



ADVENTURES

- 1. Thumb rule:** if you don't know and you don't mind, ask a yes/no question and roll 1d8. On 4 or less, the answer is no. On 5 or more, the answer is yes.
- 2. Rolls:** if you want to do something and there's an obstacle or an opposition, roll 1d20. On 20, it's a **failure**. If you roll equal or less than your **mastery**, it's a **major success**. Between 19 and your mastery, it's a **minor success** – you must accept compromises and defaults to your action or fail.
- 3. Life Path:** if your *Life Path* is appropriate, **add +2 to the mastery**.
- 4. Combat:** your mastery is equal to your **Reputation level + your opponent's AC**.
- 5. Stunts:** sneaking, climbing, swimming, dodging explosions, etc. Your mastery is equal to your **Reputation level + your own AC**.
- 6. Skills:** all other technical and educated actions. Your mastery is equal to your **Reputation level +4**.
- 7. Saves:** for all non-physical and special threats, like poisons, mental powers or fear, your mastery is equal to your **Reputation level +4** – but all minor successes are considered as failures.
- 8. Danger:** if you face a complicated or dangerous task, you are in danger. **Roll 1d20 + 1d8**. You may more easily fail your action.
- 9. Assistance:** you may spend a manoeuvre to help an ally and add +1 to his mastery. The maximum bonus one may gain, with multiple helps, is equal to his *Reputation level*.
- 10. Cooperation:** you and your allies may act together – to sneak on a war-band, to climb a cliff, etc. Everybody roll. You fail if a majority fails; you succeed if a majority succeeds.

HUNTERS OF THE UNKNOWN

Your characters are pilgrims, adventurers, wayfarers, mercenaries and plunderers. They mind not the common rules of society and live by might, awe, sharp tongue and swift sword.

You need only 1d20, 3d8 and 1d4.

CHARACTERS

- Your **Reputation level** measures your experience from 1 (nobody knows who you are) to 15 (everybody knows you, even on other planes of existence). Each time someone might recognize you, roll 1d8 under *Reputation level*.
- Your **Armor Class (AC)** is fixed by your **temerity** (9 *utterly reckless* to 3 *extremely cautious*) and your **armor** (heavy clothes and leather -1, mercenary armor -2, knight armor -3).
- Open your **Life Path**. It's an aspect that describe your personal history, your proficiencies and relations. You add one new element to your *Life Path* with each *Reputation level*.
- You have 1d8+8 **hit points**. Each time you gain one *Reputation level*, roll Rd8+8. If the new total is lower than the old one, simply add 1 hp. You have **Reputation level Recuperations** each day.
- Pick four **objects** in the following list. At any moment, you cannot carry more than four objects (note that an object may comprise two or more elements):
 - Two simple weapons, or one simple weapon and a shield, or one heavy weapon. Light weapons are free – you own a dagger and a sling. You may select multiple weapons if you like.
 - A soldier's bag, which you can use to recover two more hit points a night by Reputation level.
 - A traveler's holdall, giving you +2 on all survival rolls.
 - A toolbox of your choice, be it a instrument for a musician, a wardrobe for a diplomat, books for a scholar or pliers and hooks for a burglar... You may choose several different toolbox, each of them gives you +2 on all appropriate rolls.

Weapons	Examples	Damages
Light weapons	Dagger, sling...	1d4
Ranged simple weapons	Bow, crossbow, javelins, knives...	1d8
Melee simple weapons	Swords, axes, hammers, spears...	1d8+2
Ranged heavy weapons	Heavy crossbow, war bow...	2d8
Melee heavy weapons	Lance, longswords, bec de corbin...	2d8+4

- When you reach *Reputation level* 3, 6, 9, 12 and 15, choose one **ability**:
 - **Equipped:** you may carry four additional objects.
 - **Healer:** you may spend a Recuperation on the behalf of one of your allies. You may spend 1 hp to cure 3 hp by laying hands.
 - **Precise:** add +1d8 ranged damages. On a minor success, you inflict +1 damage.
 - **Sixth sense:** you cannot be surprise and you sense invisible creatures.
 - **Skilled:** you gain a +3 bonus in one domain – Stealth, Negotiations, Technical, Athletism, Knowledges or Perception. You may take this ability multiple times choosing a different domain each time.
 - **Stout:** you have 12 additional hit points.
 - **Sturdy:** you have 4 more *Recuperation* each day.
 - **Swift:** roll 4d8 + AC + *Reputation level* for your initiative.
 - **Violent/Sly/Venomous:** add +1d8 melee damages, according to your combat style. On a minor success, you inflict +1 damage.
 - **Weathered:** you have 1d4 free re-roll by session.
- At the beginning of each session, you gain 2 **Fate points**. They may be kept or used at will:
 - To cancel an attack against you or an ally.
 - To raise your *Reputation level* – spend three *Fate points* per actual *Reputation level* to gain one level.
 - To roll a 1 on the d20 – you must spend a *Fate point* before any roll.
 - To re-roll a dice.
 - To cure 1d4 *wounds* during a long rest.
 - To take a second wind without spending a *Recuperation*.

FIGHTING

- 1. Initiative:** roll 2d8 + your AC + *Reputation level* at the beginning of the battle. The highest plays first and so on. If your initiative is 20 or higher, you gain a second action at the end of the turn.
- 2. Action and manoeuvre:** you have one action and one manoeuvre per round. An action allows you to attack, use a skill, make a stunt, etc. A manoeuvre allows you to move on the battlefield, to pick up an object or to prepare your action and gain +1 on the mastery (charging, aiming and so on).
- 3. Damages:** on a major success, you may inflict the damages of your weapon. On a minor success, you inflict one and only one damage. The damage reduces the target's hit points. If your damage exceeds your target's hit points, feel free to inflict the remaining to any foe whose AC is equal or higher.
- 4. Zero hit point:** foes reduced to 0 hp are dead-like (major success) or stunned (minor success). Characters reduced to 0hp are wounded (major success) or stunned (minor success). There are no negative hit points.
- 5. Stunned:** a stunned character lose his next action and manoeuvre and 1d8 initiative (one time even if he stay stunned several rounds). He may then heal himself or retreat from the battle (fleeing or laying unconscious).
- 6. Wounded:** a wounded character is stunned for 1d4 rounds. Each wound wears off one Recuperation and 8 hit points until full healing. If you have no more hit points or Recuperations the next morning, you are dead.

HEALING

- 1. Recuperations:** you have *Reputation level* Recuperation per day, after one full night of sleep and rest. Each wound wear off one Recuperation.
- 2. Second wind:** once per battle, you may spend a Recuperation and heal 5 times *Reputation level* hit points.
- 3. Short rest:** after a battle, you may spend a Recuperation and heal 5 times *Reputation level* hit points. If you don't spend any Recuperation, you only heal 2 hit points. You may spend as many Recuperation as you need.
- 4. Long rest:** you take a long rest when some time passes between two scenes – a journey across civilized lands, a few days of rain spent in the warmth of an inn, etc. You heal one wound and all your hit points. You may spend a Fate point to heal 1d4 additional wounds.

FOES

- 1. Basic characteristics:** your foes have a *Reputation level* (that is their dangerousness and their notoriety all at once), an Armor Class, 1d8 hit points per *Reputation level* and weapons of sort – be it a sword or some bite and claws, that deliver 1d8+2 or 2d8+4 damages depending on size and might. It also may attack multiple times in the same action.
- 2. Abilities:** some foes may have abilities of their own. Choose from the character's list or in the followings: Breath weapon (*Reputation level* d8 damages, save for half); Magic-user (may cast spells); Stealth (be it invisibility or camouflage); Life drain (eating up Fate points then *Reputation levels*); Fear (save or flee); heightened senses; Antimagic aura; Telepathy; Telekinesis; Invulnerability, etc.

GAIUS STONECUTTER
 R3, AC 5, pv26, Swift
 Beggar of Kanai, Guardian of the Mal'Tok
 Jewel, Servant of the Two Headed Serpent God
 Sword 1d8+2, Crossbow 1d8, mercenary armor,
 thief tools, traveller's holdall