

Vaelora – Quick Rules Overview

Core Concept

"The world is vast and veiled, its truths hidden in whispers of spirit and shadow. Every choice resonates - through flesh, will, and soul."

Vaelora is a dangerous, spirit-haunted world. These rules provide the essentials to quickly run dramatic adventures filled with **combat**, **social intrigue**, and **spiritual consequence**.

Primary Attributes

Every character has 8 Attributes (0–5):

- **Might:** Strength, athleticism
- **Agility:** Reflexes, mobility
- **Fortitude:** Endurance, toughness
- **Wit:** Awareness, quick thinking
- **Focus:** Mental discipline
- **Presence:** Charisma, leadership
- **Spirit:** Willpower, spiritual strength
- **Cunning:** Instinct, guile

Secondary Attributes

Secondary	Formula	Effect
Health	Might + Fortitude	Injuries you can take before being incapacitated.
Face	Spirit + Focus	Slights you can take in social conflicts before Faltering.
Initiative	(Wit + Agility + Cunning) ÷ 2	Adds to Initiative rolls at combat start.
Fatigue	Fortitude + Spirit	At 0: –2 dice to all actions (Exhausted).
Speed	Agility × 2	Distance moved per round (×3m per point); used in chases.
Burden	Might + Fortitude	Heavy items carried before penalties (–1 die and half Speed each).

Core Resolution System

Dice Pools

Build a **dice pool** = **Attribute** + **Skill** Roll that many **d6s**.
5 or 6 = success, **1–4 = failure**.

Compare your total successes to the **Difficulty (1–4)** set by the GM.

Successes Required	Task Difficulty
1	Routine under stress or basic challenge
2	Standard opposition or modest difficulty
3	Significant challenge or urgent action
4+	Heroic feat, rare skill, or dire danger

- **Contested Roll:** Opposing sides roll pools; more successes wins.
- **Resistance Roll:** Roll to reduce harm/effects when enduring danger.
- **Teamwork:** Allies can support a character’s roll; each helper rolls a relevant pool, and on at least 1 success, grants +1 die (must mark a Cooperative die).
- **Group Rolls:** Everyone rolls; if combined successes meet the GM’s threshold, the group succeeds *OR* Teamwork.

Marked Dice

Some abilities let you mark dice with special modifiers. Each marked die may only hold one modifier.

Modifier	Effect
Powerful	On success, add this die's face value to the action's impact or damage.
Exploding	If this die rolls a 6, roll one additional die.
Lucky	If this die fails (no success), you may reroll it once.
Risky	On success, gain a stronger effect. On a roll of 1, suffer backlash.
Persistent	Save this die's result and use it once later in the same scene.
Cooperative	On success, grant an ally a bonus or share the benefit.
Corrupted	Required for dark or void-based abilities. May attract danger.
Locked	A neutral die that cannot carry any other modifier.

Dramatic Systems

Fatigue

You may be forced to spend Fatigue but you can also spend it voluntarily for:

- **Overexertion:** Lower the action cost in combat by 1
- **Try Hard:** Reroll up to 3 dice of a pool
- **Push Through:** Get +1 die to a pool

Corruption

Some actions or exposure to the Void may give you Corruption. It is powerful, but dangerous:

- You **may add Corruption to all your die roles** as additional dice with the *Currupted* marker.
- Some rolls require you to add Corruption to them.
- **A 1 on any Corruption Die triggers a Backlash**
- **A 6 on any Corruption Die triggers a Tainted Success**

Advancement

In Vaelora you **advance through earned Marks**.

- **Gain a mark** in a skill (or attribute) **when you fail a test**
- **Spend marks** to:
 - Raise an Attribute: new rank x 10
 - Raise a Skill: new rank x new rank
 - Learn Abilities: Tier x 3

Social Intrigue

- Goes in rounds, each participant has 1 action per turn.
 - **Engage:** Persuade, charm, deceive, intimidate (inflict **Slights**).
 - **Defend:** Fortify composure to resist Slights.
 - **Observe:** Gather leverage or weaknesses.
 - **Recover Composure:** Remove 1 Slight.
- **Slights:** Emotional/social damage tracked against your **Face**.
 - If Slights ≥ Face, you **Falter** (break down, withdraw, lash out, or submit).
- **Bonds & Leverage:** Emotional ties, secrets, or advantages can add dice, rerolls, or force Faltering.
- **Approaches:** Charm, Deceive, Persuade, Command, Invoke.
- **Victory:** Reduce your opponent to Faltering or achieve your goal narratively.

Vaelora – Quick Start Guide				
Combat		Option	Roll	Alternate Effect
Action Point Reserve		Evade	Agility + Dodge	Reduce defence penalties.
APR = 1 + (agility + Focus + Wit) / 3		Riposte	Agility + Weapon Skill	If you win, deal margin as damage; if you lose, take extra injuries.
<ul style="list-style-type: none">Each character has an APR pool that refreshes at the start of their turn.You may hold back APR for defensive actions.You Spend Action Points (AP) in your turn to:		Block	Agility + Shields	Penalize attacker’s next action.
Action	APR Cost	Parry	Agility + Weapon Skill	Margin adds dice to your next attack.
Move up to Speed	1	Armour	Flat dice from armor	Costs no AP, has no multi-defense penalty
Dash (double Speed)	2			
Strike with a weapon	2			
Block, Parry, Counterattack, Disarm, Trip, Grapple	1			
Use bound spirit ability	1–3			
Rely on Armor (Soak Dice)	0			
Ready an action (specify trigger)	2			
Initiative & Turn Order		Injuries, Trauma & Healing		
2d6 + Initiative		<ul style="list-style-type: none">Injuries represent serious harm (wounds, trauma, exhaustion); they don’t reset automatically.Track total Injuries vs Health:<ul style="list-style-type: none">Healthy: Fewer than 50% of Health lost; no penalties.Wounded: >50% of Health lost; –2 dice to strenuous actions, halved APR.Overwhelmed: Injuries = Health; halve all pools, one action max per round.Subdued: Injuries exceed Health; incapacitated or at GM’s discretion (dying, captured, or maimed).Trauma: After combat, roll 1d6 per unhealed Injury; failures may cause temporary or permanent conditions (GM chooses).Healing:<ul style="list-style-type: none">Rest: Fortitude roll after secure rest; each success heals 1 Injury.Medical Treatment: Wits + Medicine roll; successes can heal immediately or boost recovery rolls.Unhealed Injuries may become permanent if left untreated too long.Armor and magic can prevent or reduce Injuries, but do not replace healing.		
<ul style="list-style-type: none">At the start of combat roll Initiative. This is the order of turns. Highest Initiative goes first.Every round you:<ol style="list-style-type: none"><i>Start of Turn Effects:</i> Resolve any conditions, auras, or cooldowns.<i>APR Refresh:</i> Reset APR to maximum.<i>Declare and Execute Actions:</i> Spend APR on actions. Players are encouraged to describe intentions and be cinematic.<i>End of Turn Effects:</i> Handle any ongoing effects, checks, or triggers.Complex Enemies and Player Characters go first, then Simple Enemies act.				
Complex & Simple Enemies				
<ul style="list-style-type: none">Complex Enemies act like player characters.Simple Enemies have a fixed DC to either attack against or resist. If you fail they have an effect (e.g. Injury) on you.				
Attacks & Defenses		Intrigue in Combat		
<ul style="list-style-type: none">Attacks are a Roll for Might Agility + Skill + Weapon vs. Defense.The success margin equals the Injuries taken.All defence can reduce the wounds you take.Each Defence you make incurs a -2 die penalty on the next defense in this round.Specific defence options can have additional effects:		<ul style="list-style-type: none">You can spend APR on a social action instead of a physical one (usually 2 APR).Roll as normal: Build a pool using the most fitting Approach + Skill (e.g., Presence + Command, Spirit + Invoke).Effects:<ul style="list-style-type: none">Create or break Bonds (for leverage in future rolls).Infect Slights (like in social intrigue); if a target’s Face is exceeded, they Falter (lose their composure, hesitate, or withdraw).Rally or demoralize allies/enemies, granting dice bonuses or imposing penalties.		