

The Warrant of Ecbert

System

Dice Chain

There are 7 different types of dice used by PCs in the game: 1d4, 1d6, 2d4, 1d8, 1d10, 1d12 and 2d6. These are ranked as below:

Die Type	Rating
1d4	1
1d6	2
1d8	3
2d4	4
1d10	5
1d12	6
2d6	7

Some powers, items, mixtures, etc can increase the die type for actions- when this happens, choose the next highest die type for that roll. The exception is 2d6. Unless something explicitly says a die can go beyond 2d6, increasing die type only adds a +1 bonus. Some penalties may decrease the die type for actions- when this happens, choose the next lowest die type for that roll. If a die type falls below d4 it is considered 1.

Note, some mythic creatures will have die types larger than 2d6 - The chain continues 2d8 -> 1d20 -> 2d10.

Attributes

- Vim (VIM) - Physical Energy, Speed, Accuracy and Dexterity
- Vitae (VIT) - Physical Strength, Stamina, Fortitude and Stamina
- Wits (WIT) - Mental Acuity, Perception, Adaptability and Reasoning
- Will (WIL) - Mental Fortitude, Presence, Insight and Personality

A character's stats cannot be raised higher than a d10 without an edge or item that allows them to do so.

Basic Checks

Roll applicable Stat Die, Role Die and Fate Die. Dice explode on their highest number. Basic difficulty is a 4. Each additional 4 rolled over the base target gives an additional success level. The roll of the highest die determines whether the action is successful. If a 1 is rolled on all dice being rolled, the action is a critical failure, the results of which are left to the GM. Note that only the Stat Die and the Role Die can be modified - the Fate die is never modified.

Bonuses and Penalties

Certain times, bonuses and/or penalties might be assigned to a roll instead of to the die type. These are added/subtracted from the highest rolled die to determine the final roll.

Investigation Abilities

While pursuing things that should never be known, characters will have to acquire and utilize information. Each role has a number of points allocated to it- that is the rating for investigation using that role. Any core clues that could be seen by someone with that role will automatically be known, though it might be limited by the rating in that role. Those rating points are also able to be spent using trademarks in order to get additional advantages like extra information, story twists, or anything the GM might agree to based on the situation.

Roles

Instead of individual skills, you have roles that define permissions for actions that you might want to take. Any action that is taken outside of these permissions do not have a Role Die nor a Fate Die. Within the role, you can also specialize in certain actions. Those actions receive a shift up of one die type.

Descriptions of Roles are presented in a block:

Name (Name of the Role)

Description (Broad Description of what the Role represents)

Trademarks: (List of optional trademarks to choose from)

There are two different types of Roles - Background Roles and Training Roles. These are listed later.

Trademarks

Trademarks are those abilities that allow the player character to do extraordinary things. These bonuses can be active or knowledge related. Active Trademarks are used to modify actions to allow the character to perform incredible feats. Some examples of what could be covered by an edge are adding a +2 bonus to action rolls, penetration, or damage, re-roll the Role die or other comparable bonuses. Passive Trademarks are used to modify the circumstances the character finds themselves in, modifying passive scores (defense, perception, etc), discovering more from investigative abilities, declaring facts about a scene, or other bonuses that do not involve rolls of the dice. When taking a trademark, the player should tailor how it works for the character in line with their concept.

Keystones

Keystones are events in the character's past or things that they strive for in the future. These things should be important to the character, and either have left a mark on the character or be very important for their growth. These should be short descriptive phrases, and should be evocative of the impact that shaped them or that they reach for. These can be used for positive or negative effects as follows:

1. Once per session, the character can trigger a flashback related to the keystone, that shows either how that keystone gave some particular advantage, or how that keystone went into some preparation that the character made for the moment. The GM will set a Grit cost for the Flashback based on the advantage to be gained, and after that is paid, the flashback will be played through- perhaps involving action checks- in order to set up the current scene in the present.

2. If the keystone applies to a certain situation, the character can more mundanely use a Grit in order to reroll the Fate die and gain a second chance at the check being performed.
3. The GM can, by the same token, invoke a Keystone at a moment to either cause the character to act in a certain manner, or to force the character to make an action check without the Fate die. The GM offers Grit for this, and the player can choose to either take the Grit and the disadvantage, or pay the Grit to defy the situation.

Advancing

Advancement Points are gained while adventuring, at the end of the session, and more at the end of the adventure. These can be used during advancement. There are three types of advancement.

Minor advancements happen at the end of a session. If the character has advancement points banked or receives them, they can be used to raise an Attribute or Role to the next die type at a cost of a number of advancement points equal to the rating. New skills, unrelated to the role can be trained in for a role at a cost of 1-3 Advancement Points.

Major advancements happen at the end of each adventure. In addition to the improvements in a minor advancement, major advancement allow Drives can be switched out at no cost. New trademarks can also be attained at a cost of 5 Advancement points.

Significant advancements happen very rarely- at the end of a campaign or major arc. In addition to the improvements of major and minor advancements, at the GM's discretion, a new Keystone is attained.

Attacking and Weapons

Each weapon has three ratings - Bonus To-Hit, Base Damage, and Base Penetration. The bonus to hit is added to the attack roll. As for a basic check, the character uses the applicable Stat die (usually VIM for ranged and VIT for melee), the Fate die, and any Role Die if applicable. The target for melee weapons is the target's Parry value. The target for ranged weapons is a flat four, unless the target foregoes their action to dive for cover and cover is available. In that case, it is their Dodge value.

A character's parry is equal to their VIM rating + 2, and their mental defense is equal to their WIT rating + 2

Fortune Points, Wounds and Damage

Fortune points are the currency used to stave off wounds, representing the multitude of adjustments and such made during a combat. Fortune points are calculated based on the characters VIM rating + WIT rating + 2. A character's wound threshold for physical wounds is their VIT rating + 2, and the threshold for mental wounds is their WIL rating + 2.

When a character is successfully attacked, each additional success level adds +1 to the damage. Damage from the chosen weapon is added to this total. Armor adds to the wound threshold, and penetration subtracts from the total wound threshold. Any damage above this subtracts from Fortune points, representing close calls and minor wounds which are no problems for heroes.

When fortune is used up, wounds are more lasting damage that represents the character taking massive hits. Each character has 3 physical and 3 mental wounds - one Light, one Medium, and one Critical wound.

When a character with no fortune is successfully attacked, compute damage as above. However, at this point, each success level inflicts a wound. The wound should be described by the attacker according to the weapon and the level of the wound. This description acts as a keystone, but only for use to hinder the character. Even if a character is not wounded, they are stunned, losing their action until they can make a VIT or WIL save.

When wounds reaches zero, the character must start making VIT or WIL (depending on the wound type) rolls every round. A failed roll means the character expires in the case of physical wounds, or goes comatose in the case of mental wounds.

In the case of Physical wounds, the character can be stabilized by another character with a successful roll on a medical skill with a target number of $4 + \text{the number of wounds below zero}$.

In the case of mental wounds, the character starts to take Stability loss as their mind deteriorates. Every 12 hours, make a successful WIL roll with a target number of the number of wounds below zero + 4. Each time the roll is failed, the character takes 1d6 Stability damage as their mind begins to slip further away.

Stability & Resilience

Characters also have a Resilience (RES) die that represents the character's resistance to the horrors they see as adventurers, and a Stability (STA) score that represents how much of their frayed psyche remains after seeing such horrors. RES is calculated by taking the rating of $(WIT + WILL)/2$ rounding up. Compare the rating to the die type table and this will tell the die type of the character's RES. STA is calculated as $40 + (WIL + 2) \times 2$. Losing too much stability makes you hit your breakign point. This Breaking Point is calculated as $STA - ((WIT + 2) \times 2)$. In general, when there is a threat to your stability from something you see or do, you will make a RES roll. If failed, you will take a more harsh hit from the threat. RES will go up and down; whenever there is a challenge to your STA, make a RES test- if this is made, less STA will be taken, and RES will increase a die type. If it is failed, more STA will be taken, and RES will go down. STA is a more permanent fixture of the damage to your character's psyche over time, and tends towards a downward spiral, though certain psychotherapy techniques can stave off permanent damage.

Any loss of STA is a major thing that should be explored- what does the character feel in that moment. If they lose 5 or more at one time, they revert to their baser instincts- either fight, flight, or freeze, depending on the threat and the character. The GM should allow the player to tailor this to the character with power of veto.

When the character reaches their Breaking Point, they suffer a permanent disorder, and in the moment, react as above for more major losses of STA.

There are different sources of STA loss - Violence, Helplessness and the Unnatural. The character can become adapted to Violence and Helplessness - losing STA three times without breaking or going insane adapts you to that source. You never have to make a roll to resist- you always take the lesser amount. One never adapts to the unnatural.

At zero STA, the character breaks and is effectively lost.

Burning Bonds

Character Creation

1. Visualize your character- Who are they? What do they do? What trouble makes their life more complicated?

2. Assign your Attributes
3. Flesh out the character's backstory, and from that backstory, choose two keystones and one trademark.
4. Choose one Role and tailor the description to the character's concept.
5. Choose or create three Trademarks from your role. You may choose one less in order to raise your rating in the role by 1.
6. Choose one Keystone from your Role's description.
7. Choose two additional Keystones based on your Drives.
8. Describe 4 bonds
9. Write down up to 5 pieces of minor, iconic gear that help define who you are.
10. Finishing touches

Visualize your Character

The first step in Character Creation is to conceive who the character is. What kind of character do you want to make? A good way to start is to create a sentence that is the elevator pitch for the character.

We'll be making the character Thenrey Reeves. As implied by his name, he grew up the son of a reeve for a minor lord- his father oversaw the estate and kept it going, but saw no profit from his hard work other than a pittance and a pat on the head. Though he learned a lot from his father, it wasn't by choice, and the biggest thing he learned was that it wasn't the life for him. His father's position did get him out of trouble as he worked to find his way with a salacious life, until the day it didn't when he was disowned. He'd made some contacts by that point, but not nearly enough to keep him from learning things the hard way. He was smart enough to make himself useful and get out of a lot of things he talked himself into as with his smooth talk, and he found that he was handy enough with his fists or a blade to use violence to get himself out of things that his mouth couldn't.

Assign your Attributes

There are three ways to assign attributes - you can choose the standard spread of d6 in all attributes, a standard distribution of d8, d6, d6, and d4 assigned to the four stats, or have all attributes start at d4 and have 4 points to distribute between them, with each step above a d4 costing 1 point, with a max of d8 in any attribute.

For Thenrey, we'll choose the standard distribution- VIM d6 (2), VIT d6 (2), WIT d8 (3) and WIL d4 (1).

Flesh out the character's backstory, and from that background, choose two Keystones and one trademark

What is the character's background before they grew into their role? How did it inform choosing that path? This story will shape how your character evolves, and allows you to pick to Keystones - significant developments in the character's growth. These can be used in a few ways during the game.

Thenrey grew up in a brothel, never knowing his father, watching his mother do what she needed to in order to survive. Though he appreciated and loved her up until the moment that a customer took her from him, his lesson from it became that he wouldn't let himself be so weak and dependent. One of her regulars helped him with that, and committed him to a life of crime even as he helped him get his revenge. But his time with his mentor was to be limited, as forces within the gang conspired with him,

and resulted in his fall from grace. Only his former position kept him from death, but he is a shadow of his former self. His two keystones are *A mentor's fall* and *Born to the streets*.

Choose one Role and tailor the description to the character's concept

The man that took Thenry under his wing was a shot caller for Selman's Scouts, a gang that operated in and around the city, and initiated him into a life of crime. He chooses Rogue as his Role, which starts at a rating of d6. He describes it as *Procurer of merchandise and secrets for a specialized clientele*.

Role Descriptions

Reeve

Those that manage, administer and procure material items, whether that be money, land, or anything else that is desired by the poor and the wealthy alike. This might cover a steward of an estate, a lawyer for the administration, a merchant that brokers money for goods, and a wealth of other possibilities.

Trademarks: Merchant's Eye, The Right Word, Traditions of Power, Honeyed Tongue

Rogue

Those that specialize in secrets and the obtaining of them. Sometimes this is for illicit gain, but not always, but it usually is through less than overt means.

Trademarks: City's Secrets, Scurrilous Rumours, Skulduggery, Ridiculous Luck

Scholar

Those that seek knowledge of any sort. These may be academics slaving over books, archaeologists plumbing old ruins, or cultists seeking lore best left forgotten in the annals of time.

Trademarks: Forgotten Lore, Prophecy, Corruption, Dark Thoughts

Warrior

Those that intercede by way of violence or the threat of violence. This covers any that study the art of warfare, whether it be on a large or small scale, for state or for profit, for good or for ill, or anything in between.

Trademarks: Spot Frailties, Know Monstrosities, Tactics of Death, Combat Style

Watchers

Those that see things others do not. This can be used for good as part of the City Watch, a bodyguard for a personage, or a private investigator looking to bring justice, but it doesn't have to be as it also covers Inquisitors for the Church, Secret Police for the government and other illicit professions.

Trademarks: Felonious Intent, Jurisprudence, Spirit Sight, Vigilance

Choose one Keystone from your Role's description

Even those that share the same role don't have the same formative experiences - a lot is dependent on the character and how they learn. One Keystone should be closely related to the character's development in the role.

To become more than just another face in the gang and get his own freedom, Thenry had to make use of his mentor's fall and his own contacts to get out of the gang. He learned to plan far ahead and have *An exit for every situation*.

Choose or create three Trademarks from your role or general trademarks. You may choose one less in order to raise your rating in the role by 1

As a rumormonger and fence, Thenry chooses City's Secrets and Scurrilous Rumors. Instead of a third edge, he raises his Role to d8.

Choose two additional Keystones based on your Drives

A character's Drives are goals that pushes them past their limits in order to get things done. They are keystones like any other, but can be changed between adventures, adapting to changes in the character's direction. Just let the GM know if you are changing your Drives.

For Thenry, his Drives are to Make a Fortune and Get Out of the Business and To Never be Beholden to Anyone. He's seen first hand what trusting anyone in this business does for you, and wants to get out before it happens to him.

Describe 4 bonds

Bonds describe the close relationships that the character has with others in their life. These can be from any part of the character's background, and with player consent, can even be other players. These bonds root the character and keep them fighting and striving to advance when situations and circumstances may be against the character. Bonds can also be to small groups, which makes them more resilient but weaker. Each of these bonds starts at a rating equal to the average of WIT and WIL ratings.

Each character should define 4 bonds and describe those characters. A character can take one less bond in exchange for another Keystone. Each of these bonds have a rating equal to the character's WIT+WILL.

Thenry has a bond with his Mentor- though he has lost power, he is still important to the rogue. He also has a bond with the madam of the brothel where he grew up- he still visits her and looks out for her interests. Though he is not supposed to have close ties with any in his former gang, the ties with one of the members that he came up with are too strong to deny. He chooses to only take three bonds in exchange for a Keystone related to that friend - *Through thick and thin*. Each of these is set to his WIT (3) + WIL (1) = 4.

Write down up to 5 more pieces of minor, iconic gear that help define who you are

Characters are defined by the things they consider important and choose to keep. These are not the typical run of the mill inventory items, but those things that are of significant important to who the character is. You know you've done a good job at defining this iconic gear when someone can look at it and get an idea of who your character is by what you carry.

Thenry travels light, but carries

1. a beat up coin - the first money he made on his own.
2. A well-worn but wickedly sharp blade - it's not the most practical, but is the first knife he chose for himself
3. A string of beads around his neck- it was pretty and the girls liked it, but really came in clutch when he was in a struggle and had no other weapon
4. Sweat stained, beat up, matte black leather armor- it's saved his life more than he can count

Finishing touches

Each character starts with 3 Grit. The character should also calculate Stability, Resilience and Breaking Point. They should also calculate Fortune Points, Physical/Mental Wound Threshold and Parry/Mental Defense and Dodge. Unless a trademark says otherwise, characters start with No Wealth and No Repute, and reasonable minor items.

Thentry starts with the standard 3 Grit. His Stability is $40 + (WIL + 2) \times 2 = 40 + (1 + 2) \times 2 = 46$ His Resilience is $(WIT + WIL)/2 = (3 + 1)/2 = 2 = d6$ His Breaking Point is $STA - ((WIT + 2) \times 2) = 46 - ((3 + 2) \times 2) = 36$ His Fortune Point total is $VIM + WIT = 2 + 3 = 5$ His Physical/Mental Wound Threshold = $VIT + 2/WIL + 2 = 4/3$ His Parry/Mental Defense is $VIM + 2/WIT + 2 = 4/5$

General Trademarks

Attractive: *You are well put together and beguiling to those that have any tendency towards you, and recognized as such to those that don't.*

Bold: *You are confident and courageous, with nerves of steel and a can-do attitude. The way you assess a situation, make a plan, and take action often inspires others.*

Broken: *You were injured and/or disfigured, perhaps during The Long War, or maybe in a factory accident. This injury doesn't have to be physical, but it has left you changed.*

Caring: *You are incredibly empathetic and seek to ease the suffering of others. You often give freely of whatever resources you have and look out for those who cannot help themselves.*

Charming: *You have an easy charm that draws others in and makes them feel at ease. You have a knack for making suggestions that others find reasonable and tend to get your own way.*

Genius: *You are incredibly intelligent, well educated, or wise from life experiences. You have an uncanny ability to retain information and solve problems that others cannot.*

Intimidating: *Something stands out about you that makes you frightening to others.*

Precise: *You have excellent body awareness and hand-eye coordination.*

Sneaky: *You are sly and devious by nature, getting by in life with half-truths, stealth, and deception. You have a talent for going unnoticed, tricking others, or getting into places you otherwise shouldn't be able to.*

Tainted: *Exposure to radium, serums, or other chemicals has left you permanently changed. This might be subtle, or could manifest as horrible boils, glowing eyes, or dark pulsing veins.*

Touched: *Some are touched by the magic of the realm, granting them a closer affinity for wielding its powers.*

Scrounger: *You are able to find items in the meanest of circumstances, and about to source things when given better resources. This may be through gift of gab or acuteness of eye.*

Reeve Trademarks

Merchant's Eye: *You can gauge the value of goods and services with a keen insight into what people would be willing to pay for them.*

The Right Word: *People listen to you when you give them orders.*

Traditions of Power: *You know the often obscure traditions and laws that govern the halls of power.*

Honeyed Tongue: *You know how to talk to people to get them to do things for you.*

Rogue Trademarks

City's Secrets: *You know the back streets and hidden truth of cities*

Scurrilous Rumours: *Bribery, gossip and whispered secrets help you ferret out information others would wish to*

stay hidden.

Skulduggery: *You are familiar with the tradecraft of those that stick to the shadows- stealth, shadowing, blackmail and gaining entry are your tools of the trade.*

Ridiculous Luck: *You are far luckier than most people, and fortune smiles on you in your endeavors.*

Scholar Trademarks

Forgotten Lore: *You know facts, legends and trivia others have long forgotten.*

Prophecy: *You can pierce the veil between past, present and future to divine their secrets.*

Corruption: *You can tap into the source of magic for knowledge and power.*

Dark Thoughts: *You are very familiar with the operations of the mind and how to heal maladies and use them to your advantage.*

Warrior Trademarks

Spot Frailties: *You are able to notice and exploit weaknesses in not just armor, objects and structures, but more abstract things like people, plans and patterns.*

Know Monstrosities: *You know legends and secrets about the things that go bump in the night, including tactics and motivations.*

Tactics of Death: *You can read fight scenes and understand military tactics.*

Combat Style: *You have an affinity for a particular combat style, and this gives you advantages in combat.*

Watcher Trademarks

Felonious Intent: *You can spot warning signs of crime and criminal behavior*

Jurisprudence: *You know the laws of the land where you reside, no matter how obscure or twisting.*

Spirit Sight: *You can see into the spirit realm, and sense ghost and Corruption.*

Vigilance: *You notice things that others miss and often have uncanny insights into situations or people. You focus on details, put the pieces together, and always seem to spot vital clues.*