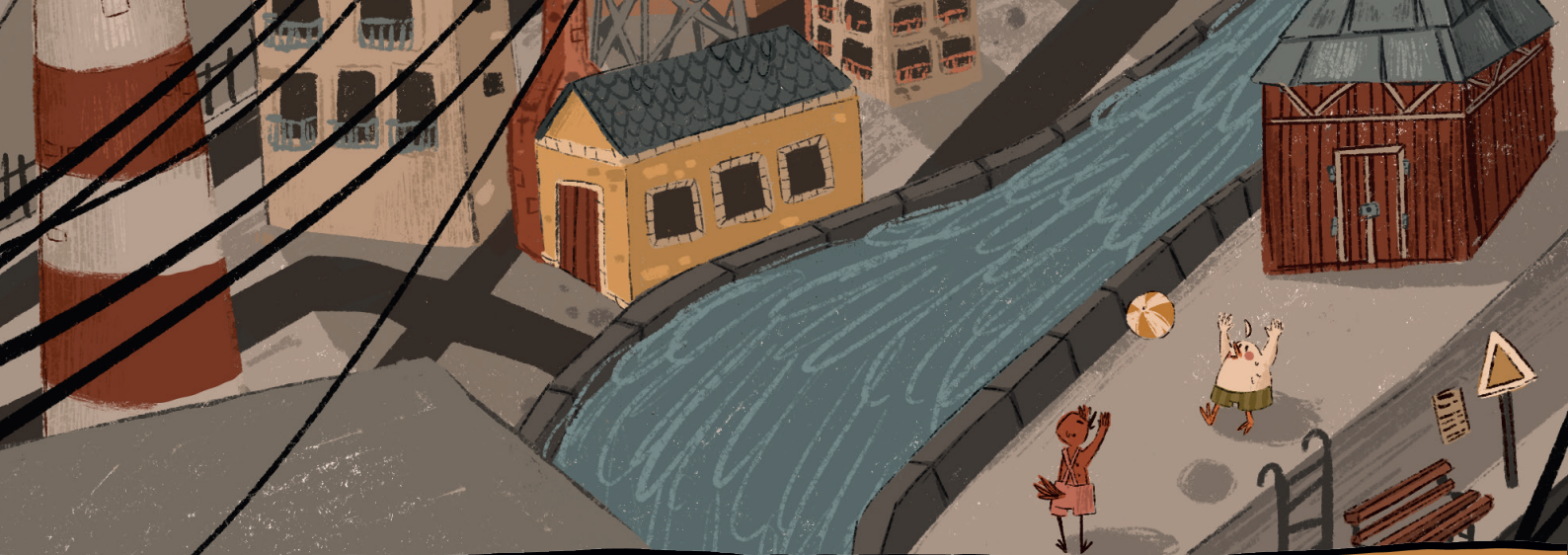




# Remnant Wears

TALES OF A RUINED LAND

INTRODUCTORY RULES



# PLAYER GUIDE

## ABOUT REMNANT YEARS

Remnant Years is a game set in a world where the banal and fantastical intermingle. Sure, there are dragons, fey tricksters, and ancient robots that roam the wilderness, but people still farm vegetables, brew ale, and spend their evenings at taverns and comedy clubs.

You will take on the role of one person in this world, an adventurer or traveler (what we refer to as a character) who has taken on some personal quest that requires you to leave the safety of your home. Your friends will take on the roles of similar characters, each with their own quest that they seek to complete. By grouping up with them you will find there is safety in numbers, and perhaps even some of your quests will align and take you to similar locales.

One player will take the role of the Chronicler, who will act as a mediator, a rule-interpreter, and will control all of the people and creatures that show up in the world that are not controlled by the other players. If you are the Chronicler, the players will most likely be relying on you to understand how the game works, so we have special sections included with these rules that are meant for your eyes only. These sections will tell you not just about what the rules are, but will usually also tell you the intent behind the rules; hopefully if you understand why a rule exists you will be able to better use your own judgment for when to follow it. As the person acting as the rule-interpreter, one part of your job will be to decide the best way to make the game fun for the participants; if a rule is inhibiting your group's enjoyment of the game, feel free to change it! In fact, if you do, please feel free to tell us what rule you changed and why; we might end up recommending that rule change for other groups in general.

Regardless of whether you are the Chronicler or someone playing a character, we recommend you at least skim these introductory rules so that you will have a grasp of how the game works.

## THE WORLD

The primary setting for the adventure included in this booklet is Ursing, a medieval country where travelers often go to seek their fortune and take their first steps of adventure. About half a century ago, Ursing was ravaged by a legion of strange monsters who cut a swath through the land, heading north to the mountains and to the country of Fortog. An army of heroic adventurers and enigmatic elves fought the monsters as they made their way through the countryside, and the army was able to keep most of the smaller villages safe. The decades since have been relatively peaceful, but occasional monsters still appear in remote villages from time to time.

The countries to the south and west—Dandletag and Boswan—have sporadically been at war for the past hundred years, and Ursing has earned a reputation for the hosting mercenaries that are hired out to both sides.

There are other countries in this larger area, known as central Plaaaza, such as Chassia, Varsa, and Dunshaw, but they do not feature as prominently in the provided adventure. Plaaaza itself is just one of the world's continents; there is also Freedal, Simt, and other far off places that the characters have heard tales of. In the course of playing Remnant Years your character can possibly visit these places, and details of them will be included in the Core Rulebook.



In this document Important Terms will be capitalized; **Obstacles** and **Class Names** will be bolded and italicized; *Ability Names* and *types of resources* will be italicized; and **NPCs**, **ability keywords**, **CREATURE TYPES** and **EXPERTISE TYPES**, and **CONDITIONS** will be bolded.

## HOW TO PLAY

Unlike most games, role-playing games are usually played over the course of multiple sessions, with each session lasting between 2-3 hours. A simple way to think of a normal session is as if it were an episode of a serialized television series. You and your friends are the actors, and you decide your characters' backstories, their motivations, dreams, likes, dislikes and so on. In this metaphor, the Chronicler takes the role of the producer, director, the omniscient narrator, as well as all of the extras and "special appearance" characters. However, instead of a script the Chronicler presents various scenarios and the decisions the characters make set the tone and direction of the story.



If you aren't the Chronicler, you might want to take on the role of an executive producer and help schedule sessions or figure out where snacks are coming from.

As Remnant Years is a game, and not purely a cooperative story-telling activity, we use dice as a way to simulate random chance; you use them whenever your character attempts things they could potentially fail at.

Additionally, we limit what the characters can do and/or know by having you choose "Abilities" that your character knows (not all of which are always helpful). For instance, your character could know the proper etiquette for every situation, they could know a fearsome attack that rips rumors out of the throats of their enemies, or they could even have a crippling fear of public speaking. Almost everything your character might want to do is covered by different abilities, and you get to choose which ones your character learns.

In the normal course of playing Remnant Years, you and the other players merely need to react to situations (which the Chronicler presents) and discuss ways to accomplish your personal and group goals.

Here is an example of what a normal moment of a session might be:



CHRONICLER: As you enter the fey noble's grand hall, you are each announced in turn. Your various honorifics are called out, and the assembled crowd offers applause that ranges from reserved to boisterous.



MARK (PLAYING GORSHUN): Well, I know the proper way to behave due to Cultivate the Garden, but I want to remind you I am also a Fungal Aspirant and I am a respected Interdimensional Judge.



CHRONICLER: Well of course, out of the group you have the most boisterous applause, as is your right. Now that you are all here, what do you want to do?



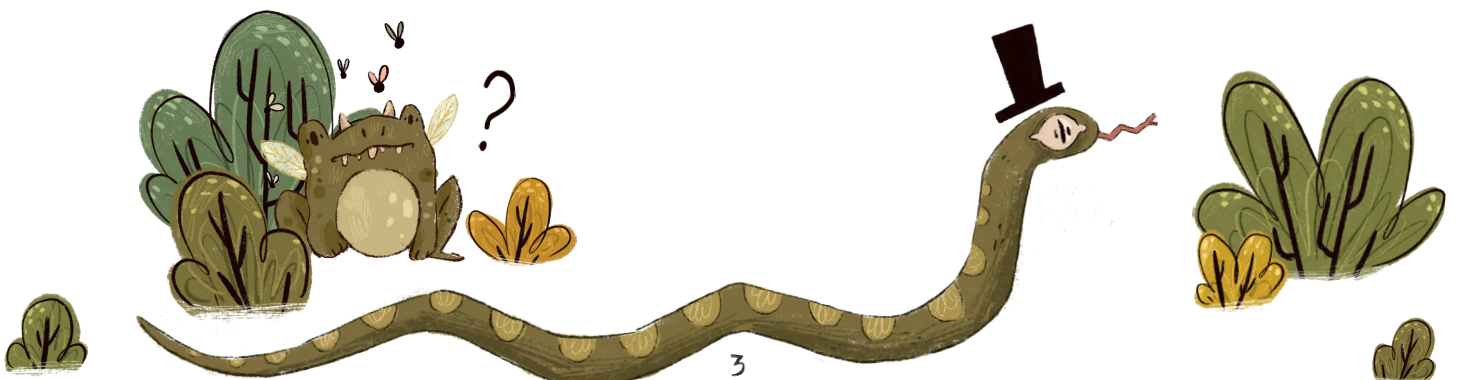
KENDRA (PLAYING LETTLA): I am curious to know what's really going on around here. Could I use Drag the Whispers Out without hurting people? Just get them talking and get some juicy rumors and such?



CHRONICLER: Yes, you certainly could, that sounds to me like you are attempting an obstacle...

Often, in the course of adventuring, your character will run into problems that require creative solutions, such as: getting past a suspicious guard post, disabling the traps on a chest, or trying to discover what a group of fey at a party are secretly planning. Whenever you wish to handle such a problem you can describe the desired solution or course of action. Usually, a solution is simple enough that your character easily succeeds, especially if they have the relevant **expertise** 📖 (see Obstacles, p.12), but if the solution is complex or their course of action is risky then your character will need to "Attempt an Obstacle".

Hopefully, your group can find peaceful solutions to their problems, but when conflict inevitably arises, you will need to know the combat rules. The combat rules are a bit more complex than the obstacle rules. We want to provide you with the tools you need to be as creative as you want in your solutions, but without putting the Chronicler in a tough position where they must either say no to a neat idea or come up with house rules on the fly.



At its core, Remnant Years is a game about storytelling and having fun, so we encourage players and Chroniclers alike to engage in role play, and hope that between rolls you will be engaged in pretty standard role-playing game nonsense (with the Chronicler painting a beautiful scene of a complex and intricate world and the players making puns about fey matters). Hopefully, you will engage with the setting and perhaps get into philosophical discussions about the nature of freedom, the responsibilities of choice, and the ramifications of belief in the soul or lack thereof...but sometimes it'll just be fart jokes and slayin' some monsters, which can also be fun in its own way.

## DICE, CONFIDENCE AND DOUBT

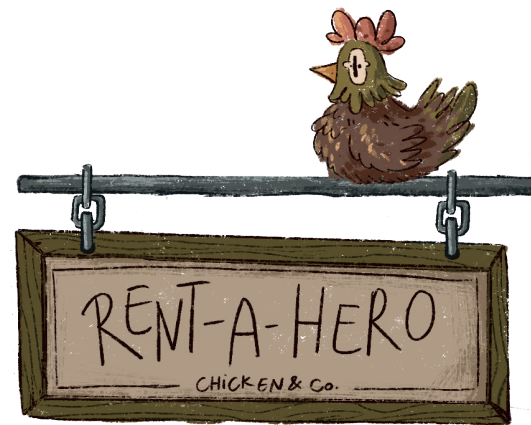
Remnant Years uses two different types of dice: twenty-sided dice (d20) and six-sided dice (d6). You should be able to find these for sale on the internet or at your friendly local gaming store. While you could make do with one of each, we recommend that you have two d20s and four d6s (it is possible for a character to need five d6s, but most can make do with four).

Occasionally certain abilities or circumstances will have you “roll with Confidence” or “roll with Doubt”. Whenever you roll with Confidence, roll one additional die of the same type you are rolling and ignore the lowest roll when determining your result. When rolling with Doubt, you also roll one additional die, but you ignore the highest roll instead of the lowest.

Whenever you roll a d20, if the die lands with the 20 face up, your character “Critically Succeeds” at whatever they were attempting. On the other hand, if the die has the 1 face up, your character “Critically Fails” at their attempt. Depending on what type of roll you were making, criticals can have different effects (which are described in the relevant sections).

## CHARACTERS

Normally when you play Remnant Years, you will be controlling a character that you create, but for the purposes of the introduction, we have provided a pool of pregenerated characters for you to choose from. These characters represent the various “Basic Classes” that your character initially has access to. Included in this intro packet there should be some pages which you can read to get a better idea of how each character works. Each of these characters is represented on a different character sheet, which has information about their various “Core Stats”, expertise 📖, Implements, and Vestments.



Character Sheet: An Overhead View

character name

species

culture

creature type

1 Jia Viroro

the Dryad

from Varsa

↑ ↓

2 languages:  
Ursinga, Varsan

3 gold

4 rumor

5 basic gear

6 core stats & expertise

7 quickness

8 might

9 cunning

10 insight

11 resolve

12 level  
1

13 speed  
5

1 social  
material

0 social  
material

2 social  
material

0 social  
material

1 social  
1 material

14 general expertise

<input type="checkbox"/> arcane	<input type="checkbox"/> language
<input type="checkbox"/> arts	<input type="checkbox"/> commerce
<input type="checkbox"/> law	<input type="checkbox"/> nature
<input type="checkbox"/> culture	<input type="checkbox"/> religion
<input type="checkbox"/> history	<input type="checkbox"/> science

15 creature expertise

<input type="checkbox"/> behemoth	<input type="checkbox"/> fey
<input type="checkbox"/> deep one	<input type="checkbox"/> robot
<input type="checkbox"/> terrestrial	<input type="checkbox"/> spirit
<input type="checkbox"/> humanoid	<input type="checkbox"/> plant
<input type="checkbox"/> insectoid	<input type="checkbox"/> undead

creature expertise grants facts.

16 other expertise

21 manifold  
3

22 initiative  
+1

17 gear

18 name of vestment  
Long Cloak

defense	comfort	protection
19 8	+4	20 +2

23 main implement  
Battle Standard

24 2 threat
25 2 accuracy
26 +3 range bonus
27 10 damage

draw your implement here!

28 secondary implement/all implements

<input type="checkbox"/> threat
<input type="checkbox"/> accuracy
<input type="checkbox"/> range bonus
<input type="checkbox"/> damage

draw your implement here!

© Remnant Years

## Character Sheet: About Your Character

**1** GENERAL CHARACTER INFORMATION: Your character's name, where they are from, and what species they are. Your character's creature types will also be noted here; for most characters their types will be irrelevant aside from various phobias that can be gained.

**2** LANGUAGES: The languages that your character can speak, read, and understand.

character name: Jia Viroro    species: Dryad    culture: Varsa    creature type:

languages: Ursinga, Varsan

resources: gold    rumor    basic gear

**3** RESOURCES: These are the various currencies and exhaustible resources that are commonly used in Remnant Years. In the intro adventure, the first of these, *gold* is used as currency in Ursing.

**4** RUMORS: *Rumors* are an intangible resource that can be used to gain extra information about various subjects. Whenever you spend a *rumor*, you declare what the *rumor* was that you heard, and then you roll for Consequences as though you had just attempted an Obstacle (see Obstacles, p.12), to see if the *rumor* was helpful or not. *Rumors* can be spent in the following ways: learn a *fact* about a creature when rolling initiative for Combat (see Initiative, p.13), increase your *expertise* for any subject by 1 when attempting an Obstacle, or reroll an Obstacle after seeing the result.


**5** BASIC GEAR: *Basic gear* are a tangible resource that can be destroyed by some abilities for extra effects. They can also be used to create any mundane item that might be useful in a situation, but to do so you must describe a flashback scene of your character acquiring that item, and explain why they thought it would be useful to take with them.

Lets say you find yourself in the bottom of a cave, and there is a well down here for some reason that you know will give you treasure if you toss in a bucket. Normally, you would have to go to town and buy a bucket, but in this world you can just use a basic gear and tell a short story about how you have this bucket with you because you intended to go fishing later and thought you might find some good worms in this cave.

IF I HAD A GOIN EVERY TIME SOMEONE LEFT A BUCKET AND RAN WITH MY TREASURE...WELL I WOULD HAVE ONE GOIN BECAUSE SOMEONE ALREADY TOOK EVERYTHING ELSE.




## Character Sheet: Stats

**6 CORE STATS & EXPERTISE:** Your character's Core Stats are chosen during character creation, and represent their individual strengths and weaknesses. Some abilities increase your character's **expertise**  when using specific Core Stats for Social or Material obstacles; if your character has one or more of these abilities you can keep track of their total **expertise** here (see Obstacles, p.12).

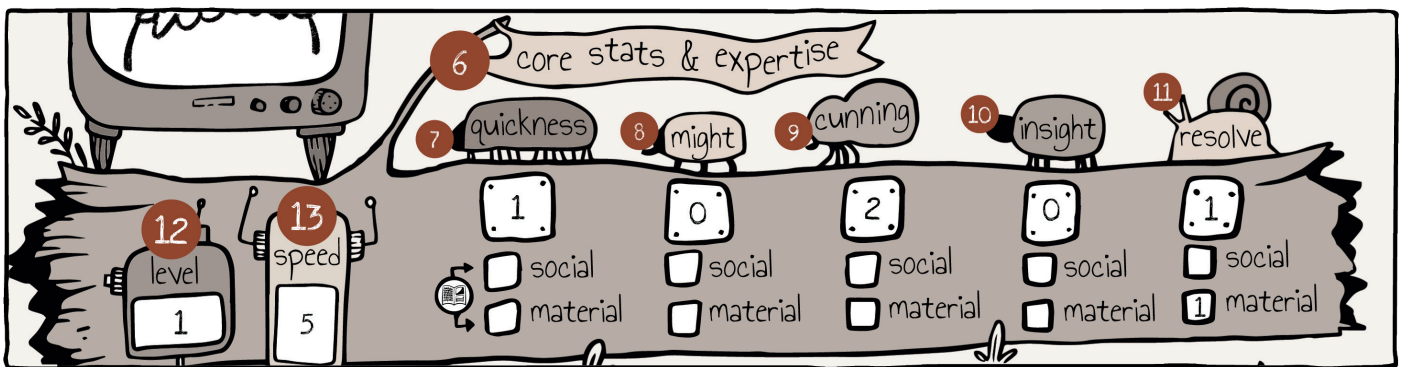
**7 QUICKNESS:** How quickly your character reacts to situations and how fast they move. Your Quickness applies a modifier to your character's Initiative and Speed. Quickness is usually used in Material obstacles when your character is being sneaky, dextrous, or just attempting to get past an Obstacle quickly. For Social obstacles, Quickness is normally used when your character is trying to fast talk or just be generally confusing.

**8 MIGHT:** How dangerous your character is. Might applies a modifier to any damage your character deals. Might is usually used in Material obstacles that your character is attempting to overcome with brute force. Using Might for Social obstacles usually entails intimidation or attempting to just talk over the other participants.


**9 CUNNING:** Your character's spatial awareness and aptness for quick mental calculations. Cunning affects your character's manifold, which is applied to any actions your character uses that have more than one target or happens multiple times. Cunning can be used in Material obstacles when your character is trying to find a clever solution to a problem, like realizing that the hinges on a stuck door are made of a wood that breaks when you sing at just the right pitch. For Social obstacles, Cunning is used when your character hopes to either trick, bluff, or outwit other creatures.

**10 INSIGHT:** Your character's social awareness and general perceptiveness. Insight applies a modifier to your character's defense and how many **sustained**  actions you can have active at once. Insight is used in Material obstacles when your character hopes to find something which would normally be hard to notice. Insight is used in Social obstacles when your character hopes to find a connection to the other participants and a potentially diplomatic solution.

**11 RESOLVE:** Your character's will to live and resistance to damage. Resolve applies a modifier to your character's protection and comfort rolls. Resolve can be used in Material obstacles when your character hopes to just stoically endure the encounter or to use a solution that requires a patient and steady hand. For Social obstacles, using Resolve usually involves attempting to pester the other participants into submission or silently wait for them to agree with your position.



**12 LEVEL:** A measure of your character's fame and combat prowess. A character starts at level 1 and gains one level for every nine class abilities they learn. Some abilities allow characters to add their level as a modifier to various stats and rolls. Even if you have multiple abilities that add your level to a stat or roll, you still only add your level once.

**13 SPEED:** Whenever a Character uses a **movement**  action during combat, they usually may move a number of spaces equal to their Speed (some movements will say otherwise). When moving, treat diagonal spaces as if they were only 1 space away. A character's Speed is normally 5 plus their Quickness, but it can be altered by some abilities and by whatever vestment they are wearing.

## Character Sheet: Expertise

**14** GENERAL EXPERTISE: In the world of Remnant Years, almost all subjects can be placed into one of the ten fields of general expertise, with most subjects belonging in two or more categories. Oftentimes, merely having expertise in one of these fields will grant your character additional information when they encounter a relevant subject. For example, a character with any amount of LANGUAGE EXPERTISE can usually tell the origin of an unrecognized script, even if they do not understand its meaning. General expertise is also very useful when attempting obstacles, as all of your relevant expertise is added together for various bonuses (see Obstacles, p.12).

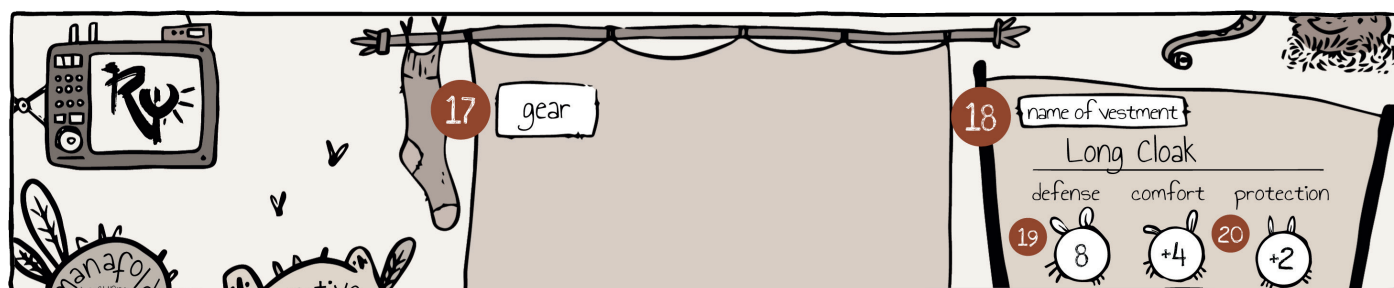
**15** CREATURE EXPERTISE: In many ways, creature expertise is similar to general expertise, however creature expertise also allows your character to learn facts about an enemy when they roll initiative if they have any expertise in any of that creature's types.

**16** OTHER EXPERTISE: It is possible for your character to have abilities that grant situational bonuses to expertise. For example *Friendly* increases your character's expertise by 1 whenever they attempt a Social obstacle with a tactic that involves diplomacy or kindness. This area is provided so you may keep track of such expertise.



## Character Sheet: Gear and Vestments

**17** GEAR: Your character will find all kinds of magic items, knick-knacks, and trinkets on their adventure. You can keep track of them here. Remnant Years does not use an encumbrance system, rather we leave it to you and your friends to decide what is reasonable for your characters to carry around; if you each want to have your characters carry a grand piano with them everywhere they go, who are we to yuck your yum?



**18** Vestment: The clothing or armor your character wears. Your character's vestment can possibly affect their Speed, defense, comfort, and/or protection (see Combat, page 13). In Remnant Years, it is possible your character might want to have a full suit of parade armor for battles in the field but also a proper suit of formal wear for battles in the ballroom. Most of the time, however, characters end up wearing one vestment in all settings; after all, you never know when a battlefield will turn into a debate, or a fancy ball will be crashed by a raucous dragon.

**19** DEFENSE: Defense is a measure of how hard a creature is to hit with attacks. A character's base defense is 8 plus their Insight, although some implements, vestments, and abilities can modify it.

**20** COMFORT AND PROTECTION: Comfort is the measure of how resistant your character is to mental damage and protection is the measure of how resistant your character is to physical damage. Both comfort and protection start equal to your character's Resolve and are modified by whatever vestments they wear.

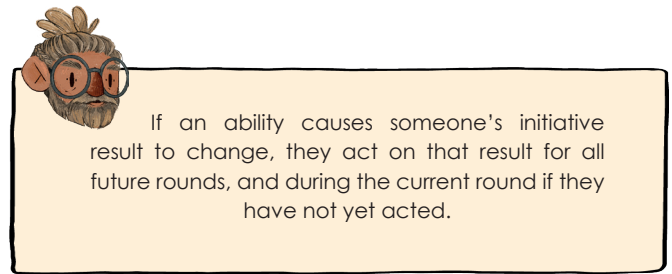


### Character Sheet: Manafold and Initiative

**21** MANAFOLD: Most actions that target more than one creature, happen a certain number of times, or move creatures a number of spaces use your character's manafold to determine the numbers involved. Your character's manafold is their level plus their Cunning (see Combat, page 13).

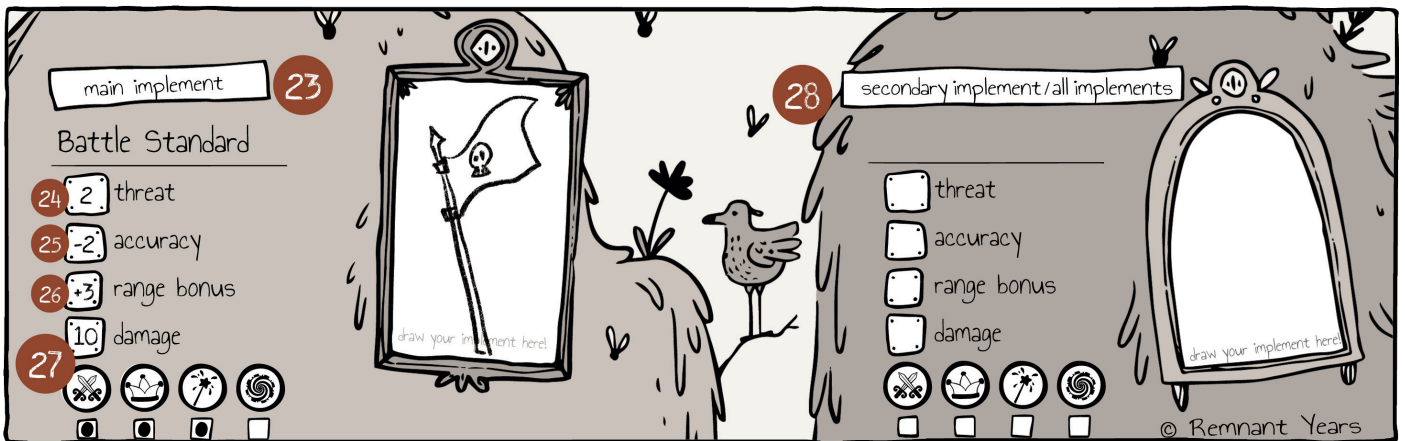


**22** INITIATIVE: At the beginning of any tense situation each participant rolls one d6 and adds their Initiative. The total is that participant's Initiative result, with higher results normally being better. A character's Initiative is normally just their Quickness, but it can be altered by some abilities (see Combat, page 13).



### Character Sheet: Implements

**23** IMPLEMENT: Implement is a broad term that includes swords, shield, wands, cauldrons, and other items used to increase a character's combat capabilities. Not all implements are necessarily used in a violent manner, and in fact many characters use implements simply to increase their threat or defense.



**24** THREAT: How many spaces away you can be from things that you want to target with melee actions. If you have multiple implements that increase your Threat, you use the Threat of whichever implement has the highest Threat, but you do not add the Threat together

**25** ACCURACY: Accuracy measures how good your character is at hitting their target with attacks. A character's base accuracy is 0, but it can be modified by various abilities and implements.

**26** RANGE BONUS: Whenever your character uses a ranged action you may add their range bonus to the range of that action. If a character has multiple implements that affect their range bonus, they add all of them together.

**27** DAMAGE: Whenever your character hits their target with an attack they deal damage to that creature. A character's base damage is 8 plus their Might; implements increase your character's damage, but only when using attacks that have a keyword that matches one or more of your implements' keywords.

**28** SECONDARY IMPLEMENT/ ALL IMPLEMENTS: If your character uses two implements together, you should use this area to calculate their total modifiers. Otherwise, you may simply leave this area blank or use it to note the modifiers for a second implement that you use situationally.

## ABILITIES

Each character in Remnant Years is truly defined by their abilities, and those abilities in turn make each character truly unique.

For the purposes of this starting adventure however, most of your character's abilities will start off unknown to you. In fact, the only abilities that you have access to as you begin the game are *Catch Breath*, *Dodge*, *Grab*, *Short Step*, *Stabilize*, and *Walk*. In the course of the introduction adventure, if you roleplay your character doing things that are mentioned in their descriptions, the Chronicler will reveal new abilities to you that your character knows. We hope that by having you learn your initial abilities in a slower trickle you will be able to grasp how they work better than if they were all presented to you at once.

We recommend using ability cards when playing the game, and we have provided printouts of all the cards you will need for the adventure in the Chronicler section, and your Chronicler will have instructions on which cards to give you and when.



## Ability Cards

1 **ABILITY TYPE:** Abilities are split into actions: **maneuvers** (🏹), **tricks** (🎩), and **spells** (🔮); and passives: **talents** (🌟), **reactions** (👂), and **capstones** (🏰). Most of the time, these symbols don't really have much relevance. However, when using a **mental attack** (🧠) or **physical attack** (👊), your character can only use their implement(s) for that attack if at least one of them has a matching keyword.

2 **SOURCE:** Where the ability comes from. This icon is mainly used to help you keep track of which abilities your character has and why. In these examples, *Toxic Spores* is an ability that **PLANT** (🌱) creatures can learn, while *Dodge* is a **fundamental** (👤) ability, which means every character and creature can use it.

3 **TIER:** Abilities range from **innate** (👤) (tier 0) up to tier 7. The tier of your character's abilities affects what new abilities they can learn, and is occasionally relevant to specific abilities.

4 **STRESS COST:** Some abilities cause your character to gain one or two Stress (🗨️) after using them. If they do, you will see the Stress icon(s) in this corner. If an ability does not cause your character to gain Stress, this area will be empty. Aside from a few rare exceptions, all of your character's abilities can be used as often as you like; usually the only real cost of using an ability is the stress that might be gained.

5 **NAME:** What the ability is called.



6 **ABILITY KEYWORDS:** These icons represent various common keywords that abilities can have. If an ability has an icon here, it essentially has whatever rules are appended to that icon as additional rules. You can see the glossary or the "Ability Keyword Icon Sheet" for definitions of the various ability keywords.

7 **RULES TEXT:** If an ability has additional effects other than what are defined by its ability keywords, they will be described here.

8 **FLAVOR TEXT:** This text is here just for worldbuilding, or to help you get an idea of how the ability normally works for role-play purposes. Of course, you might decide that the flavor of your ability is whatever you want whenever you describe it to others, as long as it doesn't make the game less enjoyable for the other players.

9 **ACTION SPEED/PASSIVE/REACTION:** Depending on whether the ability is an action, passive, or a **reaction** (👂), this text will vary. If the ability is an action, this will tell you if it is a minor, standard, or major action. The cards are also color coded depending on what is written here, but if you have a hard time discerning the colors or you just forget you can check here.

10 **TARGET ICON:** If the ability affects other creatures, it will normally have a target icon here. You can see the glossary or the "Ability Keyword Icon Sheet" for definitions of the various target icons. If there is not an icon here, that means the ability either does not require targets or it only affects creatures that are mentioned in the rules text area.


11 **RANGE:** If the ability's Target Icon denotes that it is ranged, there will be a 5 or a 10 here, so that you know what the actual range of the ability is. Diagonal spaces are counted as only one space, just as it works in **movement** (👤), when calculating the distance to your target.

12 **ELEMENTAL ICON:** Some abilities will have an elemental icon in this location. If they do, they are considered to have the keyword whose icon is shown there; any targeted creature or creature in a space targeted by the action gains whatever malady is caused by the relevant elemental keyword.

13 **AUTOMATIC HIT ICON:** Actions that are not attacks and actions that affect areas (burst, emanation, and line) do not require you to roll your accuracy and will have this icon.


## OBSTACLES

If your character wishes to attempt something that they wouldn't automatically succeed on—such as steering a racing wagon through a crowded square or convincing a guard to let them into a museum after hours—they must attempt an obstacle. First, the Chronicler will tell you the relevant keywords for whichever obstacle your character is attempting. Next, you describe exactly what your character is trying to do and to what end; we refer to this as the character's tactic.

Based on the obstacle's keywords, your character might have abilities that increase their **expertise** ; if their **expertise** is at least 1, you get to roll with confidence, if it is at least 2 the Chronicler should also tell you if there are any favored or unfavored tactics. Favored and unfavored tactics affect your consequence rolls (more on this below). You might also realize your character is using an unfavored tactic and wish to change tactics completely, and that's okay. After finalizing your tactic, roll one d20 (two if you are rolling with Confidence or Doubt), and add the relevant core stat. Normally the chosen tactic will make it obvious which core stat to use, but occasionally the Chronicler might disagree or ask for clarification. If your tactic involves using one or more of your abilities you may also add your level to your result as a "story bonus".

### Consequences

For each obstacle a consequence roll must also be made (either you or the Chronicler may roll, depending on preference). If a favored tactic is used or the obstacle roll was a critical success, roll for consequences with Confidence. If an unfavored tactic is used or the obstacle roll was a critical failure, roll for consequences with Doubt.

To roll for consequences, roll two d6 and add them together. If your character's **expertise**  for the obstacle was higher than 2, add the difference to the die roll. Tell the Chronicler your total result, and they will tell you what your consequence is based on the type of obstacle you were attempting.



Consequences serve a mechanical function to represent the natural flow of life where not everything goes as planned; sometimes this is to a person's benefit, and sometimes unforeseen problems arise.



LETLA: I am curious to know what's really going on around here. Could I use Drag the Whispers Out without hurting people? Just get them talking and get some juicy rumors and such?



CHRONICLER: Yes, you certainly could; however, that sounds to me like you are attempting an obstacle. As you are trying to talk to the people here, the obstacle will have the keywords Social, Research, Fey, Culture, and Law.



LETLA: Ok cool, well I do have Fey Expertise from Otherworldly Scholar, and Culture from Ear to the Ground, so my expertise should be 2. I could also increase my Expertise if I use Quickness as my tactic, since I have Fast Talker, but I think I would rather use Resolve and be tactful in what I reveal, even though it doesn't give me a bonus.



CHRONICLER: Yeah that definitely sounds like Resolve. With 2 expertise you roll with Confidence and you know that Resolve is the favored tactic, which means you get to roll the consequences with Confidence. Also, you do get a story bonus for using Drag the Whispers Out.



LETLA: Ok, so I roll with confidence, and my result is an 18. You said Resolve was favored right? So I'll roll for consequences with confidence as well. My result is a 4. Dang.



CHRONICLER: Well the 18 is definitely a success, but you did get the bad consequence. One of the waiters carrying around drinks offers to tell you what you want to know, but they are going to want a bribe...



## COMBAT

In some games of Remnant Years, combat can actually be avoided entirely. In fact, the amount of combat is almost entirely dependent upon the actions that you and your friends' characters take. While it is possible to handle most situations as if they were obstacles, you should still have at least a basic understanding of the combat mechanics for the occasions where talking or sneaking do not suffice.

### Battleground

Whenever your character gets into a situation where combat occurs, the Chronicler will set up some sort of map for the "Battleground". Usually the map will consist of a grid of squares, with space for you and your friends to place miniatures representing your characters.

Most creatures and characters will only take up a single space on the battleground, but some creatures can take up more spaces. Normally, your character cannot move through spaces occupied by creatures other than your allies, but, if a creature takes up more spaces than your character then your character may move through spaces occupied by that creature but your character may not end their movement in an occupied space.



In addition to helping to keep track of where you, your allies, and your enemies are during combat, the battleground also helps to keep track of spaces with special keywords. In the introductory adventure, the only special keywords you will see on spaces are Solid, Dense: X, and Infused: X, but it is possible your characters might make spaces Foggy or Spotlit.

#### TO SUMMARIZE TERRAIN RULES:

- A space with Solid terrain in it cannot be moved through, and it blocks line of sight.
- Dense spaces count as an additional amount of spaces to move into equal to the number listed after "Dense:". For example moving into a Dense: 2 space would count as moving three spaces.
- An Infused space causes any creatures that start their turns in or adjacent to that space to gain whatever condition the space is Infused with. Maladies gained from infused spaces cannot be removed while adjacent to the infused space.
- Attacks against creatures in Foggy spaces are rolled with doubt.
- Attacks against creatures in Spotlit spaces are rolled with confidence.

### Initiative

Combat in Remnant Years is broken down into rounds, where each creature involved in the combat takes an individual turn. After setting up the map for the battleground, the Chronicler will ask everyone to roll one d6 and add their character's Initiative. The Chronicler will then note everyone's initiative results in descending order.



Some characters and creatures have **opener** abilities that they can use during this step; if multiple combatants have openers, they each occur in order starting with the highest initiative result.

If your character has **CREATURE EXPERTISE** for one of the enemies' creature types, you also have an opportunity to learn a number of **facts** about a creature equal to your level. You can also spend any number of **rumors** to learn an equal amount of **facts**. Each **fact** you learn allows you to have the Chronicler reveal one of the enemy's abilities. You can request certain ability keywords to be revealed first, for example you might ask for **reaction** abilities and then **trick** abilities.



CHRONICLER: You kick open the door to the tomb, a small room covered with ancient writings. Standing in the center, in front of an open sarcophagus, is a bull-headed humanoid draped in a complex tapestry. It points a finger at you accusingly, and you can see its body is completely covered in mummy wrappings. Everyone roll initiative!



LETLA: I rolled a 1, but my Initiative is +2 so my total is 3 right?



SYLVIA (PLAYING GNARL): I got a 2, but I also have Rough Mannered so I also get to Taunt the mummy as part of my roll.



NIXIE (PLAYING FILMORE): My result is a 4, and my Undead expertise is one, so I get to learn facts right?



CHRONICLER: Yeah, you get to learn two facts, as you are level two. Any preferences?





FILMORE: Yeah, I think I should learn reactions first, and then talents...


## Parts of a Turn

After determining the initiative results for everyone involved in the combat, the combatants will start to take turns in order. Whenever it is your turn, there are a few steps that happen in order.


1. **HANDLE “START OF TURN” EFFECTS:** There are quite a few maladies and abilities that have effects at the start of your turn. If there are more than one of these effects that would happen during your turn, you may choose the order for them to occur.
2. **USE ACTIONS:** You may use one major action, one standard action, and one minor action. You may choose which actions happen first, and you may also use a lesser action to replace a greater action; what this means is you can use a standard or a minor instead of a major, and you may use a minor instead of a standard.
3. **HANDLE “END OF TURN” EFFECTS:** While not very common, there are some abilities that have effects at the end of your turn. If there are more than one of these effects that would happen during your turn, you may choose the order for them to occur.


## Actions


While most actions are rather straightforward, there are a few types of actions that are worth explaining in greater detail here: **sustained**  actions, **movement**  actions, and actions with a target icon.








**Sustained**  actions are similar to passive abilities in many ways, with the exception being that your character needs to activate them. Your character can only have a few actions sustained at the same time (normally your level plus your Insight). If a **sustained** action causes you to gain stress when you initially use it, you only gain that stress once, not at the start of each turn that you are sustaining it. Some **sustained** actions cause creatures to gain Conditions when they are activated; whenever you stop sustaining such an action, any Conditions it directly caused are removed. You can choose to stop sustaining an action whenever you want, even if it is not your turn. If you are already sustaining an action and you want to use it again, you must stop sustaining it first.



Most players find it helpful to choose a set of **sustained**  actions that their characters always have active. Abilities that grant boons or change how actions work for you are especially useful if you have them activated all day instead of waiting for a combat to start.

**Movement**  actions are how you move your character around the battleground. Normally whenever you use a **movement** action (such as *Walk*) you simply move your character a number of spaces equal to their Speed. Some **movement** actions mention exactly how many spaces to move or which space your character moves to; if they do your character does not also move a number of spaces equal to their Speed.



Actions with a target icon affect things other than just your character. Depending on the icon, they might affect single or multiple targets, creatures your character threatens or creatures within range, or they might affect certain areas depending on your character's manifold. Your character threatens all spaces and creatures that are within their threat that are also valid targets for actions. For example, a creature with **HIDDEN**  cannot be threatened by enemy creatures, and creatures and spaces on the other side of Solid terrain are not considered threatened. To determine your character's threat, use the highest threat of any implement they are holding and add any modifiers they have because of abilities.

	<b>MELLEE SINGLE TARGET:</b> This action targets one creature that your character threatens.
	<b>MELLEE MULTI-TARGET:</b> This action targets a number of creatures up to your character's manifold that they threaten.
	<b>RANGED SINGLE TARGET:</b> This action targets one creature a number of spaces away from your character equal to the action's range.
	<b>RANGED MULTI-TARGET:</b> This action targets a number of creatures up to your character's manifold. The targets may be a number of spaces away from your character up to the action's range.
	<b>EMMANATION:</b> This action targets each creature in the affected area depending on your character's manifold. 0-1: Each space to your character. 2-4: Each space within 2 spaces of your character.
	<b>BURST:</b> When using this action, you must choose a space up to 10 (+ your character's range bonus) spaces away from your character. This action targets each creature in an area that depends on your character's manifold. 0-1: The target space. 2-4: The target space and each space adjacent to it.
	<b>LINE:</b> All creatures in a straight line of spaces extending a number of spaces away from your character equal to double their manifold are targeted by this Ability.



4



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## Attacks




An action's target icon might be a color which differs from the icons shown in the table on page 14, which means that it is a **mental attack**  or **physical attack**  (these icons will also be in the "Keyword Icon" section of the ability's card or listing).





### EXAMPLE:

 **MELEE PHYSICAL ATTACK:** This action can only target one creature that your character threatens. This action can cause the target to gain Wounds .

 **RANGED MULTI-TARGET MENTAL ATTACK:** This action targets a number of creatures up to your character's manifold. The targets may be a number of spaces away from your character up to the action's range. This action can cause the targets to gain Stress .

Attacks follow the same targeting rules as other actions, but they require an accuracy roll if they do not have the "Automatic Hit Icon"  in the lower right of the target icon.





If your character uses an attack that requires an accuracy roll, you must roll one d20 and add your character's accuracy to the result. If the result is equal to or higher than the target's defense, the attack is a hit! If your character's attack has multiple targets and is not an automatic hit, you must roll your accuracy separately for each target. If the accuracy roll is a critical hit, your target must immediately roll on the Stress Chart or Wound Chart (see "Stress & Wounds" below) depending on whether the attack is a **mental attack**  or **physical attack** . If the accuracy roll is a critical failure, your character gains one Stress .




If a **mental attack**  hits, the target must attempt a comfort roll—they roll one d20 and add their comfort. If their result is lower than the damage listed under whatever implement(s) your character is using, they gain one Stress . If the comfort roll was a critical success, the target may treat that attack as if it missed them completely. If the comfort roll was a critical failure, the target gains enough Stress to hit the next threshold and must roll on the Stress Chart (see Stress & Wounds, p16). If a **physical attack**  hits, the process is the same but the target rolls their protection instead of comfort, and they gain Wounds  instead of Stress.



## STRESS, WOUNDS, AND CONDITIONS


### Stress and Wounds

There are many ways for your character to gain Stress  and Wounds , from maladies to failing comfort and protection rolls. Stress can cause your character to gain phobias or other **traumas**  (see “Conditions” page 17) if not dealt with, but all characters can use *Catch Breath* to help manage their Stress. Wounds, on the other hand, are more difficult to deal with; they can only be removed by specific abilities. If your character gains too many Wounds, they can gain serious **injuries**  (see “Conditions” page 17) and possibly die.

Your character can gain, at most, up to nine each of Stress  and Wounds . Every third Stress or Wound they gain during a combat causes them to hit a threshold, and if it is the first time they have hit that threshold in the same combat you must roll on the Stress Chart or Wound Chart. Additionally, if they already have nine Stress or Wounds and would gain another, or they start their turn with nine Stress or Wounds, you must roll on the relevant chart. When rolling on the chart, you roll three d6s and add the results together to find out what happens. After hitting the first threshold for the first time, future rolls are made with two d6s, and after hitting the second threshold for the first time future rolls are made with just one d6. Most of the results on the chart numbered 9 and higher are rather minor, with **UNCONSCIOUSNESS**  or death only really possible if your result is 3 or lower.

These versions of the charts included with the introductory adventure are abridged versions of the ones used in the full game; the full charts have twice as many different results

STRESS CHART 	
ROLL	RESULT
17-18	You fight through the pain. Remove one  .
15-16	Your tenacity strengthens you. Remove one malady.
13-14	You gain <b>PRONE</b>  .
9-12	You gain <b>CRASHING</b>  .
6-8	You gain the <b>trauma</b>  <i>Distressed</i> .
4-5	You gain the <b>trauma</b>  <i>Overwhelmed</i> .
1-3	You gain <b>UNCONSCIOUS</b>  and the <b>trauma</b>  <i>Overwhelmed</i> .

WOUND CHART 	
ROLL	RESULT
17-18	You fight through the pain. Remove one  .
15-16	Your tenacity strengthens you. Remove one malady.
13-14	You gain <b>PRONE</b>  .
9-12	You gain <b>BLEEDING</b>  .
6-8	You gain the <b>injury</b>  <i>Injured Gut</i> .
4-5	You gain the <b>injury</b>  <i>Deep Cut</i> .
1-3	You die.






Stress is part of everyday life, in fact there are quite a few abilities that cause your character to gain Stress when they use them. Yes, gaining too much Stress can lead to phobias and potentially passing out, but your friends should be there to help drag your unconscious body to safety. They will probably be glad to do so, if your collapse was caused by doing too many awesome things.









## Conditions


One aspect of Remnant Years that makes it stand out is its system of varied Conditions, both good and bad, that can be placed on your character as well as the enemies. Conditions can be broken down into three main categories: boons, maladies, and detriments.


- Boons are beneficial Conditions that grant you some sort of bonus.
- Maladies are deleterious Conditions, but they can easily be removed with the action *Catch Breath*.
- Detriments are similar to maladies in some ways, but they are much harder to remove, and actually take the form of abilities that your character gains: either **injuries** , **traumas** , or **curses** .

In order to remove an **injury**  or **trauma** , you must have a character in your group with the ability *Amateur Healing*. **Curses**  cannot be removed in the introductory adventure.

Included in this packet you should find some “Condition Tracker” sheets, which have explanations of all of the boons and maladies that your character might gain. As detriments are all unique abilities, they are too varied to be included on a single sheet of paper; the Chronicler has access to the few detriments you might gain in the course of the introduction adventure and can show you their details if and when they become relevant.

 CHRONICLER: Yes, the mummy needs to roll on the Wound Chart before rolling its regular protection rolls. Ok a 5, so the mummy gains Injured Gut. I guess the mummy is not gonna be running around much now. And now for protection, what is your damage?

 GNARL: I'm using my war hammer, so 18.

 CHRONICLER: And the attack is dealing damage twice, and I roll with doubt right? This could be bad. Lets see, the first roll is a 5 and a 19, which means I keep the 5. The second roll is a 6 and an 11. With the mummy's protection of 12, the 5 is a failure and the 6 is just barely a success. The mummy gains one wound.





# CHRONICLER GUIDE

## ON BEING THE CHRONICLER

In Remnant Years the role of the Chronicler is special. You should stop reading now if you don't intend to be a Chronicler yourself; there are secrets about the world that you cannot unlearn, after all. While the players get to experience the wonder of exploring and interacting with a strange new world, you will help set the tone of how they perceive that world. While we certainly have an intended vision of how the world fits together, we expect you to tinker with that vision and make it something that you and your friends can enjoy. If that means changing names of characters, places, or even magic items, you do have control over all of that. You can even change how things are described, for instance while we think the setting makes the most sense as a post-apocalyptic fantasy world powered by nanotechnology, you might think it makes more sense as a game set in rural Kansas or a high sci-fi game on a strange moon. Those sorts of changes are a huge undertaking, of course, but we are just here to provide you a framework for making good stories happen.

With that in mind, regardless of the way you flavor encounters or your personal flourishes you add, we think it is best to understand the rules of the game, and the reasons behind some of the mechanics we decided to use. We assume that you have read the Player Introduction before reading this; if you haven't you should take a pop over to those pages. Ready? Let's go!



## OBSTACLES

While we tried to do our best to have obstacles that cover all the various things that players might want to do in the introductory adventure, any experienced Chronicler can tell you that you can never account for all the random and nonsensical plans the players will come up with.

In case you need to create an obstacle on the fly, we suggest familiarizing yourself with the obstacles we have included. You must first decide whether it is a Social obstacle, where the character is talking to creatures; or a Material obstacle, which is any obstacle that is not a Social obstacle. Obstacles should also always have at least two the general keywords and/or creature type keywords (you can find these on the character sheet).

The starting difficulty for obstacles is 10 plus the average level of the characters in the group. If the obstacle can be accomplished by the group working together, increase its difficulty by 1 for each character that attempts it. The favored & unfavored tactics should normally be self-evident, or at the very least possible for you to explain for story reasons. The consequences should bake down to the following:

- BEST: *Valuable favor* (V), **STRESS PREVENTION** (SP), or **WOUND PREVENTION** (WP) (see Condition Tracker sheet)
- GOOD: *Basic gear* (B)
- BAD: Something gaining broken or losing a *basic gear* (B)
- WORST: Random lesser jinx



You might be tempted to have characters gain maladies for bad consequences, but you should remember that they can always use *Catch Breath*, which makes maladies gained outside of combat pretty much meaningless.

## CREATURES

While the players each control their own characters, you will be responsible for each of the creatures they encounter. Creatures have many of the same stats as players but, rather than having variable core stats, the core stats of creatures are always equal to their level. Rather than the customizable implements and vestments that players keep track of, creatures have archetypes to set them apart. In the introductory adventure, the players do not really have any way to interact with creature archetypes, but there are some abilities in the full game that allow them to.



In the art for creatures and their descriptions, we try to give hints as to what archetypes they have. You might want to describe *Tough* creatures as having thick hides or heavy armor, or *Mighty* creatures as having fierce looking weapons or claws.

### Creature Stat Blocks

**1 CREATURE TYPES:** These are mostly only relevant for phobia abilities, which are a type of **trauma** (see “Conditions” on p17 of the Player Intro).

**2 CREATURE NAME:** The name of the creature. In the parentheses underneath it will say if the creature is Common, Elite, or Boss, and what base creature was used to create it.

**3 CREATURE ARCHETYPES:** Creature archetypes are similar to **talents** (passive abilities) that players might have, but they are much more simple. For purposes of the introduction, the only ones of these that will matter to you are Large and Huge, which signify that the creature occupies additional spaces on the battle-ground. Large means a creature is two spaces wide on each side, Huge creatures are 3 spaces on each side.

**4 WOUND TRACK:** Unlike characters, creatures have variable amounts of Stress and Wounds that they can possibly gain. Common can only gain 3 of each, Elite can gain 6, and Boss creatures can gain 9. As they start with a lower amount that they can gain, Common and Elite creatures also start with less dice when rolling on the Stress Chart and Wound Chart; one d6 for Common and two d6 for Elite. Common creatures do not lose dice from the pool when they hit the cap, but Elite creatures do lose one die the first time they hit a threshold; Boss creatures lose dice at the same rate as the characters.

**5 ABILITY NAME & KEYWORDS:** As creatures have much fewer abilities than characters, their abilities are listed in this manner.

**6 ABILITY TIER, SOURCE, AND TYPE:** While the Tier and Source should mostly be irrelevant for this adventure, the Type is most likely to be asked for by players learning *facts*. We include the icon here, in case they don’t know the keyword and simply describe the icon.

<b>1</b>	<b>2</b> <b>VAULT HELPR</b> (COMMON HELPR)	Speed: 5 Initiative: +1
<b>3</b> <i>Small: 3</i>	<b>Level: 1, Manafold: 1</b>	<b>4</b>
	<b>Defense: 12, Protection: +1, Comfort: +1</b>	
	<b>Accuracy: +1, Threat: 1</b>	
	<b>Damage: Mental: 9, Physical: 9</b>	<b>6</b>
	<b>LIFELESS</b>	
	<b>Talent, Curse</b>	
	You have <b>RESIST PHYSICAL</b> . You cannot gain <b>LUCKY</b> or <b>TENACIOUS</b> . Creatures may learn this ability for free.	
	<b>POWERFUL SENSES</b>	
	<b>Talent, Detection</b>	
	You may ignore the effects of Foggy and Darkened terrain. You may ignore <b>HIDDEN</b> on creatures within a number of spaces equal to your manafold.	
	<b>FLASHING LIGHT</b>	
	<b>Maneuver, Terrain, Mental Attack, Single-Target Ranged 5, Standard Action</b>	
	If the target fails their comfort roll they gain <i>Injured Eye</i> . The space they are in gains <i>Spotlighted</i> until the start of your next turn. Remove any <b>injuries</b> caused by this action at the start of your next turn.	


If you want, you can also print out the abilities so that you have them on cards in the same format as the players. We find this can be helpful when players are learning abilities with *facts*—they can simply draw a card from your hand to learn what it does.

## COMBAT

Creatures follow the same rules as characters in combat, with two exceptions. Instead of using one Major Action, one Standard Action, and one Minor Action on their turn, a creature can use two Major Actions and one Minor Action.






Creatures can still choose to downgrade a Major Action to a Standard Action, but most of the time using two Major Actions is their best course of action.


Additionally, creatures do not gain Stress  when using actions. This means that Shurglab could use her *Breath Weapon* twice per round without any drawbacks, while if a character tried to do that they would gain two Stress. These differences exist to address the power imbalance which is inherent between the characters and the creatures; the players have at least three people to plan, compared to just you, and the characters have access to many more abilities than the creatures do.



To be fair, the creatures are not meant to be victorious in battles, but they should at least provide a challenge, and hopefully make the players feel like they accomplished something after a battle. This is also the thinking behind the Boss creature abilities and their openers. It might seem unfair the first time you play to have the boss always get to do something before combat really starts, but it exists so that when players win after starting with a disadvantage, their victory is all the sweeter.

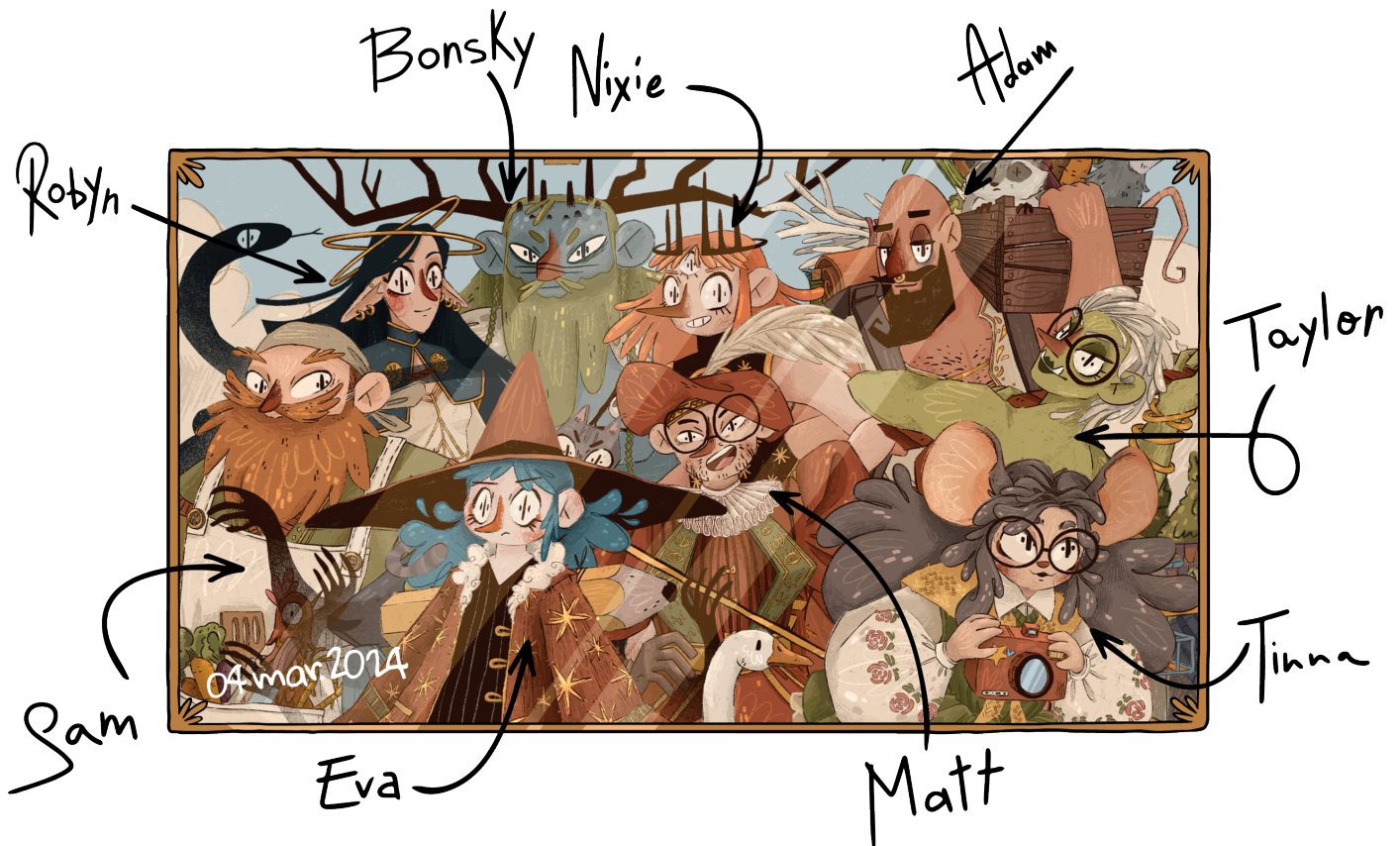
## Detriments and Lesser Jinxes

In the introductory adventure, it is likely that one or more of the characters will gain one or more **injuries** , **traumas** , or **curses**  as a result of rolling on the Stress Chart or Wound Chart, or because of consequences from an obstacle. In the full game, there is a large variety of these abilities that can be gained, and it is important that the players learn early on how they work. Normally, if the group does not have any characters with an ability that enables them to remove detriments, they can be removed in a town by spending resources; however, in the introductory adventure there are no opportunities for the characters to use these services.

There are couple of obstacles in the adventure that mention a character gaining a random “lesser jinx”. Similar to how we have provided a drastically simplified Stress Chart and Wound Chart, we have a drastically reduced lesser jinx pool for the characters to gain jinxes from. In the full game, there is a list of 20 different **curses**  that compose the Lesser Jinx Chart. In this adventure you only have three to pull from: *Accursed Duel*, *Tunnel Vision*, and *Inexcusable Existence*; any time a character would gain a random lesser jinx, they gain one of these three that they have not already gained. Normally, if a character would gain a lesser jinx and they already have all of them, they would roll on another table, but for this introductory adventure nothing happens.



*Remnant Years was brought to you by...*



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AND A SPECIAL THANKS TO EVERYBODY ELSE WHO HELPED US ALONG THE WAY...