

RULES

Mechanics:

When you want your character to do something, you tell the Arbiter what you are trying to do and possibly why you think your character would be at a significant advantage when trying to do so.

Your target number will either be a 5, 10, 15, 20, 25, 30, or an opposing roll that you have to beat.

Raises:

If your roll is 5 higher than your target number, then you have gotten a raise, if 10 higher then you get two raises, 15 then three and so on.

You can use a raise to either improve the results of your roll, or take a bonus action.

You can only take one bonus action per turn.

Examples:

Billy hits the angry goat with a gnarled walking stick to its head, he needs a 10 to hit, but he rolls five higher with a 17, and improves his attack from a moderate wound to a serious one.

Billy gets the same roll and decides to instead try to knock the goat out with his seventeen, the goat has to roll a 17 to reduce the moderate wound to a light wound, or negate the stun. While stunned all of the goat's rolls are against a target number that is 5 higher.

Billy gets the same roll and decides to use his raise to try to scare the goat off. He makes a separate Manipulation roll with two dice since he has a specialization in intimidation. His target is a 10 since the goat wasn't looking for a real fight, Billy rolls a 16, but since he can't get a raise on a bonus action, the goat simply bleats, and trots away.

Combat

H and H is meant to be a very cinematic system. Weapons and bodies are going to go flying. Bones will be broken, blood will flow into people's eyes, and you people will get kicked off the end of a sword at one of the other opponents.

While hacking away at the bad guy until they drop will still win a fight, using Raises for battle field control and debuffs will help keep the players alive to get there.

Who goes first.

In the first round of a fight, whoever has been the least vocal over the session goes first, then anyone else who is falling asleep.

Then the other players and their opponents roll their Alacrity attribute without any skill bonus. Although if someone really wants to buy a Blessing called Quick that lets them add their Athletics, or Veteran to

add their Conflict, they can. But I'm just going to go ahead and bury those Blessings here so they're only available to the people who read the rules.

Target numbers

The target number to hit an opponent who sees it coming is a 10 face to face.

At longer ranges this target number increases by 5 or more depending on the weapon

<u>Ranged Weapon</u>	<u>Close</u>	<u>Short</u>	<u>Moderate</u>	<u>Long</u>
Small arms, thrown knife.	+0	+5	+10	+15
Calvary arms, bows, thrown spear.	+5	+5	+5	+15
Long gun, Long bow	+5	+5	+5	+10

Basic weapons start at Light damage. This included fists, kick, head bunts, mugs, chairs, angry squirrels.

Lethal weapons start at Moderate damage. This includes, knives, pistols, tomahawks, lions.

Large weapons start at Serious damage. This include cannons, mortars, falling whales.

Wounds.

Player character start with 3 wound slots per wound category. Most people only have 1, while slightly more important ones have 2, and named villains will have at least 3. Large monsters, and main evil guys may have 4 or more.

When you have taken all the wounds you have slots for, the wound get pushed up one category, if those are filled, one of those gets push up until you have an open slot

Light wounds are bumps and scratches and they all heal in 3 hours.

Moderate wounds are contusions and cuts and they all heal in 3 days.

Serious wounds are broken bones and major cuts and they all heal in 3 weeks.

Deadly wounds are debilitating injuries. They all heal in 3 months.

Deadly wounds add penalties to most target numbers.

Once all of you Deadly wound slots are filled, you are dead.

Defending yourself:

Whenever you are attacked and struck, you have a few options.

Defend - Dodging, parrying, shielding, diving for cover.

Use your next action to roll to stop something from hitting you. A Defense roll is an all or nothing roll. Either you roll to match your attacker's roll and negate all damage, or you fail and have to Resist the damage.

Any other attacks that target you until your next action have a target equal to you Defence roll or their normal target number, whichever is higher.

You can also use your action to Defend someone else against one attack, but you don't get to keep the roll as the target number against you.

Then when all else has been tried and failed.

Get hit.

When something target you, you normally get some kind of resistance roll. In the case of someone trying to attack you, roll your Corporeal and Athletics to try to reduce the wound by one or more steps with a soak roll. For example dropping a Deadly wound to a Serious one.

For every raise you get above your opponents roll you can reduce the damage by another step, but raised on a Resist roll can only be used to lower the effects of something.

You may also make some form of Resist roll to reduce the effects of things like drugs, electric shock, drowning, manipulation and possession.

Armor

Armor isn't really a thing anymore as firearms can shoot right through it, but for monster hunter who are more likely to deal with claws, teeth, and pulsating oral acid injectors, a chain mail tunic may help.

Armor may be bypassed by a raise.

Armor is rated for the top wound rank they can automatically reduce by one step.

Light armor - Thick leather coat, gloves, arm guards, hat. Looks like a ruffian.

Moderate armor - Chain shirt. Studded arm guards. Looks like trouble.

Serious armor - Conquistador breast plate, plumed helmet. Look like a lunatic. Ruffians pick fights.

Deadly armor - Medieval plate armor. +5 to some target numbers. Constables are called.

Cover

A full grown tree will stop just about anything, while a flipped over table might just make it harder to hit you by 5. If there is any cover to be had, a Defense action will often end with you behind it.

Movement

You can move freely in a close area as needed. Traveling from a close to a short distance away gets you out of knife range but may raise your the target number for a roll made in the same turn, to move to a moderate distance would take your entire turn while not being able to take an action other then a movement check chase someone down.

Getting to your feet may add +5 to you next action, but getting out of lasso, pulling yourself up from a cliff, of climbing down a ladder may take your entire action.

Advancement:

You can receive Tally points each session.

10 - 100	Main goal
1 - 5	Side goals
1 - 5	Personal goals
1 - 5	Roleplaying.
100 - 500	Campaign goal.

Tally points may be spent -

Raise a skill: New rank x 100. You get a free new specialty in that skill whenever you do this.

Raise an Attribute to good. - 1000. This gives you the best of 2d20 when you roll for that attribute.

Raise an Attribute from good to excellent. - 2000. Yes, this expensive, but now it's 3d20.

Gain an extra Specialty. 10 x the new number of specialties for that skill. These may be cashed in if one of the specialties is chosen when raising a Skill.

So 1 extra specialty is 10, the next is 20, the third is 30. If you raise your skill level and choose one of the specialties you already have as an extra specialty, you get Fate points back equal to how much the most expensive extra specialty cost you.

Fate points:

For every full 100 unspent Tally points you have, you get an extra Fate points per session. This is calculated at the start of each session, and you can not save Fate points.

Fate points may be spent -

To reroll any or all of your dice from one roll.

To recovery from one wound of any level until the end of the scene.

To take a bonus action once per scene. You can only take one bonus action per round

Skills and specialization.

Note - Specializations can be used for rolls with skills other then one the specialization is in.

Examples:

If you have a specialization in conflict for swords, you can roll two dice for Perform while doing a Scottish sword dance, or for Manipulation when intimidating someone with a sword.

Some skills that may need some explanation

Conflict-

A weapon. Chose a broad group - swords, axes, clubs, spears, unarmed

Guns. All of them that are man portable.

Guard This is for Discernment when looking out from trouble

Athletics-

Soak. This is added to rolls to resist wounds and effects such as poison, lightning, or such

Academic-

Investigation. This skill can only be rolled in the last house of the planed session to get a clue

Lore. Religion, folklore, mythology and anything else dealing with the supernatural

Rustic-

First aide. Apply to reduce a wound after or during a fight. The target is often higher in a fight

Manipulation-

Acting. Also useful for perform but I put it here since it more likely to be used for impersonations

Inspire. You can gave a player, or a group, a reroll on their next action in the near future

Judge. This is for figuring out when people are lying or what their may be up to.