active die, Characteristic, belief bonus, and net applicable effects.

Simple example: Die 3 + Soul 5 + Religious priority 3 + gift 1 = 12. A matching -2 curse makes it 10.

Priority is an ordered preference. First priority means p = 1, so its bonus is 4 − 1 = 3. Fourth means p = 4, so the bonus is 0. A rating measures capability in the selected Characteristic. These are separate inputs: a strong fourth-priority capability may still outperform a weak first-priority capability. Only the predeclared active die enters T; the other three dice remain available for the limited developments described in the rules.

A1.3 Find the minimum die needed against a fixed difficulty.

$$T \geq D \Leftrightarrow r \geq D - c - b - s; \quad k = D - c - b - s$$

At the table: Subtract everything already contributing to the total from the difficulty; that tells you the die face needed.

Simple example: Difficulty 11 - Characteristic 5 - priority 3 - gift 1 = 2. A die face of 2 or higher succeeds.

A2 Fixed difficulty probability

A2.1 Number of successful faces, with integer difficulty and ratings.

$$n_{success} = max(0, min(6, 7 - k))$$

At the table: Count how many of the six active faces meet the required result. The count stays between zero and six.

Simple example: If you need 2 or higher, five faces succeed. If you need 7, none succeeds.

A2.2 Convert successful faces into a probability.

$$P(S) = \frac{n_{success}}{6} = \begin{cases} 1, & k \leq 1 \\ \frac{7 - k}{6}, & 2 \leq k \leq 6 \\ 0, & k \geq 7 \end{cases}$$

At the table: Successful faces out of six give the chance on one ordinary fair-die roll.

Simple example: Five successful faces means 5 out of 6, about 83 percent. This is one action, not the whole adventure.

S denotes the event that the immediate action succeeds. There are six equally likely active die faces. If k lies from 2 to 6, the successful results are k through 6 inclusive, giving 7 − k faces. The maximum and minimum in A2.1 prevent a count below 0 or above 6. The piecewise form in A2.2 expresses the same rule in its three possible ranges. A threshold of 1 or less includes every face. A threshold of 7 or more includes none.

No active face has an automatic exception: a 1 can succeed when the total meets the target, and a 6 can fail when the total remains too low. These probabilities describe the roll after access and scale are established. An action with no meaningful risk may require no roll at all; its resolution should not be confused with a difficult roll that happens to have a 100 percent mathematical chance.

c	p and bonus	D	k	Successful faces	P(S)
5	1; b = 3	8	0	1–6	6/6 = 100%
5	1; b = 3	11	3	3–6	4/6 ≈ 66.67%
5	1; b = 3	14	6	6	1/6 ≈ 16.67%
4	2; b = 2	11	5	5–6	2/6 ≈ 33.33%

The last row is Mara’s latch attempt. Her active die of 4 falls below k = 5, producing T = 10 rather than the required 11. A new method changes which c and b are relevant only after the method actually changes in the fiction. Choosing the largest die after rolling would produce a different probability model and is not permitted by this system.

A3 Opposed totals and defender ties

A3.1 Separate random faces from fixed contributions.

$$a_A = c_A + b_A + s_A; \quad a_D = c_D + b_D + s_D$$

At the table: For each side, add Characteristic, belief bonus, and that side's net effects before comparing the dice.

Simple example: Attacker: 5 + 3 + 1 = 9. Defender: 4 + 2 + 0 = 6. The dice are added separately.

A3.2 Positive margin is required for an attacking action.

$$m = (r_A + a_A) - (r_D + a_D); \quad success \Leftrightarrow m > 0$$

At the table: Subtract the defender's complete total from the attacker's. An attack needs a positive difference.

Simple example: Attack 12 against defense 12 gives 0 and fails. Attack 13 against defense 10 gives a winning margin of 3.

A3.3 Count all 36 ordered active-die pairs.

$$\delta = a_A - a_D; \quad P(win) = \frac{\sum_{i=1}^{6}\sum_{j=1}^{6}\mathbb{1}(i + \delta > j)}{36}$$

At the table: Compare every possible attacker face with every defender face. Only strict attacker wins count.

Simple example: With equal fixed contributions, 15 of the 36 face pairs favor the attacker: about 42 percent. Ties favor defense.

The subscript A means attacker and D means defender. The symbol δ is the attacker's fixed advantage. The indicator $\mathbb{1}$ is 1 when the condition inside it is true and 0 otherwise. The inner sum tests every defender face j for one attacker face i. The outer sum repeats that for all six attacker faces. Dividing the resulting count by 36 gives the exact probability. The unused dice do not alter the comparison.

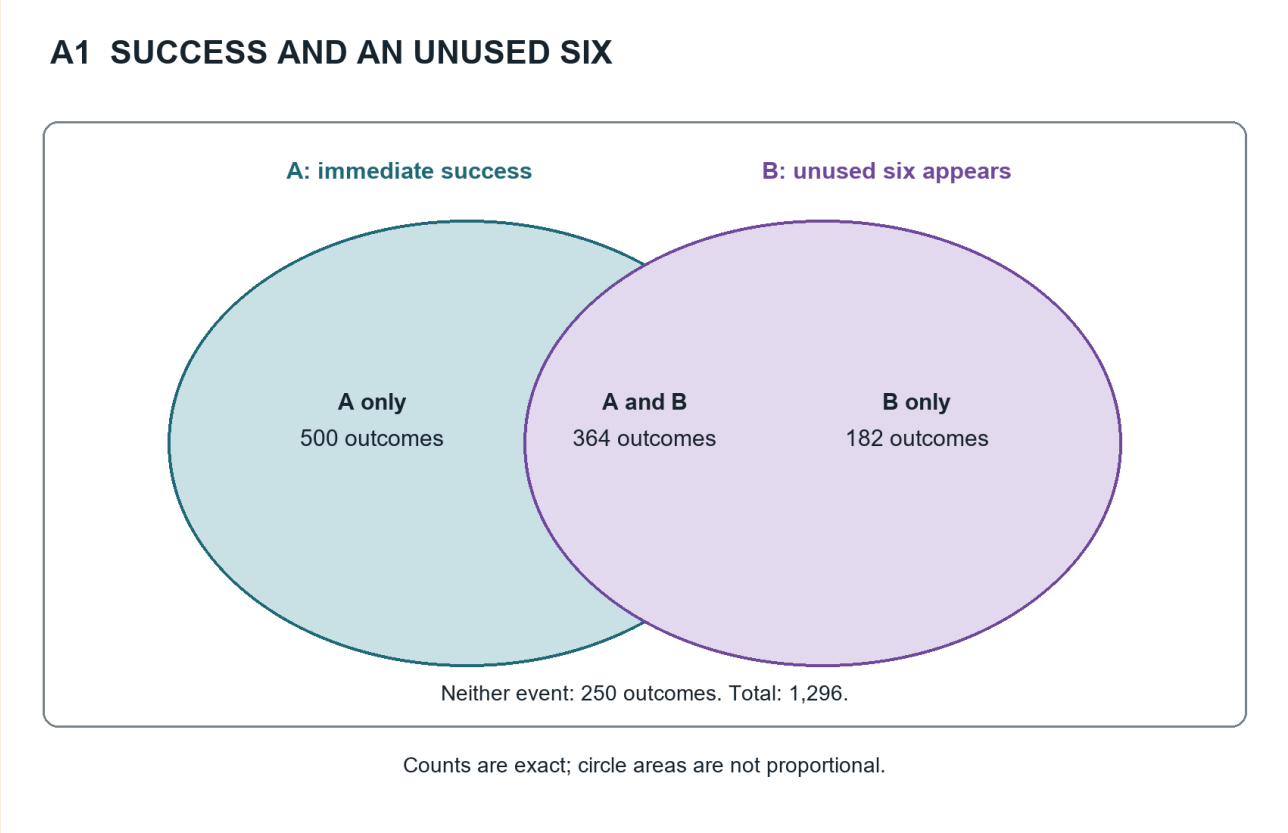
When δ = 0, five defender faces lose to attacker face 6, four lose to face 5, and so on. The total is 5 + 4 + 3 + 2 + 1 + 0 = 15. Six pairs are ties, and the other fifteen favor the defender outright. Because ties defend, the attacking action succeeds on 15/36 rather than one half. This asymmetry is a consequence of the stated tie rule, not a separate penalty.

δ	Winning pairs	Attacker chance
-3	3	8.33%
-2	6	16.67%
-1	10	27.78%
0	15	41.67%
+1	21	58.33%
+2	26	72.22%
+3	30	83.33%

For δ at least 6 every pair wins; for δ at most −5 no pair wins. The finite-sum formula remains valid at all integer advantages, including those extremes. It does not override a target's immunity, inaccessible scale, or a missing attack permission.

A4 Venn diagram of success and unused dice

Take a character with c = 5, first priority, D = 11, and no applicable numerical modifiers, so s = 0. Define A as immediate success and B as at least one unused 6. These numerical Venn counts apply to that particular example; a different net modifier changes A and the overlap counts. Four dice give 6 x 6 x 6 x 6 = 1,296 ordered outcomes. Circle areas are not probabilities.



A4.1 Universe and event counts.

$$|\Omega| = 6^4 = 1296; \quad |A| = 4 \times 6^3 = 864$$

At the table: Four distinguishable dice have 1,296 possible ordered results. In this zero-modifier example, four active faces succeed.

Simple example: Four successful active faces times 216 unused-die combinations gives 864 immediate successes.

A4.2 Complement counting finds an unused six.

$$|B| = 6 \times (6^3 - 5^3) = 546$$

At the table: Count unused-die triples with at least one 6 by removing triples containing no 6.

Simple example: 216 triples minus 125 without a 6 leaves 91. Any active face can accompany them: 6 times 91 = 546.

Four active faces succeed. For each there are 216 unused-die triples. For B, an unused triple has at least one 6 unless all three faces avoid 6. There are 216 triples in total and 125 that avoid it, leaving 91. Any of six active faces can accompany those 91, giving 546.

A5 Read every region of the Venn diagram

A5.1 Independence separates the active die from unused dice.

$$|A \cap B| = 4 \times (216 - 125) = 364$$

At the table: The overlap contains immediate successes that also have an unused 6 in this specific example.

Simple example: Four successful active faces times 91 qualifying unused triples = 364 overlap results.

A5.2 Subtract the overlap once from each complete event.

$$|A \setminus B| = 864 - 364 = 500; \quad |B \setminus A| = 546 - 364 = 182$$

At the table: Remove the shared results from each complete set to find what belongs to that set alone.

Simple example: 864 - 364 = 500 success-only results. 546 - 364 = 182 unused-six-only results.

A5.3 Inclusion and exclusion prevents double counting.

$$|A \cup B| = |A| + |B| - |A \cap B| = 1046$$

At the table: Add both sets and subtract their overlap once so it is not counted twice.

Simple example: 864 + 546 - 364 = 1,046 results with success, an unused 6, or both.

A5.4 The complement lies outside both circles.

$$|\Omega \setminus (A \cup B)| = 1296 - 1046 = 250$$

At the table: Everything outside both circles is the full set minus everything inside either circle.

Simple example: 1,296 - 1,046 = 250 results with neither immediate success nor an unused 6.

The symbol ∩ means intersection: both conditions hold. The symbol ∪ means union: at least one holds. A \ B means A occurs while B does not. Vertical bars denote the number of outcomes in a set. Adding the four disjoint regions verifies the picture: 500 + 364 + 182 + 250 = 1,296. The intersection is subtracted in A5.3 because it was included once in |A| and again in |B|.

A5.5 Probabilities follow by dividing counts by the universe.

$$P(B) = 1 - \frac{5^3}{6} = \frac{91}{216} \approx 0.4213$$

At the table: For three ordinary unused dice, at least one 6 appears in 91 of 216 possible triples.

Simple example: 91 divided by 216 is about 42.13 percent. That is not the chance that the active action succeeds.

A5.6 An unused six does not change the active success chance.

$$P(A \cap B) = \frac{364}{1296} = \frac{4}{6} \times \frac{91}{216}$$

At the table: When active and unused dice stay independent, multiply their chances to find both events together.

Simple example: Immediate success 4/6 times unused-six chance 91/216 gives 364/1,296. This uses the stated zero-modifier example.

Independence applies because the active die is fixed before rolling and is a different die from the three unused ones. Seeing an unused 6 does not turn a failed action into a successful action. It offers a question or alternate approach, with at most one development for the roll. The probability of at least one unused 1 has the same 91/216 value, but its consequence is considered only after failure and within the stakes. Several unused results do not mean several additional actions or automatic injuries.

A6 Combat initiative and strike damage

A6.1 Initiative uses Nature and Physical.

$$I = r_Nature + c_Physical + (4 - p_Nature) + s_I$$

At the table: Initiative uses the Nature die, Physical, Nature priority, and only effects that actually modify initiative.

Simple example: Nature die 4 + Physical 5 + Nature priority 3 = 12. An initiative-specific +1 blessing makes 13; a speech blessing adds nothing.

I is initiative. Sort I from largest to smallest. A tie compares Physical, then rerolls the Nature die if needed. Initiative ignores unused-die developments. Each turn grants one nearby move and one action; a defense is a reaction. Classification changes permission and scale rather than the number of initiative dice.

A6.2 Count complete three-point steps in a positive margin.

$$g = \left\lfloor \frac{m}{3} \right\rfloor, \quad m > 0$$

At the table: Each complete group of three points in a successful winning margin gives one margin damage point.

Simple example: A winning margin of 2 gives 0 extra damage; a margin of 3 gives 1; a margin of 6 gives 2.

A6.3 Strike damage is conditional on success.

$$d = \begin{cases} 0, & m \leq 0 \\ max(1, 1 + w + \left\lfloor \frac{m}{3} \right\rfloor - a), & m > 0 \end{cases}$$

At the table: A failed strike deals zero. For a hit, add base damage, weapon, and margin damage, then subtract armor; keep at least one.

Simple example: A hit with margin 3, weapon 1, and armor 1 deals 1 + 1 + 1 - 1 = 2 damage.

Here d is damage, w is weapon rating, a is armor, and m is the attack total minus defense total. The floor brackets ⌊ ⌋ mean round downward to the nearest integer. Thus margins 1 and 2 give g = 0; margins 3, 4, and 5 give g = 1. The successful-strike minimum is applied after armor. A failed strike never receives the minimum. Ordinary weapon ratings are 0 unarmed, 1 standard, and 2 heavy; ordinary armor is 1.

A6.4 Worked strike with a standard weapon.

$$m = 6, w = 1, a = 1 \Rightarrow d = max(1, 1 + 1 + 2 - 1) = 3$$

At the table: This example has two complete groups of three in its winning margin.

Simple example: Base 1 + weapon 1 + margin bonus 2 - armor 1 = 3 damage.

A6.5 Minimum damage after armor.

$$m = 2, w = 0, a = 1 \Rightarrow d = max(1, 1 + 0 + 0 - 1) = 1$$

At the table: A small successful margin adds no margin damage, but a successful strike still has its minimum.

Simple example: Base 1 + unarmed 0 + margin bonus 0 - armor 1 would be 0; the hit minimum makes it 1.

These equations describe strikes. Shoves relocate, holds prevent moving away, and escapes break holds on their successful declared outcomes. They do not silently add d. A written supernatural ability can define another effect, but it must specify that permission before the attempt.

A7 Hit Points belief points and state updates

A7.1 Resource maxima.

$$Hmax = 10 + c_Stamina + G_Nature + h; \quad E_b, max = G_b + e_b$$

At the table: Add Nature growth to 10 plus Stamina for maximum HP. Each belief reserve uses its own accumulated growth and explicit capacity adjustments. HP and the four reserves are separate records.

Simple example: Level-1 Mara has Stamina 5 and Nature second, giving Nature growth 3. HP maximum is 10 + 5 + 3 = 18. Her four reserve capacities are Nature 3, Magic 2, Religious 1, and Science 4.

A7.2 Apply a damaging result to current Hit Points.

$$Hnext = max(0, Hcurrent - d)$$

At the table: Subtract actual damage from current HP and stop at zero.

Simple example: A character at 12 HP taking 3 damage falls to 9. At 2 HP, the same damage leaves 0, not -1.

A7.3 Pay an affordable ability cost.

$$0 \leq q \leq Ecurrent; \quad Enext = Ecurrent - q$$

At the table: Check that the cost is affordable, then subtract it from current belief points.

Simple example: Current belief points 5 minus cost 2 leaves 3. Current belief points 1 cannot pay a cost of 2.

H is current HP and E represents the currently selected belief reserve in these generic payment equations; it is not a fifth resource. The declared activation cost q must be affordable before the attempt. Pay it even on failure unless the ability says otherwise. The optional boost x is chosen and paid separately from that same active reserve. Nature-reserve payments never subtract from HP. For the growth and boost equations, see Appendix E.

A7.4 A safe full rest restores the pools.

$$Hnext = Hmax; \quad E_b, next = E_b, max \quad for\ each\ belief\ b$$

At the table: A safe full rest restores current HP and belief points to their actual recorded maxima.

Simple example: A safe full rest for this Level-1 Mara restores HP to 18 and reserves to Nature 3, Magic 2, Religious 1, and Science 4. Artifact charges follow their own recharge conditions.

With no story adjustments, Mara at Level 1 has HP maximum 18 and capacities Nature 3, Magic 2, Religious 1, and Science 4. A 3-damage hit from full HP leaves 15. A 2-Magic-point activation from full Magic reserve leaves 0 Magic points and does not change HP. A written effect may alter one maximum or replenish a specified reserve; record its actual target. A +1 Religious action blessing does not itself add HP, reserve capacity, or extra points per Level.

The max operation in A7.2 records no negative HP and preserves the incapacitation threshold; it is a bookkeeping convention for the existing zero-HP rule. These equations do not introduce overkill, wounds, or recovery rates beyond those already stated. Tracking resource changes as state updates lets everyone see which number changes and which number stays fixed.

Appendix B Full belief Level and experience mathematics

B1 Belief order and the Characteristic budget

B1.1 A belief order is a one-to-one priority assignment.

$$p: \{Nature, Magic, Religious, Science\} \leftrightarrow \{1, 2, 3, 4\}$$

At the table: Give every belief one different rank from first through fourth. Rank is preference, not a learning restriction.

Simple example: Nature first, Magic second, Religious third, and Science fourth uses all four ranks exactly once.

B1.2 Count the possible orders.

$$N = 4! = 4 \times 3 \times 2 \times 1 = 24$$

At the table: Count the possible belief orders by choosing first, then second, then third, then fourth.

Simple example: 4 choices times 3 times 2 times 1 = 24 possible orders. Every order may learn from any school.

The double arrow here expresses a bijection: each belief receives exactly one rank and each rank is used exactly once. Four choices exist for first place, then three for second, two for third, and one for fourth. Multiplication counts all possible orders. It does not define 24 rigid personalities or require people with the same order to act identically. Belief bonuses follow A1.1, while powers still need their own written effects.

B1.3 Starting ratings use a baseline plus discretionary points.

$$c_i = 3 + x_i; \quad x_i \in \{0, 1, 2, 3, 4\}; \quad i \in \{1, \ldots, 12\}$$

At the table: For the ordinary starting Characteristic procedure, begin at 3 and add zero through four creation points to each rating.

Simple example: Adding 2 gives a starting rating of 5. Adding 4 gives the ordinary starting cap of 7. A defined story exception is recorded separately.

B1.4 Spend the entire creation budget.

$$\sum_{i=1}^{12} x_i = 12; \quad \sum_{i=1}^{12} c_i = 12 \times 3 + 12 = 48$$

At the table: Spend twelve extra creation points across twelve starting ratings.

Simple example: Twelve ratings at 3 total 36; add twelve distributed points to reach 48. Belief ranks do not consume those points.

The index i labels one of the twelve Characteristics, and x is the extra spending above its baseline 3. Limiting x to at most 4 produces the starting cap of 7. The sum of the twelve x values must be 12; no points disappear into priority ranks or resource pools. The sum of c values is consequently 48. Later 1–10 capability ratings and advancement decisions do not retroactively change this initial creation constraint.

Mara's group totals are 12 for Nature, 13 for Magic, 9 for Religious, and 14 for Science. They add to 48. Subtracting the baseline 36 confirms 12 discretionary Characteristic points. Her Level and belief-priority history determine reserve growth; Stamina and Nature growth determine maximum HP. These resources do not consume another Characteristic point budget. This separates mathematical validation of a sheet from the creative reasons those ratings suit her story.

B2 From internal Level to classification index

B2.1 Convert Level to index.

$$C(L) = 1 + \left\lfloor \frac{L - 1}{5} \right\rfloor, \quad L \in \{1, \ldots, 50\}$$

At the table: To find classification index, subtract 1 from Level, divide by 5, discard the fraction, and add 1.

Simple example: John's Level 32: 32 - 1 = 31; 31 divided by 5 gives 6 full groups; 6 + 1 = index 7.

B2.2 Recover the five-Level interval for an index.

$$5C - 4 \leq L \leq 5C, \quad C \in \{1, \ldots, 10\}$$

At the table: Each classification index covers five consecutive Levels.

Simple example: Index 7 covers Levels 31 through 35. John at Level 32 is Spiritual, index 7.

L is the internal Existence Level; C is the major classification index. Subtracting 1 moves the first Level to zero so that complete groups of five are counted correctly. The floor discards any incomplete group. Adding 1 restores the first classification to index 1. Without the subtraction, Level 5 would be pushed into index 2 incorrectly.

At L = 5, the expression inside the floor is 4/5, whose floor is 0, giving C = 1. At L = 6 it is 5/5, whose floor is 1, giving C = 2. At L = 34 it is 33/5, whose floor is 6, giving C = 7. Substituting C = 7 into B2.2 gives 31 ≤ L ≤ 35, which contains 34.

Index	Internal Levels	Classification
1	1–5	Normal
2	6–10	Initiated
3	11–15	Hero
4	16–20	Champion
5	21–25	Supernatural
6	26–30	Magical
7	31–35	Spiritual
8	36–40	Celestial or Demonic
9	41–45	Godly
10	46–50	Extra Dimensional

Classification indicates scale, not dice quantity, morality, or guaranteed victory. Belief priority is independent of L. Celestial or Demonic remains one classification. An agreed rating above index 10 can describe an unclassified visitor for a reward calculation; it does not create a new named class or extend the established 50-Level progression.

B3 Derive the Fibonacci encounter multipliers

B3.1 The recurrence defines every multiplier.

$$F(1) = 1; \quad F(2) = 1; \quad F(n) = F(n-1) + F(n-2), \quad n \geq 3$$

At the table: In the optional earlier XP reference, each Fibonacci number is the sum of the previous two.

Simple example: Start 1, 1; then 2, 3, 5, 8, 13. These values are not mandatory Level costs or mandatory rewards.

F(n) denotes the Fibonacci multiplier at index n. The two starting values are necessary: a recurrence cannot generate a sequence without them. The third value is 1 + 1 = 2; the fourth is 2 + 1 = 3; the fifth is 3 + 2 = 5. Continue in the same way. The recurrence explains the scaling used in encounter rewards. It is not an XP cost schedule for purchasing Levels.

n	F(n)	n	F(n)	n	F(n)
1	1	6	8	11	89
2	1	7	13	12	144
3	2	8	21	13	233
4	3	9	34	14	377
5	5	10	55	15	610

B3.2 Gap between major classification indices.

$$C = min(C_1, C_2); \quad H = max(C_1, C_2); \quad \Delta = H - C$$

At the table: For the optional reference, subtract the lower classification index from the higher one.

Simple example: Indices 7 and 9 have gap 2. Use the lower index 7 for its Fibonacci multiplier.

Use the lower index C to select F(C), and the higher index H only to calculate the gap Δ. For index 7 and index 9, C = 7, H = 9, Δ = 2, and F(C) = 13. Using F(9) = 34 would overstate the award. Using an internal Level as though it were a classification index would produce a different, invalid reward.

B3.3 Bonus is conditional on meaningfulness and gap.

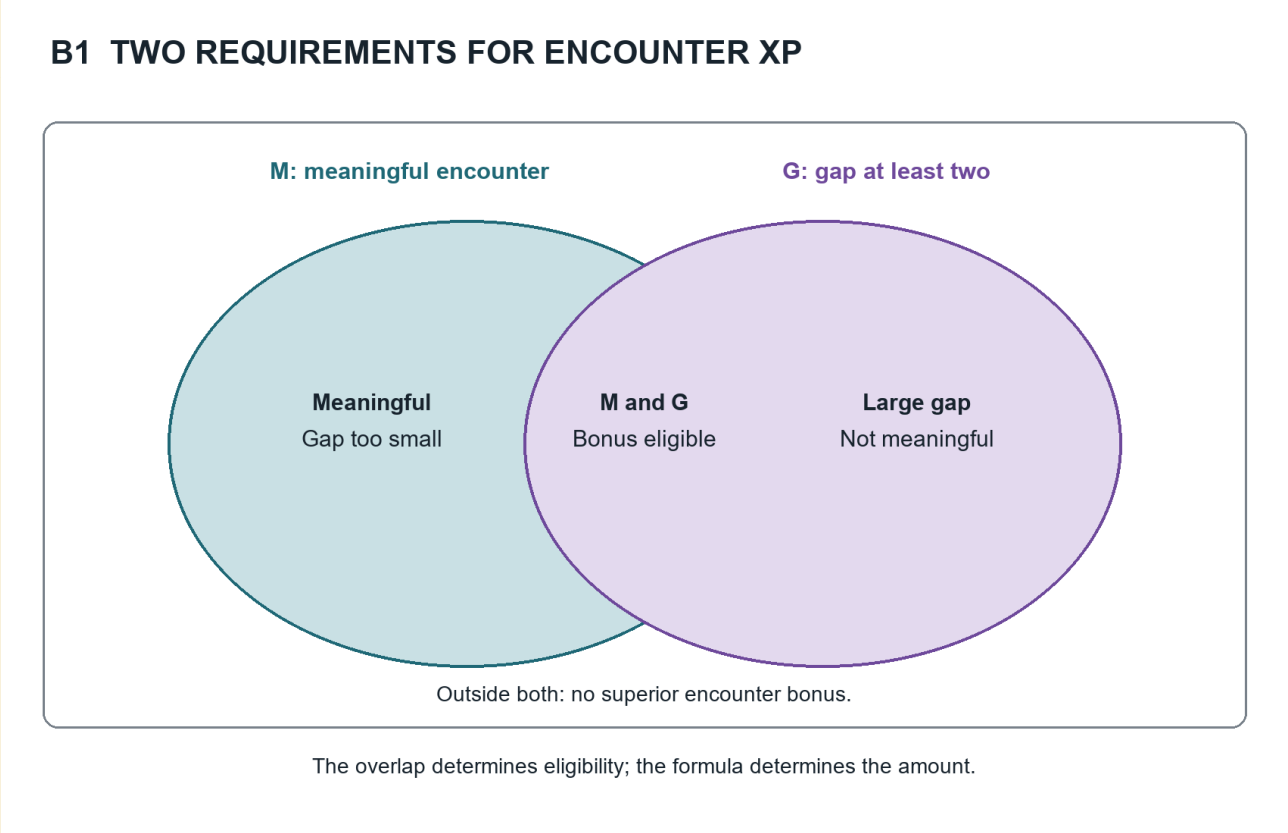
$$Xbonus = \begin{cases} 20 \times \Delta \times F(C), & M = 1 \; and \; \Delta \geq 2 \\ 0, & otherwise \end{cases}$$

At the table: Only if the storyteller chooses this XP method, multiply 20 by the qualifying gap and the lower index's multiplier.

Simple example: A meaningful index-7 to index-9 encounter gives 20 times 2 times 13 = 520 under that optional method.

M is a yes-or-no indicator: 1 when the encounter is meaningful and 0 otherwise. It is not a score to add to the award. Meaningfulness is a narrative judgment about consequences, understanding, commitment, or changed options; the formula intentionally does not pretend to measure that judgment from dice alone. The next Venn diagram shows why the two eligibility conditions must both hold.

B4 Venn diagram of encounter eligibility



B4.1 Eligible encounters are the intersection of two sets.

$$E = Mset \cap Gset; \quad Gset = \{e: \Delta(e) \geq 2\}$$

At the table: Under that optional XP method, an encounter needs both meaningful engagement and a gap of at least two.

Simple example: A meaningful meeting with gap 1 is outside the overlap. Merely passing an index-9 being also does not qualify.

Here Mset contains meaningful encounters and Gset contains encounters whose classification gap is at least two. E is their intersection. An encounter in the left-only region can be important to the story while awarding no superior bonus because its gap is too small. An encounter in the right-only region involves a much higher being but provides no superior bonus because it lacks meaningful engagement. Only the overlap qualifies. Circle sizes do not imply how often any type occurs.

Pedro exchanging consequential choices with a sufficiently superior being may enter the overlap. Passing that same being in a corridor without a consequential exchange stays outside the meaningful set. A difficult exchange with a peer may be meaningful but remain outside the gap set. Ordinary participation XP may still be awarded under its own categories; the Venn diagram concerns only the superior encounter bonus.

B5 Worked rewards and independent progression

B5.1 Lower index 2 meets index 8.

$$\Delta = 8 - 2 = 6; \quad Xbonus = 20 \times 6 \times F(2) = 120$$

At the table: This is one optional reward calculation for lower index 2 and higher index 8.

Simple example: Gap 6 times 20 times multiplier 1 = 120. The storyteller can instead choose another award method.

B5.2 Lower index 7 meets index 9.

$$\Delta = 9 - 7 = 2; \quad Xbonus = 20 \times 2 \times F(7) = 520$$

At the table: This is one optional reward calculation for lower index 7 and higher index 9.

Simple example: Gap 2 times 20 times multiplier 13 = 520. It is not an automatic award in the current rules.

B5.3 Lower index 1 meets provisional unclassified index 12.

$$\Delta = 12 - 1 = 11; \quad Xbonus = 20 \times 11 \times F(1) = 220$$

At the table: This optional example uses an agreed hypothetical higher index without creating a new named classification.

Simple example: Gap 11 times 20 times lower multiplier 1 = 220, if that reference method and eligibility are chosen.

Each example assumes meaningful engagement. With a gap of 1, all three multiplications are irrelevant because eligibility fails before the amount is calculated. An unclassified index must be agreed for the particular encounter; it does not establish a new named classification. The lower participant's F(C) remains the multiplier even when the higher rating exceeds 10.

B5.4 Ordinary categories and superior bonus remain separate.

$$Xordinary = u_{objective} + u_{belief} + u_{consequence}; \quad u_i \in \{0, 1\}$$

At the table: The earlier optional ordinary award counts three yes-or-no categories, worth one point each.

Simple example: Two qualifying categories give 1 + 1 + 0 = 2. This is an optional reference, not the storyteller's universal award limit.

B5.5 Total the earned awards.

$$0 \leq Xordinary \leq 3; \quad Xearned = Xordinary + Xbonus$$

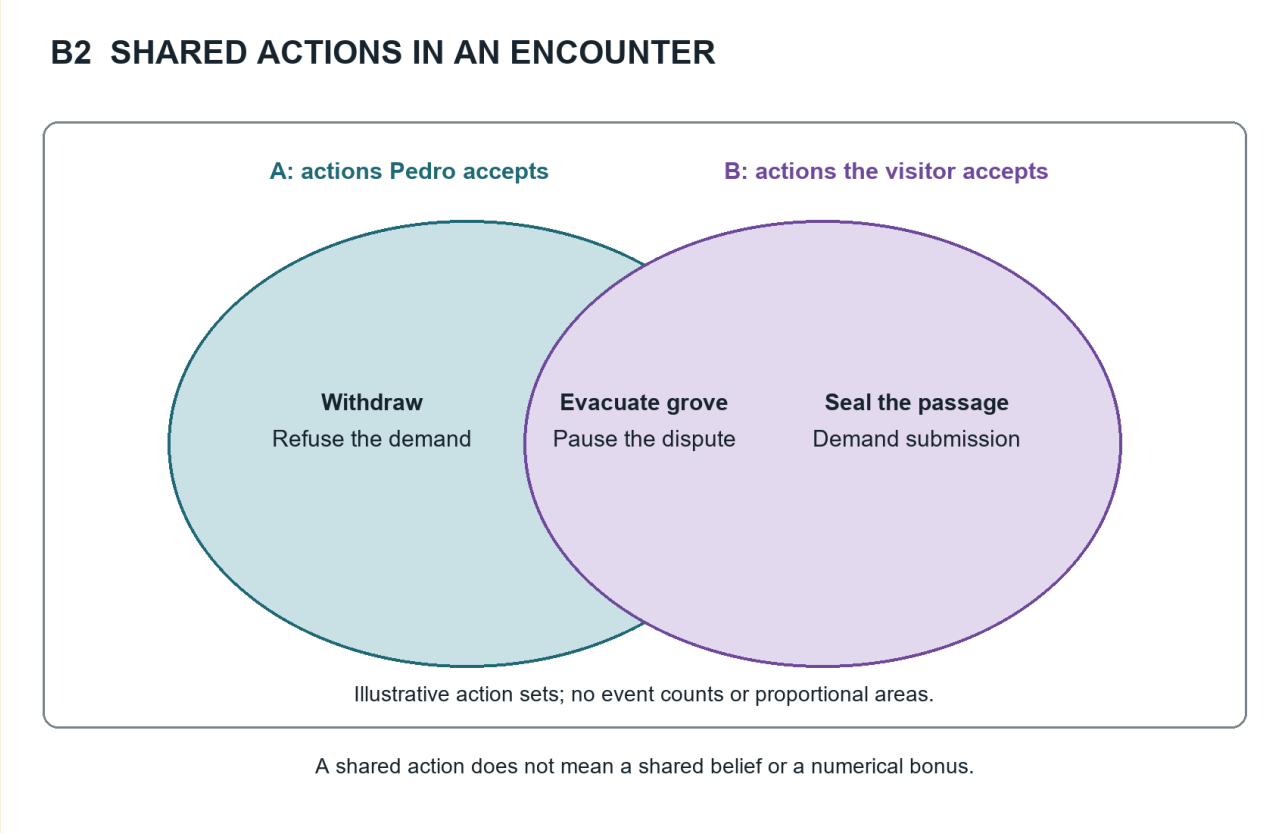
At the table: When that earlier reward method is chosen, add its ordinary award and separate superior bonus.

Simple example: Ordinary 2 + superior 120 = 122. Current rules let the storyteller choose awards and whether they are shared.

Each u is an indicator for one ordinary award category, worth at most 1. An ordinary award of 2 plus a qualifying superior bonus of 120 gives 122 earned XP. Applying the ordinary three-point cap to the entire sum would erase the separate confirmed bonus. Record the categories so that the reason for each award is visible.

No established equation converts accumulated XP into an automatic Level purchase. Fixed costs and universal training benefits remain unresolved. Preparation and an appropriate catalyst are evaluated through the stated advancement procedure. Likewise, changing belief order does not automatically change Level, and surviving a powerful encounter does not require a belief transformation. These are distinct records with related narrative causes, not three names for one numerical counter.

B6 Venn diagram of shared actions



B6.1 Actions acceptable to both participants.

$$Shared = A \cap B; \quad Either = A \cup B$$

At the table: The overlap contains choices acceptable to both participants; either circle includes choices accepted by at least one.

Simple example: If both accept evacuating a grove, that action belongs in the overlap. It does not mean their beliefs have become identical.

This is a different use of sets from the probability diagram. The elements are possible actions, not die outcomes. In the teaching example, Pedro accepts withdrawing, refusing a demand, evacuating the grove, or pausing the dispute. The visitor accepts sealing a passage, demanding submission, evacuating the grove, or pausing the dispute. The intersection contains the two shared actions. Choosing one may resolve an immediate problem without making either person adopt the other's beliefs.

B6.2 No shared acceptable action does not imply no meaningful encounter.

$$A \cap B = \emptyset \not\Rightarrow M = 0$$

At the table: Having no shared acceptable action does not prove that an encounter was meaningless.

Simple example: Refusing a visitor's demand may create an important obligation even when no agreement is reached.

The empty-set symbol ∅ means no element is shared. The crossed implication states that this does not prove the encounter was meaningless. John may reject a vow; a secretary may reject a visitor's demand. The refusal can change understanding, obligations, access, or a continuing relationship. Meaningful encounter eligibility still uses B4.1. Do not multiply the number of shared actions by XP or treat the size of an overlap as a belief bonus. This diagram organizes choices; it adds no new numerical mechanic.

Appendix C Full AFEC and token accounting mathematics

C1 Define the accounts and reference value

Symbol	Meaning
n	Number of ticker positions held in the AFEC reserve.
q_i and p_i	Reserve units and current reference price of ticker i.
K	Cash held inside the AFEC reserve.
V	Total value of AFEC reserve assets.
S	Outstanding AFEC, including bank inventory.
v	Reference value of one AFEC.
O and U	Separate bank operating cash and separate token support.

C1.1 Value reserve positions plus reserve cash.

$$V = K + \sum_{i=1}^{n} q_i p_i$$

At the table: For the optional fictional economy, total each reserve holding's units times its price, then add actual reserve cash.

Simple example: Twenty holdings worth 50,000 each and no reserve cash give reserve value 1,000,000. Separate operating cash is not added.

C1.2 Divide by outstanding coin supply.

$$v = \frac{V}{S}, \quad S > 0$$

At the table: Divide reserve value by the number of outstanding coins to get the reference value of one coin.

Simple example: Reserve 1,000,000 divided by 100,000 outstanding AFEC = 10 per AFEC. Zero outstanding coins would require a separate closure rule.

Each $q_i p_i$ product values one reserve position. The summation adds all n positions, and K adds cash that actually belongs to the reserve. Operating cash O and token support U are intentionally absent. They serve different obligations. Including them in V would overstate the backing of the coins. Likewise, bank-held AFEC remains in S because a change of holder does not burn a coin.

For the opening reference model, n = 20, each position is worth 50,000, K = 0, and S = 100,000. V is 20 × 50,000 = 1,000,000, so v = 10. A separate operating balance of 1,000,000 does not turn v into 20. These figures are a reference bank setup, not starting wealth assigned to a player or a guaranteed AFEC price.

C2 Price changes and the asset distinction

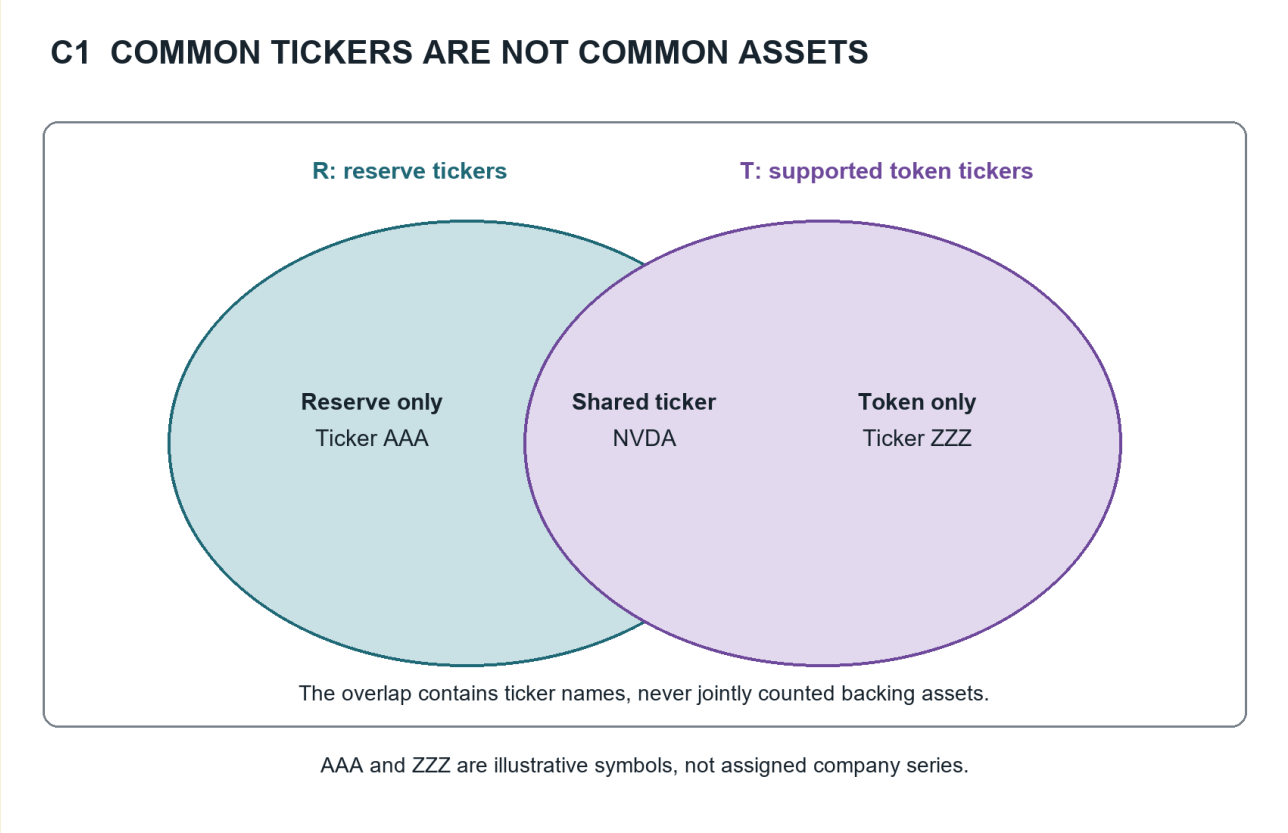
C2.1 Revalue without changing quantities or supply.

$$Vnew = K + \sum_{i=1}^{n} q_i \, p_{i,new}; \quad vnew = \frac{Vnew}{S}$$

At the table: When prices change, revalue the actual reserve holdings, then divide by unchanged supply if no coins changed.

Simple example: One 50,000 holding gaining 10 percent adds 5,000. Reserve 1,005,000 divided by 100,000 AFEC = 10.05.

If one of the twenty 50,000 positions rises 10 percent, it gains 5,000. With everything else unchanged, Vnew = 1,005,000 and vnew = 10.05. A 10 percent move in one equally weighted position is a 0.5 percent move in the entire opening reserve. A token position and an AFEC balance can therefore change reference value differently. Announce the same market update to all campaign participants.



The Venn overlap represents ticker names used by both systems. It does not represent one asset pledged to two obligations. A reserve holding in NVDA and a separately supported ANVDAFT series can reference the same market price while remaining separate quantities in separate accounts. AAA and ZZZ merely illustrate the exclusive regions. The diagram assigns no new corporation ticker or backing arrangement.

C3 Bank token purchases and sales

C3.1 Reference value of the requested token quantity.

$$G = q \times p; \quad f = 0.01$$

At the table: Quantity times current reference price gives the trade's gross value. One percent is 0.01.

Simple example: Two tokens at reference price 100 have gross value 200, with a one-percent reference fee of 2.

C3.2 Purchase payment includes the fee.

$$Abuy = \frac{G(1 + f)}{v}$$

At the table: For a fictional bank purchase, add the stated fee to gross value and convert that value into AFEC.

Simple example: Gross 200 plus fee 2 gives 202. At AFEC reference value 10, pay 20.2 AFEC.

C3.3 Simplified campaign sale deducts the fee.

$$Asell = \frac{G(1 - f)}{v}$$

At the table: For a fictional bank sale, subtract the stated fee from gross value and convert the result into AFEC.

Simple example: Gross 200 minus fee 2 gives 198. At AFEC reference value 10, receive 19.8 AFEC, subject to available inventory and support.

q is the token quantity requested, p is the current token reference price, G is gross reference value, f is the bank fee rate, and A is an AFEC quantity. Multiplying G by 1 + f adds the purchase fee in reference-value terms. Multiplying by 1 − f removes the sale fee. Dividing by v converts reference value into AFEC units. A 1 percent fee is the decimal 0.01, not the number 1.

C3.4 Two tokens at price 100 and AFEC value 10.

$$Abuy = \frac{2 \times 100 \times 1.01}{10} = 20.2; \quad Asell = \frac{2 \times 100 \times 0.99}{10} = 19.8$$

At the table: The buy and sell examples use the same gross value but charge the fee in opposite directions.

Simple example: Buying two tokens costs 20.2 AFEC; selling two returns 19.8 under these stated reference assumptions.

The purchase transfers existing AFEC to bank inventory and requires the bank’s separate operating resources to establish matching token support and an obligation. It does not mint AFEC. The sale removes the corresponding token obligation and releases its matching support, with payment coming from available bank AFEC. Reject a transaction that lacks the required inventory or support. Changing these accounts without matching obligations would violate the module even if the payment formula were correct.

The campaign trial omits tax, household bills, and the business model’s loss-related repurchase pause. Asell therefore has no tax term in this edition. A later extension must specify its tax basis, timing, and rounding rather than quietly subtracting an invented amount. Fractional quantities are possible when the campaign ledger supports the chosen precision.

C4 Transfer conservation and atomic exchange

C4.1 AFEC payment between two wallets.

$$A\alpha' = A\alpha - z; \quad A\beta' = A\beta + z; \quad z \geq 0; \quad A\alpha \geq z$$

At the table: For an affordable payment, subtract the amount from the payer and add the same amount to the receiver.

Simple example: A payer with 30 sends 10 and keeps 20. A receiver with 4 receives 10 and has 14.

C4.2 The combined AFEC amount is conserved.

$$A\alpha' + A\beta' = (A\alpha - z) + (A\beta + z) = A\alpha + A\beta$$

At the table: An ordinary transfer changes ownership without changing the combined amount.

Simple example: Before payment: 30 + 4 = 34 AFEC. After payment: 20 + 14 = 34 AFEC.

C4.3 A direct token trade also exchanges token quantity.

$$Q\alpha' = Q\alpha - q; \quad Q\beta' = Q\beta + q; \quad Q\alpha \geq q \geq 0$$

At the table: A token transfer subtracts the transferred tokens from the seller and adds them to the buyer.

Simple example: A seller with 2 transfers 1 and keeps 1. A buyer with 0 receives 1. The payment leg is recorded in the opposite direction.

For a direct trade, α is the token seller and β is the token buyer. Apply C4.3 from α to β and apply C4.1 with payment direction reversed, from β to α. The buyer must hold z AFEC and the seller must hold q tokens. Both legs happen together or neither happens. This reversal matters: blindly using the same payer direction for both equations would send the seller's money away along with the tokens.

If a seller has 2 tokens and 4 AFEC, and a buyer has 0 tokens and 30 AFEC, a direct sale of 1 token for 10 AFEC leaves the seller with 1 token and 14 AFEC and the buyer with 1 token and 20 AFEC. Total token quantity remains 2 and total AFEC remains 34. No direct-trade fee, new support, new coin, or new token is created. A corporation's wallet and its CEO's personal wallet remain different owners in this calculation.

C4.4 Sum every participant wallet and bank inventory.

$$S = B + \sum_{j=1}^{m} A_j$$

At the table: Outstanding supply must equal bank inventory plus every other recorded wallet.

Simple example: Bank inventory 40,000 plus other wallets totaling 60,000 equals 100,000 outstanding AFEC. Count each wallet once.

B is bank AFEC inventory, A_j is each other tracked AFEC wallet, and m is the number of those wallets. Do not count the bank twice, and include corporate wallets separately. The right side must reconcile with outstanding supply after each transaction. Issuance and burning change S; an ordinary transfer changes only its distribution.

C5 Issuance and redemption preserve the reference ratio

C5.1 Matched issuance of a reference deposit d.

$$a = \frac{d}{v}; \quad V' = V + d; \quad S' = S + a$$

At the table: Matched issuance deposits reserve value and creates the corresponding number of coins at the current reference value.

Simple example: A deposit worth 500 at reference value 10 supports 50 new AFEC; reserve and outstanding supply both increase.

C5.2 Derive preservation of reference value.

$$v' = \frac{V + d}{S + \frac{d}{v}} = \frac{vS + d}{S + \frac{d}{v}} = v$$

At the table: A matched deposit and issuance preserve the reference ratio when prices and stated assumptions remain unchanged.

Simple example: New reserve 1,000,500 divided by new supply 100,050 still equals 10.

This derivation substitutes V = vS and assumes the deposit enters the reserve at the current reference valuation, with no separate fee or market movement. At v = 10, d = 500 supports a = 50 new AFEC. V becomes 1,000,500 and S becomes 100,050; dividing still gives 10. Without the deposit, issuing those same coins would change the ratio and violate the stated backing procedure.

C5.3 Redemption burns a coins and withdraws their full value.

$$r = av; \quad V' = V - r; \quad S' = S - a, \quad 0 < a < S$$

At the table: Redemption removes the full reference value from the reserve and removes the redeemed coins from supply.

Simple example: Redeeming 10 AFEC at value 10 withdraws 100; reserve becomes 999,900 and supply becomes 99,990 from the baseline.

C5.4 Split the full withdrawal into two destinations.

$$Cashcredit = 0.90r; \quad Bankincome = 0.10r; \quad 0.90r + 0.10r = r$$

At the table: Split the full redemption withdrawal according to the stated fictional 90-percent and 10-percent destinations.

Simple example: From a withdrawal of 100, the fictional cash wallet receives 90 and bank operating income receives 10. The two sum to 100.

C5.5 The remaining reserve ratio is preserved.

$$v' = \frac{V - av}{S - a} = \frac{v(S - a)}{S - a} = v$$

At the table: Removing coins and their matching full reserve value preserves the reference ratio for the remaining nonzero supply.

Simple example: 999,900 divided by 99,990 still equals 10. This example assumes no simultaneous price change.

For a = 10 and v = 10, r = 100. The reserve loses 100, outstanding supply loses 10, the fictional cash wallet receives 90, and bank operating income receives 10. The remaining baseline reserve and supply are 999,900 and 99,990. The fee is outside the reserve after withdrawal; leaving it in V while also recording it as bank income counts it twice. The restriction a < S leaves a nonzero denominator. Redeeming the entire supply requires an agreed closure procedure; the ratio at zero supply is undefined, not automatically zero.

C6 Reconciliation precision and the limits of the model

C6.1 Coin-supply reconciliation residual.

$$\varepsilon coin \;=\; S \;-\; (B \;+\; \sum_{j\,=\,1}^{m} A_j); \quad \varepsilon coin \;=\; 0$$

At the table: Subtract the sum of bank inventory and other wallets from outstanding supply. A reconciled ledger has zero left over.

Simple example: Outstanding 100,000 minus accounted-for 100,000 = 0. A nonzero remainder needs investigation, not an unexplained adjustment.

C6.2 Direct trades preserve total token ownership for each series.

$$Qtotal' \;=\; Qtotal$$

At the table: Transferring existing tokens keeps their total quantity unchanged.

Simple example: A total of 2 tokens remains 2 after moving one between owners. Issuing or removing tokens is a different recorded event.

C6.3 Nonnegative balances and backed obligations.

$$A_{\mathrm{j}} \;\geq\; 0; \quad B \;\geq\; 0; \quad Q_{\mathrm{j}} \;\geq\; 0; \quad O \;\geq\; 0$$

At the table: The module requires recorded spendable balances and quantities to remain nonnegative.

Simple example: A wallet holding 4 cannot pay 10. Reject the unsupported transaction instead of recording -6 as an ordinary balance.

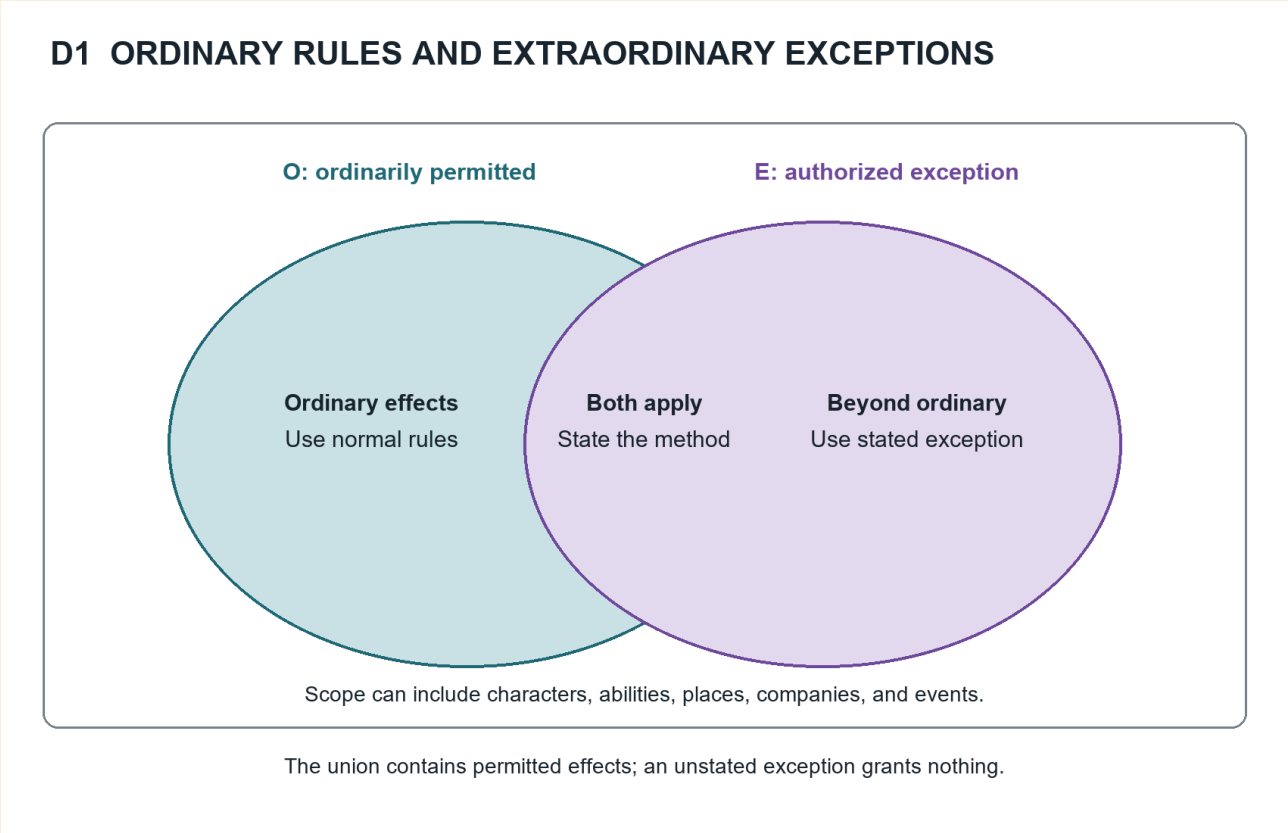
The residual εcoin is a check, not a resource. A nonzero value signals a missing wallet, double-counted bank inventory, an unrecorded issuance or burn, or an arithmetic error. Token ownership must also reconcile with recorded obligations and separate support. C6.2 applies to transfers of existing tokens; bank issuance and removal of token obligations must instead record their matching support changes. Reusing one asset as support for two obligations fails the accounting even when every wallet is nonnegative.

The module has no universal adopted denomination or rounding rule. Keep enough precision to reconcile the chosen quantities, and agree on any transaction rounding before using it. A rounded screen display must not create spendable value. If a ledger uses finite units, the treatment of remainders needs an explicit campaign rule; do not hide them by repeatedly adjusting supply. The exact-ratio demonstrations above assume unrounded arithmetic and unchanged market prices during each transaction.

This fictional accounting module does not turn XP into currency, grant real shares, or define a deployment on a blockchain. Its mathematics records transfers, fees, reserve ratios, and obligations within a campaign. Dice can influence negotiation or access, while a transaction still needs available balances and matching entries. These boundaries keep a dramatic outcome from silently creating unbacked money.

Appendix D The Extraordinary Rule and mathematical scope

D1 Ordinary permission and authorized exceptions



D1.1 A permitted case can come from either source.

$$Permitted(x) = Ordinary(x) \vee Extraordinary(x)$$

At the table: An effect can be permitted by ordinary rules or by a specific established extraordinary exception.

Simple example: A Level-1 character can perceive a hidden spiritual doorway when a story gift explicitly grants that sight.

x is a particular proposed effect, action, event, or condition. Ordinary(x) is true when the ordinary rules permit it. Extraordinary(x) is true when the storyteller has established an extraordinary exception whose scope includes that case. The symbol ∨ means logical OR. In the diagram, O and E are sets of permitted cases, so the total permission set is O ∪ E. The overlap contains effects that either source permits; it does not add a bonus or force both sources to be used.

A case outside O but inside E can occur because of the established exception. A case outside both has no permission from this rule. Circle areas are conceptual rather than proportional, and no frequency of extraordinary events is implied. This union describes the exception's reach; it does not by itself decide whether a permitted uncertain attempt succeeds.

D2 Replace the specified rule rather than every rule

D2.1 Apply an exception inside its stated scope.

$$Rnew(r,x) = \begin{cases} E(r,x), & (r,x) \in Scope(E) \\ R(r,x), & otherwise \end{cases}$$

At the table: Apply an extraordinary replacement only to the rules and circumstances it actually changes.

Simple example: A gift of doorway sight does not also increase HP, add attacks, or grant every higher-Level power unless its definition says so.

r identifies an ordinary rule, R(r, x) is its normal treatment of case x, and E(r, x) is the replacement specified by the extraordinary exception. Scope(E) is the set of rule-and-case combinations actually changed. This piecewise model expresses the ordinary instruction: use the exception where it applies, and use the ordinary rule elsewhere. A broad exception may intentionally include many rules, many cases, or the whole world. It must say so; breadth is not supplied by the word extraordinary alone.

For extraordinary sight at Level 1, the perception permission lies inside the scope and is replaced. The HP formula can remain outside, so Hmax still equals 10 plus Stamina. If the exception also specifies extraordinary resilience, its HP treatment must be included explicitly. Neither the name of a power nor the fact that it exceeds Level automatically replaces every resource calculation.

An exception can make an outcome automatic or define an uncertain procedure. When it retains the four-belief roll, Appendix A still calculates the roll from the actual inputs. When it replaces the roll with an automatic event, the ordinary dice probability does not apply to that event. No universal extraordinary bonus, die, cost, or probability is added by this rule. Overlapping exceptions with conflicting effects require the storyteller to state the operative combined result; there is no adopted numerical precedence system to infer.

Encounter XP, belief order, Level, money, and continuity remain separate unless the stated exception connects or changes them. If a world-changing event explicitly changes the reserve or supply, use the new recorded values for subsequent valuation instead of claiming the earlier unchanged-state equation still describes the event. The ordinary conservation checks continue to reveal unrecorded changes; an extraordinary change needs a recorded cause and resulting state.

Appendix E - Level growth and reserves

These equations implement the confirmed checkpoint schedule and per-Level reserve gains. L is current Level; a is a reward's acquisition Level; rank_b is a belief's priority at the relevant Level; G_b is accumulated capacity growth. Extra story gifts and replacement rules remain explicitly scoped. Every equation is paired with the same rule in ordinary language.

E1 Bonus of a Level-earned reward B_a(L) = 1 + floor(L / 5) - floor(a / 5), a in {1,5,10,...,50}; a <= L <= 50
At the table: Start the reward at +1 and count each later five-Level checkpoint. Only checkpoint acquisitions at 1, 5, 10 ... 50 are automatic powers.
Simple example: A Level-1 power at Level 10 is 1 + 2 - 0 = +3. A Level-5 reward at Level 10 is 1 + 2 - 1 = +2.

E2 New capacity gained for one belief g_b = 1 + (4 - rank_b) = 5 - rank_b
At the table: Take the belief's priority bonus and add one.
Simple example: First rank gains 3 + 1 = 4. Fourth rank gains 0 + 1 = 1.

E3 Accumulated growth with changing priorities G_b(L) = Sum[l = 1 to L] g_b, l
At the table: Add the gains actually earned at each Level. Later priority changes do not rewrite earlier gains.
Simple example: Religious first for Levels 1 to 3 earns 12; then fourth for Levels 4 and 5 earns 2 more, for 14 total growth.

E4 Shortcut when priority stayed unchanged G_b(L) = L x (1 + b_b)
At the table: Multiply current Level by that unchanged per-Level gain. Use this shortcut only when the history supports it.
Simple example: First priority through ten Levels gives 10 x 4 = 40. Fourth through ten gives 10 x 1 = 10.

E5 Separate reserve capacity P_b, max = G_b + e_b
At the table: Add the belief's growth and only its explicitly defined extra capacity adjustment.
Simple example: Growth 40 plus a written +3 capacity artifact gives 43 capacity while that effect applies. A +1 action blessing alone leaves capacity 40.

E6 HP maximum from Nature growth Hmax = 10 + c_Stamina + G_Nature + h
At the table: Add ten, Stamina, accumulated Nature growth, and only an explicit HP adjustment. This is not the current Nature reserve.
Simple example: Stamina 5 and Nature-first growth 40 give 55 maximum HP. Spending 4 Nature points changes a full reserve from 40 to 36 while HP remains 55.

Power count: N(L) = 1 + floor(L / 5). At the table: count the awakening power and completed five-Level checkpoints. Example: Level 30 has 1 + 6 = 7 powers.

Appendix E - Pay, boost and recover

E7 Pay an affordable activation cost 0 <= c <= P_before; P_after_cost = P_before - c
At the table: Pay the written cost from the selected belief reserve before the attempt.
Simple example: Magic reserve 4 paying activation cost 2 has 2 left for an optional boost. It cannot spend the same 2 points again as though they remained.

E8 Commit the optional matching boost 0 <= x <= P_after_cost; T_final = T_before + x; P_after = P_after_cost - x
At the table: Each whole matching point adds one and is spent once. For opposition, both sides reveal one private boost together.
Simple example: A pre-boost total 10 plus 8 spent Religious points reaches 18. A reserve that held 40 and paid no activation cost then holds 32.

E9 Smallest boost against a fixed difficulty x_needed = max(0,D - T_before)
At the table: Subtract the current total from the difficulty. If the total already succeeds, no boost is needed.
Simple example: Difficulty 18 minus total 10 needs 8 points. A reserve holding 7 cannot pay that boost.

E10 Recover without exceeding capacity P_next = min(P_max, P_current + R)
At the table: Add the written recovery amount and stop at that reserve's maximum.
Simple example: Current 7 plus recovery 5 would be 12; capacity 10 limits the actual recovery to 3, leaving 10.

E11 Total automatic capacity growth each Level Sum_b g_b = 4 + 3 + 2 + 1 = 10
At the table: With one of each belief priority, distribute ten capacity points each Level. Priority decides which reserve gets each share.
Simple example: At ten Levels, total automatic growth across the four reserves is 100, even if the priorities changed along the way. Extra capacity gifts are recorded separately.

E12 Sum only the Level rewards that apply A_Level(L) = Sum[a in applicable rewards] B_a(L)
At the table: Compute each relevant reward's grown value and add only those whose written conditions match the action.
Simple example: A Level-1 technique at Level 10 contributes +3 and a distinct applicable Level-5 gift contributes +2, for +5. The sum of all eleven checkpoint powers at Level 50 is 66 only if all eleven apply. Intervening-Level records have no automatic power bonus.

The complete action remains active die + relevant Characteristic + belief priority once + applicable Level rewards and other effects - applicable penalties + matching points spent. Include one relevant sense bonus when sensory feedback directly supports the method, without counting the same technique or effect twice. A power may replace part of this rule only within its expressly defined exception.

Probability caution: the older six-face and 36-pair examples remain correct under their stated fixed-modifier assumptions. When a player chooses a boost after seeing dice, the strategy is part of the model. For base 8, difficulty 14, no activation cost, and 4 points available, a policy of paying the smallest affordable winning boost succeeds on faces 2 through 6: 5/6. With an activation cost of 2 paid from those initial 4 first, only 2 remain, giving success on faces 4 through 6: 3/6. Neither number is automatically the chance to complete a multi-roll encounter.

A reserve boost contributes to the final opposed margin and can therefore affect ordinary strike margin damage. It is not also a second direct damage bonus unless a separately written effect grants that. Natural HP growth, reserve capacity, current reserve payments, and permanent reward values remain different records.

Appendix F Earned senses and temporary effects

Sense growth is an additional permanent track. It does not use reserve points, replace a Characteristic, or receive checkpoint growth. The equations below use the ordinary five senses; they do not create a separate sixth-sense Characteristic.

F1 Permanent earned sense bonus

$$S_j(L) \;=\; \Sigma[\ell \;=\; 1\ to\ L]\ I(j\ chosen\ at\ \ell);\quad \Sigma_j\ S_j(L) \;=\; L$$

At the table: For each Level, add one to the sense chosen at that Level. The five earned records together total current Level, before separate story effects.

Simple example: At Level 5, Sight 2 + Hearing 1 + Smell 1 + Taste 0 + Touch 1 = 5. Choosing Touch at Level 6 makes Touch 2 and the total 6.

F2 Current contribution from a relevant sense

$$M_sense \;=\; S_j \;+\; A_j \;+\; U_j \;-\; C_j;\quad T_final \;=\; T_ordinary \;+\; M_sense$$

At the table: For a perception action or another method directly supported by a relevant sense, add the earned sense and distinct applicable ability or enhancement bonuses; subtract applicable penalties. Add this net contribution once. T_ordinary excludes those same sensory terms.

Simple example: Sight 3 + a distinct Ghost Sight technique 2 + temporary enhancement 0 - curse 2 = +3. An ordinary total 10 becomes 13. After removing the curse, the sensory contribution returns to +5.

Here A_j means distinct applicable perception abilities, U_j means temporary enhancements, and C_j means penalties recorded as positive magnitudes. Count each actual effect once; a subtotal is not another effect. If an existing Level reward provides the same technique bonus, include that reward in the sensory subtotal or in the ordinary total, never both. Only the selected primary sense enters this equation unless an expressly defined effect says otherwise. A qualitative restriction still needs a viable method or countermeasure.

Progression: Levels 1-25

Every row grants awareness, HP growth, and all four reserve increases.

Level	Sense +1 / total	New power	Powers owned	First power bonus	HP gain*
1	+1 / 1	Power 1 at +1	1	+1	Nature + 1
2	+1 / 2	-	1	+1	Nature + 1
3	+1 / 3	-	1	+1	Nature + 1
4	+1 / 4	-	1	+1	Nature + 1
5	+1 / 5	Power 2 at +1	2	+2	Nature + 1
6	+1 / 6	-	2	+2	Nature + 1
7	+1 / 7	-	2	+2	Nature + 1
8	+1 / 8	-	2	+2	Nature + 1
9	+1 / 9	-	2	+2	Nature + 1
10	+1 / 10	Power 3 at +1	3	+3	Nature + 1
11	+1 / 11	-	3	+3	Nature + 1
12	+1 / 12	-	3	+3	Nature + 1
13	+1 / 13	-	3	+3	Nature + 1
14	+1 / 14	-	3	+3	Nature + 1
15	+1 / 15	Power 4 at +1	4	+4	Nature + 1
16	+1 / 16	-	4	+4	Nature + 1
17	+1 / 17	-	4	+4	Nature + 1
18	+1 / 18	-	4	+4	Nature + 1
19	+1 / 19	-	4	+4	Nature + 1
20	+1 / 20	Power 5 at +1	5	+5	Nature + 1
21	+1 / 21	-	5	+5	Nature + 1
22	+1 / 22	-	5	+5	Nature + 1
23	+1 / 23	-	5	+5	Nature + 1
24	+1 / 24	-	5	+5	Nature + 1
25	+1 / 25	Power 6 at +1	6	+6	Nature + 1

*At Level 1, maximum HP = 10 + Stamina + that first Nature increase. Later Levels add Nature bonus + 1. New powers do not receive a second +1 on their acquisition Level.

Every Level: also add Nature bonus + 1, Magic bonus + 1, Religious bonus + 1, and Science bonus + 1 to their separate resource capacities. Sense points stay permanently earned under temporary penalties.

Progression: Levels 26-50

Every row grants awareness, HP growth, and all four reserve increases.

Level	Sense +1 / total	New power	Powers owned	First power bonus	HP gain*
26	+1 / 26	-	6	+6	Nature + 1
27	+1 / 27	-	6	+6	Nature + 1
28	+1 / 28	-	6	+6	Nature + 1
29	+1 / 29	-	6	+6	Nature + 1
30	+1 / 30	Power 7 at +1	7	+7	Nature + 1
31	+1 / 31	-	7	+7	Nature + 1
32	+1 / 32	-	7	+7	Nature + 1
33	+1 / 33	-	7	+7	Nature + 1
34	+1 / 34	-	7	+7	Nature + 1
35	+1 / 35	Power 8 at +1	8	+8	Nature + 1
36	+1 / 36	-	8	+8	Nature + 1
37	+1 / 37	-	8	+8	Nature + 1
38	+1 / 38	-	8	+8	Nature + 1
39	+1 / 39	-	8	+8	Nature + 1
40	+1 / 40	Power 9 at +1	9	+9	Nature + 1
41	+1 / 41	-	9	+9	Nature + 1
42	+1 / 42	-	9	+9	Nature + 1
43	+1 / 43	-	9	+9	Nature + 1
44	+1 / 44	-	9	+9	Nature + 1
45	+1 / 45	Power 10 at +1	10	+10	Nature + 1
46	+1 / 46	-	10	+10	Nature + 1
47	+1 / 47	-	10	+10	Nature + 1
48	+1 / 48	-	10	+10	Nature + 1
49	+1 / 49	-	10	+10	Nature + 1
50	+1 / 50	Power 11 at +1	11	+11	Nature + 1

*At Level 1, maximum HP = 10 + Stamina + that first Nature increase. Later Levels add Nature bonus + 1. New powers do not receive a second +1 on their acquisition Level.

Every Level: also add Nature bonus + 1, Magic bonus + 1, Religious bonus + 1, and Science bonus + 1 to their separate resource capacities. Sense points stay permanently earned under temporary penalties.

Alex / Level 5

The awakened wrestler | Illustrative character sheet summary | Rested; no HP damage

A locked grip lets Alex feel an invisible attacker for the first time.

Belief	Priority bonus	Gain per Level	Current / maximum reserve
Nature	+3	4	20 / 20
Magic	+2	3	15 / 15
Religious	+1	2	10 / 10
Science	+0	1	5 / 5

HP: 33 / 33 Stamina: 3 Powers: 2 Earned senses: 5

Base characteristics: Physical, Appearance, Stamina, Energy, Curiosity, Resourceful, Soul, Conviction, Social, Intelligence, Discipline and Technology are all 3. They do not automatically rise with Level.

Sight	Hearing	Smell	Taste	Touch
+1	+0	+1	+0	+3

Named powers - apply only the ones relevant to the action

Gained	Power / current bonus	Scope
1	Spirit Grip +2	+bonus to grip or resist a perceived spirit; Touch may apply.
5	Rooted Stance +1	+bonus to resist being moved while feet are planted.

Sample power activation costs: 1 matching reserve point per listed power use; paid before rolling. Benefits last for that action only. These costs are examples to test, not a universal rule.

Extraordinary effects: None recorded.

One worked action

Hold a manifested spirit at a doorway. Active belief: Nature; characteristic: Physical.
Die 3 + characteristic 3 + belief 3 + Touch 3 + power 2 = 14; reserve boost +1 = 15. Fixed difficulty 15: success.
Pay activation 1 before rolling; spend boost 1 after the initial total. Nature reserve becomes 18 / 20. HP and permanent senses stay unchanged.

Blair / Level 10

The observant spellcaster | Illustrative character sheet summary | Rested; no HP damage

A mirror reveals a moving shadow that nobody else can see.

Belief	Priority bonus	Gain per Level	Current / maximum reserve
Nature	+1	2	20 / 20
Magic	+3	4	40 / 40
Religious	+0	1	10 / 10
Science	+2	3	30 / 30

HP: 33 / 33 Stamina: 3 Powers: 3 Earned senses: 10

Base characteristics: Physical, Appearance, Stamina, Energy, Curiosity, Resourceful, Soul, Conviction, Social, Intelligence, Discipline and Technology are all 3. They do not automatically rise with Level.

Sight	Hearing	Smell	Taste	Touch
+5	+2	+1	+0	+2

Named powers - apply only the ones relevant to the action

Gained	Power / current bonus	Scope
1	Veil Sight +3	+bonus to notice concealed supernatural traces.
5	Warding Light +2	+bonus to defend against a visible supernatural attack.
10	Guided Spark +1	+bonus to direct a small magical spark at a seen target.

Sample power activation costs: 1 matching reserve point per listed power use; paid before rolling. Benefits last for that action only. These costs are examples to test, not a universal rule.

Extraordinary effects: None recorded.

One worked action

Notice the hidden sign on an enchanted door. Active belief: Magic; characteristic: Curiosity.
Die 2 + characteristic 3 + belief 3 + Sight 5 + power 3 = 16; reserve boost +1 = 17. Fixed difficulty 17: success.
Pay activation 1 before rolling; spend boost 1 after the initial total. Magic reserve becomes 38 / 40. HP and permanent senses stay unchanged.

Casey / Level 30

The spiritual investigator | Illustrative character sheet summary | Rested; no HP damage

During a vigil, Casey hears a spirit calling from an empty room.

Belief	Priority bonus	Gain per Level	Current / maximum reserve
Nature	+2	3	90 / 90
Magic	+0	1	30 / 30
Religious	+3	4	120 / 120
Science	+1	2	60 / 60

HP: 103 / 103 Stamina: 3 Powers: 7 Earned senses: 30

Base characteristics: Physical, Appearance, Stamina, Energy, Curiosity, Resourceful, Soul, Conviction, Social, Intelligence, Discipline and Technology are all 3. They do not automatically rise with Level.

Sight	Hearing	Smell	Taste	Touch
+10	+8	+4	+2	+6

Named powers - apply only the ones relevant to the action

Gained	Power / current bonus	Scope
1	Spirit Listening +7	+bonus to hear a nearby spirit trying to communicate.
5	Sacred Ward +6	+bonus to defend a person from a hostile spirit.
10	Truthful Echo +5	+bonus to examine a supernatural echo for inconsistencies.
15	Soul Lantern +4	+bonus to reveal spiritual traces in a lit area.
20	Quiet Passage +3	+bonus to cross an area haunted by restless spirits.
25	Unbroken Prayer +2	+bonus to maintain a prayer under distraction.
30	Sanctuary Mark +1	+bonus to defend a clearly marked threshold.

Sample power activation costs: 1 matching reserve point per listed power use; paid before rolling. Benefits last for that action only. These costs are examples to test, not a universal rule.

Extraordinary effects: Temporary curse: Hearing -2 around spirits. Earned Hearing stays +8.

One worked action

Hear a frightened spirit through a hostile haunting. Active belief: Religious; characteristic: Soul.
Die 2 + characteristic 3 + belief 3 + Hearing 8 + power 7 - curse 2 = 21; reserve boost +4 = 25. Fixed difficulty 25: success.
Pay activation 1 before rolling; spend boost 4 after the initial total. Religious reserve becomes 115 / 120. HP and permanent senses stay unchanged.

Drew / Level 40

The scientific tracker | Illustrative character sheet summary | Rested; no HP damage

An experimental sensor exposes an impossible scent trail.

Belief	Priority bonus	Gain per Level	Current / maximum reserve
Nature	+2	3	120 / 120
Magic	+1	2	80 / 80
Religious	+0	1	40 / 40
Science	+3	4	160 / 160

HP: 133 / 133 Stamina: 3 Powers: 9 Earned senses: 40

Base characteristics: Physical, Appearance, Stamina, Energy, Curiosity, Resourceful, Soul, Conviction, Social, Intelligence, Discipline and Technology are all 3. They do not automatically rise with Level.

Sight	Hearing	Smell	Taste	Touch
+12	+8	+10	+2	+8

Named powers - apply only the ones relevant to the action

Gained	Power / current bonus	Scope
1	Spectral Analysis +9	+bonus to interpret supernatural traces with a calibrated sensor.
5	Reactive Shield +8	+bonus to defend with a prepared shield device.
10	Precision Pulse +7	+bonus to aim a focused energy pulse.
15	Trace Memory +6	+bonus to compare a sample with recorded sensor evidence.
20	Signal Filter +5	+bonus to separate a target signal from interference.
25	Field Repair +4	+bonus to repair a familiar supernatural sensor.
30	Phase Anchor +3	+bonus to stabilize a visibly phasing device.
35	Remote Probe +2	+bonus to inspect a reachable area with a probe.
40	Pattern Forecast +1	+bonus to predict the next step of an observed mechanism.

Sample power activation costs: 1 matching reserve point per listed power use; paid before rolling. Benefits last for that action only. These costs are examples to test, not a universal rule.

Extraordinary effects: Story tool: calibrated kit gives +1 to this sample comparison; no Level growth.

One worked action

Compare an unnatural scent with a recorded creature sample. Active belief: Science; characteristic: Intelligence.
Die 4 + characteristic 3 + belief 3 + Smell 10 + power 9 + tool 1 = 30; reserve boost +2 = 32. Fixed difficulty 32: success.
Pay activation 1 before rolling; spend boost 2 after the initial total. Science reserve becomes 157 / 160. HP and permanent senses stay unchanged.

Ellis / Level 50

The guardian of hidden paths | Illustrative character sheet summary | Rested; no HP damage

A beast attack awakens the ability to follow an unnatural scent.

Belief	Priority bonus	Gain per Level	Current / maximum reserve
Nature	+3	4	200 / 200
Magic	+1	2	100 / 100
Religious	+2	3	150 / 150
Science	+0	1	50 / 50

HP: 213 / 213 Stamina: 3 Powers: 11 Earned senses: 50

Base characteristics: Physical, Appearance, Stamina, Energy, Curiosity, Resourceful, Soul, Conviction, Social, Intelligence, Discipline and Technology are all 3. They do not automatically rise with Level.

Sight	Hearing	Smell	Taste	Touch
+15	+10	+12	+3	+10

Named powers - apply only the ones relevant to the action

Gained	Power / current bonus	Scope
1	Supernatural Trail +11	+bonus to follow a supernatural creature by a present scent.
5	Guardian Hide +10	+bonus to defend against a physical strike.
10	Predator Focus +9	+bonus to aim a close physical attack at a tracked target.
15	Living Compass +8	+bonus to navigate natural terrain using present clues.
20	Ground Pulse +7	+bonus to locate movement through a connected surface.
25	Storm Balance +6	+bonus to keep balance in harsh wind.
30	Hunter Patience +5	+bonus to maintain a concealed watch.
35	Wild Endurance +4	+bonus to continue exertion through fatigue.
40	Boundary Sense +3	+bonus to notice signs of crossing an unnatural boundary.
45	Guardian Intercept +2	+bonus to intercept a reachable strike against an ally.
50	Worldstep Guard +1	+bonus to resist displacement while guarding a threshold.

Sample power activation costs: 1 matching reserve point per listed power use; paid before rolling. Benefits last for that action only. These costs are examples to test, not a universal rule.

Extraordinary effects: None recorded.

One worked action

Follow a supernatural beast across broken terrain. Active belief: Nature; characteristic: Physical.
Die 1 + characteristic 3 + belief 3 + Smell 12 + power 11 = 30; reserve boost +5 = 35. Fixed difficulty 35: success.
Pay activation 1 before rolling; spend boost 5 after the initial total. Nature reserve becomes 194 / 200. HP and permanent senses stay unchanged.