

## Colony Game

This document introduces the attributes and non-combat skills, and how they will be used in downtime and at game. This should help you think about character concepts. An upcoming document will explain the steps of character creation, including how to determine your attribute levels, and how many points you have to invest in skills, and will also address the combat system and its related skills.

### Attributes

- Strength – Modifies athletics, and plays a key role in combat.
- Agility – Modifies stealth, and plays a key role in combat.
- Endurance – Modifies gathering skills, and determines hit points.
- Intelligence – Modifies research, study, and knowledge checks.
- Wisdom – Modifies notice, and the investigation action.
- Resolve – Modifies crafting skills, and is the defensive skill against mental/social attacks.
- Manipulation – Modifies persuasion skill, and the gather information action.
- Charisma – Modifies inspire skill, starting NPC relations and the influence action.
- Destiny – Represents overall luck and good fortune. It determines how many destiny points you have to spend per game.

### Labor Skills

#### **Gathering Skills**

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. The attribute related to use of this skill is endurance.
- Level 2: You have access to a free Bonus downtime action of this gathering type. (NOTE: Limit one Bonus Labor Action per downtime, across all gathering and crafting skills you possess.)
- Level 3: You generate research points specific to your gathering skill equal to your skill + intelligence each downtime.
- Level 4: You may grant up to two PCs/NPCs +1 in their gathering skill, not to exceed your Level. (I.e., you could help a PC at Level 2 gather this skill at Level 3. Or, a PC or NPC without the skill, could gather at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the gathering their action.
- Level 5: You may pick an item on your gathering menu for which you are a specialist. You receive 5 free gathering points every downtime to purchase this specific item. This level is also a requirement to unlock Advanced Gathering Professions, which will be unlocked through game play.

#### **Crafting Skills**

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. The attribute related to use of this skill is resolve.

- Level 2: You have access to a free Bonus downtime action of this crafting type. (NOTE: Limit one Bonus Labor Action per downtime, across gathering and crafting skills you possess.)
- Level 3: You generate research points specific to your crafting skill equal to your skill + intelligence each downtime.
- Level 4: You may grant up to two PCs/NPCs +1 in their crafting skill, not to exceed your Level. (I.e., you could help a PC at Level 2 craft this skill at Level 3. Or, a PC or NPC without the skill, could craft at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the crafting their action.
- Level 5: You may pick an item on your crafting menu for which you are a specialist. You receive 5 free crafting points every downtime to purchase this specific item. This level is also a requirement to unlock Advanced Crafting Professions, which will be unlocked through game play.

## Social Skills

### **Persuasion**

- Level 1: You have the skill, and can use it in at game interactions with NPCs. Limit one persuasion challenge per scene. Skill checks are persuasion + manipulation attribute vs. difficulty of what you are asking for. NPCs will not act against their intrinsic nature.
- Level 2: You may make a number of persuasion challenge per scene equal to dots in manipulation.
- Level 3: You may offer a bribe during a persuasion challenge by giving the NPC goods/items, to add to your score. (The value of an item will be from the cheapest list. So, a vegetable is worth 1 point. Limit +5)
- Level 4: You may make a persuasion test with the storyteller to determine the influence level between any two people (PC/NPC or NPC/NPC). The NPC is unaware that you are making this assessment. If a PC is involved, they are aware.
- Level 5: You may attempt to convince an NPC to act against their nature. This will damage your relationship with the NPC equal to the persuasion level of the ask.

### *Persuasion Difficulty Examples*

- *Level 1: Must exceed 3 points. No Risk/no cost. Lending you a basic item for a day, telling you a piece of information that will not harm them, helping you with a mundane task for an hour.*
- *Level 2: Must exceed 6 points. No Risk/ small cost. Giving you a discount as long as they still make a profit, giving you a meal and place to spend the night, helping you with a mundane task that may take up to 4 hours, telling you a piece of information that may damage a relationship. Take your side politically if no risk is involved.*
- *Level 3: Must exceed 9 points. Small Risk/ some cost. Selling you an item at cost, giving you an inexpensive item, sheltering you if wanted by criminals, paying for needed services like a doctor, giving you sensitive information that would get them in trouble. Take your side politically when social repercussions may be involved, use a single downtime action on your behalf.*

- *Level 4: Must exceed 12 points. Medium Risk/ high cost. Selling you items at a loss, giving you an expensive item, sheltering you if wanted by authorities, giving you information that could directly harm them, take your side politically despite all consequences, defend you against attack, commit petty crime to aid you.*
- *Level 5: Must exceed 15 points. High Risk/ high cost. Defending you against bad odds, political actions that will cause them harm, commit a crime, help you attack a person they hate.*

*NPCs will not act against their nature. A greedy merchant will not sell you items at a loss. A peaceful Quaker will not use violence. If the NPC does not believe in what you are doing or feel there is a good cause at stake then they will need to be compensated. If you do not compensate them fairly then they may feel taken advantage of and it will cause harm to your influence with them. Bribes used to add to your total do not count toward compensation.*

*Common modifiers*

*Acting against nature -1 to -5 equal to level of the ask.*

*Act against character they are influenced by (influence/5, no max)*

*Your influence with them (influence/5, max +3)*

*Would cause them minor hardship -1 to -3 (giving money when they have little money, helping defend you when they are not skilled at combat)*

### **Information –**

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. The attribute related to use of this skill is manipulation.
- Level 2: You have access to a free Bonus Social downtime action. (NOTE: Limit one Bonus Social Action per downtime, across all social skills.)
- Level 3: When you hear a “significant” piece of gossip relating to an NPC, you may roleplay 30 minutes of gossiping in the tavern, and access a free information card regarding the NPC, based on your level of information. (Check with bartender PC or storyteller to process.)
- Level 4: You may grant up to two PCs/NPCs +1 in their information skill, not to exceed your Level. (I.e., you could help a PC at Level 2 gather information at Level 3. Or, a PC or NPC without the skill, could gather information at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the gathering information their action.
- Level 5: Select a group of people in town; no more than 12 people can qualify for this group based on how you define it. You receive 5 free gather information points every downtime to gather information about this group.

### **Investigation –**

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. The attribute related to use of this skill is wisdom.

- Level 2: You have access to a free Bonus Social downtime action. (NOTE: Limit one Bonus Social Action per downtime, across all social skills.)
- Level 3: When you come across a potential “significant” scene where clues may be present at game, you may roleplay 30 minutes of investigation, and receive a free clue card regarding the plot, based on your level of investigation. (See City Guard PC or storyteller to process.)
- Level 4: You may grant up to two PCs/NPCs +1 in their investigation skill, not to exceed your Level. (I.e., you could help a PC at Level 2 investigate at Level 3. Or, a PC or NPC without the skill, could investigate at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the investigating their action.
- Level 5: Once per game, you may ask the storyteller for an “epiphany” regarding a specific plot.

### **Influence –**

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. The attribute related to use of this skill is charisma.
- Level 2: You have access to a free Bonus Social downtime action. (NOTE: Limit one Bonus Social Action per downtime, across all social skills.)
- Level 3: Any time you complete a successful plot at game, you may immediately gain and spend influence points equal to your level of influence with an NPC benefited by the plot. The NPC must have a reasonable way to be aware of your involvement. See storyteller to process.
- Level 4: You may grant up to two PCs/NPCs +1 in their influence skill, not to exceed your Level. (I.e., you could help a PC at Level 2 influence at Level 3. Or, a PC or NPC without the skill, could influence at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the influencing their action.
- Level 5: Select a group of people in town; no more than 12 people can qualify for this group based on how you define it. You receive 5 free influence points every downtime to influence this group.

### **Inspire**

- Level 1: You may replenish a player’s spent destiny point. You may do this per game with a number of players equal to your charisma attribute level. You may not do more than once per game with the same player.
- Level 2: You gain the Inspire card added to your combat deck.
- Level 3: You may give a player a bonus (or penalty), up to 5, to any non-combat task, by making an inspire test, in which your inspire + charisma must exceed 3x the bonus/penalty you wish to grant. Penalties are opposed by the target’s resolve. This can only be done once per scene.
- Level 4: You gain a second Inspire card in your combat deck.
- Level 5: You may choose to give anyone within conversational range a bonus equal to your charisma to resist any persuasion, inspire, or mind control test. You may use this power once

per game, but it can affect as many people as can hear you and you wish to protect during that one use.

## Mental Skills

### **Notice**

If a notice check is successful, the storyteller may give you the chance to use the investigation skill to learn more about the scene.

- Level 1: You can make notice checks, when a person is in stealth in conversational range of you, if they move or take a physical action (like an attack). The check is based on notice skill + wisdom attribute vs. stealth skill + agility attribute.
- Level 2: When someone does a mental/social test within your sight, you can do a notice + wisdom vs. stealth + manipulation attribute to determine what skill was used.
- Level 3: You can make a notice check to find a person who is within sight range, even if they are still. The check is based on notice skill + wisdom attribute vs. stealth skill + agility attribute.
- Level 4: You may attempt to track a person who has recently been through an area. The check is based on notice skill + wisdom attribute vs. stealth skill + agility attribute. Each day will add a 3 pt penalty, as will difficult terrain and weather conditions.
- Level 5: You may make an opposed notice skill + wisdom attribute vs. stealth + agility attribute to prevent a person within your line of sight from being surprised in combat.

### **Research**

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. You can take your intelligence attribute + dots in research (during one all-purpose action) to generate research points that can be used to research any topic. All research points are spent with the storyteller only. The purpose of research is to unlock recipes and knowledges, which are then potentially available to the character. Knowledges unlocked must be studied, with the Study skill, to be acquired by the character.
- Level 2: You have access to a free Bonus Knowledge downtime action. (NOTE: Limit one Bonus Knowledge Action per downtime, across all mental skills.)
- Level 3: You may gain temporary access to a knowledge available to your character which you have not yet studied, equal to your dots in research. You may ask the storyteller one question, as if you had that skill, in relation to something in your character's possession. (For example, you find a rare herb. You can temporarily access the Herbalist skill in relation to a specific item for studying this one herb in your possession.)
- Level 4: You may grant up to two PCs/NPCs +1 in their research skill, not to exceed your Level. (I.e., you could help a PC at Level 2 research at Level 3. Or, a PC or NPC without the skill, could research at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the research their action.

- Level 5: Pick a specialty. You get 5 free research points each downtime to devote to this specialty. It can be a specific skill – for example, a crafting or gathering skill, or it can be an area of knowledge like medicine or alchemy.

## Study

- Level 1: You have the skill, and can spend any of your All-Purpose downtime actions performing this skill. You can take your intelligence attribute + dots in study (during one all-purpose action) to generate ‘buy knowledges’ points that can be used to purchase knowledges. All study points are spent with the storyteller only. There will be a ‘buy knowledges’ menu to purchase from.
- Level 2: You have access to a free Bonus Knowledge downtime action. (NOTE: Limit one Bonus Knowledge Action per downtime, across all mental skills.)
- Level 3: With 30 minutes of roleplay at game where in you teach/instruct other players in a knowledge you have studied, or other skill you possess of any type, that you have at a higher level than your student, the student(s) receive +1 to the use of the knowledge or skill once per game.
- Level 4: You may grant up to two PCs/NPCs +1 in their study skill, not to exceed your Level. (I.e., you could help a PC at Level 2 study at Level 3. Or, a PC or NPC without the skill, could study at Level 1.) This mentoring does not cost you any actions. It costs the PC or NPC doing the study their action.
- Level 5: Pick a specialty. You get 5 free study points each downtime to devote to this specialty. It can be a specific skill – for example, a crafting or gathering skill, or it can be an area of knowledge like medicine or alchemy.

## Physical Skills

### Stealth

- Level 1: You can hide in ideal conditions – in the dark, where no one is actively watching. (Stealth skill + Agility attribute vs. their Notice skill + Wisdom is the test if someone is attempting to find you.)
- Level 2: You may move slowly through concealment, while continuing to be in stealth. (Stealth skill + Agility attribute vs. their Notice skill + Wisdom is the test if someone is attempting to find you.)
- Level 3: You may blend into a crowd, and lose pursuers, pending results of opposed stealth/notice check. However, this test is Stealth skill + Manipulation attribute vs. their Notice skill + Wisdom.)
- Level 4: You can eavesdrop on other people’s conversations, in social settings where other people will be present (for example, tavern), without them noticing that you are doing so. Or, you may get close enough in a dark setting with sufficient cover to get within conversational range. Notify storyteller if you wish to eavesdrop on a specific scene.

- Level 5: You may move at a walking pace, without breaking stealth. You only need limited cover; not darkness. For example, in forest or crowded street. (Stealth skill + Agility attribute vs. their Notice skill + Wisdom is the test if someone is attempting to find you.)

NOTE: You may choose to attempt to attack someone from stealth. In order to do this, you must have successfully maintained stealth until within attack distance, based on range of weapon. (Stealth skill + Agility attribute vs. their Notice skill + Wisdom.) For every three levels of success in this test, you may take that many cards from the top of the target's combat deck and choose to discard any number of them.)

### **Athletics**

- This skill covers any time you want to ride a horse, swim, jump, etc. The storyteller may ask for an athletics check which is athletics skill + strength attribute. This skill will be covered in the combat guide.

### **Light Weapon**

- This plays a key role in combat. It will be described in detail in the combat guide.

### **Heavy Weapon**

- This plays a key role in combat. It will be described in detail in the combat guide

### **Firearms**

- This plays a key role in combat. It will be described in detail in the combat guide

### Downtime Actions

Each player receives 3 All-Purpose downtime actions to use as they see fit. All three All-Purpose downtime actions can be used on the same skill, or they can be divided up as you choose. The three types of actions are Labor (all gathering and crafting skills), Social (Investigation, gather information and influence) and Knowledge (Research, study, teaching – which are described above). Depending on their skill level, they may also be eligible for a Bonus Labor Action, a Bonus Knowledge Action, and a Bonus Social Action. Level 2 of each downtime-related skill grants a bonus action of that type.

### **Gathering Downtime Rules**

All gathering is considered a Labor action. You may only use one free Bonus Labor Action (gathering or crafting action) in a given downtime. For example, if a person can both farm and hunt, they must pick

which one is their Bonus action. They may still use as many of their three All-Purpose actions to farm or hunt as they wish, or perform other kinds of actions.

There are five kinds of gathering.

#### Types of Gathering

- Farming
- Forestry
- Mining
- Hunting
- Sailing (Fishing/Trading)

All gathering actions, unless specifically stated (Trading), generate gathering points of that type (e.g., Farming) which may be spent to purchase items during game from the Warehouse Clerk. (This is a PC role appointed by the storyteller. You can volunteer to signal interest, and it is then subject to change based on RP & colony politics. The PC holding this position forfeits one All-Purpose downtime action in exchange for a salary which provides points to purchase an item off any gathering list at listed cost.) The Clerk will always be available at start of game, and may be available at other points, depending on PC action. Unspent points at the end of game are wasted, and do not carry forward to future games.

The number of points generated is based on your gathering skill level + endurance attribute.

Any attempt to gather without access to the appropriate gathering tools will result in a -3 penalty to gathering points earned for all related actions. Exceptional quality tools will result in a bonus to gathering points earned for all related actions.

Additionally, farming and mining and fishing require a farm or mine or boat, respectively, to be available to your use, or an additional -3 penalty will apply.

Hunting, forestry, and fishing yields will be impacted by the number of people hunting or gathering or fishing in the same area (up to a -3 penalty). Example if 20 NPCs/PCs hunt in the same area, that area will become over-hunted and have a cumulative increasing penalty (-1 first downtime, -2 second downtime, -3 third downtime). The areas closest to the colony are more likely to be over-burdened, but are also safer.

Each gathering type has a menu of items which can be purchased, and the items may only be purchased at the listed price. For example, a farmer with at least 1 farming point may purchase 1 vegetable. A forester would have to purchase vegetables on the forestry list, where a vegetable costs 2 gathering points. A hunter cannot purchase vegetables at all, because they are not an option on the hunting list.

Special items may be added to the menus as players unlock special knowledges in game. A special item may be unlocked for a single character, or for the community, based on roleplay choices.

At game start, all players have access to the following menus, if they have the associated gathering skill.

#### Farming items & cost:

Vegetables	1
Grain	2

Flax	2
Fruit	3
Meat	3
Tobacco	3
Cotton	3
Common herbs	3

Prices will change based on season.

Forestry items & cost:

Wood	1
Hard wood	2
Vegetables	2
Fruit	2
Common herbs	2
Rare herbs	4

Prices will change based on season.

Mining items & cost:

Stone	1
Coal	1
Iron ore	2
Saltpeter	3
Silver ore	5

Hunting items & cost:

Meat	1
Hides	2
Furs	3

Sailing:

Meat (fish)	1
Trading	Buy any item off any list at two times cost. Must have a boat to trade.

**Crafting Downtime Rules**

All crafting is considered a Labor action. You may only use one free Bonus Labor action (crafting or gathering action) in a given downtime. For example, if a person can both smith and farm, they must pick which one is their Bonus action. They may still use as many of their three All-Purpose actions to smith or farm as they wish, or perform other kinds of actions.

There are five kinds of crafting

## Types of Crafting

- Smithing
- Tailoring
- Carpentry
- Leather-working
- Brewing

(NOTE: Some activities that are kinds of crafting are not Crafting for the purposes of this game. Instead, they are knowledges. For example, dying and bleaching are knowledges used by a tailor, rather than separate crafting professions. Likewise, herbalism/apothecary is a knowledge used by anyone with access to herbs, in which individual recipes may have to be researched as they come up over the course of the game.)

All crafting actions generate crafting points of that type (e.g., Smithing) which may be spent to purchase items during game from the Warehouse Clerk. (This is a PC role appointed by the storyteller. You can volunteer to signal interest, and it is then subject to change based on RP & colony politics. The PC holding this position forfeits one All-Purpose downtime action in exchange for a salary which provides points to purchase an item off any gathering list at listed cost.) The Clerk will always be available at start of game, and may be available at other points, depending on PC action. Unspent points at the end of game are wasted, and do not carry forward to future games.

The number of points generated is based on your crating skill level + resolve attribute.

Any attempt to craft without access to the appropriate crafting tools will result in a -3 penalty to crafting points earned for all related actions. Exceptional quality tools will result in a bonus to crafting points earned for all related actions.

All crafting requires and consumes raw materials generated by gathering.

Each item you wish to attempt to craft requires at least one crafting point, and all required raw materials for that item. You may spend additional crafting points to increase the item's quality. Items that do not meet the minimum quality level must take penalties. Example: Farming tools have a minimum quality of 5. Tools can be made with only 4 crafting points, but then take flaws. (Flaw list will be provided before the first game.)

Special items may be added to the menus as players unlock special knowledges in game. A special item may be unlocked for a single character, or for the community, based on roleplay choices.

Crafting recipes will be provided before the first game.

## **Social Action Downtime Rules & During Game Rules**

You may only use one free Bonus Social action in a given downtime. For example, if a person can both investigate and gather information, they must pick which one is their Bonus action. They may still use as many of their three All-Purpose actions to gather information as they wish, or perform other kinds of actions.

There are three kinds of social actions.

#### Types of Social Actions

- Information
- Investigation
- Influence

Information social actions may be spent to purchase secrets, rumors, specific information about an NPC (such as political affiliation, who an NPC is friends with, a secret in NPC's past), and general news/hooks (such as a trade ship is coming at a specific time, or a specific NPC has special prices) during game from the Bartender. (This is a PC role appointed by the storyteller. You can volunteer to signal interest, and it is then subject to change based on RP & colony politics. The PC holding this position forfeits one All-Purpose downtime action in exchange for a salary which provides points to purchase an item off any gathering list at listed cost.) The Bartender will always be available at start of game, and may be available at other points, depending on PC action. Unspent information social action points at the end of game are wasted, and do not carry forward to future games. The number of points generated is based on your gather information skill level + manipulation attribute. (NOTE: The Bartender does not have access to the answers provided, but does have IC knowledge of what you were gathering information about.) You may spend between 1 and 5 points on a specific NPC or topic. You will receive a card. You may copy it. The Bartender retains the original card, in case someone else investigates the topic. If another player asks for it while you are copying it, they are also aware that you are interested in this NPC or topic.

Investigation social actions may be spent to purchase leads and clues regarding plots during game from the City Guard Representative. (This is a PC role appointed by the storyteller. Must be a member of the guard. You can volunteer to signal interest, and it is then subject to change based on RP & colony politics. The PC holding this position forfeits one All-Purpose downtime action in exchange for a salary which provides points to purchase an item off any gathering list at listed cost.) The City Guard Representative will always be available at start of game, and may be available at other points, depending on PC action. Unspent investigation social action points at the end of game are wasted, and do not carry forward to future games. The number of points generated is based on your investigation skill level + wisdom attribute. (NOTE: The City Guard Representative does not have access to the answers provided, but does have IC knowledge of what plot you were investigating.) You may spend between 1 and 5 points on a specific plot. You will receive a card. You may copy it. The City Guard Representative retains the original card, in case someone else investigates the plot. If another player asks for it while you are copying it, they are also aware that you are interested in this plot.

Influence social actions can be spent to represent time building a better relationship with a given NPC, and the results of that connection. There will be a set of influence actions with listed cost that can be transacted with the Church Representative. (This is a PC role appointed by the storyteller. Must be a member of the clergy. You can volunteer to signal interest, and it is then subject to change based on RP & colony politics. The PC holding this position forfeits one All-Purpose downtime action in exchange for a salary which provides points to purchase an item off any gathering list at listed cost.) Influence actions can also be spent during interactions with the storyteller. The Church Representative will always be available at start of game, and may be available at other points, depending on PC action. Unspent influence social action points at the end of game are wasted, and do not carry forward to future games. The number of points generated is based on your influence skill level + charisma attribute. (NOTE: The Church Representative is aware IC of the social interactions in the community, registered through them.)

#### Influence Items & Cost

- Any NPC who is a gatherer/crafter will give you (free) an item they can gather/craft – cost is 3x gathering/crafting value
- An NPC will provide you a plot hook that they are aware of – cost is 3x information points value
- Automatically win a persuasion test with an NPC – cost is 1 influence pt / their persuasion skill

Activities like asking an NPC to accompany you on a dangerous task is a persuasion skill challenge.

NOTE: Each influence investment in a given NPC is cumulative, reflecting a closer and closer relationship. However, note that higher influence NPCs will take much greater investment than lower influence NPCs to yield a noticeable result.

#### **Knowledge Action Downtime Rules**

See description of research and study above.

You may only use one free Bonus Knowledge action in a given downtime. For example, if a person can both research and study, they must pick which one is their Bonus Knowledge action. They may still use as many of their three All-Purpose actions to research or study as they wish, or perform other kinds of actions.