

CORES

Brawn: Strength, leaping, hand-to-hand fighting.

Fitness: Running, holding breath, stamina.

Awareness: Reactions, perceptiveness.

Knowledge: What you know, how quickly you learn.

Wisdom: Common sense, decision making.

Social: Knowing how to act/present yourself in a given situation.

SPECIALITIES

Combat & Action

Acrobatics
Drive
Hand-to-Hand Combat
Melee Weapons
Perception
Pilot
Ranged Weapons
Stealth

Social

Etiquette
Languages
Persuasion

Knowledge

Animal Handling
Criminal
Finance
History
Law
Logic
Mechanics
Medicine

Knowledge (Cont.)

Paranormal
Religion
Science
Survival
Technology

WANDERING'S CALL

MANIFESTATION EMPOWERMENT

Moving from 0 to 1 Soul Power gains you the increases across all components, but any further Soul Power used to empower the Manifestation increases only 1 component per extra Soul Power used.

Soul Power Component	0	1	2	3	4	5	6	7	8
Range (m)	1	5	10	20	40	80	160	320	640
Targets	1	1	2	3	4	5	6	7	8
Radius (m)	0.5	1	3	6	12	25	50	100	200
Effects	1	1	2	3	4	5	5	5	5
Duration (hr)	Scene	Scene	2	4	6	8	10	12	24
Object Size (m³)	Tiny	Tiny	1	2	4	8	16	32	64
Dice Bonus	0	3	6	9	12	15	18	21	24
Save Successes									
Damage	0	2	4	6	8	10	12	14	16
Damage Reduction									

Ways in which Soul Power can be used:

- Increase the number of pips in a Core temporarily by 3 for a scene per Soul Power.
- On your turn, gain an extra major action per Soul Power used, up to a maximum of 3 per turn.
- On a roll where you gain no successes but gain failures, spend 1 Soul Power to turn the roll into a net of 0 successes and failures.
- Create a Manifestation.
- Hide yourself from detection.

Manifestations can never:

- Change the flow and passage of time,
- Change how gravity works,
- Bring someone back to life after they have been dead for over 5 minutes.

ATTACKING

Melee: Brawn or Fitness (+ Speciality) vs Brawn, Fitness or Awareness (+ Speciality)

Ranged: Brawn or Fitness (+ Speciality) vs Brawn, Fitness or Awareness (+ Speciality)

Mental: Manifestation Saves vs Fitness, Wisdom or Knowledge (+ Speciality)

WANDERING'S CALL

MECHANICS REMINDERS

Determining Turn Order:

Everyone in the Conflict rolls Awareness or Fitness. The person with the highest number of 6s goes first, then the next highest number of 6s and so on. If there is a tie between two or more players, or there are no 6s rolled at all, count the 5s to determine the order, then 4s, then 3s and so on.

Rest, Recovery & Healing:

Here are the ways to heal/recover Core pips:

- After 8 hours rest, recover 1 pip in 1 Core.
- Recover 1 Core pip for every successes on a Knowledge + Medicine roll. The time required to complete this check will depend on the situation, injury and available medical supplies, which will be clarified by the Marshal.
- Spend 1 Soul Power to recover 2 of your own Core Pips.
- Spend 1 Soul Power to recover 2 of someone else's Core Pips.

Movement:

- 1-5 Fitness: 1 zone
- 6-7 Fitness: 2 zones
- >7 Fitness: 3 zones

Skill Checks / Attacking / Defending:

Roll the same number of dice as pips in a Core, +1 die for a relevant Speciality. Additionally, every pip in a Speciality adds an auto-success to rolls using that Speciality.

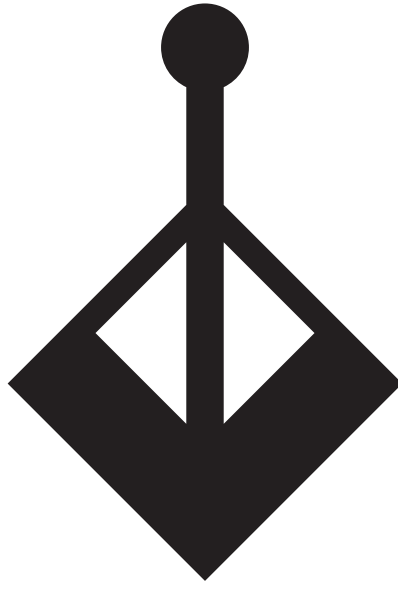
If attacking and at least 1 damage has been done by the attacker rolling more successes than the defender, add any extra damage from the weapon being used.

Your Turn:

- Major action
 - Minor action
 - Movement
- (in any order)

Types of Roll:

- Skill Check — where you are rolling against a pre-determined number of successes required.
- Conflict Roll — where you are facing off against another, and the one with the best roll wins.



PRC NAME ROLL TABLES

Masculine Sounding Names

	1	2	3	4	5	6
1	John	Mark	David	Simon	Peter	Grant
2	Oscar	Neil	Will	Rob	Daniel	Amir
3	Rafael	Andrei	Hugo	Oliver	Diego	Omar
4	Misha	Felix	Javi	Lance	Stuart	Antonio
5	Malik	Jamal	Hussein	Ben	Torbjorn	Ade
6	Edward	Ren	Jiro	Heng	Jin	Akio

Gender Neutral Names

	1	2	3	4	5	6
1	Robin	Charlie	Rowan	Alex	Ashley	Darcy
2	Leo	Alex	Jamie	Riley	Wren	Bailey
3	Kit	Chris	Francis	Honour	Harper	Kyo
4	Aubrey	Ellis	River	Blue	Ji	Caron
5	Cat	Cedar	Reese	Akira	Afon	Morgan
6	Raven	Sky	Angel	Dana	Mika	Jayce

Feminine Sounding Names

	1	2	3	4	5	6
1	Lily	Rosie	May	April	Lisa	Isla
2	Grace	Amy	Felicity	Chloe	Sara	Freya
3	Ava	Maria	Sabine	Kellie	Jill	Ida
4	Sophie	Katie	Nina	Magda	Nisha	Mia
5	Dina	Emma	Daisy	Lola	Anja	Olga
6	Lela	Lin	Chen	Niamh	Sakura	Lina

