



Nokels

Action Speed (As) –place Nokels at the 0 AS mark.

Armor Reduction– Is subtracted from Move Speed and Action Tokens. Already calculated into move speed and AT

Move Speed– How many meters (M) Nokels can move per die spent on movement.

Defeat Limit– This is the amount of defeat Nokels can take before he is no longer a threat.

Passive Defenses

- Armor is used when a physical attack is used. Add Nokels's Crush resistance if applicable.
- Magical is used when a magic attack is used on Nokels.
- Mental is used for mental attacks and tricks.

Attacks

- The Attack column tells the name of the attack.
 - The cost column tells how many AT are required to use the attack. For Nokel's bow the 2/R1 means that it costs 2 AT to fire the bow and 1 AT to reload.
 - Dice & Effects column is read;
1. Range is the distance, in meters (M), from the target Nokels can attack.
 2. Roll is the amount and tier of dice that are rolled for the action. Addition effects follow. Different defeat types are stated after the roll.

Conditions– These are bonuses that Nokels has gained through raising milestones, grades, and skills. They are already calculated into Nokels's attack rolls.

Action Tokens

- Regained at the beginning of Nokels's turn. plus any dice that are banked.
- Action Tokens are used to pay for actions in combat.
- Best to use tokens, counter, chip, or die to track current number.

Used— Tracks spent AT. Place all used ATs in the used section

Banked Dice- Tracks the number of tokens that are added to Nokels's next turn. A maximum of 4 AT can be held for next turn.

Combat

Action Speed:	0
Armor Reduction:	-1
Move Speed:	6 m/die

Defeat Limit

15

Passive Defenses

Armor: 4T1	Magical: 1T1	Mental: 1T1
Resistances: 1T1; Crush 3T1		

Attack	Cost	Dice & Effects
Bow	2/R1	Range: S9 M L 60 M Roll: 6T1 Thrust (Backstab X2)
Stiletto	2	Range: 0-1 M Roll: 4T1 thrust or 3T1 slash (armor piercing 1, throwing 2)
Plausible Alibi	1	T2, if player tells believable lie they roll 6T3
Sneak	1/3 meters	4T1+ 3T2 stealth move from a hidden spot to another hidden spot unnoticed
Backstab	3	Range: 0-1 M Effect: Move 7 m to a foe's backside. The attack roll is 5T2 thrust (Armor piercing 1, Backstab X2). If hit, the foe gains a 2T1 bleed.
Quick Lock	6	pull out lock picks and pick a lock Roll: 8T3

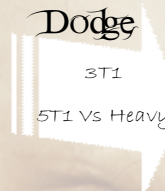
Conditions:

Backstab- doubles all successes when making an attack from the rear of an opponent.
+1 die with mental actions, +1 tier with mental actions, +1 tier with knowledge actions

Action Tokens



Active Defenses



Block

- Costs 1 AT to prepare.
- Triggered when Nokels blocks an attack. When the block is used place the tracker chip in the used pile.

Dodge

- Costs 1 AT to prepare. When paid for put a tracker chip in dodge
- Triggered when Nokels dodges an attack. When the dodge is used place the tracker chip in the used pile

- May be used for all physical attacks.
- When Nokels is targeted by a heavy attack then use the bottom number.

Riposte

- Costs 1 AT to prepare. When paid for put the tracker chip on riposte
- Triggered when a foe enters Nokels's range. When the riposte is used place the tracker chip on the used pile

Role-Playing

Starting Disposition

+1

Disposition Change

5

Movement Tricks: cost 2 AT

Prowess	Jump 1T1	Swim 1T1	Climb 1T1
Celerity	Stealth 2T1+3T2	Juke 2T1	Tumble 2T1
Expedition	Balance 2T1		

Interaction tricks: Cost 1 AT per 10 words

Domination	Intimidation 3T2	Manipulation 3T2	
Magnetism	Attraction 2T2	Charm 2T2	Inspiration 2T2
Negotiation	Diplomacy 4T2	Haggling 4T2	
Patience	Empathy 2T2		

Mental Tricks: Cost 1 AT

Observation	Hearing 3T3	Sight 3T3	Smell 3T3
	Taste 3T3	Touch 3T3	Gut 3T3
Comprehension	Learn 3T3	Know 3T3	Read 3T3
Patience	Faith 2T2	Waiting 2T2	

Tool Tricks: Cost dependent upon the tool used

Familiarity	All 3T3	Lockpicks 4T3	

Disposition

- First impressions matter, when meeting a new NPC Nokels adds 0 to his disposition.
- The standard starting disposition is 76-100
- Disposition is used to influence NPCs and can be changed through role-playing and tricks.
- Role-playing is encouraged, and as such should be rewarded with either an extra success or failure on the roll.
- A higher disposition means the

NPC likes Nokels more.

Disposition Change

- How much disposition is changed for each defeat that would be dealt in an RP Event.
- Using the wrong trick can have a negative effect on disposition.

Movement Tricks

- Each costs 2 AT to use in combat, but allows Nokels to roll the indicated dice.
- Each success over the opposed roll gives 1 meter of movement in

the form of the trick. With the exception of stealth; in this case the overall score determines how difficult it is to observe Nokels when a foe uses an Observation trick.

- Opposed rolls are 1T1 for base trick, 1T2 for advanced trick, and 2T3 for expert trick
- Base tricks are done in favorable circumstances; not slippery, good handholds, not a lot of foliage, no current, etc. with the exception of balance, which requires one circumstance to use.
- Advanced tricks are completed with an unfavorable circumstance, 2 for balance.
- Expert tricks are completed with 2 or 3 unfavorable circumstances, while 5 is the maximum number of unfavorable circumstances balance can beat.

Interaction Tricks

- Cost 1 AT per 10 words, in combat.
- Allow for disposition change.
- Opposed by mental defense and resistances.

Mental Tricks

- Cost 1 AT to use
- Observation Tricks are most often used to oppose another trick
- Comprehension tricks are opposed by a roll given by the event. Basic is 2T1, advanced is 4T2, and expert is 6T3.
- Patience tricks are opposed by a set value of based on the effect Nokels is going for. A basic task is 1T1, an advanced task is 2T2, and an expert task is 3T3.

Tool Tricks

- Costs a set amount based upon the task. Creating objects costs 8 hours, and allows Nokels one roll to work on production of the object.
- Opposed by rolls depending upon complexity of task, most basic tasks are 2T1, advanced task are 4T2, and expert tasks are 6T3.

Abilities

- Nokels has 4 abilities t he can use.
- Each ability can be used as many times as he wants to use it.
- All 1 is a physical maneuvers, another is a physical/mental combat trick, and the remaining 2 are mental crafts.
- The top line of an ability are; the ability name, the ability type, and the components required to use the ability.
- The description tells how the ability looks the rolls and special effects that are given.

Backstab: *Nokels sees a distracted foe, which gives him an opportunity to help his friend. Nokels weaves in and out of the battle field, to the foe's rear, plunging his knife effortlessly into his foe's back, most likely piecing an artery with the amount of blood gushing fourth.*

- Requires a thrusting knife and the ability to move.
- Costs 3 AT
- Roll 5T2 thrust if successful the target gains a 2T1 bleed status
- Bleed causes the victim to take an automatic 2T1 bleed attack When the foe regain their AT. The attack is opposed by the targets bleed resistance. If the victim take 2 or more defeat then bleed worsens , the automatic attack gains 1 die and all dice are raised by 1 tier. If the victim gets more than 2 successes over the attack then the bleed lessens by 1 die and 1 tier. When the die or tier count reaches 0 then the bleed is over.

Sneak: *Nokels remains hidden behind a tree using the power of his armor to blend into the shadows. Dragging them shadows while moving to another nearby tree, evading notice of the watching guards.*

- Requires Nokels to be hidden and be able to move.
- Cost of 1 AT per 3 M moved
- Roll 4T1 dice and 3T2 dice, if in shadow or dim light raise the tiers of the dice by 1
- The number of successes is what all potential observers need to beat in order to detect Nokels as he moves.

Plausible Alibi: *Not his first time getting caught red-handed, Nokels is quickly able to spin a lie so believable that even his mother would believe him. That is a rare occurrence for a Vortian to believe another Vortian, let alone family.*

- Requires Nokels to be able to speak
- Cost of 1 AT /10 words in combat, or 1 turn out of combat
- As the player of Nokels it is your job to spin an elaborate lie to beguile the HG. If your HG can see

Abilities

Ability: Backstab	Type: Man.	Components: Thrusting Knife + Thrust + Flanking
Description: Range: 0-1 M Effect: Move 7 meters to a foe's backside and perform a thrust attack with the thrusting knife. The attack roll is 5T2 thrust (Armor piercing 1, Backstab X2). If defeat is dealt from this attack the foe gains a 2T1 bleed.		
Ability: Sneak	Type: CT	Components: Stealth + Advance + Desire to move undetected
Description: 4T1 + 3T2 stealth move from a hidden point to another hidden point unnoticed		
Ability: Plausible Alibi	Type: craft	Components: Manipulate + Target + Desire to mislead target
Description: make up and tell a believable lie Roll: 6T2, if playertells believable lie they roll 6T3		
Ability: Quick Lock	Type: Craft	Components: Lock pick + lock + Desire to unlock
Description: pull out lock picks and pick a lock Roll: 8T3		

the lie as plausible then your dice are raised by 1 tier.

- Roll 6 tier-2 /tier-3 (see above) dice opposed by the target(s) mental defense
- If successful your lie is believed and you gain 10 times the number of successes rolled to disposition.

Quick Lock: *Nokels literally smiles at the chance to prove himself against the lock. Whipping out his kit with one hand, feeling the lock with his other. After selecting the tool Nokelmakes quick work of the lock as it falls to the ground.*

- Requires lockpicks,
- Cost of 6 AT
- Roll 8 tier-3 dice opposed by the lock's defense
- If successful the remainder of the opposed roll is used against the lock's DL