

CHARACTER CREATION

SUMMARY

Determine your character's base characteristics following one of the suggested methods.

Evaluate derived attributes and base percentile scores for skills.

Choose a country of origin and add its standard traits to your character.

Choose a profession and add percentile scores to the skills listed for it, then add eight more traits chosen among those suggested for the profession.

Cross-check background and profession to obtain your character's Status trait and initial wealth.

Choose a characteristic and distribute its value in percentiles among skills based on it.

Add two more free traits.

Add at least three motivations, one of which must be related to the background or profession chosen.

COMBAT SEQUENCE SUMMARY

Combat is divided into six second rounds, during which each combatant can perform one or more actions. Every combat round goes through the following steps:

0. Start of combat. Players check their characters' Effort Point values and apply consequences carried over from Adventure Time (see page xx of Chapter 3). The Narrator may calculate starting value and penalties to Effort Points for non-player characters participating in the combat.
1. Start of round. Determine the actual Readiness value for each combatant. Combatants engaged in close combat use a different value than others.
2. Action phase. It is always the character with the highest Readiness that acts, until a new character becomes the one with the highest Readiness. Reactions take place during this process as needed. Each action or reaction decreases the character's Readiness by a given amount, thus placing them at a lower position on the global Readiness ladder.
3. End of combat round. Once all eligible characters have acted, the round is over. If there are combatants still active on both sides, go back to Step 1 and start another round. Otherwise, the time scale shifts to Adventure Time.



READINESS

Readiness, also called Strike Readiness (SR), determines the order of actions in combat, and how many actions or reactions a character can perform. Readiness goes back to its starting value whenever a new round starts.

READINESS AT THE START OF A ROUND

At the start of a round, unengaged combatants receive Readiness points equal to their generic Readiness score. Those engaged in close combat, instead, receive Readiness equal to their Melee Readiness score plus the Readiness bonus for the close combat weapon they use, or zero if unarmed.

A combatant is engaged in close combat if they have exchanged blows with an opponent before, or if they are within their Move distance from an opponent and are ready and willing to enter close combat as their next action. If a combatant starts the round engaged, there are restrictions on their first action (see page xx).

READINESS AND ACTIONS

Once all combatants have determined their Readiness for the round, they perform actions, starting with the one with the highest Readiness. If two or more combatants have the same Readiness, use the highest DEX, and then the highest relevant skill in case even DEX is tied, to determine who acts first. Actions and reactions cost Readiness points which combatants must subtract from their current amount. The target of a hostile action may lose Readiness, too, when reacting, receiving damage, or suffering an adverse tactical combat effect.

If the same combatant still has the highest Readiness after an action, then they will act again. No one else can act until another combatant becomes the one with the highest Readiness.

ACTING WITHOUT ENOUGH READINESS

You can act or react even when lacking the full amount of Readiness required. In this case, you lose all Readiness left, and suffer a penalty to any skill roll related to the action. When you have zero Readiness left you cannot attack or start any action, except for the situation explained in the next paragraph, but you can still defend or react.

A combatant who spent all their Readiness defensively in a round or lost it to combat effects, may still try one action per round, even after dropping to zero SR, with the usual penalties for acting without the necessary Readiness. This is a heroic feat, only appropriate at certain moments, so the Narrator must approve it, on the grounds that the character has something at stake in the fight, usually a Motivation.

The rules for some specific actions, such as picking up a weapon from the ground, may state that you must pay the full Readiness cost or be unable to perform them. In general, the Narrator can prevent you from performing an action that requires no die roll if you do not have enough Readiness to pay for it, or else require a roll on a suitable skill.



TRACKING READINESS.
Players can mark Readiness for their characters on the right-side track of their character sheet with a paper clip. The Narrator will probably want to place a d20 close to each figure on a battle map or use a combat tracker to record Readiness for each opponent, instead. Put a marker for each combatant in the box representing its current Readiness. Extra chits on this marker will represent free actions (see page xx).

ARMOUR TABLE

This table includes the most common armour pieces and suits found in the Ardhyan continent.

ELEMENT	AP/Cov	ENC	WEALTH	VALUE	NOTES
CLOAK	1/3+	1	POOR	4	WITH A HOOD ADDED, COVERAGE BECOMES 1/2+.
GAMBESON	2/2+	3	AVERAGE	8	OPEN HELM CAN BE PURCHASED SEPARATELY (ENCUMBRANCE DOES NOT CHANGE) AND DECREASES COVERAGE TO 1+. ADDING A GAMBESON TO A STRONGER ARMOUR WITH HIGHER COVERAGE WILL RAISE ITS ENCUMBRANCE AND VALUE BY 1.
LEATHER JERKIN	1/5+	1	AVERAGE	2	
MAIL SHIRT	5/5+	2	AFFLUENT	4	CAN BE WORN UNDER CLOTHES, DOUBLING ENCUMBRANCE. COVERAGE IS 4+ WHEN WEARING A HELM.
MAIL HAUBERK	5/3+	3	AFFLUENT	5	THIS IS A VERY CRUDE VERSION WITH MINIMAL PADDING. COVERAGE IS 2+ WHEN WEARING A HELM.
BRIGANDINE	5/2+ 7/6+ 8/9+	5	AFFLUENT	9	HEAVY. INCLUDES A FULL HELM AND MAIL PADDING FOR UNCOVERED AREAS. NO LONGER IN USE AND THUS NOT NORMALLY AVAILABLE.
MAIL SUIT	5/0+ 8/9+	6	AFFLUENT	12	INCLUDES A FULL HELM. NO LONGER IN USE AND THUS NOT NORMALLY AVAILABLE.
GOthic ARMOUR	8/0+	12	RICH	10	HEAVY. PENALTY TO PERCEPTION. NO LONGER IN USE AND THUS NOT NORMALLY AVAILABLE.
THE FOLLOWING ARMOUR PIECES CAN COMPLEMENT SUITS WITH AN EQUAL OR LOWER AP VALUE. THEY DECREASE THE COVERAGE NUMBER OF AN EQUIVALENT OR INFERIOR SUIT BY ONE IF THE STANDARD SUIT LACKS PROTECTION ON THE HEAD.					
HELM	8/9+	+1	AVERAGE	8	
THE FOLLOWING ARMOUR PIECES CAN COMPLEMENT SUITS WITH A COVERAGE OF 1 OR MORE. THEIR EFFECTIVE COVERAGE IS EQUAL TO THE COVERAGE OF THE MAIN ARMOUR MINUS 1 PER PIECE WORN.					
GLOVES	2/(-1)	+2	AVERAGE	4	FOR INSTANCE, GLOVES ADDED TO A HELMLESS MAIL SHIRT ARE 2/4+.
BOOTS	2/(-1)	+1	AVERAGE	2	FOR INSTANCE, BOOTS ADDED TO A MAIL HAUBERK WITH HELM AND GLOVES ARE 2/0+.

Here is the format for armour entries (given as column headings on the Armour Table).

AP (Armour Protection). The damage the armour will stop.

Cov (Coverage). The rolls of the unit die that allow armour to provide its Protection.

Enc (Encumbrance). The encumbrance imposed by wearing this armour. This value is cumulative for all armour worn.

Wealth level. The wealth level at which this kind of armour element becomes reasonably available.

Value. The value that an adventurer should beat to get hold of that armour if availability is not automatic.

CLOSE COMBAT WEAPONS

Each close combat weapon does a base damage depending on the weapon plus a number of d2s equal to the wielder's Might, including bonuses for the specific weapon and for two-handed use. The resulting Might value may be negative.

WEAPON CATEGORIES

Weapons are grouped into three categories with regard to how you can wield them.

Light

A light weapon is used in one hand. Weapon damage is always based on the user's Might plus any bonus from the weapon. Using two hands to wield a light weapon gives no bonus to Might, and for some weapons this is simply impossible. An unarmed strike is a light weapon.

Heavy

A heavy weapon can be used with either one or two hands. If a heavy weapon is wielded with two hands, use the character's Might plus one as for regular two-handed use. If a heavy weapon is used one-handed, the wielder's Might is unmodified and the STR requirement increases by four points.

Two-Handed

Two hands are required to use a two-handed weapon effectively. Always modify the character's Might by +1 for close combat attacks and parries with such a weapon.



Religion is something marginal in the life of Ashuli. Rationality tells them that there must be something beyond the natural world, or else mages would not exist. However, their pragmatic mentality makes them think that the best answer to the mysteries of the supernatural is to work hard to put their gifts to good use, rather than praise whoever gave them to humanity. Some households still preserve icons of the Blessing Moon, in the style that their ancestors used to paint in ancient Imara, and most people pay lip service to Fal-Garrin, an ancient hero who embodies Ashuli virtues, but few can be bothered with formal worship.

Being born a mage is a blessing in Ashul as much as it is in Imara, but the nature of the blessing is different. As soon as children manifest magical aptitude in a land under Ashuli control, they are in the military's crosshair. If the pressure they undergo does not convince them to pick a military career, they will eventually be drafted. For a potential mage to be allowed to follow a civil career, they must have a powerful sponsor who has a very clear idea of what they want their protégé to do. The most common way a mage can become a civil servant is to be picked as administrator of an industrial complex, after retiring from a position as an officer. Mages who join the army are sent directly to officer schools. Being promoted to the rank of lieutenant is not automatic, but most mages can make it.

GOVERNMENT AND MILITARY

Ashul is a perfect oligarchy centred on the influence of its industrial and military ruling class. A politburo made of both generals and civil servants is in control of all aspects of life, and elects a Chairperson whose authority is theoretically undisputable, but who can be ousted by the other members if they make too many mistakes.

Civil servants of the council are picked among the administrators of the Ashuli industrial complex, and they are seldom mages, unless they are retired officers. Military members are invariably mages, like most high-ranking officers. The Director of the Navka, the powerful military secret service, always sits on the council and although they cannot be the Chairperson their authority is second to none, as they know everyone's dirty secrets. When a conspiracy to replace the Chairperson is underway, you can be sure that the Navka is part of it.

Ashul has developed a very effective model of state-sponsored capitalism. Industries that produce basic commodities are left to the individual initiative of the richest families, with very little control over working conditions and fair pay. Military goods, however, are manufactured at licensed facilities, with lucrative contracts being awarded to enterprises which have the right know-how and the right connections to the military.

A network of state-funded schools guarantees a minimum level of education for the population, but most commoners only attend the first six classes. Higher education establishments are rare and do not add much to their pupils' resumé. The High Provisioner for Education, who oversees civil schools, is among the least authoritative members of the politburo. Those who can, try to attend military academies, which provide a much better education.

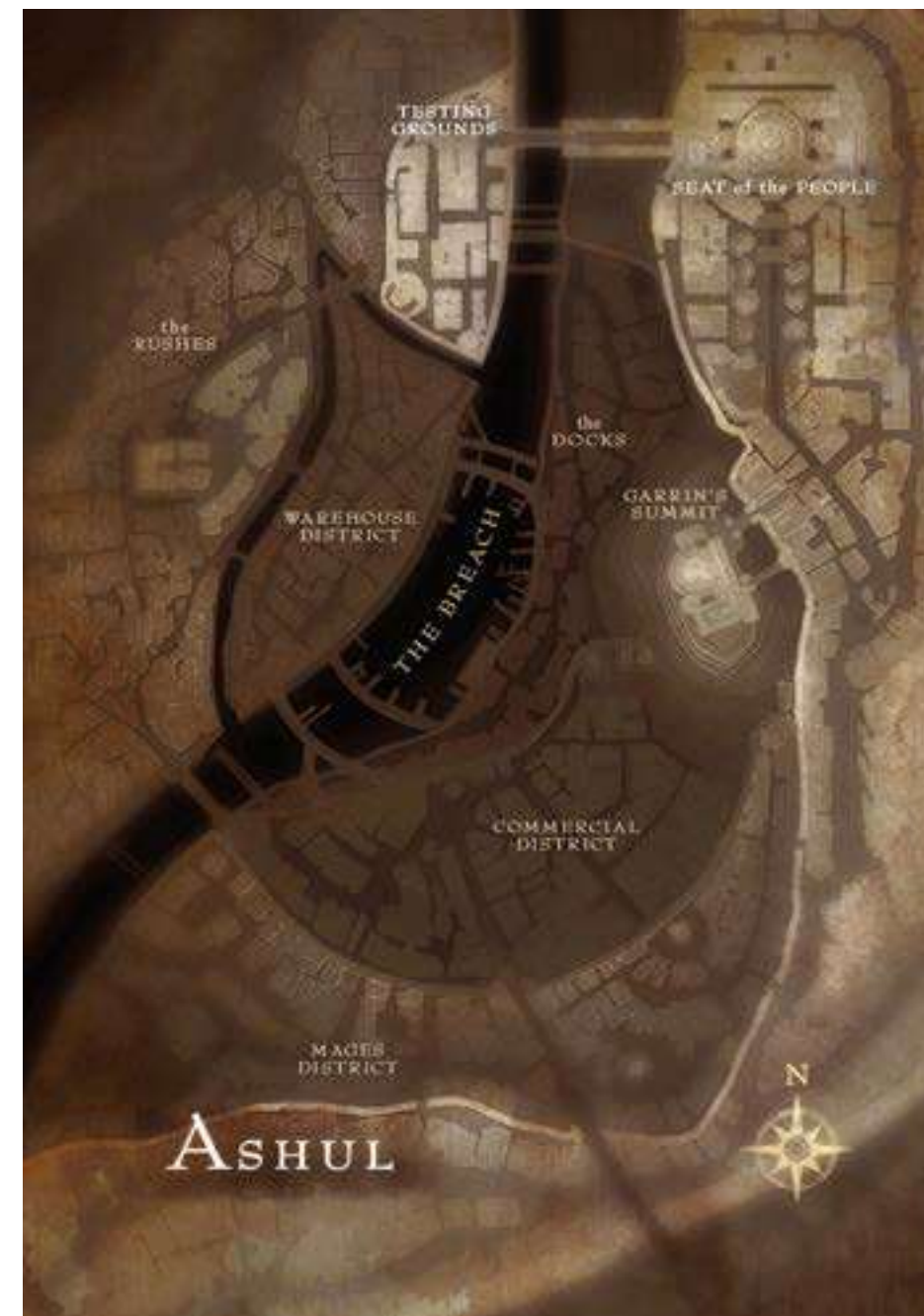
The military is involved in almost all aspects of life in Ashul, from industrial security to the maintenance of the most strategic railways and waterways. The army oversees internal security, too, as no civilian police force exists, and only the Navka has the authority to investigate servicemen.

Large cities controlled by Ashul are the seat of a prefect, the ranking civil servant in the area, who reports directly to the politburo. They are usually aided by a military attaché who commands the local garrison and takes care of troublemakers. Ashul rules subjugated territories with an iron hand, and the prefect and their staff do not hesitate to impose martial law at the first sign of unrest.

THE CITY OF ASHUL

The look of modern Ashul is quite different from the historical city of Shul. The only thing unchanged is the sky, forever overcast with marble-coloured clouds.

Rain falls almost every day, often through a curtain of fog, contributing to the general bad mood that the city inspires in everyone. Yet the Ashuli never want to leave the city permanently, because being close to the seat of industrial and military power has undeniable advantages.



The new city was built around the Breach, the deep, quake-produced dark fissure that runs northeast to southwest like a scar in a living body. Long metal bridges connect its two sides all along its course. The river Arent flows through the Breach, at its very bottom, but it is never visible, not even in the rare moments when the sun shines, because of a persistent mist rising from the depths. Very few have seen the bottom of the pit with their eyes, and rumours abound about the many dangers lying down there. Huge metal or stone structures project from the eastern side of the Breach or from the bridges, allowing airships to dock over the abyss. Airship crewmen have learned not to look downwards when their vessel is docked: imagination may play strange tricks, and let you see things in the mist which are not actually there... hopefully.