

Realms of Tirafan

Free pen and paper rpg



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Introduction

Welcome to *Phase Six*!

Phase Six and *Realms of Tirakan* are both complete role-playing games. The rules and all associated materials are sufficient to play adventures in the world of Tirakan, as well as any other world within *Phase Six*. You can use these rules freely, and adventure with friends. Alternatively you can create your very own world based on the eras and settings within the system.

Phase Six is the name of the core rulebook itself. More information on available worlds and expansions can be found later in this chapter.

The *Phase Six* system is available for download as a PDF and can be played without a digital device. However, the focus of the system is to be played over an internet platform such as Discord, Teamspeak or similar. The associated platform <https://phasesix.org> offers all kinds of tools for managing characters and campaigns. In addition you can roll any check directly on your character page and optionally display the results in your Discord chat.

What is a role-playing game?

In this case we are, of course, talking about pen and paper role-playing games, not computer games. Traditionally, a role-playing game is played with 2-4 *players* and a *game master*, with players using character sheets and dice to play.

The role-playing game always tells a story that is carried and spun on by all the players. The players create characters for a game session or campaign. The character sheet contains the description of the character, his

or her origins, interests and abilities. The latter are recorded in numerical values, because action in the role-playing game requires so-called *checks* or *rolls*, which determine the outcome of an action. For example:

Tom has decided to join a role-playing group with Julia, the game leader. Julia has chosen an adventure on Earth in the year 1982. Since the story is supposed to be in the style of a retro-science fiction mystery, Julia has chosen the era "The Cold War and the 80s" as well as the "Horror Extension".

So Tom decides to create his character *Jamie*, a journalist with a high school degree. He chooses the character templates "Journalist" and "High School". On the character sheet he can now see the attributes of his character.

Due to the chosen background, Jamie has particularly high initial values in skills such as *Investigation*, *Communication* and *Politics*. However, in *Shooting* or *Acrobatics* his skills are rudimentary at best.

For more information on creating a character, see the chapters [Create a character](#) and [Rolls and Checks](#).

While each player creates a character for the game, the *game master* prepares a story. This is often called an *adventure*, *plot* or *campaign*. This story is not, as like a novel, written out to the last detail. Instead, it is a rough script consisting of a general setting, possible courses of events, the description of places and locations, as well as so-called *non-player characters* (NPC).

Once the game starts, every player acts in the role of their character. The game leader describes situations to the best of their ability and occasionally shows maps or drawings. The players speak for their characters in the first person ("I'm taking a picture of the house at the edge of the forest."). If the characters' actions have an uncertain outcome, checks are used and dice are rolled.

After preparing, the group around game leader Julia meets on a Discord video chat. They choose [Owlbear Rodeo](#) as the platform for a virtual game table to represent their characters there as figures with markers. (There are many more online platforms, do a search ;))

At the start of the session, Julia sets the scene.

Julia: "It is the 2nd of January 1982. You are in a pub in the tranquil town of Lindfield in the south of England. It is late in the evening, and outside a light drizzle has caused the blanket of snow from the last few days to be covered in a thin layer of ice. It's going to be cold tonight, and slippery. The pub is well filled, and you hear the song *Tainted Love* from a jukebox as you wait for another pint. With a creak, the front door opens and a cloud of fine rain enters the pub. Immediately followed by a figure in a far too tight plastic yellow rain jacket."

This is the prelude, and Tom decides that his character *Jamie* would like to have a look at the newcomer. He announces the actions for Jamie:

Tom: "I'm going to have a very close look at the stranger, I've already noticed this ill-fitting jacket."

Julia: "You notice that wet, black hair is falling from under the hood into the face of an old man. Why don't you do a *perception* check, to see what else is going on?"

So you see, the whole game is about a cooperative development of the story through the actions of the characters. The game leader has a plan of how the story could develop, which characters could appear and what their motivations actually are. Something is happening around the players' characters, and they are drawn into this action.

Where this story leads is uncertain. It may be that something bad is about to happen, or that a secret is uncovered. The game leader has a rough plan, but the players determine the progress.

Design note: It's all about storytelling

If you think of computer role-playing games, the strategic development of the character is the most important point. He must be able to survive future battles and have the best possible stats for possible challenges.

In pen and paper role-playing games, it is about the progress of the story, about shared experiences and memories. The best possible focus on "strong" characteristics (so-called *power gaming*) should not be in the foreground here. Because the story is always carried forward together, there are very flexible solutions for all challenges.

A thought on power gaming: The Phase Six rulebook deliberately does not prevent the possibility of pushing a relevant value (e.g. *shooting*) to astronomical heights. There should be agreement in the game group on what style of play you want to have. The rules deliberately allow these constructions in order to give you freedom in the creation of characters and adventures.

Also, the old role-playing rule comes into play here: "The word of the game master always weighs more than the rules. Of course, it should normally be the case that the rules are applied as written, because it is the framework for the players to rely on. However, if there is an unclear rule, situation or case, the ruling of the game master decides the outcome.

Combat in the role-playing game

Even if the focus in pen and paper role-playing lies less on armed confrontation, combat still plays an important role. Not every situation can be resolved peacefully. A fight can quickly break out or maybe the characters plan to rob a bank.

Combat in role-playing is treated differently from free play. Time is compressed into combat rounds, and you usually visualise the situation with a map on the (virtual) table. Players take turns, the game leader controls the NPCs. Wounds, or hit points, indicate how well the characters are still doing. You can find more details on the course of the battle in the chapter [Combat](#).

In the game, free play and combat should be balanced. There may be adventures that consist of only one (epic) battle, but Phase Six is not a realistic battle simulation. The aim is to carry out a conflict in the most entertaining, cinematic and or exciting way possible.

When fighting in the *Phase Six* system, however, the following things should always be followed due to the special features (reactions, stealing actions, etc.):

- Always use a map. A basic map of the situation ensures that there are no misunderstandings in positioning, no matter how short the fight is. A

map can be a pre-made, elaborate map, but a quickly drawn floor plan works just as well. When playing online, visual aid systems such as [Roll20](#), [Owlbear Rodeo](#) or [FoundryVTT](#) are useful.

- Always use a scale. Characters have different movement ranges. To keep track of advantages and drawbacks make sure not to mix metric and imperial systems.
- Use an initiative tracker. Initiative determines the turn order in combat and visualizes it transparent for all players. In Phase Six, it is important for the players to know when it is their turn again (not just because they lose their unused actions).

Characteristics of Phase Six

Phase Six has different approaches compared to other role-playing systems. In part, these were designed to achieve flexibility in the scenarios possible. The system puts a lot of focus on being easily accessible while allowing the player to perform heroic actions in combat.

Standard six-sided dice are used for rolls and checks. Dice are rolled in the number of the respective value. Rolling a 5 or higher means *success*. Usually, a single success enough to pass a check.

Character templates

Phase Six is not just a numbers game. Characters are not created or enhanced by allocating points to skills, attributes or other stats. Instead, *character templates* are used. Each one represents a small stage in the character's life.

These templates are subdivided into the life aspects: *occupation*, *education*, *character*, *talent* and *environment*. While the templates in the first two categories carry many traits (i.e. a paramedic is conscientiousness, and has first aid and medicine skills), a template from the talent section can be, for example, "Good Speaker", which only buffs the *Communication* level.

Character templates "bought" with *reputation* points, which are similar to experience points that characters receive for completing adventures.

Special actions in combat

The combat is designed to make the action as impressive as possible, but the mechanics are kept simple.

The usual turn order of players applies, but the process is a little more fluid, or dynamic. Players are able to use *Reactions*, that are built into the combat system. Every player can save one or more actions in their turn until the next round of combat. These can be used to *react*

other players or NPC actions in their respective turns turns. An example:

Toms character *Jamie* has three actions per combat turn. He uses 2 actions for movement and attack but saves the third action. Julies NPC has the next turn and she moves a fiend to attack *Jamie*. Instead of just letting the fiend attack, Tom decides that *Jamie* uses his reaction to block or counter the attack.

Additionally, it is possible to spontaneously create your own actions in combat by spending *bonus dice*, which are obtained through templates. Or the player can even steal an action from opponents by spending a *destiny die*. Although destiny dice are very rare, it may be possible to steal the enemies fatal blow and turn it into the players own action.

This may sound somewhat unrealistic, but it gives the battle very dynamic options and can often lead to epic cinematic situations that even the game master cannot foresee.

Weapons

Weapons are designed to be upgradeable in Phase Six. There is a list of weapon modifications, that make most sense for modern day weapons. Different ammunition is also represented as a weapon modification. For example: the *horror expansion* includes silver ammunition, which certainly works better against werewolves than the usual lead. Still, the modification makes sense in the Middle Ages for usage with bows. It's the modular nature of *Phase Six* that makes it a toolkit for any scenario you can imagine.

You can find more information about the combat rules and weapon modifications in the chapter [Combat](#).

Eras and extensions

Phase Six is designed to be as flexible as possible. It can be used for many scenarios, whether it's fantasy, science fiction, horror or stories in the "real" world.

It offers a basic set of ready-made weapons, character templates, items and armour, which are divided into earthly eras. In addition, it is of course possible for a game group to create and use its own content.

To ensure that every scenario is possible, Phase Six distinguishes between three types of extensions.

The basic rules

Some elements are always and everywhere valid. They apply regardless of which era or extension is chosen. Many character templates such as "Conscientious", "Gun nut", "Tattletale", but also weapons and items are always available regardless of era or extension.

Era or Age

Eras or ages are earthly time periods that are the template for all scenarios (including fantasy). They provide a technological level for weapons and items and determine what is available to players. Earthly history is divided into 7 ages.

- Classical Antiquity - 800 BC-600 AD.
- Medieval Ages, Vikings and Crusades - 500-1500
- Victorian Age and the Wild West - 1700-1900
- Imperialism and World Wars - 1900-1950
- Cold War and the 80s - 1950-1990
- Modern Times - 2000 and beyond
- Science Fiction - a distant future

The content of the era is based on the earthly technology of the time. An adventure always takes place in one of the eras.

In addition, the contents of the eras are kept as free as possible from specifically earthly elements so that they can also be used in a fantasy world of their own. Of course, the Modern Era, has well-known modern weapons, and the two-handed sword is also an earthly invention. However, it is kept as generic as possible so that it also fits into a scenario that is not set on Earth.

Extensions

In addition to the eras, certain extensions can be chosen to add magic or the workings of gods to an adventure, for example. These extensions can be chosen at will by the game master and are optional.

- Magic - adds the magic resource "Arcana" for the characters and brings spells and artefacts.
- Horror - defines rules for dealing with horror elements, stress and quirks.

- Pantheon - provides rules for interacting with gods: invocations, prayers and grace.

Worlds

By combining eras and extensions, any scenario can be created. A Cthulhu story in the Wild West is just as possible as a magical world in the modern age. A classic fantasy world of your own creation could make use of the Middle Ages era and the "magic" extension.

Some existing worlds combine this combination of eras and extensions, and also give you the description of an entire world. They are available as a complete template and can be used directly.

Realms of Tirakan

The world of Tirakan is a complete fantasy world that can be played at any time in a 1000-year history. An elaborate story of humans, elves, gnomes and many other peoples tells the struggle of civilisations against minotaurs, lizards and a nameless darkness.

- Era: Middle Ages
- Extensions: Magic, Pantheon
- World Description: tirakans-reiche.de

The Adventures of Division V of the NEXUS

The story of Department V of the NEXUS is set in the modern era. It is a fictional secret organisation founded to protect humanity from alien and paranormal threats. Players play agents of Department V of the NEXUS, and through the ability to time travel, experience adventures in all sorts of eras and worlds.

- Era: Modern
- Extensions: Horror
- World Description: phasesix.org



Your character

Each player creates a character to play a Phase Six adventure. The character is recorded on the character sheet with all relevant values.

The chapter [Creating a character](#) describes exactly how to create a new character. This section describes the basic characteristics that make up a character in Phase Six.

Persona

The values listed under Persona refer to the mental characteristics of the character. Each value corresponds to a personality trait. Persona traits have their own value and are also the base for skills.

Education

Education describes the general knowledge a character has acquired. A character with a high level of education is good at all theoretical skills such as *Nature* or *History*.

Logic

Unlike *Education*, the value of logic relates to the ability to draw reasonable conclusions. Logic is especially important when it comes to solving problems through logical reasoning. A character with high Logic will be better at skills such as *Investigation* or *Mechanics*.

Conscientiousness

How conscientiously does the character approach tasks or activities? A low level of conscientiousness leads to carelessness, whereas a high level of conscientiousness ensures an organised and effective approach.

Willpower

Willpower refers to the character's ability to assert their own ideas and principles. A strong-willed character is good at the skills *Courage* and *Intimidation*, among others.

Apprehension

Perception describes a character's ability to perceive their surroundings and absorb information. A character with good perception is good at the skills *Perception* and *Orientation*.

Charm

A person with a high value for Charm knows how to approach other people and have a positive effect on them. This attribute is not to be confused with the physical trait of *Attractiveness*. A charming character is good at *Politics* and *Empathy*, among other things.

Physis

All physical attributes describe the character's physical abilities. Each attribute has a value that indicates the number of dice rolled for that attribute.

Deftness

This stat describes both the physical dexterity and the agility of the character. A deft character is, among other things, good at *Performance* and *Stealth*.

Strength

Strength is the pure strength of the character and is used whenever it is necessary to move something with

pure muscle power. A character with high Strength is good at *Throwing* and good at *Athletics*.

Attractiveness

Attractiveness describes the charisma of the character. A high value does not necessarily mean beauty; a distinctive character can also be attractive.

Endurance

Stamina is the physical endurance of the character, not in the sense of patience (that is more like *Conscientiousness* in *Persona*). This stat comes into play during an endurance run or a long, strenuous activity.

Resistance

This includes the ability to withstand or avoid injury or pain, as well as resistance to disease, toxins or environmental influences such as heat or cold.

Quickness

Speed is both the speed at which the character is able to move around and the ability to react quickly to a situation.

The minimum roll

The minimum roll is a central feature of the character. It specifies the result a die must have to represent a success. The minimum roll is taken from the lineage and is 5+ for most characters. The "Masterly Presence" template lowers the minimum roll by 1, otherwise it can only be changed by special events or rare items, and often only for a short time.

Evasion

Evasion is used in combat and allows you to avoid a melee attack. It is equal to the Evasion value of the lineage plus the average of Quickness and Deftness (rounded up). Armour and weapons reduce this stat. Character templates can change this value.*

Protection

If a character has protection due to their lineage, this is called 'innate protection'. These protections can be used without depleting them; they are available for any attack.

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see *Rolls and Checks*), but always represent an advantage to the character that can be used during the game.

The character can regain used dice during the rest (see [Wounds and healing](#)).

Skills

More complex actions or knowledge are described by *skills*. All characters have the same skills with different values, so the GM can be sure that a player can definitely roll a skill.

Each skill has a base attribute and a skill value. For example, the base attribute for the skill *Intimidate* is *Apprehension*.

The base attribute is added to the bonuses of the selected character templates.

Intimidation

The Intimidation skill is a measure of how well a character can intimidate others. This skill can be used to extract information from an opponent or to make them retreat from a fight.

Attribute: *Apprehension*

Empathy

Empathy is the ability to interpret a person's feelings and moods, and perhaps to recognise intentions. Thoughts cannot be read.

Attribute: *Conscientiousness*

Stealth

Stealth is the art of concealment. This skill is used both for stealthy movement (sneaking) and to check how secretive the character is. It can be used, for example, when the character is being interrogated or is tempted to divulge a secret.

Attribute: *Conscientiousness*

Magic knowledge

Magic knowledge describes the knowledge of the character in magical topics. Whenever the knowledge of magical artifacts, spells or other teachings is involved, magic knowledge can be cast.

Attribute: *Charm*

Orientation

This skill is used for orientation, both in the countryside and in confusing situations. It can be used in the confusing crowds of the city, but also when the character is whirled by a water vortex.

Attribute: *Apprehension*

Politics

Whenever it comes to assessing political action, this skill is used. This can be the case in real politics, but can also represent moving safely in large corporations.

Attribute: *Charm*

Religion

This skill includes knowledge of religious teachings, as well as confidence in performing religious ceremonies.

Attribute: *Conscientiousness*

Courage

This skill comes into play whenever it is a question of how brave a character is. For example, it can be used to determine whether a character is brave enough to face a powerful opponent.

Attribute: *Willpower*

Deception

If the character wants to deceive an opponent, or, for example, cheat at the game, this skill can be rolled on.

Attribute: *Charm*

Persuasion

If the character wants to convince his counterpart argumentatively, this skill is used.

Attribute: *Willpower*

Investigation

This skill is used when the character wants to examine an object, a certain scene or an object for certain properties.

Attribute: *Apprehension*

Perception

Perception represents the character's ability to perceive things in his environment. This can be the search of an apartment, the search for the shadowy thief at the edge of the forest, or even a movement in the face of the opponent.

Attribute: *Apprehension*

Acrobatics

Acrobatics is the art of moving quickly and skillfully. Unlike athleticism, this skill is used when the character climbs over a ledge or makes a short sprint.

Attribute: *Deftness*

Performance

Performance is the artistic presentation. This can be acting, but also the musical performance of a piece. An impressive tall tale can also be told with the help of performance.

Attribute: *Charm*

First Aid

First aid must be carried out with sufficient dressing materials to be successful.

If the throw is successful, the person receiving first aid recovers wounds equal to half the successes (rounded up) of the throw.

First aid stops any bleeding.

Attribute: *Conscientiousness*

Driving

The Driving skill describes the driving of all kinds of vehicles. The skill applies to all mobile objects such as ships, vehicles or carriages.

Attribute: *Deftness*

History

History describes the character's knowledge of history and past events.

Attribute: *Education*

Communication

The ability to socialize is described by the skill Communication. It describes how skillfully the character behaves in conversations.

Attribute: *Education*

Mechanics

Mechanics includes all manual activities as well as the knowledge of mechanical processes. Working on a piece of wood or understanding a mechanical clock can be mapped with this skill.

Attribute: *Logic*

Hand To Hand Combat

The value of this skill is the basis for attacking with melee weapons. This skill is not usually rolled on directly.

Attribute: *Strength*

Nature

Nature describes the character's knowledge of all facets of nature. This skill can be used when the character is searching for plants, gathering wood in the forest, or judging the nature of an animal.

Attribute: *Education*

Shooting

The value of this skill is the basis for attacking with ranged weapons. This skill is not usually rolled on directly.

Attribute: *Deftness*

Throwing

This skill is used whenever the character throws objects. These can be simple objects like stones, but also incendiary charges or grenades.

If the throw fails (no single success is achieved), the deviation is determined as follows:

First, a d12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the form of the " clock time ", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a d6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

Attribute: *Strength*

Spell Casting

The value of this skill is used as a basis for casting spells. This skill is not usually rolled on directly.

Attribute: *Willpower*

Knowledge

Knowledge works in a similar way to skills, but the list is not predefined. Characters can have different knowledge skills based on their background, which they can use freely. Knowledge is always associated with a skill. The effective die roll value is the sum of the knowledge value and the skill value.

Shadows

A character can have special traits that affect them outside of their physical or mental attributes. Each *shadow* has its own description or rule. For example, a character may have a rival or be obedient to authority. Shadows do not have values, but can have their own rules.



Create a character

A character is created by summarising the character's career in templates. These templates determine the character's abilities and characteristics. There are no pre-made character classes or profiles.

Lineage and career points

A Phase Six character always has a lineage. For all humans (and therefore most adventures) this will be the 'human' lineage, but in other settings it may also be elves, dwarves, androids or robots.

Lineage determines the starting values of some aspects of a character. It can also affect skills and attributes, and has its own rules.

Base Game

- Career points (20)
- Actions (2)
- Persona and physis traits (1)
- Minimum roll (5+)
- Bonus, destiny and rerolls (0)
- Basic protection (0)
- Evasion (0)
- Maximum Health (6)

Magic Extension

- Arcana (0)
- Spell points (0)

Horror Extension

- Maximum stress (8)

The values in brackets are the starting values of the character. Career points can be used to select and combine templates when creating a character, which will make up the character's career and therefore all of their values. These templates can be chosen from any of the categories. Together they make up the character's skills, attributes, shadows and knowledge.

The lineage template

Each lineage has its own character template, which can be added to a character's career at no point cost. A lineage template can only be selected if the character has that lineage.

This template has the following properties for humans:

- Rerolls: 2
- Bonus dice: 2

Extensions and eras

At the start of a Phase Six campaign or adventure, the GM chooses the era in which the adventure will take place. Phase Six offers a choice of several eras.

- Classical Antiquity
- Middle Ages, Vikings and Crusades
- The Victorian Era and the Wild West
- Imperialism and World Wars
- The Cold War and the 80s
- Modern Times
- Science Fiction

In addition to the templates, the eras also determine the equipment that the characters can receive. The Middle Ages, Vikings and Crusades can of course also

be used for a fantasy setting that does not take place on Earth.

There are also optional expansions that the GM can choose for a scenario or adventure. These add special rules, items and templates to the game. Special expansions are:

- Magic
- Horror
- Pantheon

Worlds

It is possible to create your own game world based on the expansions. This means that you can play in a specific time period and also choose the mechanics of the Horror expansion.

In addition to these options, there are worlds, which combine several expansions, but are also an expansion themselves. A world also has its own items, enemies, spells, etc.

The world *Realms of Tirakan* combines the expansions 'Middle Ages, Vikings and Crusades', 'Magic' and 'Pantheon' and offers its own world with 1000 years of history and a multitude of peoples and stories.

In the world of *NEXUS*, players take on the role of agents of the NEXUS, a secret organisation that protects humanity from extraterrestrial and paranormal events. The adventures of the NEXUS take place in Modern Times, with the Horror expansion enabled.

If you want to play on Earth with flexible settings, you can choose the world *Terra*. There are no predefined settings here, everything is freely selectable.

Character templates

A template is a specific stage in a character's life. Each template is assigned to one of *Education*, *Occupation*, *Talent*, *Interests*, *Character* or *Environment*.

The Lineage Template is a special template. It is determined by your chosen lineage and does not cost any career points. This means that a human will always receive the 'human' template, which gives the character two bonus dice and two re-rolls.

Each template changes a small number of the character's attributes and skills for better or worse, and can bring knowledge or shadows with it. Templates can also contain their own rules, which the character then adopts. For example, the *Blood Magic* template from the Magic expansion includes the rule to use wounds instead of arcana to cast spells.

Each template is worth a certain number of career points. This is the number of points you must spend to add the template to your career.

Assemble templates

To create a character, templates from the chosen era and any expansions are selected until no career points are left or the player is satisfied with the character. These templates can be chosen from any category. It is also possible to select multiple occupations, i.e. all occupations that the character has ever performed or currently performs.

The attributes, skills, shadows and knowledge of the templates are summed up and added to the starting value of the lineage on the character sheet. All values can be negative (see [Rolls and Checks](#)).

Completing the character

If you are satisfied with the composition of the templates, you can simply declare the character *finished*. If there are any development points left and not spent, they will be added to the character's *reputation* (see [Advancement](#)). So no points are lost.

Gear and money

Once character stats have been determined using the templates, the character can be equipped. The GM sets a starting capital for the characters for the campaign or adventure.

This starting capital can be used to purchase equipment such as weapons, armour and items. See the [Gear](#) chapter for more details.

Magic expansion: Spells

If the magic expansion is used in the adventure or campaign, the character can also learn spells. This is done using 'spell points', which are determined by the templates. More details can be found in the [Magic](#).



Rolls and Checks

Whenever a character performs an action with an uncertain outcome, dice are rolled for a suitable value, which is usually determined by the game master. The outcome of the roll indicates whether and how well the action succeeded. This is called a *roll* or *check*.

All dice are rolled using six-sided dice. The number of dice is determined by the character's value in that attribute, plus any bonus or destiny dice.

A check is therefore a roll with a *number* of dice, where a *minimum roll* must be achieved, which can be modified by a *level of difficulty*. The elements are explained in more detail below.

This type of check is used everywhere outside of combat. In combat, there are special rules for determining hits and injuries.

The number of dice

The required or desired skill directly determines the number of dice with its value. A character with an Intimidate skill of 4 has 4 six-sided dice available for this check.

Knowledge skills have a value that determines the number of dice rolled. However, an associated skill is also given, and its value is added to the knowledge value. For example, a character with the skill 'Communication' 2 and the knowledge 'Etiquette (Communication)' 3 has 5 'Etiquette' dice.

If the value is 0 or negative, the character cannot make the check without further help, he is simply too bad at this skill. However, *bonus dice* or *destiny dice* can be used even if the value is negative.

The minimum roll

The minimum roll is taken from the ancestry and noted on the character. A human has a minimum roll of 5+, which can be changed due to special circumstances.

Hagen's player wants to use brute force to break down a door that stands between him and a suspected gang of thieves. The GM asks him to roll for strength.

Hagen has a value of 4, so he rolls 4 dice. Any die that comes up 5 or higher is a success. However, Hagen's player rolls 4 successes and immediately kicks the door in the first thief's face.

The minimum roll is in the form of 'X+' to indicate that this is the minimum roll that must be achieved.

Levels of difficulty

The GM can modify the minimum roll for particularly easy or difficult checks. For hard checks, the modifier can be specified as a roll +, for easy checks as a roll -.

A +3 test means that the minimum roll is increased by 3, so 8+ for a human. This is where the fact that all dice are rolled *further* comes into play, i.e. they are *exploding dice*.

The usual difficulty levels are

- -2: very easy
- 1: easy
- 0: normal
- 1: difficult
- 2: very difficult

- 3: extremely difficult
- 4: impossible

There are two locks to pick, a simple padlock and a complex cylinder lock. Hagen has a picking skill of 3. The GM requires a -1 check for the padlock and a +3 check for the cylinder lock.

Hagen rolls 3 dice on 4+ for the padlock and 3 dice on 8+ for the cylinder lock.

Exploding Dice

In Phase Six, it is possible for the minimum rolls to be higher than 6+, sometimes significantly higher. The *exploding dice* rule applies to any roll.

Dice that result in a 6 after being rolled may be rolled again. The results are then added together. For example, a 9+ roll can be made by rolling a 6 and then at least a 3. A 14+ roll can only be made by rolling a 6, then another 6 and then at least a 2.

As no distinction is made between the individual dice in a roll of multiple dice, all sixes can be re-rolled at the same time if this is necessary to achieve a high minimum roll.

Hagen's GM requires him to roll a +9 Courage die, as he is fighting alone against the band of robbers. He must therefore roll a 14 on at least one of his Courage roll dice. Fortunately, he has a Courage rating of 5, so he has 5 dice to roll.

On the first roll, he rolls 4,2,6,6,1, giving him two sixes, which he can keep rolling to try to get to 14. The second roll (with the two dice) shows a 6 and a 1.

Now he can only re-roll the remaining die, which shows a 6. Since the second roll shows a 1, even the Strong Courage does not help, and Hagen only gets a 13.

Critical successes

Similar to critical hits in combat, other rolls can result in critical successes. If a die shows a result of at least 11, this is a critical success. This is the equivalent of rolling another *exploding die*, which will again give a result of 5+. Changes to the character's *minimum roll* are not applied here.

Critical successes result in an additional success each time a 5+ is rolled. This results in the following limits for additional successes.

- Roll 5+: normal success
- Roll 11+: critical success - results in one additional success
- Roll 17+: megacritical success - results in two additional successes

- Roll 23+: megacritical success - gives three additional successes
- Roll 29+: megacritical success - gives four additional successes
- etc.

Bonus dice

A character can have a certain number of bonus dice. These are determined by the templates (see [Create a Character](#)). Any number of bonus dice can be added to the dice of a roll. This can be done even if the actual roll has already failed. In this way, you can sacrifice one bonus die after another in order to achieve a success.

In this way, a check can be made when the number of dice is 0 or less.

The bonus dice are refreshed to their maximum at each rest.

Rerolls

A complete roll can be re-rolled for each re-roll. It is not possible to pass a roll with a value of 0 or less.

Rerolls also refresh to their maximum at each rest.

Destiny dice

Destiny dice are usually given to the character as part of their career, but the GM can also award individual destiny dice for special actions or on special occasions.

Destiny dice can be used as bonus dice as well as for re-rolling. A result of 4 on a destiny die is always a success, regardless of the difficulty of the check. If the destiny die is used as a reroll, this applies to all dice rolled in that check.

The Destiny dice must always be rolled separately from the normal dice to see if they have rolled a 4+.

Looking at the previous example of Hagen's Courage roll (5 dice on 14+), a Fate roll would help him a lot here, as he would only need to roll a 4+.

Destiny dice refresh to their maximum at every rest.

Group rolls

Whenever the group as a whole needs to pass a check, group rolls are used. For example, instead of asking each player to make an Apprehension check, the GM can ask the whole group to make an Apprehension check. If the check is successful, the effect applies to all characters in the group.

A successful group roll always requires a certain number of successes. The GM decides how many successes

are required for a group roll to be successful. Each player then rolls for the required attribute or skill.

All the successes of each character are added up. If the required number of successes is reached, the check is successful.

In the case of a party roll, each party can use bonus, destiny, and reroll dice as usual. It is also possible to modify the minimum roll based on the severity of the check.

In a group roll, each participant can use Bonus and Destiny dice and Re-rolls as normal. It is also possible to change the minimum roll according to the difficulty of the check.

Concealment

A special roll is the Concealment Roll. This is used when a person is observing a character and is looking for certain conspicuous items of equipment. Each piece of equipment has a concealment value. The higher the value, the more noticeable the item will be.

If a person is observing a character or the whole group, the item with the *highest* concealment value is used for the concealment roll.

The person observing now rolls a number of dice equal to their Perception value *plus* the determined Concealment value. If successful, the observer can spot a conspicuous object.



Combat

When it comes to combat, the game progresses in rounds.

Start of combat

As soon as a conflict arises, time freezes and the group determines the order in which the combatants act.

Each player rolls d6 according to the *quickness* value. The exploding dice rule applies here as well. The dice results are added up. The competitor with the highest score starts the fight, the others follow in the order of their results.

A rogue with quickness 4 rolls on her speed and gets 4, 5, 1 and 17. Her result is 27.

If two combatants have the same result, the *Quickness* value decides first, and if this is also the same, the *Deftness* value.

All combatants have no actions available at the start of the combat. Actions are only refreshed when it is their first turn.

Sequence of rounds

The combat is divided into *combat rounds*. These have the following order:

- Start of round
- The "Player Combat Round" is conducted for each participant in order of initiative.
 - Start of the Player Combat Round
 - The player's actions are refreshed
 - The player performs their actions
 - End of player combat round

- End of round

The participant may perform an action for each of his available actions (see *Actors and Actions*) or save the action for a reaction in his opponent's turn (see *Reactions*).

Once the last participant has acted, the next *combat round* begins with the first participant.

Both 'Start of Round' and 'End of Round' are phases in which reactions can be made. To do this, players must save actions and perceive the last *actor* directly. Some effects, such as spells, can also be carried out during these phases.

Actor and actions

When it is a participant's turn, they are the *actor*. The *actor* is the participant who is actively acting and can use or withhold their actions as they wish.

At the start of the round, the player's *Actions* are refreshed. The number of actions a player has is determined by their lineage. A human therefore has 2 actions available in combat. The number of actions per round can be increased using templates.

Refresh therefore means that all actions are available again. If the participant has already used up any actions, e.g. by actions taken in the previous round, the available actions will be reset to the maximum.

Once the actions are refreshed, the participant can act in combat. To do this, he performs actions one after

another, each act taking a certain number of *actions*. Actions can be, among others, the following:

- To attack with a weapon
- Parry with a weapon or object.
- Reload a weapon
- Use an object
- Evade a melee attack.
- Aim with a melee weapon or when firing a single shot.
- Perform any action (see below)
- Hunker or lay on the ground (The "Hunkered" status effect is active, see [Wounds and Healing](#)).
- Stand Up
- Walk *Quickness* + 1 meter (while performing another action without consuming an action, but the minimum roll is increased by 1).
- Run *Quickness* + 5 meters
- Rob $Quickness / 2 + 1$ meters (rounded up), the character must be *Hunkered*. (see [Wounds and Healing](#): Conditions of the character)

Actions should not be performed together, but always one after the other, because of possible reactions.

Arbitrary actions

A character can also perform any action that is not on the list. In this case, the GM must decide whether the action requires one or more actions. An action that is not on the list should normally require one action. This could be anything, such as lighting a pipe, smashing two opponents' heads together, or throwing an object. The GM decides which roll is required.

Reactions

When an *actor* acts in combat, all participants who directly perceive the *actor* may react to that action.

The following conditions must be met in order to respond to an action:

- The reacting participant must directly perceive the *actor*, i.e. he must hear, see or otherwise take note of his action.
- The reacting participant still has unused *actions*.

The reaction is announced and carried out immediately after the *actor's* action. However, it takes place in the game time before the action. An *action* can only be followed by one *reaction* from a participant. Any number of players can react to the *actor* if they recognise his *action*. In practice, this means that the reacting player announces his reaction after the *actor* has performed his action and possibly rolled the dice. This may vary from situation to situation.

If more than one player reacts to an action, the order of reaction is determined by initiative. The player with the

highest initiative reacts first, followed by the other players in descending order of initiative.

Each *reaction* reduces the available *actions* of the reacting participant by one.

Hagen is involved in a fight with a robber. Hagen has attacked in his combat round, but has saved an action to be able to react. The robber's combat round begins. The robber attacks. The GM rolls four dice and scores three hits. Hagen's player decides that Hagen should react with a *Shield Parry*. He announces his reaction to the robber's attack after the GM has made the attack. He can do this because he still has one action left and is directly aware of his opponent's attack. The reaction now takes place in the game before the robber's attack. The shield parry rule gives Hagen a cover roll of 5+ for his round shield. He rolls for each of the robber's three hits. He rolls a 5 twice, preventing two hits. The third hit hits him.

Bonus dice actions

Bonus and destiny dice can be used in combat to gain or steal actions.

To gain an additional action, a *bonus die* can be subtracted. The additional action is available immediately, even for a reaction.

If a *destiny die* is spent, an action can be stolen from an opponent. This is no longer available to the opponent in his current (or next, if it is not his turn) turn. The participant who spent the destiny die has the action immediately available, even as a reaction.

Spending dice for actions does not itself take an action.

Sequence of an attack

Attacks with weapons are handled exactly the same in melee and ranged combat. The only difference is that attacks with melee weapons are thrown at the *Hand to Hand combat* skill, attacks with firearms are thrown at the *Shooting* skill, and attacks with throwing weapons are thrown at the *Throwing* skill.

An attack has the following phases:

- The Hit Roll determines how many hits a character achieves in an attack with a weapon. Here, the dice are rolled on the respective weapon skill, and a distinction is made between *critical hits* and *hits*. The *Cover roll** is available to the attacked character if he has cover. Here it is possible to avert damage even before the hits hit the armor. Shields can provide cover.
- Converting *hits* into *wounds* taking into account *protection*, *penetration* and *critical hits*.

The hit roll

To make an attack, a roll of a certain number of dice is made. The *minimum roll* of this roll is equal to the *minimum roll* of the character. Here, a possible *recoil penalty* must be taken into account if the character has already fired in the same combat round.

The number of dice is initially equal to the character's respective skill value (shooting, hand to hand combat, throwing) plus the *damage potential* of the weapon.

The hit roll can also be modified by other circumstances. Different firing modes and firing at the wrong distance may cause the available dice to change.

Each success causes a *hit* to the target of the attack. How the target can prevent damage is described under *Wounds and Pierce and Cover*.

Recoil

Automatic weapons usually cause *recoil* when attacking, which makes it difficult to re-aim at a target in a directly following attack.

If an attack with a firearm is followed *directly* by another attack from the same character *within a combat round*, the minimum roll and the critical hit threshold are increased by 2. This malus increases for each subsequent attack in the same combat round. Thus, a third attack has a +4 malus on the minimum roll and critical hit threshold.

The recoil can be prevented if, for example, another action is inserted between two attacks in a combat round. For example, recoil does not apply with bows because a new arrow must be placed on the string between attacks.

Weapons can have a recoil compensation. This value lowers the malus per attack. Thus, the minimum roll for a subsequent attack with a weapon with recoil compensation 1 is only raised by 1. A recoil compensation of 2 ensures that recoil is no longer relevant for the weapon.

Recoil is not accounted for across combat rounds, only within a combat round.

Critical hits

Hits caused during the hit roll become *critical hits* if they reach the value 11 during the roll. This is equivalent to an *exploding die* "thrown farther", which then shows a result of 5+ again. Changes to the character's *minimum throw* are not applied here.

Critical hits can only be caused by melee attacks, single shot attacks, and throwing weapons, never by burst attacks.

If critical hits are achieved when attacking, they are announced separately from normal hits. A single shot from a bow could thus result in "2 crits, 3 normal hits".

Critical hits are treated as normal hits, but will always penetrate normal armour. Only armour of the type 'protection against critical hits' can protect against critical hits, all other types of armour cannot prevent critical hits.

If a *cover* roll occurs, critical hits must be treated separately from normal hits. So the attacked person rolls twice on his cover, once for the number of critical hits, and once for the number of normal hits.

The mercenary Maragas rolls 4, 5, 5 and 14, giving him 2 normal hits and a critical hit. The critical hit penetrates the armour, the normal hits are reduced by the protection of the person attacked.

Megacritical hits

If *critical hits* occur, the *exploding dice* can be rolled further than 11. The roll continues until no 6 is reached on the respective die.

If a die reaches a 5 again after the second roll, it is a *megacritical hit*. These hits are treated as critical hits, but cause an additional wound if not prevented.

For each roll of a 5+, the number of wounds is increased. So one megacritical hit can cause a lot of wounds. The rule of 5+ results in the following limits for wounds:

- Roll 5+: normal hit.
- Roll 11+: critical hit - ignores armor
- Roll 17+: megacritical hit - ignores armor, +1 wound
- Roll 23+: megacritical hit - ignores armor, +2 wounds
- Roll 29+: megacritical hit - ignores armor, +3 wounds

And so on.

Aiming

With melee weapons and single shot, it is possible to aim the weapon. This is not possible in burst mode.

The character can invest actions to aim at his target more precisely. For every 1 action, the critical hit limit is reduced by 2 for the next attack. This bonus to critical hits may not exceed the character's perception value.

If the aiming character is hit while aiming, the accumulated aiming bonus is removed.

Attack modes

The *attack modes* with which the bearer of the weapon can use it are indicated with each weapon. The player chooses arbitrarily from the available modes for each attack. Switching the fire mode on modern weapons requires no action.

Hand-to-hand combat

All melee weapons have this attack mode exclusively. The character strikes with the weapon in hand-to-hand combat.

- The attack can be *parried*.
- The attack can be *dodged*.
- The attack can cause *critical hits*.
- For the attack, the character can *aim* beforehand.

Single shot

One shot is fired per action. This applies to many modern weapons, but also to bows, slingshots and crossbows.

- The attack consumes 1 ammunition.
- The attack cannot be *parried**
- The attack cannot be *dodged*.
- The attack can cause *critical hits*.
- The character can *aim* for the attack beforehand.

Burst

The weapon is used in burst mode, a short burst of fire is delivered, which is slightly less accurate than a single shot.

- 2 dice are added to the attack roll.
- The attack consumes 3 ammunition.
- The attack cannot be *parried**
- The attack cannot be *dodged**
- The attack cannot cause *critical hits*.
- For the attack, the character cannot *aim*.

Hit rolls for incorrect distance

Optional Rule

Each weapon has a specified distance at which it is effective. If the target's distance differs from that specified with the weapon, there is a penalty to the hit rolls.

If the real shooting distance is less than the specified distance of the weapon, the attack is performed normally. If the distance is increased up to the double of the weapon, the minimum roll of the hit roll is increased by 2.

If the target's distance is more than twice the weapon's range away, it is not possible to shoot or attack at the target.

Cover

If parts of the person being attacked are hidden from the attacker's view, the rule of cover applies. It depends on how much the attacked is hidden. The cover is classified into 3 levels:

- 4+ Cover: Most of the person being attacked is hidden.
- 5+ cover: The target is half hidden
- 6+ Cover: It is a bit harder to hit the target behind light cover. This effect is achieved among other things by the "hunkered" condition.

If the attacked has at least 6+ cover, he is allowed a cover roll after the *hit roll*. For this, he rolls as many dice as the attacker had *hits*. For each success (on the minimum roll according to the cover), one hit is removed.

If the attacker has scored *critical hits*, the Cover Roll must be made separately for critical and normal hits to determine which hits were prevented.

Shields

Shields can be used when the character wields a one-handed weapon.

Shields can be used in two different ways.

- For Shield Block, the shield is readied in its own turn with two actions. In subsequent combat rounds, the shield provides the cover listed below for all attacks against the character. While the shield block is active, the character's movement range is halved. The Shield Block is active until the character cancels it, that is, lowers the shield.
- The Shield Parry can be used spontaneously as a *reaction*. It provides the below cover roll for a single attack and costs one action.

Unlike other armour, shields have a special value, the cover value. This is expressed in the form X+, meaning that shields provide this amount of cover. A round shield provides 5+ cover, so after an attack, the attacked can roll 5+ for each hit to avoid it *before* the application of *Protection* and *Wounds*. This is possible with both *Shield Parry* and *Shield Block*.

Protection Pool

Each character has a *protection pool* made up of all their armour. Each piece of armour has a certain amount of protection, which is expressed in protection units. You can find more information about armour in the [gear](#) chapter.

When a character is attacked or otherwise hit, they can use protection from their protection pool to prevent

these hits. Using protection does not cost an action, and you can use as many as you like.

The protection pool represents the armour a character wears in battle. During combat, the armour can shift, a strap can break, and a piece of armour can fall off. As a result, the pool gets smaller during the fight, which is represented by the amount of protection spent. After the battle, all the armour in the pool is restored.

The protection pool is only available during combat. When a character takes damage outside of combat, it is up to them and the GM to assess the potential damage reduction provided by armour.

Wounds and Piercing

Any success of the *hit roll* which was not prevented by *cover* is a *hit* on the target of the attack. Other circumstances can also cause *hits*, for example a grenade can cause "3 hits with 2 wounds each". Here, hits can be prevented by *cover*.

When a character takes a *hit*, they can use *protection* to avoid that hit. The character has a *protection pool*, which is a combination of all their armour and other effects. For each unit of protection used, one hit is prevented, possibly with additional effects (see Protection Pool).

Any hit not prevented by *protection* becomes as many wounds as the weapon or effect specifies. If nothing is specified, a hit causes one wound.

Wounds

A *wound* is added directly to the wounds taken by the character. It can only be prevented if a *template*, equipment or other explicitly contains a rule that modifies wounds.

Weaponless melee

If the character attacks without a weapon, the player rolls hit dice equal to his *hand-to-hand combat* value. The minimum roll is equal to the character's minimum roll, which is usually 5+.

If the character's *Strength* value is higher than 2, the *Melee* melee attack has *Piercing* 1.

If the character's *Quickness* value is higher than 2, the character adds one die to the roll.

The range of an unarmed melee attack is 1 meter.

Dodge

The attacked character can dodge a melee attack as a reaction. This requires that the attacked character has an action available and can sense the attacker. Thus, an attack from behind cannot be dodged.

The value is equal to the dodge value of the lineage plus the average of speed and dexterity (rounded up). The load of armor and weapons reduces this value. Character templates can change it.

To dodge an attack, the character rolls a die to his value in *Dodge*. The minimum roll for this is increased by the number of hits the opponent scores. If the attacked person scores at least one success, he has completely dodged the attack.

Parry melee attacks

Melee attacks can be parried if the attacked has a suitable melee weapon ready and an action left.

This is done by rolling the weapon as a *reaction*, as if attacking with it. For each success on this roll, one normal hit is removed from the attacker. *Critical hits* are not prevented by the parry and always get through.

Special Attacks

There are a number of special attacks that a character can use to refine or change their attack.

Accurate Attack

In the accurate attack, the character aims longer to land a better hit. The exchange ratio here is 1 action for reducing the minimum roll by 1. The exchange can also go over turns. The minimum roll can be reduced by a maximum of the character's Perception value, but cannot go below 2. No other action can be taken during this time. After that, a normal attack is made with the changed values.

K.O. Attack

The K.O. Attack has only the intention of knocking an opponent out, but without inflicting any damage. The attacker must wield a blunt weapon, or at least strike with a blunt object. If the attack is successful, the opponent roll a resistance check. If he does not achieve as many successes as there are hits, he is knocked out.

The attack does not inflict any wounds. Cover and armor are taken into account as usual.

Massive attack

In a massive attack, the character gathers all his strength to deliver a massive blow. For each additional action the character invests in this attack, the number of dice for this attack increases by 3, up to a maximum of the character's strength value.

Disarming attack

With a disarming attack, the attacker tries to knock the weapon out of the opponent's hand. To do this, he must succeed in an attack on the weapon's arm, with a

minimum roll raised by 3. The attacked person must roll on his strength or deftness after the attack, and achieve at least as many successes as the attacker had hits.

If the attacked fails to do so, he has been disarmed.

The disarming attack doesn't cause any wounds.

Two-handed fighting

If the character is particularly skilled in the use of a weapon, he can wield two weapons of the same type at the same time, i.e. ambidextrously. Two-handed fighting is only possible with one-handed weapons. Weapons that are wielded with both hands anyway (heavy axes, polearms, etc.) cannot be wielded in two-handed combat.

If a character wields two weapons of the same type at the same time, the character gets one more action per combat round. The weapon he wields with his secondary hand attacks with a minimum roll increased by 1.

Support weapon

If this is possible with the weapon being used (usually firearms except bows), the character can place the weapon on a suitable spot before using it. Supporting takes one action. If shooting with a supported weapon, the minimum roll is reduced by 1. It costs no action to pick up a propped weapon again.

Coup de grâce

A character can kill an opponent directly if the opponent is *unconscious*, *sleeping*, or *dying*. To do this,

the player rolls a normal attack roll. If this roll succeeds with at least one success, the opponent receives the status *dead* with the level corresponding to the successes of the attack. If the opponent is already *dying*, the level of the state is increased by the number of wounds of the attack.

If the attack fails, a sleeping victim is likely to awaken.

Throwing objects

If an item, such as a grenade, is thrown at a target, the character rolls to its *throw* value. The minimum roll is equal to the character's minimum roll, usually 5+.

If the roll results in at least one success, the character has hit his target.

Deviation

If the roll on *throwing* shows no success, then the roll has failed. In this case, a roll is made on the deviation.

First, a D12 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the way of the "clock", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a D6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.



Gear

An essential part of the adventurer's life is the equipment. For a new character, the starting capital can be used to buy equipment. This section describes the different types of equipment, their characteristics and their values.

Items

The simplest form of equipment are items. These can be anything that the character accumulates in their life. Tents, torches and bandages are equipment items. Animals and carts also fall under equipment. If the character acquires or obtains an item, it is simply noted on the character sheet.

Items are sorted into the following categories:

- First aid
- Vehicles
- Containers
- Curiosities
- Lights
- Musical instruments
- Pet supplies
- Trekking equipment
- Potions
- Throwables
- Tools
- Ingredients
- Surveillance

Properties

Items can have various properties relevant to the game. All items have the following properties:

- **Price:** this is the average purchase price of the item when it is acquired. This price is expressed in the main unit of the currency used.
- **Weight:** the weight of the item. This is used to judge the carrying capacity of the character, although there is no rule for overloading here.
- **Concealment:** the concealment indicates how easy an item is to find if an observer is specifically looking for it. A higher value here represents an item that is easier to find.

An object is always assigned to one or more extensions. For example, there are items that are only available if the magic extension has been selected for the game.

Item rules

Some items have special rules that may also require a skill or attribute roll. These rules are listed with the item. For example, a bandage allows you to use your First Aid skill to heal a character.

Charges

Items can contain charges. If this is the case, a charge is removed if it is used successfully. For example, a professional emergency kit has 5 charges. If all charges are used up, the item can no longer be used according to its purpose until it is possibly refilled.

Weapons

Weapons are distinguished from everyday items, they have different game values and mechanics. Like items, weapons are recorded on the character sheet when they are purchased or obtained by other means.

Weapons are assigned to different types of weapons. In the game, only the difference between melee, ranged and throwing weapons is important, as the respective value (shooting, hand to hand combat, throwing) is rolled. There are the following types of weapons:

- Assault Rifles
- Axes
- Blades
- Blunt Weapons
- Bows
- Heavy weapons
- Machine guns
- Pistols
- Polearms
- Rifles
- Shotguns
- Slings
- Submachine guns
- Throwing Weapons

Different types of weapons may be available in different eras. Grenades count as items, not as weapons.

Properties

Weapons have the following properties:

- Price: as with items, this is the price for which the weapon can be purchased on average.
- Weight: as with items, the weight of the weapon is used to give a rough idea of how much the character can carry.
- Concealment: the concealment of the weapon indicates how easy it is to detect when searching for it. A higher value means easier recognition of the weapon.
- Type: the type of the weapon indicates to which weapon class the weapon belongs.
- Damage potential: this value is indicated by a number of dice. The dice represent the potential of the weapon to do more damage and are added to the skill value on attack rolls.
- Piercing: Reduces the target's protection by the number of protection units specified. For the protection to have effect, the target must expend more protection units than the piercing of the weapon.
- Actions to ready: Weapons can take a different amount of time to ready. It usually takes one action to change or pick up a weapon. However, there are also very fast weapons that can be swit-

ched to without delay, and also very complex weapons.

- Range (metres): the range is given for all weapon types. For ranged and thrown weapons, it indicates the maximum range at which a target can be reasonably hit. Melee weapons with a range of more than one metre can be used at the indicated range, such as pole weapons.

Ranged weapons have the following additional properties:

- Capacity describes how much ammunition the weapon can hold at the same time, e.g. the magazine size in modern weapons.
- Recoil compensation: a recoil penalty is applied to a shot that is immediately followed by another shot in *the same* combat round. The recoil compensation is subtracted from this malus, so a weapon with high recoil compensation makes directly consecutive shots easier.
- Reload actions indicates how many combat actions the character must invest to completely reload the weapon.

Attack modes

Weapons always have at least one attack mode. These are indicated in the weapon table with the weapons. If there is more than one attack mode, the character can select it each time the weapon is used without using an action to switch. The attack modes are (see [Combat](#)):

- Single shot: can cause critical hits.
- Burst mode: gives two dice in addition to the hit roll, cannot cause critical hits.
- Hand to Hand: the weapon is used in close combat, can cause critical hits.

In additional expansions or worlds, there may also be other attack modes with special rules.

Rules

Weapons, like objects, can have special rules. These describe in detail what is to be observed when using the weapon.

In addition to formulated rules, there is also the specification of special caused conditions (see [Wounds and Healing](#)). As a rule, these are indicated with a value. This is the value that the hit adds to the corresponding condition when the weapon causes wounds. Possible conditions are:

- Bleeding X
- Poisoned X
- Shocked X
- Burning X

Weapon modifications

In addition to weapons, there is a list of weapon modifications. These allow weapons to be modified. In the modern era, for example, it is possible to attach a sight to a weapon. But special ammunition is also represented as a weapon modification, for example, the *Horror expansion* brings silver ammunition. Weapon modifications are divided into the following categories:

- Blade: such as a hardened blade or a special engraving
- Ammunition: special types of ammunition, but also extended magazines and quivers
- Grips: leather-wrapped handles for swords and the like
- Gadget: lights, tripods and the like
- Sights: Sights for modern weapons
- Barrel: silencers for modern weapons

Usually, these weapon modifications change one or more values of the weapon. However, they can also bring their own rules.

Characters can find or acquire already modified weapons in the game, but of course they can also commission a modification.

Armour

Armour items, like weapons, are noted separately from normal items on the character sheet. Armour provides *protection* which can prevent wounds in combat. In addition to wearable armour, this list also includes shields that can provide cover for the character.

Armour is divided into categories:

- Clothing
- Light armour
- Medium armour
- Heavy armour
- Shield

Properties

Armour items have the following game-relevant values:

- Type: the armour type, e.g. "Light Armour".
- Price: the average purchase price of the armour
- Weight: the weight of the armour

- Concealment: how hard is the armour to spot if an observer specifically looks for it?
- Encumbrance: Heavy armour hinders the character in physical actions. Encumbrance is subtracted from the character's Dodge value.

Protection

Each piece of armour has a certain amount of protection units. These are shown as shields on the armour. These shields can be used in combat to prevent hits. There are the following types of armour:

- Normal protection: This protection can be used to prevent a normal hit.
- Critical protection: This protection can prevent a critical hit or a normal hit.
- Sticky Protection: Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.
- Bleeding Protection: Prevents a hit and an attack from causing the Bleeding condition.
- Poison Protection: Prevents you from being hit and an attack from causing Poisoned condition.
- Fire Protection: Prevents being hit and prevents an attack from causing the Burning condition.
- Reflecting Protection: Prevents a normal hit and causes the attacker to be hit.
- Shock Protection: Prevents being hit and prevents the attack from causing Shocked condition.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see [Combat](#).

Currency

In different scenarios and worlds, there can be different currencies. Each character and campaign is assigned a currency table that specifies the different units of currency. Characters can record their wealth on the character sheet. Currency tables are e.g.

- Euro
- Dollar
- Taler
- Guilder (Realms of Tirakan)
- Yuan

Whether currency plays a role in the game is entirely up to the group and the game leader, it is optional.



Wounds and Healing

The physical integrity of the character is represented in the form of wounds. A character can withstand a certain number of wounds without passing out.

Wounds and Boosts

If you look at the character sheet of an intact character, you will see a bar of filled hearts:



These hearts represent the wounds a character can take without passing out. Each source of damage causes a certain number of wounds. This can be a fixed number of wounds, as with most weapons. However, a dice formula can also be used.

Hearts are crossed out or emptied as soon as the character takes wounds. Thus, after a hit with a weapon, the life meter may evolve as follows:



These empty hearts can be filled again through healing.

Boost

The situation is different with boosts. Some items give boosts when used. Boosts are represented as different colored hearts and can also absorb wounds when crossed out.

However, with boosts, these hearts are completely removed and cannot be restored by healing. Thus, a boost is a temporary improvement in condition.

If the character takes damage, it is always crossed out from the right. First the boosts are used up, then the still complete hearts. So in the following display, the boost occurred *after* the wounding (the empty hearts).



Fainting and Death

A character that has neither full hearts nor boosts faints and is considered *dying*. The condition below describes exactly how to proceed here.

Healing

Real healing of wounds is only possible over time and with medicine. First aid and the use of bandages and other aids only generate boosts.

Using the first aid skill without aids generates a boost. With aids the number varies, this is described in the items.

The rest

If the characters come to rest for at least 6 hours, this is considered a *rest*.

During a rest, the character has the opportunity to heal wounds. For this purpose, the values *Resistance*, *Endurance* and *Willpower* are added together. Dice are rolled according to the sum, for each success the character heals one wound.

All *bonus dice*, *destiny dice* and *rerolls* refresh, so are set to the character's maximum.

Boost expires at rest, all existing boosts are removed upon rest.

If the magic extension is used, the character rolls on the sum of the *Charm*, *Conscientiousness*, and *Willpower* stats. For each success, one *arcana* is restored.

When horror extension is active, the character rolls a *Stress Test*. If the roll succeeds, the stress may be reduced by one.

Conditions of the character

A character can have different conditions. These have different effects on the character's actions, but also effects over time. The conditions are noted on the character sheet with a counter.

Some conditions have saving throws that can be used to remove them. These throws are indicated in the description of the condition. All restrictions and difficulties caused by conditions do not apply to these saving throws.

Dying

This condition is caused when the character's wounds exceed the maximum wounds, so the hearts decrease to 0. At that moment, the value of this condition is set to 1.

If a character gets the *Dying* condition, all other conditions are removed.

If the value of the condition is one or higher, the character rolls for his *Resistance* at the beginning of each round. If this roll succeeds, nothing happens. If this roll fails, the value of the condition is raised by one.

If the value of the condition reaches 6, the character dies.

Stabilizing requires successes equal to the character's "Dying" value. This can be a roll on first aid, medicine, or something similarly helpful. If enough successes are achieved, the dying condition is removed.

When a character is attacked with the *Dying* condition, the *Dying* value is increased by the number of wounds inflicted (see [Combat, Coup de grâce](#)).

Unconscious

The character is incapable of any action (his *actions* per turn are zero). The value of this condition indicates the depth of unconsciousness.

At the beginning of each round, the character can roll on his *willpower*. If the roll shows successes according to the value of this condition, the value is set to 0 and the character wakes up.

Shocked

For each roll, the character has as many dice less than the value of this condition.

At the beginning of each round, the character can roll on his *Endurance*. He can reduce the value of the condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Burning

The character's minimum roll is increased by the value of this condition for all rolls on *perception* and for all attacks.

This condition ends when the character is extinguished.

Bleeding

At the beginning of each round, the character rolls for *Endurance*. If the roll fails, the character takes one wound for each level of this condition.

This condition ends when the character is bandaged (e.g. by *first aid*).

Poisoned

The character's minimum roll is increased by the value of this condition for all rolls.

At the beginning of each round, the character can roll for his *Resistance*. He can reduce the value of this condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Hunfered

The character has a 6+ cover (see [Combat](#)).

All actions involving manual work (physis attributes, attacks and skills) have a +1 minimum roll.

It takes an action to hunker down or stand up.



Advancement

The character gains experience over time and develops based on templates.

Reputation

A character's reputation reflects their level of recognition and life experience.

Reputation is divided into spent and earned reputation, separated by a slash. Earned reputation points are placed after the slash, and used reputation points are placed before the slash. Unused reputation points can be used to purchase character templates.

Gaining reputation

The character gains reputation for successful quests. Reputation is awarded by the GM and should be between 5 and 10 per session.

Reputation can also be awarded directly for individual actions. A successful action or scene in the game can result in the GM awarding a certain number of reputation points.

Developing the character

After each game session, the player can obtain templates from the categories of *character*, *interests*, *environment*, and *talent*. It is not possible to add new templates from the *occupation* and *education* categories.

Further development takes place after each game session, so the character can be upgraded with additional templates during the course of an adventure. Templates are added in the same way as during character creation. Changes to values are applied directly to the character sheet.



Magic

The magic of Tirakan is special in different ways. There is a level of magic in the world that affects the strength of spells. In addition, magic is always of a origin, and spells can cause side effects.

Magic level

The world of Tirakan has a magic level that evolves over the centuries. There are also special places, where the magic level differs from the usual.

- 1st century: Magic level 1
- 2nd century: Magic level 2
- 3rd century: Magic level 3
- 4th century: Magic level 4
- 5th century: Magic level 5
- 6th century: Magic level 4
- 7th century: Magic level 3
- 8th century: Magic level 2
- 9th century: Magic level 1
- 10th century: Magic level 0

The current *magic level* has an effect on the spell being cast. The spell description will usually give an indication of how the *magic level* is taken into account.

If the magic level is above 5, the magic cast is completely chaotic and unreliable. The GM decides exactly how a spell is cast. In addition, any spell cast with a magic level of 6 or higher will definitely have side effects.

Basic Attributes

The magic is based on two basic attributes, which characters have and which can be obtained through templates.

Arcana

Arcana reflects the amount of magic the character can combine and store. With *Arcana*, the character casts spells and performs rituals. Templates, such as "Arcane Tutor" increase the maximum *arcana* a character can have.

Arcana regenerates through a rest.

Spell Points

Spell points are used to learn spells. *Spell points* can also be obtained by the character through templates. For example, the "Arcane School" template gives 10 *spell points*.

Once *spell points* are spent on a spell, they are used up and cannot be used again. Unlike *Arcana*, this is not a value that refreshes by resting.

Skills

With the magic expansion, each character gains two new skills that they can use to act in the magical world.

Spell Casting

The skill *Spell Casting* is used to perform spells and rituals. It is composed of the attributes *Willpower* and *Charm* and can be increased by templates.

Magic Knowledge

Magic Knowledge is used whenever knowledge of magical occurrences or artifacts is needed. Every character has this skill, which is composed of *Education* and *Conscientiousness*.

Learning spells

To learn a spell, a character needs three things: rest (a spell can only be learned between game sessions) and available spell points. In addition, he needs a thesis, a way to also get the knowledge about that spell. The latter is up to the campaign, or the game master.

Spell points are available when the number of *Spell points* spent is less than the *Spell points* obtained through templates. Each spell has a certain point cost. To learn it, the spell is noted on the character sheet as learned.

A spell can be learned multiple times. This is possible because spells can be modified by spell templates. For example, you can make an energy lightning spell once as an energy spell and once as a light spell.

Spell values

A spell has different values, which are taken into account in the game.

The *spell casting attribute* specifies which attribute (along with the *spell* value) is rolled on to cast the spell. It is given by the school of magic (see below).

The value under *Arcana* describes the cost of the spell when cast. To cast a spell with an *arcana* value of 2, the player must also have two *arcana* available and cross off when casting.

The *strength* of the spell describes how effective the spell is. For newly learned spells, the strength is usually 1, but can be increased by spell templates. In addition, the strength is increased by the successes of the spell casting when the spell is cast (see [Cast a Spell](#)).

Each spell has a certain *range*. This is the maximum distance from the caster at which a spell can be cast. This is not to be confused with a possible area where the spell will work. This is mentioned in the spell description. If the *range* of a spell is 0, the spell only works at/on the caster himself.

The *shape* of the spell determines the area of effect. It can be a geometric shape, such as a line or a sphere, or no specific shape. The latter is the case if the spell requires touch or works directly on the caster.

The *Actions* of a spell indicate how many actions are required to cast the spell.

The *Duration* of a spell indicates how long the spell lasts. Some spells have an immediate effect, while others take effect over a period of time.

If a spell requires *concentration*, the caster must concentrate on the spell. While concentrating, the caster

cannot cast any other spells. A spell that requires concentration ends when the caster takes damage.

Schools

Spells in Phase Six are assigned to schools, which classify spells into broad categories. Each character can choose spells from any school, but the school is assigned a supporting attribute in each case.

- Damage (*Strength*)
- Control (*Willpower*)
- Transmutation (*Skill*)
- Healing (*Conscientiousness*)
- Illusion (*Quickness*)
- Divination (*Apprehension*)
- Revocation (*Logic*)
- Summoning (*Charm*)
- Enchantment (*Attractiveness*)

Spell templates

Spell templates change the values of a spell, and can also add effects or completely change the behavior of the spell. Spell templates are divided into four categories:

- Basic: basic adjustments to spells.
- Powerful spell (3 spell points): The power of the spell is increased by one.
- Easy to Perform (5 spell points): The spell requires 1 *arcana* less, but at least 1 *arcana*.
- Twin spell (5 spell points): The spell affects one additional target. The effect is applied to all targets.
- Long Range (2 spell points): The range of the spell is increased by 20 meters.
- Fast Execution (3 spell points): The spell requires one less action, but at least 1 action.
- Affinity (1 spell point): The element of the spell is changed. This initially has no effect in the game mechanics, but it can turn an acid spell into a fire spell, for example.
- Shape (3 spell points): changes the shape of the spell, for example from a point to a sphere of certain diameter.
- School (7 spell points): changes the school of the spell, for example from incantation to damage. This also changes the attribute on which what is cast.

Spell templates can be added to any learned spell. To do this, note on the character sheet at the spell that it contains the special template, e.g. "Simple Healing (Powerful Spell)".

Each spell template can also be added to a spell more than once.

Forgetting spells

Just like learning spells, it is possible to forget spells with the necessary peace of mind. To do this, the spell is removed from the character sheet, and the character can be credited again for the spell points used.

Cast a spell

A spell can be cast if the character still has at least the *arcana* specified with the spell available.

To cast a spell, the player casts on the *Spell Casting* value specified with the spell. This value is made up of the character's *Spell Casting* skill and the spell school's attribute.

If the roll achieves at least one success, the spell is successful. For each success achieved, the *Power of the spell* is now increased by one.

The effect of the spell occurs as indicated in the description. The specified *arcana* cost is deducted from the character, even if the spell failed.

Luta wants to cast a simple heal. Her *Spell Casting* value is 1, in the attribute *Conscientiousness* (which is the attribute of the healing school) she has 5. She thus has 6 dice available for casting the spell.

She rolls a result of 3,4,5,5,3,1. Thus, she has achieved 2 successes, which are added to the *Power* of the spell. She thus heals 3 wounds.

Side effects

Magic is unstable, and side effects can occur. Whenever a spell roll shows exactly two ones, side effects occur, regardless of whether the spell succeeds or fails.

- The exact effects on the spell are in the hands of the game master. There can be small deviations from the description, but also a complete reversal.
- Side effects affect magic storages. These have a chance to explode if there are side effects near them. If side effects occur in the immediate vicinity of a magic storage, a d6 is rolled for each *arcana* stored in the magic storage. The magic store loses one *arcana* for every 1 that is rolled. The explosion causes 3 hits of 2 wounds each and pierce 1 to all characters within 3 steps for each *arcana*. Cover and armor apply as usual.

Magic Duel

In some of the following rules, Magical Duel is a rule used. Mages may engage in a magical duel.

If the duel is initiated by a mage, the challenged mage must agree to the duel or it will not occur. There is no effect if a duel is refused. The duel takes place exclusively in the mind, no physical actions are required.

To adopt spells, no consent to a magical duel is required, the test is simply rolled.

To perform a magical duel, both opponents cast on their spellcasting ability. The contestant with the most successes wins the duel. The loser takes the difference in successes direct wounds. Protection and cover do not prevent wounds in this case.

Taking over other people's spells

If a spell is active, it can be taken over by a mage. To do this, a magic duel is performed, whereby the mage casts against the spellcasting value of the mage who performed the spell. If the duel is successful, the spell is now under control of the taker, and can be dropped, for example.

Redirecting spells

Own spells can be redirected as long as they are active. Redirecting a spell requires an action, and a roll on the casting skill. It costs 1 *arcana* to redirect a spell to another target. The target here must be a valid target for the spell. Thus, a spell with a range of 0 (touch) cannot be redirected to a distant target.

Magic and armor

Wearing armor does not directly hinder the casting of magic. Neither the material of the armor, nor the design of the armor type have any influence on the casting of spells. However, armor that greatly restricts the freedom of movement may cause difficulties in necessary gestures of execution.

Armor of the Heavy Armor type increases the minimum casting roll when casting spells by its encumbrance.

Magic artifacts

In addition to spells, the magic expansion brings the possibility of magic items, weapons, armor or weapon modifications. In addition, artifacts can be created by the player.

For example, a *Simple Healing Potion* restores 1D3 wounds when used.

Creating Artifacts

The character who wants to create an artifact only needs the item into which the spell will be infused. To create an artifact, he performs the spell normally and binds it in the item. While doing this, he also specifies

the action that will trigger the spell in the artifact. This can be a complex action or just a spoken word.

After normal execution of the spell, the number of successes determines how strong an artifact is. If the roll is unsuccessful, the creation of the artifact is also unsuccessful. If the roll succeeds, the artifact can be used as many times as the roll shows successes. The cost of creating an artifact is the *arcana* cost of the spell multiplied by the uses of the artifact. If these exceed the character's maximum *arcana points*, as many applications are bound into the artifact as the character can pay with his *arcana*.

Very rarely it can happen that an artifact has an unlimited number of active applications. What quality an artifact has is not determined by the character who creates the artifact, but only by fate itself. No mage can predict how strong an artifact he creates will become.

If a single success of the roll shows at least a value of 30, he has created an infinite artifact.

For an infinite artifact, the number of successes is doubled to determine the cost. If these exceed the character's available *arcana*, excess costs are covered by wounds.

When the artifact is created, the magic knowledge of the character creating the artifact is recorded in a value called the artifact level. This artifact level indicates how powerful the creator was at the time they created the artifact.

Using artifacts

To use an artifact it is sufficient to perform the described action. If a spell is bound in the item, it will be cast that way, and it will not cost the user any *arcana*. The effect of the spell occurs as if it had been cast directly by a mage.

To use an artifact, the magic knowledge of the person who wants to use the artifact must be equal to or higher than the artifact level of the artifact. If the user's magic knowledge is lower, he must pass a *Spell Casting* roll whose successes are at least equal to the difference between his magic knowledge and the artifact level.

Storing arcana

Magic is an element that is not easy to comprehend. But if a being is granted the ability to handle it (i.e., a character possesses *arcana*), the character can easily store it in all non-magical materials in order to access it again later. But this method is not without danger.

Create a magic storage

To create a magic storage, it is enough to touch the item in which *Arcana* is to be stored and simply let the power flow into the item. The procedure takes as many hours as the character wants *Arcana* to flow into the memory and is completely harmless. The *arcana* is then subtracted from the character's *arcana* and noted with the storage.

Magic storages, like artifacts, are assigned an artifact level equal to the *magic knowledge* of the creator.

Using magic storages

A character discharges a storage by touching it and absorbing the stored power. In doing so, he must not exceed his maximum *arcana*. He does not have to draw the entire *arcana* stored at once, the power can also be dosed.

A stranger can only use the magic storage if his *magic knowledge* is equal to or higher than the artifact level of the storage.

Dangers of the storages

Magic storages are unstable, they explode if there is magic instability near them. If a spell fails near a storage, the wearer of the storage casts on his *magic knowledge*. If he achieves at least as many successes as the memory has *Arcana*, an explosion is prevented. Otherwise, the storage explodes.

When a storage explodes, it causes twice as many hits within 2D6 meters as *Arcana* is stored in the storage. The explosion causes a bonus wound and both *Burning 1* and *Shocked 1*.



Pantheon

The deity world of Tirakan is diverse and difficult for amateurs to keep track of. All cultures of the world have their own deities, which are more or less present. In general, gods on Tirakan are very approachable, many can be invoked directly. The peoples of Tirakan pray for certain weather, for personal luck, for success in battle, or for fellow humans.

These rules reflect the closeness of the peoples to the world of the gods.

Level of faith

Similar to magic, Tirakan's faith evolves over the centuries. While the churches pray for a long time in silent waiting for the return of the gods' work, the influence of the gods develops into a very strong, direct influence by the end of the age. This is represented by the faith level, which behaves similarly to the magic level and changes over the centuries.

- 1st century: Faith level 1
- 2nd century: Faith level 1
- 3rd century: Faith level 1
- 4th century: Faith level 1
- 5th century: Faith level 1
- 6th century: Faith level 2
- 7th century: Faith level 3
- 8th century: Faith level 4
- 9th century: Faith level 5
- 10th century: Faith level 6

Favor

As a value, favor represents the relationship between services of the priest and favors of the god. The value is

o at the beginning and can become negative or positive.

The cost of the favors is subtracted from the favor. Favor points can be gained by the priest through godly actions in the game. It depends very much on the type of deity, with which the priest can rise in the deity's favor.

Relics

Relics have a special role in the churches of Tirakan. They strengthen the bond with the god and help the believer to continue on his path.

Common relics are objects from the possession of saints, but also bones of them. But even a simple object related to the deity can be a low level relic, such as a special stone for Tador. The character can get to a relic in many different ways, but it always requires a consecration.

Relics always have a level, which can range from 1 to 6. A level 1 relic can be an object that a saint once touched, for example. A level 6 relic can be a holy weapon or the bones of a saint.

The forms of invocation

There are four forms of invocation to a god. Each of them is performed differently. Each has a different effort and requests a different favor from the deity.

Common to all forms of invocation is the influence of the environment, the priest's condition, as well as faith level of the world. Thus, the following modifications

are added to the minimum roll of each invocation (there are invocations that require multiple rolls).

- Favor of the priest: -(favor/2)
- The intention of the character does not correspond to the virtues of the deity: +10
- Ceremonial design (candles, clean cloths, etc.) not present: +5
- The attitude of the priest is contrary to the deity: +15
- The request is not the first request of the day: +2
- Sacrifice is offered: -3
- The priest uses incense: -2
- The invocation is done on Doldag: -2
- The invocation is chanted (additional chanting rehearsal): -5
- The prevailing level of faith: -faith level
- Additional priests at the invocation: -Number
- Relic present: -Level

Shock prayer

The least form of request is the Shock Prayer. In a short, pleading invocation of 3 seconds, the priest can gain a bonus to one of his attributes or skills. The bonus is equal to faith level points and lasts for faith level minutes.

A Shock Prayer requires a single Charm roll.

The Shock Prayer costs the priest 2 favor points.

Blessing

A blessing is able to break a divine curse (the work of a dark god, as indicated by the work in each case), but can also be transferred to an object to create a blessed weapon, holy water, or the like. To cast the blessing takes 5 minutes, and it lasts indefinitely.

A Blessing requires a Willpower and a Charm check.

The blessing costs the priest 5 favor points.

Lesser request

The Lesser Request invokes direct divine action. In it, the abilities of the character's deity and all of its servants that are classified as "minor" can be requested. The prayer for the low petition takes about 15 minutes. It can also be done as part of a ceremonial service.

A charm roll is required for the minor supplication.

Invocation

The invocation requests a deity's work that is classified as "higher". Again, both the deity of the character and its servants may be invoked. The invocation requires a larger ceremony and lasts at least 30 minutes. It can also be done as part of a ceremonial service.

The invocation requires 2 charm rolls and a willpower roll.

A word about the gods' work. The work of the gods is sometimes described with concrete rules. However, most descriptions remain rather vague. This is to reflect the fact that the nature and works of the gods are their own business. GMs and players should be open to spontaneous developments when a god or demon intervenes in world events.

Consecration

With the consecration, an item such as a weapon is given to a god. The divine power ensures that the item is improved (stats plus about 30-50%), however there is also a chance that the item will be ensouled after the consecration and have some life of its own.

A consecration is a two-hour ceremony during which the deity is invoked three times by means of a charm roll. In addition, a test of strength is required as the item is held for the entire period. Finally, a 50% chance of ensoulment is thrown.

The consecration costs the priest 7 favor points.

Silent prayer

Once per day, the priest may spend one hour in silent devotion to his deity. For this, he rolls a charm roll and adds one favor point for each success.

Ceremonial Service

Ceremonial service is a service to the deity to strengthen their work and spread their word. The service can be both a classical ceremony in memory of the deity and something like a ritual funeral or exorcism. Minor petitions or invocations may be made as part of the ceremonial service, but they do not have to be.

A ceremonial service earns the priest one favor point for each participant, up to the double faith level per service. If a petition or invocation is performed, this cost is deducted again.



Horror

The horror expansion of Phase Six adds the classic horror elements to the game. Not only can characters load silver ammunition into their weapons, there are also creatures from the darkest imagination and obscure objects.

In addition, a character now has a possible stress level. If the non-worldly encounters are too much there is a risk that the character will lose control, or even acquire a permanent mental disorder.

Stress

If the horror enhancement is activated, the character has a value for stress that starts at 0. In addition, the character has a value for the maximum stress he can handle. This value is 6 from the start, but can be changed by templates or other means.

The character can gain stress by encountering otherworldly entities or having other encounters that are so abnormal that they affect him.

If the character reaches his maximal stress level by an action, he gets a *tick*, and the stress is set to 0.

Stress Test

Whenever it is important to judge whether the character can withstand a stressful situation, a *Stress Test* is rolled. To do this, add the character's *Logic* and *Willpower* values, and roll that many dice. If the roll shows at least one success, the *Stress Test* is successful.

Reduce Stress

To reduce stress, the character must rest, and not have any encounters with extraordinary beings. When *resting* (see [Wounds and Healing](#)), the player rolls a *Stress Test*. If this roll succeeds, the character's stress can be reduced by one.

Therapy can relieve more stress, this is up to the game master and depends very much on the era played.

Ticks

If the character reaches the maximum stress level, he gets a *tick*, and the stress level is set to 0 again.

Ticks are psychological illnesses that also have an effect on the character's stats. While the character can reduce stress by resting or something similar, it is not possible to remove ticks without therapy.



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