

The Edge of Night
Core Book & Setting Guide

CONTENTS

PART 1: CHARACTER MECHANICS

Character Traits	2
Specializations	2
Feats	2
Core Attributes	3
Perception	3
Fitness	3
Intellect	3
Fortitude	3
Charisma	4
Skills	5
Acrobatics (Fitness)	5
Alertness (Perception)	5
Alchemy (Intellect)	5
Unarmed Combat (Fitness)	6
Acrobatics (Fitness)	6
Blacksmithing (Fitness)	6
Tracking (Intellect)	6
Fletching (Fitness)	7
Survival (Intellect)	7
Curriculum Vitae	8
Combat Mastery	9
Ambush	9

Combat Training	9
Flamboyant Disengage	9
Fluid Dueling	9
Know thy Enemy	9
Weapon Expertise	9
Priority Focus	9
Mounted Combat	10
Prescient Reactions	10

PART 2: CHARACTER CREATION

PART 3: ACTION MECHANICS

PART 4: COMBAT MECHANICS

Combat Action	14
Standard Combat Action	14
Ranged Combat	15

PART 5: ADVENTURING

Falling Damage	17
Distance Traveling	17

PART 1

CHARACTER MECHANICS

CHARACTER TRAITS



CHARACTER traits are broken into 3 categories: Attributes, Skills, and Abilities. Attributes are the basic building blocks of a character, and are used to determine the character's physical and mental capabilities. Skills are the learned abilities of a character, and are used to determine how well a character can perform a task. Abilities are the supernatural or extraordinary capabilities of a character, and are used to determine how well a character can perform a task that is beyond the capabilities of a normal human.

All traits are represented as a number between 2 and 5, with 1 being the lowest and 5 being the highest. The higher the number, the better the character is at that trait. Traits are used to determine the outcome of actions that a character takes, and are used to determine the character's overall effectiveness in the game.

SPECIALIZATIONS

When a trait reaches 4 a specialization can be chosen. This is a narrow focus of the trait that the character is particularly good at. For example, a character with a Strength of 4 might choose to specialize in lifting heavy objects. Alternatively a character with a 4 in ledgerdemain might specialize in pickpocketing.

When a trait is raised to 5, a character can choose a second specialization.

For the purposes of actions, a trait higher than 3 only counts higher than 3 when the action is related to a specialization.

FEATS

Some attributes and skills may list feats. These are actions a character is capable of performing inately given a certain level of the trait. These feats require no roll to perform, and are considered automatic successes. This does not apply to any sitauation where the action is contested, or the character is under duress.

CORE ATTRIBUTES



ATTRIBUTES represent the core traits for a character. These govern everything from physical fitness to intellectual ability.

Attributes are rated on a scale of 1 to 5, with 1 being the lowest and 5 being the highest. The average person has a 2 in all attributes. Characters can have a maximum of 5 in any attribute.

Attributes above 5 are considered superhuman and are reserved for the most exceptional characters.

PERCEPTION

Perception represents the ability of a character to notice things in their environment. It determines how well a character can see, hear, and smell. It also determines how well a character can notice things that are out of place, or hidden.

Perception score. The following gives a general idea of levels of perception.

- Unobservant
- Average perception
- Eagle eyed
- Exceptionally perceptive
- Nearly impossible to sneak up on

Feats of Perception. Given a perception score, characters can casually perform various feats of perception without a check.

- Notice a person standing in front of them
- Spot a hidden object in plain sight
- Spot a hidden object in a cluttered room
- Notice something out of place in a room
- Notice a minor detail in a room

FITNESS

Fitness represents the overall physical strength and fitness of a character. This can be used to determine how much weight a character can carry, how hard they can hit, how much endurance they have.

Fitness score. The following gives a general idea of levels of fitness.

- A nonathletic person
- Average athletic ability
- Physically fit
- Exceptionally fit
- Legendary athlete

Feats of Fitness. Given a fitness score, characters can casually perform various feats of strength without a check.

- lift 50lbs, sprint a short distance
- lift 100lbs, run a mile
- lift 180lbs, climb a 50' rope
- lift 350lbs, jog 10 miles
- carry 200lbs while running a marathon

INTELLECT

Intelligence represents the mental fitness of a character. It determines base level knowledge, problem solving ability, and memory. It also determines mental fortitude and willpower.

- A weak minded person
- Average intelligence
- Well educated
- Encyclopedic knowledge
- Once in a generation mind

Feats of Intellect. Given an intellect score, characters can casually perform various feats of strength without a check.

- Speak and communicate clearly
- Pick up on social queues, tell noncomplex stories
- Read & write, determine the basic materials of an object, recall relatively common facts about places, people, and objects
- Pickup on subtle social queues, recall complex facts about places, people, and objects
- Recall information about rare and obscure topics

FORTITUDE

Fortitude represents the physical constitution of a character. This can be used to determine how well a character can resist poisons, diseases, and other physical ailments. It also determines how well a character can resist physical damage.

- Fragile
- Average constitution
- Can take a hit
- Rock solid
- Made of iron

Feats of Fortitude. Given a fortitude score, characters can casually perform various feats of strength without a check.

- Shrug off entirely superficial wounds
- Shrug off minor wounds
- Resist minor poisons and infections
- Resist minor diseases
- Resist moderate poisons and infections

CHARISMA

Charisma represents the social fitness of a character. It determines how well a character can communicate, how well they can lead, and how well they can influence others.

Fitness score. The following gives a general idea of levels of charisma.

- People tend to start off not liking them
- Most people are indifferent to them
- Able to make friends easily
- Exceptional orator, can sway crowds
- Could convince most people to do almost anything

Feats of Charisma. Given a charisma score, characters can casually perform various feats of charisma without a check.

- Hold a conversation
- Navigate social situations without offending
- Keep a crowd entertained, give a speech
- convince a person to do something they are already inclined to do
- Rally a crowd and sway opinions slightly

SKILLS



KILLS represent the learned abilities of a character. These can be anything from combat training to knowledge of a particular subject. Skills are rated on a scale of 1 to 5, with 1 being the lowest and 5 being the highest. The average person has a 2 in all skills. Characters can have a maximum of 5 in any skill.

Skills above 5 are considered superhuman and are reserved for the most exceptional characters.

ACROBATICS (FITNESS)

Acrobatics allows characters to perform feats of agility, balance, and coordination:

- Move into or out of combat without penalty
- Move through minor obstacles or difficult terrain without penalty
- Perform impressive or intimidating acrobatic feats

Acrobatics score. The following gives a general idea of levels of acrobatics.

- Uncoordinated
- Not clumsy
- Dancer
- Circus performer
- Olympic gymnast

POSSIBLE SPECIALIZATIONS

Combat acrobatics, parkour, gymnastics.

ALERTNESS (PERCEPTION)

Alertness represents the ability of a character training to pay attention to possible dangers. This can be used to determine how well a character can spot hidden objects, notice a trap, or detect an ambush.

- Contest a stealth action
- Contest an ambush
- Passively notice a trap

Alertness score. The following gives a general idea of levels of alertness.

- Might notice a poor stealth attempt
- Could catch a pickpocket
- Hard to sneak up on
- A sixth sense for danger
- Sees everything coming

POSSIBLE SPECIALIZATIONS

Detect stealth, trap detection, ambush detection.

ALCHEMY (INTELLECT)

Alchemy is the art of mixing and creating concoctions. Alchemy allows a character to

craft a variety of helpful items, such as potions, poisons, and bombs. These items can be crafted during downtime, and can be used to heal, harm, or otherwise affect the world around the character.

Acrobatics score. The following gives a general idea of levels of acrobatics.

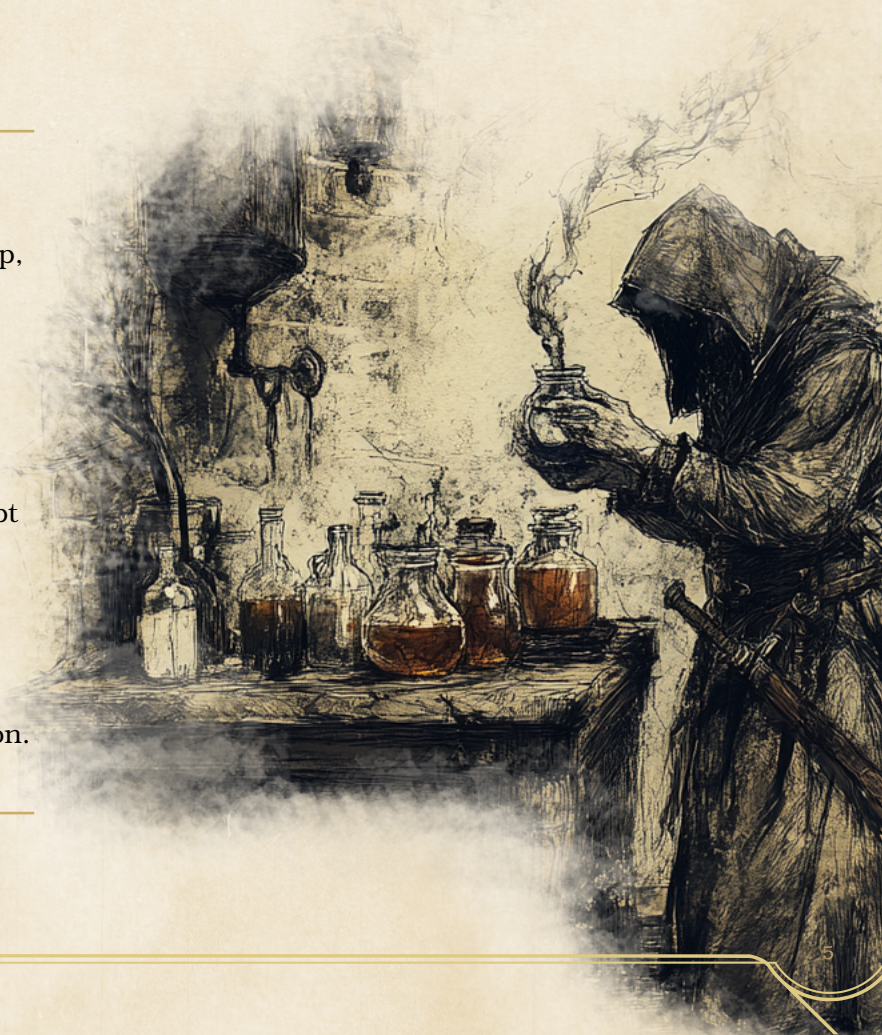
- Simple concoctions
- Simple poison making
- Simple bomb making
- Potion brewing
- Advanced concoctions

POSSIBLE SPECIALIZATIONS

Bombs, potions, poisons, concoctions.

CRAFTING WITH ALCHEMY

Items can be crafted with alchemy while Resting. The items that can be are determined by the characters alchemy score. The material cost of the items are represented by a minimum Wealth requirement. When Resting in a location with plausible access to supplies a character can craft any items their Alchemy and Wealth will allow.



UNARMED COMBAT (FITNESS)

Unarmed combat represents the physical combat ability of a character. It determines how well a character can fight, how hard they can hit, and how well they can take a hit.

Unarmed combat can be used in any combat action, grappling, shoving, or any other physical combat action that does not involve a weapon:

- Combat rolls while unarmed
- Body slam, even while holding a weapon
- Hold a person in place

Unarmed combat score. The following gives a general idea of levels of unarmed combat.

- Never been in a fight
- Could hold their own in a bar fight
- Some martial training
- Accomplished martial artist
- Master of multiple martial arts

POSSIBLE SPECIALIZATIONS

Martial arts, grappling, bar fighting.

ACROBATICS (FITNESS)

Acrobatics allows characters to perform feats of agility, balance, and coordination:

- Move into or out of combat without penalty
- Move through minor obstacles or difficult terrain without penalty
- Perform impressive or intimidating acrobatic feats

Acrobatics score. The following gives a general idea of levels of acrobatics.

- Uncoordinated
- Not clumsy
- Dancer
- Circus performer
- Olympic gymnast

POSSIBLE SPECIALIZATIONS

Combat acrobatics, parkour, gymnastics.

BLACKSMITHING (FITNESS)

Blacksmithing represents the ability of a character to work with metal. This can be used to determine how well a character can repair armor, create weapons, or craft metal objects.

POSSIBLE SPECIALIZATIONS

Weaponsmithing, armorsmithing, field repairing.

TRACKING (INTELLECT)

Tracking allows a character to follow the trail of a creature or person. It is used to find a creature, follow a creature, or determine the direction a creature has gone. Tracking can be used to follow a creature through the wilderness.

POSSIBLE SPECIALIZATIONS

Wilderness tracking, urban tracking

TRACKING CREATURES

When a character attempts to track a creature they must make a tracking roll. The difficulty of



the roll is determined by the GM based on the terrain and the creature being tracked. Bonuses or penalties can be assessed based on the weather, the time of day, or other factors. The tables below can be used to help determine the difficulty of a tracking roll.

BASE DIFFICULTY

Environment	Difficulty
Dense Forest	5
Plains	10
Urban Area	15

ENVIRONMENT MODIFIERS

Effect	Modifier
Nighttime	+5
Difficult terrain	+1
Hazardous terrain	+3

OTHER MODIFIERS

Effect	Modifier
Individual target	+2
Small group (3 or less)	-1
Large group (10 or more)	+2

TRAIL MASKING

A character with tracking knowledge can also actively mask their trail while traveling. A character that is actively masking their trail moves at 75% their normal speed. Attempts to find and track the character's trail have their difficulty increase by the character's tracking skill.

FLETCHING (FITNESS)

Fletching represents the ability of a character to work with wood. This can be used to determine how well a character can repair bows, create arrows.

POSSIBLE SPECIALIZATIONS

Arrow making, bow making, repairing.

SURVIVAL (INTELLECT)

Survival represents the ability of a character to live off the land. This can be used to determine how well a character can find food, water, and shelter in the wilderness.

POSSIBLE SPECIALIZATIONS

Trap making, foraging, hunting

CURRICULUM VITAE

COMBAT MASTERY

COMBAT MASTERY is the domain of heroes on the battlefield, with skills honed to a razor and exquisite tactical precision. They are born to end lives.

For each point in Combat Mastery, you may select 2 combat maneuvers.

Your Combat Mastery score can not exceed your Fitness.

AMBUSH

Requirements: None

You can ambush your enemies. If you make a combat roll before the start of a combat round. You may make a second combat roll.

COMBAT TRAINING

Requirements: None

Your Target Maximum is equal to your combat mastery.

FLAMBOYANT DISENGAGE

Requirements: None

You can disengage from combat with a flourish. During combat make a non-offensive combat roll and add your acrobatics, you may also move up to 10ft.

FLUID DUELING

Requirements: None

When engaged with a single target you can add your acrobatics to your combat rolls. This bonus can not exceed your Combat Mastery.

KNOW THY ENEMY

Requirements: None

You understand the weaknesses of your enemies and can exploit them. Armor and defensive bonuses of your opponent are reduced by 2.

WEAPON EXPERTISE

Requirements: Character creation

You gain 4 skill points in a weapon skill of your choice.

PRIORITY FOCUS

Requirements: None

After making a combat roll, if you hit more targets than your Target Maximum allows, you can choose the targets hit.



MOUNTED COMBAT

Requirements: Riding 3

You are able to fight while mounted. Combat actions no longer require *Riding* checks. If this is selected during character creation you can choose to start with a war-horse.

PRESCIENT REACTIONS

Requirements: Fate 1

You can see the future and react to it. You can add your *Fate* to your combat rolls.

PART 2

CHARACTER CREATION

PART 3

ACTION MECHANICS

PART 4

COMBAT MECHANICS

COMBAT ACTION



OMBAT actions are the smallest unit of time in a combative situation. It represents a single combative maneuver, such as an attack, an ability, or a skill usage. Combat actions resolve simultaneously. There are three types of combat actions:

- **Standard Combat Action** - This action is the most common action in melee combat. The standard action is an attack maneuver against targets a character is currently engaged with.
- **Non-Offensive Combat Action** - This is a non attacking maneuver and can be a type of action taken by specific skills and abilities. It provides a combat roll for defense purposes and generally conveys some other utility.
- **Unengaged action** - An unengaged action is a wide variety of actions that can be taken when not explicitly engaged with a target. This includes movement, casting spells, using noncombative abilities or skills.

STANDARD COMBAT ACTION

The Standard Combat Action represents the total precision of movement and tactical prowess throughout the combat interval. It encapsulates both the offensive and defensive performance against all enemies currently engaged with a character.

The standard combat action is a Fitness based action:

$$\text{Fitness} + \text{CombatModifiers} + \text{WeaponSkill} + 1d10$$

All characters engaged in combat that choose to make a Standard Combat Action make this roll. These rolls are all contested against all other characters in the same engagement (physical proximity based on weapon range). Each character hits other characters whose roll is 5 less than theirs. This is limited by their Maximum Targets. If a character lands hits on more than their Maximum Targets the targets with the greatest difference are hit. In the event of a tie the attacker chooses.

Armor & Shields. Armor and shields provide a bonus to the combat roll. Armor provides a bonus equal to its armor rating, shields provide a bonus equal to their shield rating.

Combat Mastery. Characters with the Combat Mastery ability can engage more targets in combat. The number of targets a character can engage is equal to their Combat Mastery score. They can also add their Combat Mastery score to their combat roll.

Outnumbered. If a character is engaged by more targets than their Target Maximum they subtract the difference from their combat role.

COMBAT ACTION EXAMPLE

For this example we will use a character named Alden who is a skilled warrior. He is engaged with two bandits. He has a fitness of 3, and a weapon skill of 3. He is wearing a chain shirt with an armor rating of 2. He is using a longsword with a shield with a shield rating of 1. He has a combat mastery of 2.

The bandits have a fitness of 2, and a weapon skill of 2. They are wearing leather armor with an armor rating of 1. They are using shortswords.

All three characters make a combat roll. Alden rolls a 1d10 and gets a 6. His total roll is 17. The bandits roll a 1d10 and get a 3. Their total roll is 8. Alden hits both bandits. The bandits do not hit Alden. Alden needed to exceed their roll by 5. Which means he needed 14 or higher.

$$\text{Alden}(17) - \text{Bandit}(8) = 9$$

$$9 < 5$$

Hit!

TARGET MAXIMUM

All characters have a Target Maximum of 1. This can be increased by various effects. For instance, points in Combat Mastery increase the Target Maximum.

RANGED COMBAT

RANGED Combat actions can be taken as an Unengaged Action¹. Unlike a Combat Action, a ranged attack always targets a single target and is an uncontested attack.

WeaponSkill + CombatModifier + Fitness - RangeModifier + 1d10

¹Unengaged actions can only be taken while not in a melee engagement. See Combat Actions

PART 5

ADVENTURING

FALLING DAMAGE

When a character falls from a great height, he takes damage according to the table below. The numbers are given for a fall from a height of 10 feet, 20 feet, and so on. To find the damage taken from a fall consult the table and round the distance fallen down.

FALLING DISTANCE & DAMAGE

Distance	Damage Level	Soak Difficulty
10ft	2	4
20ft	2	5
30ft	2	6
40ft	3	8
50ft	6	10
50ft+	10	- ¹

Acrobatics. When a character falls they can add their acrobatics skill to their soak roll.

DISTANCE TRAVELING

Characters can travel a certain distance in a day based on their *Fitness*. The distance traveled is based on the character's speed and the terrain they are traveling through. The table below shows the distance a character can travel in a day based on various factors.

BASE TRAVELING SPEED

Fitness	Distance
● ○ ○ ○ ○	15 miles
● ● ○ ○ ○	20 miles
● ● ● ○ ○	25 miles
● ● ● ● ○	30 miles
● ● ● ● ●	40 miles

DISTANCE MODIFIERS

Effect	Modification
Difficult terrain	$distance/2$
Hazardous terrain	$distance/4$
Travel by night	maximum of 20 miles/day

Traveling by horse. Characters can travel faster by horse. A horse can travel 50 miles in a day. The horse can be ridden for 8 hours before needing to rest for 4 hours. The horse can be ridden for 12 hours before needing to rest for 8 hours.

¹Falling more than 50ft does not allow soak rolls.