# The Basic Mechanics

## The Players and The World Builder

The game of Crytures is focused around a small group of players, one of which is designated as the **World Builder**. The **World Builder** serves as the narrator, the referee, the antagonist, and the supporting cast all in one. They eschew the chance to control a **player character**, in order to run the game and present challenges for the players to overcome.

Each other player controls a single character in the world, known as a **Player Character**, as well as the crytures they own. They are the heroes of the story, who react to the challenges and situations that the **World Builder** presents to them.

## Dice Rolls

Conflict resolution in Crytures is handled by rolling a handful of 10-sided dice, called the **Dice Pool**, which aims for a target number, called the **Difficulty**. Each die in the pool that rolls the **difficulty** or higher is registered as a **Success**, or a **Hit**.

Some rolls may require multiple **successes** to complete a task, while others may give bonuses for each **success** beyond the first. The number of **successes** needed is called the **Complexity**.

If you fail to achieve enough **successes**, you may suffer a setback of some kind, or you may need to spend extra time, **stamina**, or **mana** in order to try again.

## Dice Pools

When making a roll, you will be instructed - either by the World Builder or the rules themselves - to add some combination of stats together. Typically, this will be a **Talent** + a **Skill** for human characters, or a **Stat** + a **Class** for Crytures. Add any **dice modifiers** to this number, and the result will be the number of d10s in the dice pool.

## Natural 10s and Critical Hits

When a die rolls a 10, before adding any modifiers, that is considered a **natural 10**. Any time a natural 10 is rolled, that roll counts as an automatic success, and if it would be a normal success as well, it counts as two successes. In combat, a **natural 10** is considered a **critical hit**, and it triggers the **Crit** effect of an attack, which usually adds another hit and may inflict additional effects as well.

## Roll vs Die Modifiers

Certain situations may give you bonuses or penalties to your dice pools or the rolls of each die. These are distinguished as either **roll modifiers** or **die modifiers**.

A **roll modifier** is added to the results of each die within a dice pool. For example, let’s say you roll a dice pool of 6 with a +2 **roll modifier**, and roll 4, 7, 2, 6, 9, and 3. You then add +2 to each of those rolls, resulting in 6, 9, 4, 8, 11, and 5.

A **die modifier** adds (or removes) dice from a pool. If you are making a roll with a dice pool of 6, but get a +3 **die modifier**, that means you’ll roll 9d10 as the total dice pool.

# The Mechanics of Conjuring

## The Astral Plane

The astral plane is a parallel spiritual world, which all living beings are connected to through their dreams. As part of their training - or through a natural talent - conjurers have mastered the art of lucid dreaming and can shape the astral plane to their whims. They can use this skill in a number of ways.

## The Astral Pocket

Conjurers all have a special part of the Astral plane carved out for themselves, which they use as a habitat for all of their bound crytures. While a cryture is crystallized, it resides within its conjurer's astral pocket and lives out its life normally with all of the conjurer’s other crytures.

## Conjuring and Binding Crystals

When a cryture is bound by a conjurer, the physical essence is absorbed into the crystal, while its spirit resides in the conjurer’s astral pocket. When the crystal is broken, its mass reforms into the cryture’s body and the spirit returns to it from the astral pocket. The close connection created by the binding process creates a de-facto geas on the cryture, compelling it to comply with a conjurer’s commands, except in certain extreme circumstances. Due to the astral connection, the cryture always understands its conjurer’s intentions, even without verbal communication. This type of communication only functions in close proximity, where they can hear or see each other. A conjurer can’t summon a cryture without its specific crystal, but anyone with an occupied crystal can summon the cryture inside it. A cryture summoned this way has no obligation to obey the summoner, and its conjurer knows immediately when it has been summoned by someone else.

## Attuning and Using Multiple Crytures

Once a day, when a conjurer sleeps, they will need to select which crytures to **attune** for the next day. While a cryture is **attuned**, the conjurer has full control over them and they will obey almost any command while summoned. If a conjurer summons a cryture that isn’t currently attuned, it will simply walk around in a daze, or re-crystalize itself at the first opportunity.

A conjurer can have only one cryture **attuned** at a time, normally. However, the **Capacity** ability allows a conjurer to **attune** additional crytures at once, up to a maximum of four. A conjurer may elect to keep some attunement slots open, in which case they may fill them later while meditating during a **short rest**.

While a conjurer has multiple crytures **attuned**, they may summon any number of them at once, but each summoning beyond the first requires them to spend 1 **Mana**.

## Training Crytures

While a conjurer sleeps, they may spend experience to train their crytures in new classes. Once a day, they may also have two crytures that share a class train with one another. The cryture with the lower level in the shared class gains an extra level in that class. A cryture can only gain 1 level each time they train this way, regardless of how many shared classes the two have.

## Essence Harvesting

**Essences** are powdered or liquid remains of crytures, typically created when a cryture’s body becomes too damaged to house its spirit. They are the primary ingredient for crafting magic items, and a catalyst for spells. Essences can also be created from clippings of certain material from crytures, such as fur or nails. Each cryture regrows these parts, so a conjuror can harvest essences from his own crytures, gaining 1 essence per week of the cryture’s type. If the cryture has multiple types, the conjuror chooses which type of essence to harvest.

Defeated wild crytures dissolve into essence when they reach 0 **Health**. The type of essence collected this way is determined randomly, according to the cryture’s types.

## Affinity and Enmity

**Affinity** and **enmity** represent the state of your relationship with your cryture. **Affinity** is the long-term bond you have with the cryture, while **enmity** represents the current tensions between you. When a cryture reaches 5 enmity, it will refuse to obey its conjurer, unless they make a **Sense** + **Binding** roll with a difficulty equal to 10 minus the Cryture's **Affinity.** This roll is required every time a conjurer gives a command to the cryture.

### Gaining Affinity and Enmity

When a player character does something that compliments the nature of one of the crytures they have attuned, they may make a **Sense** + **Binding** roll to improve their **affinity** with that cryture. The difficulty of the roll is equal to the Cryture's **Enmity** + 5 while the complexity is equal to the Cryture's **Affinity**. If the roll succeeds, the cryture gains 1 **Affinity**.

When a player does something that offends the nature of a cryture that they have attuned, or if the cryture is reduced to 0 **health**, that cryture gains 1 **Enmity**.

### Reducing Enmity

Once a day, a conjurer may try to make amends with a cryture they’ve offended to reduce their **enmity**. This requires a **Sense** + **Binding** roll with a difficulty equal to 10 minus the Cryture's **Affinity**, and the complexity is equal to the Cryture's **Enmity**. On a successful roll, the cryture’s enmity is reduced by 1. The world builder is encouraged to give bonuses to this roll if the player makes an effort to describe how they’re trying to make amends.

## Natures

Natures affect how a cryture gains **Affinity** and **Enmity**. When a player chooses a starting cryture, they can select the nature of the cryture themselves. However, when a conjurer first binds a wild cryture, they must roll 1d10 to determine the nature of that cryture. Each number on the die corresponds to a certain nature, as follows.

**1 - Aggressive**

An aggressive cryture lives for conflict. It loves to fight, first and foremost, but any chance for it to show dominance over others gives it a similar thrill. Being calm and passive is the bane of an aggressive cryture.

**2 - Anxious**

Anxious crytures prefer to avoid trouble whenever possible. They are at their happiest when their conjurer steers away from conflict and achieves things by de-escalating tense situations. They despise having to fight battles that could be avoided.

**3 - Calm**

A calm cryture is never in a hurry for anything. It likes to do things methodically and take its time with any task. Calm crytures hate to be rushed and resent being forced into difficult situations due to rash decisions.

**4 - Curious**

A curious cryture lives to explore and try new things. These crytures never leave a stone unturned and expect their conjurers to try every path they can take, even if there’s danger. They hate to miss out on anything they haven’t seen before.

**5 - Empathetic**

An empathetic cryture feels good when those around it feel good. It does its best to cheer people up and likes to ease the problems of others. Turning a blind eye to suffering, or worse - contributing to it - will turn an empathetic cryture against you quickly.

**6 - Jealous**

A jealous cryture loves attention. It seeks praise from those around it and expects undue favoritism from its conjurer. Jealous crytures especially loathe when others receive the same at their own expense.

**7 - Lazy**

Lazy crytures don’t like to expend more effort than necessary. They would prefer it if their conjurer handled everything without their help, but when they must do something, a lazy cryture likes to get it over with, using minimal time and effort. Lazy crytures hate to go the extra mile and will take shortcuts whenever possible.

**8 - Mischievous**

A mischievous cryture can’t keep itself out of trouble. It respects guile and risky behavior, especially when it’s achieved at someone’s expense. Mischievous crytures are annoyed by people who insist on playing it safe and above-board.

**9 - Noble**

A noble cryture seeks to act with honor and command respect. It never backs down from a challenge and eschews underhanded actions in general. Cowardice and deceit win no respect from a noble cryture and it would rather lose with dignity than win by cheating.

**10 - Serious**

A serious cryture likes to get things done. It respects a conjurer with a good work ethic and feels fulfilled when getting its own hands dirty. A serious cryture loathes people who avoid work or procrastinate.

# The Mechanics of Adventuring

## Stamina, Mana and Resting

**Stamina** is a resource that represents your ability to exert physical effort. It’s used to perform advanced combat maneuvers, refill your **Health**, and perform strenuous tasks. **Stamina** is restored by eating food. Eating about 1 lb of food is enough to completely refill a character’s **stamina.**

**Mana** represents your capacity for mental activity, including magic. **Mana** is used to heal and maintain control over multiple crytures, activate magical artifacts, and perform complex mental tasks. You can regain **Mana** by sleeping. For every 2 hours of sleep, a character regains ¼ of their maximum **Mana**.

Outside of combat, you can spend 10 minutes to take a **short rest**. During a short rest, you may refill your **Health** byhydrating yourself with 1 unit of water and spending 1 **Stamina**. You may also meditate to refill a cryture’s **Health** by spending 1 **Mana**.

## Injuries

While player characters are out on adventures, they often need to overcome challenges by making **talent** checks. When a player fails these checks, they may suffer an **injury**, which takes the form of a penalty to their **talents**. With proper treatment from the **healing** skill, a player will heal one **injury** per day while resting. Otherwise the penalties persist until proper medical care can be applied.

Each **injury** a player suffers inflicts a -1 **die modifier** to rolls that use the injured **talent**.

**A character suffers an injury when they -**

* Are reduced to 0 health.
* Fail a talent check with an injury as a penalty.

When a character suffers an **injury**, the World Builder will randomly choose between **Fitness**, **Agility**, **Intellect** or **Sense**, and describe a fitting injury to affect that particular **talent**. The player will then mark it down on their character sheet next to the affected **talent**.

For roleplaying purposes, examples of injuries that may affect each talent are as follows.

**Fitness**

Anything that could affect your ability to exert physical force or endure physical hardship could be a fitness injury. Muscle injuries to the arms or upper body can make it hard to swing a sword or climb a tree. Contracting a flu can make a person weak in general, and inhaling smoke or toxic gasses can weaken the lungs and make physical activity difficult.

**Agility**

Leg injuries will make it difficult for someone to move with any speed or finesse. Even a jammed finger can hurt your fine motor skills, making it hard to pull a bowstring, pick a lock, or perform sleight-of-hand. Sickness can cause a person to become shaky and weak-kneed or lose their sense of balance. The same effects could be caused by toxins found in the wild.

**Intellect**

Head injuries are probably the most obvious way of damaging intellect, as they can make it difficult for a person to focus. Any consistent pain could be enough of a distraction to qualify as an intellect injury though, as long as it doesn't affect the physical talents directly. Poisons from plants or other environmental hazards can cause brain fog as well.

**Sense**

A hit to the head may cause blurry vision or a ringing in the ears, while a bloodied nose impairs your ability to smell and taste. Biological substances are probably the more common way to describe a sense injury, though. Even a common cold from sleeping in cold rain can dull all your senses significantly. Toxins may have even stronger effects on senses, such as hallucinations.

## Healing Injuries

To heal an injury, someone needs to treat it with a successful skill check of **Intellect** + **Healing** on the injured person. The difficulty of the check is equal to 10 minus the character's injured **talent**, while the complexity is equal to the number of injuries that player currently has, in total. Once a treatment has been successful, the character must get 8 hours of rest, including at least 4 hours of sleep, at which point the injury is removed. A character may only heal one injury per day this way.

## Death and Incapacitation

Simply being struck down in combat is not necessarily enough to kill a person outright. As long as other characters are around to help, being reduced to 0 **Health** only inflicts an **injury** and **incapacitates** the character until an ally can help them. Once an entire party is **incapacitated**, however, death is the assumed result, unless help arrives before they’re eaten by wild crytures. In addition, a character also becomes **incapacitated** when their **injuries** in a certain **talent** are equal to their score in that **talent**. If those **injuries** are left untreated, that character will die.

## Cash and Currency

In the Crytures world, human civilization is sparse and scattered. Because of this, official coinage is rarely minted by governments, as it wouldn’t even be recognized once it leaves the borders of the local lord’s domain. Coins do exist, however, but their value is predicated purely on their material composition, and with the range of exotic materials that can be smelted, grown, or mixed, the coinage that travelers may come across is practically limitless. Fortunately, most people have a good sense for what these materials are worth, so currency differences are rarely an issue. As such, the amount of monetary wealth that people carry around with them in-game is abstracted as a **Cash** value.

For roleplaying purposes, world builders are encouraged to dole out monetary rewards in various flavors of currency and assign a **cash** value to them for the sake of streamlining gameplay. Players may choose to record different currencies individually (with their **cash** value included) or simply lump them all into a single entry for **cash**.

## Carrying Capacity

The normal **carrying capacity** for a character is equal to 10 x their **Fitness** + 25 lbs. A character that exceeds their carrying capacity gets a -1 penalty to their **Speed,** and an additional -1 for every 10 lbs beyond it.

## Concentration

Some actions may require you to **Concentrate**. Outside of stressful situations, like combat, concentration costs nothing for you to perform. During combat, however - or any other time where turns are being tracked - concentration becomes more difficult to pull off. To **concentrate** in these situations, the character performing the action must spend both their major action and minor action on the action they need to concentrate on. Concentrating also provokes an opportunity attack in combat.

# The Mechanics of Combat

## Rolling Initiative

When you first begin combat, each combatant will make an **Initiative** roll to decide the turn order. An **Initiative** roll's dice pool is **Speed** + **Reflexes**, and rather than counting the number of successes against a difficulty, the result is simply the sum of all dice rolled. The order of turns is decided by each combatant's total, from highest to lowest. If there's a tie, each of those combatants rolls another 1d10, with the higher roll getting the earlier turn. Repeat this until all ties have been resolved.

When a new character enters combat, they will roll **initiative** before any other turns are taken and placed into the turn order. If their roll is higher than the next combatant in the turn order, they will take their turn immediately, then return to their normal position in the next round.

## Actions

Each turn, a combatant has two actions that they can perform - a **Major Action** and a **Minor Action.** Basic examples of each are given below. **Powers** will also have a required action type listed.

**Major Actions**

* Make a Basic Attack
* Summon a cryture adjacent to you
* Use any minor action

**Minor Actions**

* Move a number of spaces equal to your speed
* Shift 1 space
* Recall a cryture
* Transfer 1 mana to a cryture you've summoned

## Moving, Shifting, Pushing, Pulling and Sliding

Sometimes you may be instructed to move as part of a power or another combat effect. Some effects may also force movement on the targets. There are multiple types of movement, each of which have their own rules that apply. The rules text will always specify which type of movement to use, as follows.

### **Move**

This is the standard way of moving in combat - a brisk walk or a light jog. A **move** provokes an **opportunity attack** when you leave a space that’s adjacent to an enemy.

### Shift

A **shift** is a careful or sudden movement - something that’s difficult to take advantage of. Shifting does not provoke **opportunity attacks** at any time.

### Push

A **push** is a type of forced movement that moves the target away from the origin. The attacker must move the target in as much of a straight line as possible, and it must end up further away from the origin than it started. Pushing does not provoke **opportunity attacks**.

### Pull

This type of forced movement brings the target closer. When you **pull** a target, it must move in the straightest line possible, and end up closer to the origin than when it started, if possible. A pull does not provoke an **opportunity attack**.

### Slide

A **slide** lets you force movement however you want. There are no requirements on how the target moves or where it ends up with a slide, and it also does not provoke an **opportunity attack**.

## Reading a Power

Combat **powers** are formatted a certain way to streamline gameplay. Each line describes a certain quality of the **power** in a shorthanded terminology, described below. If a **power** doesn't require a certain line, such as a **cost**, that line will simply be omitted from the entry.

**Cost**: This line describes the resources that the user must expend to use the power. These resources are usually things like **Stamina** or **Mana**, which is always indicated after the number.

**Type**: This is the type of the power, for weakness and resistance purposes.

**Action**: This is the type of action required to use the power. It will be listed simply as "**Major Action**," or "**Minor Action**."

**Range**: This line details how far away a target can be and how large the affected area is. The kind of range also determines whether it provokes an **opportunity attack** or not. The different kinds are described below.

**Melee X** - A **Melee** power does not provoke an **opportunity attack**, regardless of the range. The X value indicates how far away a target can be from the user. For melee attacks, X is usually 1, but some have longer ranges. A melee power can’t reach beyond its X value.

**Ranged X** - A **Ranged** power always provokes an **opportunity attack** from engaged enemies. The target can be up to X spaces away, but powers that require a roll may extend beyond that range by taking a -1 roll modifier for each additional space.

**Personal** - A **Personal** power only targets the user, unless it is also a **Blast**, as explained below. Personal powers don't provoke **opportunity attacks**.

**Blast Y** - A **Blast** power indicates that the power affects every person in an area, rather than a single target. The Y value of a blast indicates how many spaces from the origin point the area extends. This type combines with the others to indicate where the origin point of the blast is.

* + **Personal Blast Y** - For **Personal Blast** powers, the origin point is centered on the user, and the effect of the power always excludes the user, unless stated otherwise.
  + **Ranged X Blast Y** - **Ranged Blast** powers have their origin point centered on the targeted space within the X value. Like normal ranged powers, its range can be extended by taking a -1 roll modifier on the die roll for each space beyond X.
  + **Melee Blast Y** - A **Melee Blast** power always has the blast area adjacent to the user. Effectively, this means that the origin point is Y +1 spaces away from the user. For all other purposes, however, the user of the power is considered the origin point.

**Attack**: This line shows the stats that combine to form the dice pool of the attack, as well as the target's stat that is used as the difficulty.

**Roll**: This line functions just like the **attack** line, but is used for non-offensive powers.

**Hit**: This is where the effects of a successful attack are listed. Attacks usually deal a set amount of damage for each hit (or success). Some may have additional effects that happen on a hit as well. Additional hits only count for extra effects if specifically stated.

**Success**: This line functions just like the **hit** line, but is uses for non-offensive powers.

**Crit**: Here are the extra effects of rolling a 10 on one of your dice. Most crit effects will add an extra hit, at least, and some inflict status effects as well. The effects in a crit line are cumulative if you roll multiple 10s in the same pool.

**Effect**: An effect line usually appears at the end of a power, and the effects listed here happen regardless of whether an attack hits or not.

## Opportunity Attacks

An **opportunity attack** is a basic melee attack that a combatant can perform outside of their turn. As described in the previous section, these attacks are triggered by certain circumstances in combat.

**You provoke an opportunity attack when you -**

* Move (without shifting) while adjacent to an enemy
* Use a ranged power while adjacent to an enemy

## Attack Bonuses and Penalties

Some situations are universally good or bad for making attacks in. In the game system, this is handled by giving **roll modifiers** to the **attack rolls** when these situations are present. If multiple situations are present, all the modifiers stack, but if there are multiple iterations of the same situation, they only count once.

**An attacker gets a +2 roll modifier on attacks when -**

* There is an ally adjacent to, and on the opposite side of, the target
* They are at a higher elevation than the target
* The target can't see them
* The target is weak to the attack’s type

**An attacker gets a -2 roll modifier on attacks when -**

* They are at a lower elevation than the target
* The target is behind cover
* The target is obscured
* The target is resistant to the attack’s type

## Statuses

Some combat effects are able to inflict certain conditions on combatants, known as **statuses**. Each **status** has a **duration** of either 1 turn, which ends when the affected combatant’s next turn is over, or 5 minutes, which is assumed to be the length of the combat encounter. Some **statuses** can **stack** multiple instances of itself, giving an accumulated modifier. Usually, these **statuses** max out at 5 **stacks**, which is indicated in the “Stacks” entry of the description. The effect of a status may also say that it **negates** a certain other status. In this case, if the target is affected by the negated status, both the new status and the old status cancel each other out.

The different **statuses** that may affect a combatant are as follows.

### Clumsy

### **Duration**: 5 minutes

**Effect**: When a **Clumsy** combatant rolls 1 on an attack, it takes 3 damage per miss.

### Distracted

**Duration**: 1 Turn

**Effect**: A **Distracted** combatant can't make opportunity attacks.

### Empowered

**Duration**: 5 minutes

**Stacks**: 5

**Effect**: An **Empowered** combatant makes an attack roll, it gets a +1 roll modifier per stack. Negates the **weakened** status.

### Hardened

**Duration**: 5 minutes

**Stacks**: 5

**Effect**: When an attack roll is made against a **Hardened** combatant, the attacker gets a -1 roll modifier per stack. Negates the **softened** status.

### Hastened

**Duration**: 5 minutes

**Effect**: A **Hastened** combatant gets +3 speed. Negates the **slowed** status.

### Regenerating

**Duration**: 5 minutes

**Effect**: A **Regenerating** combatant regains health at the end of each of its turns equal to 1/10 of its maximum health, rounded down.

### Slowed

**Duration**: 5 minutes

**Effect**: A **Slowed** combatant treats all spaces as difficult terrain. Negates the **hastened** status.

### Softened

**Duration**: 5 minutes

**Stacks**: 5

**Effect**: When an attack roll is made against a **Softened** combatant, the attacker gets a +1 roll modifier per stack. Negates the **hardened** status.

### Stunned

**Duration**: 1 turn

**Effect**: A **Stunned** combatant loses its minor action on its next turn.

### Weakened

**Duration**: 5 minutes

**Stacks**: 5

**Effect**: When a **Weakened** combatant makes an attack roll, it gets a -1 roll modifier per stack. Negates the **empowered** status.

### Wounded

**Duration**: 5 minutes

**Effect**: A **Wounded** combatant takes damage at the end of each of its turns equal to 1/10 of its maximum health, rounded down.