

AGE OF SIN - RULES

DICE

Age of Sin is using six sided dice, split into 5 different colors: Blue, Red, Green, Black and Golden.

For each die, a result of 1 or 2 is counted as No Effect (noted as ○○), a result of 3, 4 or 5 is counted as Half Effect (noted as ●○) and a 6 is counted as Full Effect (noted as ●●).

ATTRIBUTES

Player characters have a total of six attributes: Strength, Agility, Precision, Observation, Cunning and Charm. Three of these start at 3 dice (noted as ■■■) while the other three start at 2 dice (noted as ■■).

DECLARING AN ACTION

Describe your action, determine the most appropriate attribute, your level in that attribute determines the number of **Skill dice** you can throw.

If you intend to harm someone with your action, replace any number of **Skill dice** with **Attack dice**.

If your action is to prevent someone else from performing an action, such as attacking you, replace at least half of the **Skill dice** with **Defense dice**, rounded up.

SKILL-DICE	ATTACK-DICE	DEFENSE-DICE
<p>●○: Partial Success ●●: Major Success <i>and</i> Gain One Bonus Invocation</p> <hr/> <p>Can be used to change the situation, to remove hindering circumstances or to create new circumstances.</p> <p>When multiple Skill-dice are used only count the highest result.</p>	<p>●○: Inflict 1 Damage ●●: Inflict 2 Damage</p> <hr/> <p>Can be used to inflict harm and cause consequences.</p> <p>Causing enough damage to inflict a consequence gives one bonus invocation to that consequence.</p>	<p>●○: Prevent 1 Damage ●●: Prevent 2 Damage or Deny one Skill die</p> <hr/> <p>Can be used to stop others from inflicting harm to yourself or to stop them from changing the circumstances to their favor.</p>

INVOKING A CIRCUMSTANCE

Before rolling the dice you may invoke a circumstance. If you do, describe what circumstance puts you at an advantage for the chosen action and roll one additional die.

In the end the GM is the arbiter about the state of the world, and what is advantageous in the situation, but inventing new minor details to fill the gaps is usually appreciated.

BONUS-INVOCATIONS

When creating new circumstances with **Skill dice** or inflicting consequences with **Attack dice** you may gain *Bonus-Invocations* on those circumstances. Bonus-Invocations can be stacked on top of the *primary invocation*, so by creating your own circumstances it is possible to get more than one extra die on a single action.

Bonus-Invocations can be freely traded with other characters at any time. The Bonus-Invocations expire once the conflict they were created for has ended.

DIFFICULT ACTIONS

The GM may declare an action to be especially difficult. Roll one less die on a difficult action, two less die on a very difficult action, and three less die on a nearly impossible action.

ACTIONS WITH CONSIDERABLE RISKS

Performing some actions might have unintended consequences, regardless of difficulty. For example jumping over a cliff might cause you to fall down and break your bones in the process. In this case the GM may add **Risk Dice** to any roll, if the action can also have unintended positive consequences the GM may add **Reward Dice**.

RISK-DICE

When rolling multiple risk dice only count the highest roll.

- : Minor accident
- : Something Terrible Happens

REWARD-DICE

When rolling multiple reward dice only count the highest roll.

- : Minor relief
- : Something Great Happens

EASY ACTIONS

Some actions may be easy to do and without considerable risk, in that case don't roll any dice, just assume the action was successful. You don't gain any *Bonus-Invocations* from performing easy actions.

TACTICAL COMBAT

ZONES AND MOVEMENT

During a conflict, a character may interact with any other character occupying the same zone. Zones are simple abstractions of a location, a small room is usually a single zone, especially large rooms may consist of multiple zones. Ranged attacks may ignore the same zone rule if it makes narrative sense.

A character may move one zone per turn, if they both move and act in a single turn perform the action is rushed and performed with one die less.

REACTIVE ACTIONS

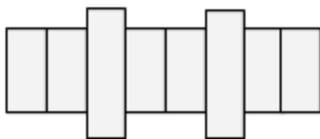
A character may chose to give up their turn to perform their action as a reaction to an opponent's action, for example to wait with a loaded crossbow until the target leaves their cover, to protect someone by engaging any incoming threats or to prevent someone performing from acting.

DEFENSE

If a character is directly attacked it may defend themselves using **Defense Dice**, regardless of whether or not they have already acted this turn.

DAMAGE TRACKS AND CONSEQUENCES

Physical Health



Damage tracks are used to signify conflicts in Age of Sin, they are linear tracks that consist out of both small and big elements. The damage track starts on the left side and progresses by one element for each point of damage dealt.

Small elements signify stress, slowly whittling away the defenses of your enemy.

Big elements signify breaking points, at these points characters take serious wounds or other consequences, depending on the attack used to breach those points.

Once the damage track is completely filled the character can no longer participate in the conflict, he may have been killed or fallen unconscious or was otherwise rendered incapable.

Damage tracks are reset when the character is no longer in a conflict. The consequences however remain, and need to be removed just like normal circumstances.

Damage tracks can be used for any kind of conflict, not just physical conflict. Some characters may have multiple independent damage tracks, each for a different type of conflict. For example player characters have one damage track for Physical conflicts, and one damage track for Social and Mental conflicts.

NPC-CARDS AND SIGNATURE MOVES

NPC cards define how certain non-player characters behave mechanically in a conflict and are a key point in making the combat tactical and engaging for the player.

Signature moves are simple actions with a name, a predefined amount of dice and sometimes additional rules.

ARCANE-POWERS

Arcanas are rather complex magic abilities with both active and passive effects on whichever character decides to learn them. Arcanas can be empowered further by learning Augments.

Casting a active arcana costs a single Mana point, regardless of augments. Player characters start with 3 Mana and only regenerate it very slowly.

To regenerate the first point of Mana the character must rest for 8 hours; that means the character has currently no Mana and will only have a single Mana after the resting period.

To regenerate the second point of Mana the character must rest an additional 2 days

And to regenerate the third and last point of Mana the character must rest for an additional 7 days.

Cavalry



This unit refers to a whole group of soldiers.

Can move one additional zone for free per turn.



Cavalry Charge

Can only be used if the character did move at least two zones last turn and moved again this turn.



Attack

Defense

Agility

Strength

Basic Skill Level

DISGUISE

Arcane-Power

Change your appearance magically, this may be as simple as making dirt and other impurities disappear, to changing the appearance of your clothes, to making yourself look like a enormous monstrosity. The illusion must have roughly the same size as your true self +50cm.

The disguise is just an illusion and trying to interact with it physically makes it obvious as the object would just pass through it. The illusion becomes harder to detect if the shape of the illusion is very similar to the caster's physical shape.

Passive: You may change to a previous disguise at will, without mana cost.

Augments:

- **Enchant** You may target another object or character. In this case the disguise remains for 24 hours or until you dispel it.