

# AT THE LAST THROW



CHOICE, FAITH, CONSEQUENCE



# TABLE OF CONTENTS

---

- I.** The Die
- II.** Creating a Protagonist
- III.** Attributes and Skills
- IV.** Classes
- V.** Races
- VI.** Combat
- VII.** Weapons and Protection
- VIII.** Wounds and Recovery
- IX.** Magic and Grimoires
- X.** Advancement
- XI.** Enemies
- XII.** Exertion
- XIII.** Guide for the Narrator

# I • THE DIE

Whenever a Protagonist attempts an action whose outcome is uncertain, they roll six-sided dice (d6). How many dice and how the result is read depends on their level in the relevant Attribute.

## Levels and Rolls

Level	Roll	Meaning
Untrained	2d6, keep the lowest	Out of your depth
Competent	1d6	Functional ability
Expert	2d6, keep the highest	Trained, master of the craft

A relevant **Skill** improves the roll by one tier. A **situational penalty** (wounds, darkness, exhaustion) worsens it by one. They cancel each other out.

Situation	Effective Roll
Untrained + penalty	Poor: 3d6, keep the lowest
Untrained	2d6, keep the lowest
Untrained + skill / Competent	1d6
Competent + skill / Expert	2d6, keep the highest
Expert + skill	Exceptional: 3d6, keep the highest

## Target Number

The die result is compared against a **Target Number (TN)**: the minimum value to succeed. The Narrator sets the TN based on the action's difficulty.

TN	Difficulty
3	Simple
4	Standard
5	Hard
6	Extreme
Critical	Miraculous — requires double 6

The Narrator freely interprets the degree of success or failure: a 6 against TN 4 is brilliant; a 4 against TN 4 is barely scraping through.

## The Critical

If the roll shows **two or more 6s**, it is a **Critical**: an extraordinary result. A Critical requires at least two dice, meaning it is only possible at Expert level or higher.

Certain actions — smashing an iron gate barehanded, breaking an ancient enchantment, performing a miracle — **explicitly require a Critical**. Actions requiring a Critical may only be attempted by those possessing a relevant Skill.

**Exhaustion Rule:** a failed Critical action cannot be reattempted until circumstances change significantly — adequate rest, a new approach, external help, or a shift in the situation. The Narrator judges what constitutes sufficient change.

## Probability at a Glance

Level	Prob. ≥4	Prob. 6	Critical
Poor (3d6↓)	~12%	~0.5%	—
Untrained (2d6↓)	~25%	~3%	—
Competent (1d6)	~50%	~17%	—
Expert (2d6↑)	~75%	~31%	~2.8%
Exceptional (3d6↑)	~87%	~42%	~7%

## II • CREATING A PROTAGONIST

Each Protagonist is defined by a **Race**, a **Class**, four **Attributes**, a set of **Skills**, a **Trait**, a **Burden**, and their **Hit Points**.

The player has **10 points** to distribute among Hit Points, Attributes, and Skills. The Class determines costs, limits, and options.

### Attribute Costs

Level	Primary Attr.	Non-Primary
Untrained → Competent	1 point	2 points
Competent → Expert	2 points	4 points
Expert → Exceptional	4 points	8 points

Each Hit Point costs **1 point**. Each Skill or Grimoire costs **1 point**.

The **racial bonus** grants a 1-point discount on purchasing Competent in the racial family's attribute (free if it matches the class's primary attribute). The discount applies only to that step.

## Trait

A phrase describing the character's core nature. No mechanical effect — narrative fuel for the Narrator and a guide for the player.

*"I leave no one behind" · "Power is taken, not asked for" · "I prefer an uncomfortable truth to a kind lie"*

## Burden

A weight the character carries: a regret, a debt, a secret, a curse. The Narrator uses it to create dilemmas.

*"I killed an innocent during the war" · "I owe my life to someone I hate" · "Someone wears my face"*

# III · ATTRIBUTES AND SKILLS

Each character has four Attributes, all starting at Untrained. The player improves them by spending points.

Attribute	Governs
Strength	Raw power, endurance, melee combat
Dexterity	Agility, reflexes, stealth, aim, dodging
Wisdom	Reasoning, culture, knowledge, social influence
Wonder	Connection to the supernatural, miracles

A relevant Skill improves the roll by one tier. Any skill may be purchased if the character has at least Competent in the associated Attribute. The Attribute cost acts as a natural filter.

## Strength Skills

**Heavy Weapons** — two-handed weapons, axes, warhammers.

**Shields** — active defence with a shield, also as a weapon.

**Wrestling** — unarmed combat, grapples, pins.

**Demolish** — destroying objects, doors, walls, barricades.

**Endurance** — withstanding pain, fatigue, poisons, extreme conditions.

## Dexterity Skills

**Stealth** — moving without being detected.

**Acrobatics** — balance, jumps, complex movements.

**Lockpicking** — opening locks and mechanisms.

**Traps** — finding and disarming traps and dangerous mechanisms.

**Aim** — hitting distant targets with accuracy.

**Pickpocketing** — taking objects without being noticed.

**Riding** — controlling a mount in movement and combat.

**Survival** — navigating by instinct, hunting, tracking, making camp.

## Wisdom Skills

**Diplomacy** — negotiation, compromise, dealing between parties.

**Rhetoric** — persuading, inspiring, haranguing, public speaking.

**Deception** — manipulation and lies.

**Intimidation** — social and psychological pressure.

**Commerce** — economic negotiation, appraisal.

**Medicine** — diagnosis, treatment, stabilisation.

**Languages** — linguistic knowledge, ancient texts, communication.

**History** — past events, symbols, context.

**Law** — laws, contracts, bureaucracy.

**Etiquette** — navigating courts, knowing customs.

**Craftsmanship** — creating, repairing, appraising objects.

**Orientation** — maps, stars, planning routes.

**Herbalism** — natural remedies, plant-based potions, salves.

**Tactics** — military strategy, coordination, planning.

## Wonder Skills

**Channelling** — focusing and releasing elemental energy.

**Rituals** — ceremonial magic, evocations, consecrations, pacts.

**Alchemy** — transmuting substances, creating elixirs, alchemical fire.

**Occultism** — necromancy, demons, curses, forbidden knowledge.

**Arcane Perception** — sensing magic, divination, seeing beyond the veil.

Wonder skills also support casting Grimoires: each Grimoire requires a specific Wonder skill. Beyond skills, the Mystic has access to **Grimoires**, covered in their own chapter.

## IV • CLASSES

Each Protagonist belongs to one of four Classes. The Class determines the primary attribute, the Hit Point range, and the available skills.

Class	Primary	HP Min	HP Max	Skills
Fighter	Strength	4	7	5 (Strength)
Adventurer	Dexterity	3	5	8 (Dexterity)
Scholar	Wisdom	2	5	14 (Wisdom)
Mystic	Wonder	2	4	5 (Wonder) + Grimoires

### Fighter

The group's tank. No frills, plenty of Hit Points, exclusive access to heavy armour and devastating weapons. The skill list is short but unnecessary: their strength is staying standing and hitting hard.

### Adventurer

Versatile and adaptable. Medium HP, wide choice of skills. Solves problems with physical ingenuity: picks locks, hides, strikes with precision, evades traps.

### Scholar

Knowledge is power. The longest skill list in the game allows building as a medic, diplomat, strategist, merchant, or trickster. In combat, supports the group with Medicine, Tactics, Intimidation, and Rhetoric.

### Mystic

Fragile but capable of the impossible. Few Hit Points, offset by access to Grimoires — spells no other class can use. Every Grimoire is a gamble: failed magic strikes the Mystic and their group.

## Creation Examples

*Dwarf Fighter* — Str Competent: 0 (racial) → Str Expert: +2. 6 HP: 6. 2 skills: 2. Total: 10.

*Elf Adventurer* — Dex Competent: 0 (racial) → Dex Expert: +2. 4 HP: 4. 4 skills: 4. Total: 10.

*Human Scholar* — Wis Competent: 0 (racial) → Wis Expert: +2. 3 HP: 3. 5 skills: 5. Total: 10.

*Fairy Mystic* — Won Competent: 0 (racial) → Won Expert: +2. 2 HP: 2. 3 skills: 3. 3 grimoires: 3. Total: 10.



### Creation Example — Kael, Elf Adventurer

Luca picks an Elf (Race of Dexterity) Adventurer. Dexterity starts at Competent for free thanks to the racial bonus. He has 10 points.

Dexterity Expert: 2 pts (primary). 4 HP: 4 pts. Skills — Stealth, Lockpicking, Traps, Aim: 4 pts. Total: 10.

Trait: "No door I cannot open."

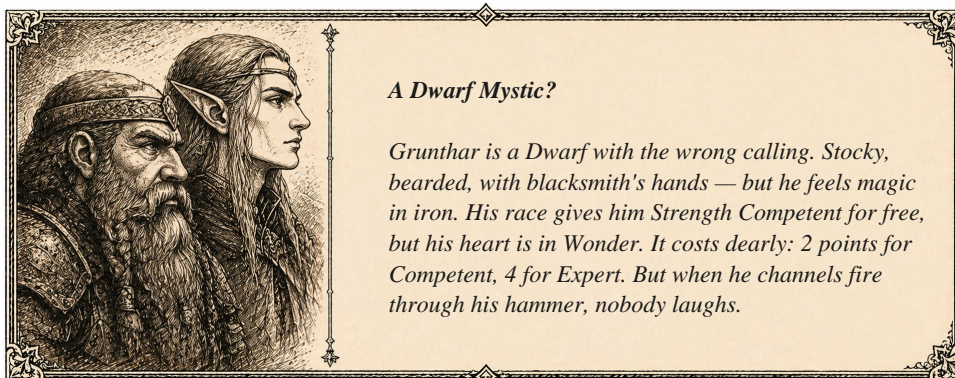
Burden: "I stole something I should never have touched."

## V • RACES

Races are grouped into four families, each linked to an Attribute. The race grants a **1-point discount** on purchasing Competent in the family's attribute. The examples are suggestions: the Narrator and players choose which exist in their world or invent new ones.

Family	Attribute	Examples
Races of Strength	Strength	Dwarves, Orcs, Minotaurs, etc.
Races of Dexterity	Dexterity	Elves, Halflings, Goblins, etc.
Races of Wisdom	Wisdom	Humans, Changelings, Sirens, etc.
Races of Wonder	Wonder	Fairies, Leprechauns, Demons, Angels, etc.

The only mechanical rule is the family: it determines which Attribute receives the discount. A Dwarf Mystic starts with cheaper Strength but pays full price for Wonder.



---

## VI • COMBAT

---

No rigid turns, no initiative, no grid. Combat is a structured conversation.

### The Flow

1. The Narrator describes the situation and asks: *"What do you do?"*
2. Each Protagonist declares their action.
3. Roll the relevant Attribute against the TN set by the Narrator.
4. The Narrator describes the consequences and the world reacts.
5. Repeat until the conflict resolves — through victory, flight, surrender, or death.

There is no initiative or fixed order. The Narrator gives the floor based on the logic of the scene: who is closest, who is in immediate danger, who declared the most urgent action. In chaotic situations, everyone declares together and it resolves in the chaos.

### Fleeing

Fleeing is an action like any other. Roll Dexterity against a TN set by the Narrator: escaping a slow goblin is TN 3, outrunning a mounted knight is TN 5 or more.

### Opposed Rolls

When two characters directly oppose each other, both roll. Highest result wins. On a tie: narrative stalemate.

### Helping Another Protagonist

A Protagonist may help a companion with an action. The effect depends on the helper's competence in the task at hand.

**Competent help** (helper has at least 2d6 on the same test): adds **+1d6** to the companion's pool.

**Incompetent help** (helper has less than 2d6): adds **+1d6** to the pool, but the **TN rises by 1**. If the TN was 6, it becomes Critical (double 6). If it already required Critical (double 6), it requires triple 6. And so on.

*The incompetent who "helps" with an ancient grimoire might make the situation impossible. The player must decide: is it worth it?*

## Distances

The game uses no grids or exact measurements. Distances are expressed with four narrative terms:

Distance	Meaning	Examples
Close	Physical contact, melee	Wrestling, dagger, grapple
Near	A few steps, reachable instantly	Sword, charge, conversation
In Range	Shooting distance, too far for melee	Bow, ranged grimoires
Far	Out of range, takes time to close	Beyond range, fleeing

Moving one band closer is an action. The Narrator may require a roll to close in under pressure.

## Combat Example

*The group — Kara (Fighter), Syl (Adventurer), and Venn (Mystic) — is ambushed by two Orc Raiders (Expert, TN 5 to hit).*

***Narrator:** "Two orcs burst from the trees. They're Near. They have warhammers. What do you do?"*

***Kara:** "I charge the first with my hammer." → Rolls Strength Expert (2d6↑). Gets 3 and 5. Keeps 5. TN 5: success! Warhammer = 3 Wounds. The orc drops from 4 to 1.*

***Syl:** "I pull back to In Range and shoot." → Dex Expert + Aim (Exceptional, 3d6↑). Gets 2, 4, 6. Keeps 6. Success! Bow = 2 Wounds. First orc falls.*

***Venn:** "Wall of Flames to block the second!" → Costs 2 Fatigue (drops to 1 HP, Severe). Rolls Wonder Expert + Channelling (Exceptional, 3d6↑) but Severe penalty (-2 tiers → 1d6). Gets 4. TN 5: failure. Backlash: flames explode, everyone takes 2 Wounds. Venn drops to -1: out of scene.*

## VII • WEAPONS AND PROTECTION

Damage depends on the pairing of weapon and Attribute. Each weapon has a natural Attribute — using it with the wrong one reduces damage.

## Weapons Table

Weapon	With Strength	With Dexterity	Type
Dagger	1W	2W	Wound
Sword	2W	2W	Wound
Warhammer	3W	1W	Wound
Bow	—	2W	Wound
Spear	2W	2W	Wound
Battle Axe	2W	1W	Wound
Mace	2F	1F	Fatigue
Staff	1F	1F	Fatigue
Fists (Wrestling)	1F	1F	Fatigue

**W** = Wound (lethal damage). **F** = Fatigue (non-lethal, stun damage). A character reduced to zero HP by Fatigue alone faints but is not in mortal danger.

A **Critical** in combat inflicts **+1 Wound** beyond the weapon's normal damage.

## Protection

Protection	Effect	Access
Light armour	-1 Wound taken	All classes
Heavy armour	-2 Wounds taken	Fighter only
Shield	+1 tier defending	Requires Shields skill

**Restriction:** only the Fighter has the training to wear heavy armour. Adventurers, Scholars, and Mystics cannot equip it regardless of their Attributes.

**Shield:** when an enemy hits you, you may declare a shield defence. Roll Strength with +1 tier. If you meet or exceed the enemy's TN (based on their Level), you block the blow. Requires the Shields skill and a free hand.

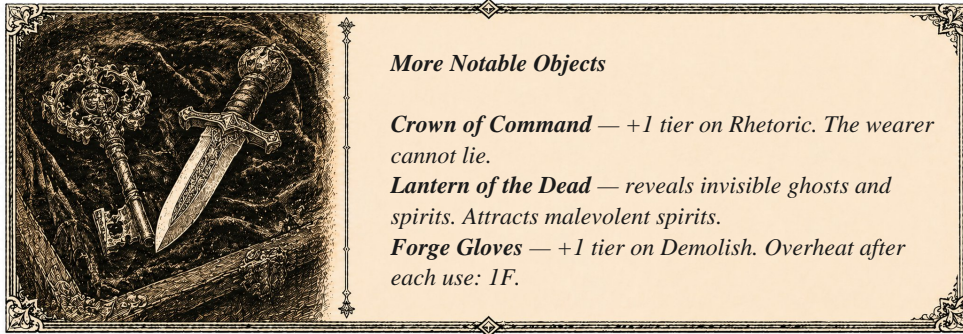
## Notable Objects

Some objects have a name and a specific effect: a one-tier improvement in a specific situation, or making something otherwise impossible possible.

*Blade of Salt* — +1 tier against unnatural creatures.

*Key of Elsewhere* — opens any lock, but each use draws unwanted attention.

These are only examples. The Narrator creates notable objects following the same pattern: evocative name, specific effect, and possibly a cost or consequence for use.



### More Notable Objects

**Crown of Command** — +1 tier on Rhetoric. The wearer cannot lie.

**Lantern of the Dead** — reveals invisible ghosts and spirits. Attracts malevolent spirits.

**Forge Gloves** — +1 tier on Demolish. Overheat after each use: 1F.

## VIII • WOUNDS AND RECOVERY

Hit Points form a **single pool** absorbing both combat damage and **Fatigue Wounds** — the cost of every extraordinary effort, whether casting a Grimoire, heaving a boulder, or running for hours.

### Two Types of Wounds, One Pool

**Combat Wounds:** at zero HP, the character is out of scene — unconscious, captured, potentially dying. Death occurs only through shared narrative choice.

**Fatigue Wounds:** at zero HP from fatigue alone, the character faints but is not in mortal danger. They awaken after a short rest. Fatigue and combat wounds stack: a Mystic who spent 2 HP on spells and takes 1 Combat Wound is in real danger.

### Character State

Wounds Left	State	Effect
All	Healthy	None
≤ 2	Battered	-1 tier to all rolls
≤ 1	Severe	-2 tiers
0	Out of scene	Unconscious or dying

### Death

A character **dies only if their Combat Wounds (W) alone equal or exceed their maximum HP**. If even a single point of the damage is Fatigue (F), the character is unconscious but alive.

A character on the ground with a mix of W and F can be finished off: if they take further Combat Wounds that bring their total W to equal their max HP, they die. The group has time to intervene, but the killing blow

exists.

## Conditions

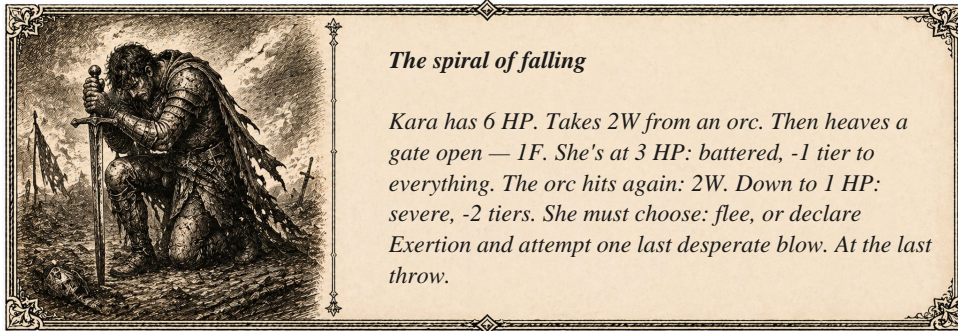
Poison, fire, blindness, fear, and other conditions have no dedicated rules. The Narrator handles them as **situational penalties** (-1 tier) until the condition is resolved. The same mechanic covers everything.

## Recovery

**Short rest** (a few hours in safety): recover 1 Wound.

**Long rest** (a full night in safety): recover all Wounds. Resets Exhaustion Rule.

**In-scene treatment:** Medicine skill + success = recover 1 Wound (2 on Critical).



---

# IX • MAGIC AND GRIMOIRES

---

Grimoires are specific spells the Mystic purchases at creation. Each works like a card with defined properties. Magic is not free: every casting costs Fatigue Wounds, and failure triggers a Backlash that may strike the Mystic, their allies, or the environment.

## Grimoire Structure

**Name** — the spell's name.

**Required Skill** — Channelling, Rituals, Alchemy, Occultism, or Arcane Perception.

**TN** — casting difficulty (3–6 or Critical).

**Cost** — Fatigue Wounds paid at casting.

**Effect** — what happens on success.

**Backlash** — what happens on failure.

## Grimoire Examples

**Wall of Flames** — Channelling, TN 5, Cost 2

*Effect:* a wall of fire blocks a passage or surrounds enemies.

*Backlash:* flames spread out of control. Everyone present takes 2 Wounds.

---

**Healing Touch** — Channelling, TN 3, Cost 1

*Effect:* heals 2 Wounds on an ally.

*Backlash:* the wounds transfer to the Mystic.

---

**Circle of Protection** — Rituals, TN 4, Cost 1

*Effect:* a bounded area becomes impassable to enemies for one scene.

*Backlash:* the circle traps allies too. No one can leave.

---

**Alchemical Fire** — Alchemy, TN 4, Cost 1

*Effect:* a vial of fire explodes on impact, 2 Wounds in an area.

*Backlash:* explodes in your hands. You and anyone Near take 1 Wound.

---

**Voice of the Dead** — Occultism, TN 5, Cost 2

*Effect:* interrogate a spirit. It answers three questions truthfully.

*Backlash:* the spirit is hostile. It temporarily possesses a group member.

---

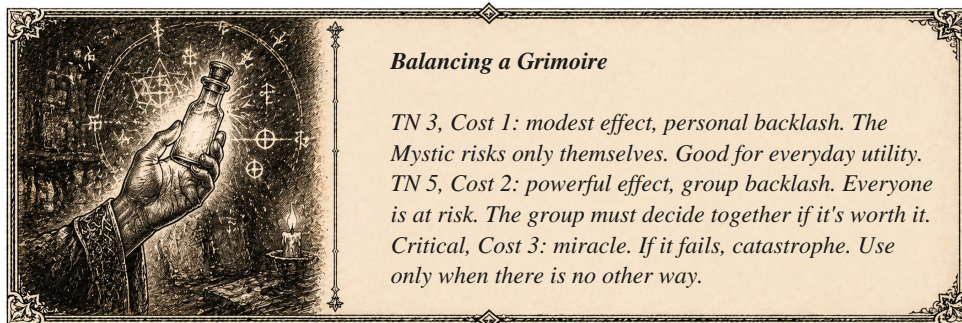
**Eye of the Void** — Arcane Perception, TN 4, Cost 1

*Effect:* see through walls and illusions for one scene.

*Backlash:* something on the other side sees you. It has found you.

## Creating New Grimoires

The Narrator and players may create new Grimoires following the six-field structure. The only rule: the Backlash must be specific, concrete, and proportionate to the Effect. The more powerful the Grimoire, the more dangerous the failure — and not only for the Mystic.



### **Balancing a Grimoire**

*TN 3, Cost 1: modest effect, personal backlash. The Mystic risks only themselves. Good for everyday utility.*  
*TN 5, Cost 2: powerful effect, group backlash. Everyone is at risk. The group must decide together if it's worth it.*  
*Critical, Cost 3: miracle. If it fails, catastrophe. Use only when there is no other way.*

## **Magic for Other Classes**

Any character may purchase Grimoires if they have at least Wonder Competent and the required skill. However, Wonder costs double for non-Mystic classes — making magic possible but very expensive.

---

## **X • ADVANCEMENT**

---

No experience points. At session end, the group answers three questions:

1. Did you discover something significant?
2. Did your Trait or Burden cause you problems?
3. Did you do something that changed the story?

Each yes = **1 advancement point**. Spent like creation points: Attributes, Skills, or Grimoires.

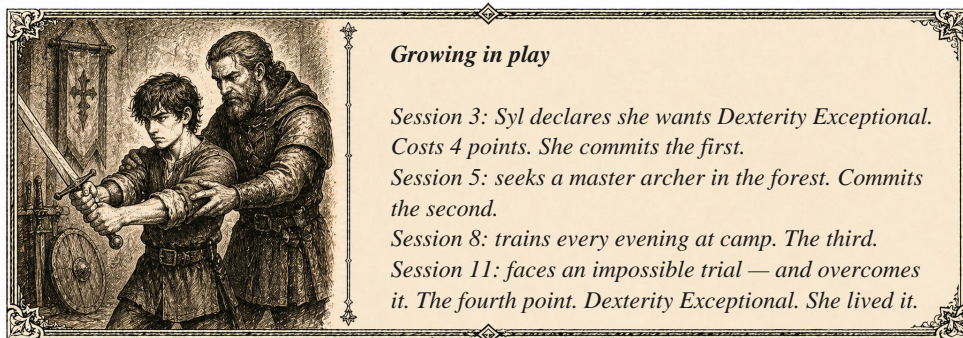
### **Declaration and Growth in Play**

When you earn a point, **immediately declare where you invest it**. If the improvement costs more than one point, points are committed one at a time. Meanwhile, **actively play out that growth**: training, seeking a master, experimenting.

The Narrator may refuse an advancement never played out during sessions. Between separate adventures with months of in-game time, growth can be justified by time elapsed.

Beyond mechanics, the player may:

- Rewrite their **Trait** (the character has changed).
- Resolve their **Burden** and choose a new one.



## XI • ENEMIES

An enemy has no full sheet. They have only four things:

**Level** (Untrained / Competent / Expert) — determines their roll and the **TN to hit them**: Untrained = TN 3, Competent = TN 4, Expert = TN 5.

**Wounds** — how many hits they take (1–3 minions, 4–6 veterans, 7+ bosses).

**Weapon** — determines damage from the same table as players.

**Behaviour** — a phrase guiding their actions.

### Examples

**Goblin** — Competent, 2 Wounds, dagger (2 dmg Dex). "Attacks in packs, flees if alone."

**Orc Raider** — Expert, 4 Wounds, warhammer (3 dmg Str), light armour. "Charges the weakest."

**Corrupted Knight** — Expert, 6 Wounds, sword (2 dmg), heavy armour. "Seeks a duel. Ignores the weak."

### Groups

Identical enemies act as one block. Roll as one, but deal +1 Wound per member beyond the first (max +3). Each Wound to the group eliminates a member.

### Special Abilities

An enemy's Behaviour may include special abilities described in a phrase. The Narrator applies them as narrative conditions.

**Swamp Troll** — Expert, 6 Wounds, claws (2 dmg Str). "Regenerates 1 Wound each turn. Fire stops the regeneration."

**Wyvern** — Expert, 5 Wounds, bite (3 dmg Str). "Flies. Venom inflicts 1 additional Fatigue Wound per hit."

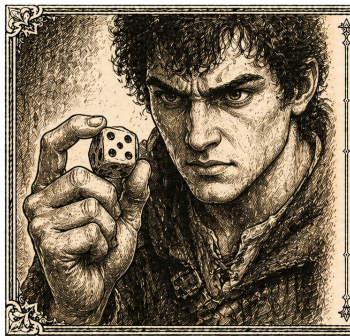
## XII • EXERTION

*"I bleed to make it happen."*

Before a roll, the player may declare **Exertion**: take **1 Fatigue Wound** and add **+1d6** to the roll. This extra die counts for both the result and the Critical.

Exertion is limited to **+1d6 per action** — it does not stack. Each Exertion brings the character closer to collapse: it is the tensest decision in the game.

*A Mystic with 3 HP has spent 1 on a Grimoire. 2 HP left. Needs TN 5. Declares Exertion: 1 Fatigue (drops to 1 HP, Severe) and adds 1d6. If they fail and take a hit, they're out. At the last throw.*



### *Exertion outside combat*

*The Scholar must translate an ancient inscription before the temple collapses. Wisdom Expert, TN 5. Rolls 2d6↑: 3 and 4. Failure.*

*Declares Exertion: 1F, adds 1d6. Now three dice. Gets 2, 4, 6. Success! But down to 2 HP — battered. When the floor gives way, he'll have to run on trembling legs.*

## XIII • GUIDE FOR THE NARRATOR

**The Target Number is your main tool.** Base TN is 4. Raise for hard actions, lower for easy ones. Nothing more needed.

**Exhaustion generates adventure.** Failed Critical? Can't retry by force — find another way. This forces creativity.

**Every enemy wants something.** A bandit wants gold, not death. A demon wants a pact, not a brawl. Motivations drive combat.

**Always ask "How do you do it?"** The answer determines the Attribute and the TN.

**Interpret the degree of success.** A 6 vs TN 3 differs from a 4 vs TN 4. Both succeed, but the first is brilliant, the second by a hair.

**Fatigue Wounds are a tool.** Any extreme action can cost them: lifting boulders, running for hours, resisting poison. Not reserved for magic.

**Magic is a group decision.** Backlash can hit everyone. Let the group discuss before risky castings.

**Social interactions use the same rules.** Persuading, deceiving, intimidating: roll Wisdom + relevant Skill against a TN. No separate rules needed. Social combat works like physical combat.



# AT THE LAST THROW

## ✦ THE THROW

Untrained = 2d6, keep the lowest | Competent = 1d6 | Expert = 2d6, keep the highest  
Relevant Ability = +1 die | Situational Penalty = -1 die | Cancel each other out

## ✦ REFERENCE VALUE

3 = Simple | 4 = Standard | 5 = Difficult | 6 = Extreme | Critical = Miraculous

## ✦ CRITICAL

Two or more 6s on the same throw. Only with 2+ dice (Expert or higher).  
Requires a relevant Ability. If it fails, it cannot be rerolled with a meaningful change.

## ✦ EXERTION

1 Fatigue Wound → +1d6 to the throw. Maximum once per action.

## ✦ DAMAGE

Depends on the weapon and the Characteristic used.  
F = lethal, S = stun. Critical: +1.  
Light Armor: -1 | Heavy Armor: -2 | Shield: +1 armor.

## ✦ WOUNDS

A single pool for damage and stamina.  
≤2 HP: battered (-1 tier) | ≤1 HP: severe (-2 tiers) | 0 HP: out of the scene

## ✦ REST

Short: +1 Wound | Long: restore all Wounds + reset Exhaustion

