

## 5.2 Perception

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While most adventurers are fairly perceptive, as the day wears on, their ability to perceive threats and the environment around them can diminish. This is represented by a pool of Perception Tokens which are spent over the course of the day. Each character initially begins each day with 10 Perception Tokens (-10, -5, -5, +0, +0, +5, +5, +5, +5, +10, +10). Whenever they take a full rest, they recharge all Perception Tokens they have spent. Whenever the GM asks for a Perception check, they can secretly spend a Perception Token and gain that bonus to their check. You must always spend Perception Tokens if you have any; and once you've run out you have an effective +0 bonus to the check.

## 5.3 Assisting

Other people can assist with checks, by either using their Threads or by aiding the check directly. If they do so, everyone should roll the check using the highest modifier to the check among the people aiding.

## 5.4 Equipment

Over the course of your adventure, you'll find equipment that will be helpful to carry around and arm yourself with. These are represented by cards describing the item and any affects they might have. Some items need to be equipped to be used and should be placed in the appropriate slots.

## 5.5 Character Creation

Character Creation is dependent on the campaign. The standard is 6 points across the Physical abilities and 6 points across the Mental abilities. In addition, a character starts with 4 Threads.

# 6 Combat

Combat is performed by narrating your actions during your turn of combat. Turn order is determined by Initiative (see below). The results of your actions are determined by the GM and typically involve making some sort of "Attack" check versus the opponent's "Defense" and reducing HP appropriately.

## 6.1 Initiative

Combat typically is separated into Rounds, where each combatant has one turn during the Round. Whoever initiates combat begins the first Round and has **Initiative**. When you have **Initiative**, you can choose to either take your turn or *wait*. You can only *wait* as long as there are other combatants that haven't taken their turn this round. Once you've taken your turn or *waited*, you should select another combatant that hasn't taken a turn to take **Initiative**. If there are no further combatants that haven't gone this round, the Round is over, and you can choose any combatant. In addition, any **surprised** combatants count as having taken a turn during the first round of combat.

## 6.2 Injuries

As a result of combat, along with other events, a character will take some amount of Damage. Each character has an HP stat which represents the amount of Damage they can take without suffering ill effects. HP is recovered using Potions and by sleeping each night (Heal 1d4). Once a character's HP stat hits 0, they begin taking more permanent effects.

## 6.3 Fray

As you cure yourself, you start gaining Fray points depending on the healing method, these points represent your body's injured state and the complications that result. As you become more Unwinded, various bad effects start to happen. You can burn Fray points in a number of ways according to the GM, the simplest way to cure Fray is by tagging Tangles. When you tag a Tangle to burn Fray, you don't need to spend Tokens. Depending on the context that you tag the Tangles, the GM will burn somewhere between 0 and 3 Fray points. If someone other than you tags your Tangle, the GM will burn an extra Fray point, however this bonus does not apply for tags that you are responsible for encouraging. If you don't clear your Fray quickly enough, you will start suffering worse effects.

# Age of Gods Mu System

The Mu system is a tabletop system developed at MIT. If you have any questions, feel free to contact mu-gms@mit.edu.

## I General

### I.1 Rolls

The main roll mechanic used in this system is the d20<sup>\*</sup>. Whenever you roll a check, you should roll 3d20 and use the middle result. If you get a natural 1 as your result, you should roll d20<sup>\*</sup> and subtract 20. Similarly, if you get a natural 20, you add 20. Repeat this process as long as you roll 1 and 20 as your result.

### I.1.1 Advantage/Disadvantage

There is an additional mechanic called **advantage** and **disadvantage**. If you have **advantage** on a roll, you take the higher roll instead of the middle value. If you have **disadvantage** on a roll, you take the lower result. Additional degrees of **advantage** and **disadvantage** add additional 1d20s to the check.

### I.1.2 Rounding

Whenever you are doing any sort of math, unless the mechanic says otherwise, you should round down.

### I.2 Weave

Every character has a **Weave** which is made up of Threads, representing the experiences that makes the character who they are. Its possible to use these Threads to affect oneself or ones' surroundings by **tagging** the Thread.

### I.3 Checks

Whenever you need to attempt some difficult action, you can either roll a *check* or you can **tag** a Thread. In order to roll a check, you roll a d20<sup>\*</sup> and then add your ability and any modifiers to the roll. If your resulting value matches or beats the target score, you succeed at the *check*. If the action is being opposed, you make an *opposed check*, which compares your result with that of the opposing side. Whichever side gets the higher value wins the check. In the case of ties, the players win.

## 2 Weave

Your **Weave** is made up of Threads that represent important parts of your character. As you become more experienced in the world, you'll have opportunities to expand your **Weave** with new Threads.

### 2.1 Threads

Every character in the world has a number of Threads that represent their character's path in life, be it the job that they are pursuing, or the secrets they've kept buried under the shed. These Threads are what guides them and what makes them who they are. Many characters can also call upon these Threads of their life to help them in difficult situations, for most this lets them perform difficult tasks, however there are a few who are able to harness these Threads to let them alter the world around them.

As a character ages and becomes more experienced, they gain new Threads that rule their life and can even change the Threads that are part of their life. In some extraordinary circumstances, the very nature of a Thread may become greater than that of a Basic Thread and be more general or connected to the world around you. While Threads are always present, a character can also **tag** a Thread to actively use the Thread in their current situation. Tagging is described further below. Some examples of Basic Threads include:

- Trained Shooter
- Historian

## 2.2 Tangles

- Learned Scholar

### 2.1.1 Tagging Threads

You can attempt to do something related to your Threads by “tagging” them. This involves spending some number of *Weave Tokens* (see below). When you want to do something, ask the GM and then spend the requisite number of Tokens. You can also choose to “tag” other player’s Threads, though the effect must originate at that character or influence the environment around their character, you are just spending the Tokens instead.

Some examples of abilities are:

- **0 Tokens** - Gain a +4 bonus to a relevant check.
- **1 Token** - Succeed at a normally difficult action or attempt something you normally couldn’t do.
- **2 Tokens** - Perform an action that affects you or things you are directly interacting with.
- **3 Tokens** - Perform an action that affects something that you could be directly interacting with.
- **5 Tokens** - Perform an action that affects something you have a “connection” to (Symbolic/Line of Sight/...).
- **8 Tokens** - Perform an action that affects the entire world.

## 2.2 Tangles

Threads can also be used to influence your character and their path on the world in negative ways. These uses of threads represent character flaws and difficulties in their journey and are called Tangles. Tangles can be used in the same way that you normally **tag** threads, causing negative influences rather than positive influences. One benefit of doing this is it helps reduce your Fray (see below) and may provide story moments that let you gain tokens from the GM.

## 3 Tokens

There are a number of tokens that you will receive and encounter. Some of them allow you to use your Threads/Tangles, and others have other effects. By default, you begin with 4 Basic Weave Tokens at the beginning of each session. Any unspent Basic Weave Tokens are discarded at the end of the session. All other Tokens are carried over between sessions.

**Basic Weave Token (Black Pebble)** This allows you to tag you weaves and those of characters and things around you.

**Permanence Weave Token (Red Pebble)** These can be spent as Basic Weave Tokens, however the effect becomes a permanent change to the world or power you gain.

**Fusion Weave Token (Green Pebble)** These can be spent to allow you to combine the effect of multiple Threads together across multiple people and items.

**God’s Favor (White Gem)** These represent an ability to call upon the God’s to receive some form of favor.

**God’s Wrath (Black Gem)** These can be spent to call down the God’s wrath upon a target of your choice.

**Luck Token (Poker Chip)** These can be spent to allow you to re-roll checks or to retroactively gain **advantage** on a roll and are usually gained through clever and interesting roleplaying.

**Fate (Tarot Cards)** These represent the strings of fate, and are more powerful forms of the Weave. You may play a card to affect things, though the effect will be unpredictable.

**Money (Coins)** These represent currency in the world.

## 4 Abilities

In addition to their Weave, characters have an Ability Score, which represents your proficiency in various things. These are split into Physical and Mental ability scores. By default, characters have a +0 bonus to an Ability, however every time you gain a new Thread or expand your weave, you are allowed to choose one Physical and Mental Ability to improve, based on what makes sense given the Thread that has expanded the Weave or increased in Level. You can either increase both the chosen abilities by 1/2 or you can decrease one by 1/2 and increase the other by 1. The Abilities are:

Category	Abbreviation	Ability
Physical	STR	Strength
	DEX	Dexterity
	CON AGI	Constitution Agility
Mental	WIS	Wisdom
	INT	Intelligence
	CHA WPR	Charisma Willpower

### 4.1 Physical

**Strength (STR)** Strength represents a character’s ability to inflict melee attacks and their physical strength for carrying things.

**Dexterity (DEX)** Dexterity represents a character’s ability to make ranged attacks and to hit targets.

**Constitution (CON)** Constitution represents a character’s ability to survive attacks and other damage, as well as their ability to resist illnesses.

**Agility (AGI)** Agility represents a character’s ability to dodge and move quickly.

### 4.2 Mental

**Wisdom (WIS)** Wisdom represents a character’s ability to realize that an action is unwise, or notice changes around them. Wisdom is a combination of wisdom and perception.

**Intelligence (INT)** Intelligence represents a character’s ability to learn and retain knowledge.

**Charisma (CHA)** Charisma represents a character’s ability to persuade other people to listen to them and to convince people of things they say.

**Willpower (WPR)** Willpower represents a character’s ability to resist mind-affecting powers and magical effects.

### 4.3 Racial Modifiers

<b>Kynsian</b>	+2 AGI, -2 CON	+4 Perception/Hide	Burn CON (for 24 hours) for +4 AGI for an hour	Disadvantage on beneficial checks with other Kynsians.
<b>Wawae</b>	+2 DEX, -2 STR	+2d6 HP	Can ignore slot type for items	-2 to Defense Checks
<b>Kk’kz</b>	+2 STR, -2 DEX	Advantage on Defense	Can convert material (1/day) to create a new drone	Disadvantage on checks against Kk’kz

## 5 Adventuring

Over the course of a character’s life, they are likely to go adventuring and will need to deal with injuries and combat.

### 5.1 Health

Every character has a number of Hit Points which represents their resilience to damage, before they start suffering ill effects. Injuries are described in more detail under the Combat section. Initially each character starts with 3d6+CON HP. Every night of sleep (8+ Hours), you heal 1d6 points of HP.