

NARATEER

The rules are the commons.

A six-page path from blank table to first meaningful roll.

FREE TO READ	FREE TO PLAY	FREE TO BUILD UPON
No account	No AI required	CC BY 4.0 core text

WORKING EDITION 0.1

This quickstart assembles the minimum playable route through the current numbered Narateer rules. The full compendium remains the authority where more detail is required.

What you need

- One Guide, who presents the world and rules on uncertainty.
- One or more players, each controlling a character.
- Narateer Dice, or ordinary d8s read using the face conversion below.
- A character sheet, pencils, and somewhere to keep shared notes.
- A short conversation about tone, boundaries, and accessibility before play.

The Narateer die

Face type	Faces on each d8	Dots	Meaning
Critical	1	2	Great success
Hit	3	1	Success
Miss	4	0	Failure

If you are using an ordinary numbered d8, agree before play which number is the Critical, which three numbers are Hits, and which four numbers are Misses. Keep that mapping consistent.

Action Dice (AD) represent effort, stamina, agency, risk, defence, and wounds. Dice move between Ready, Used, and Wounded states. Used AD normally refresh at the start of your turn; Wounded AD require healing.

The core skill check

Step	Action	Rule
1	Declare intent	Say what the character wants and what success should change.
2	Set the test	The Guide identifies the Skill, linked Vital, and target number.
3	Commit effort	Spend at least 1 AD for most actions. Boost with extra AD up to Skill Level.
4	Roll and count	Critical = 2 dots, Hit = 1, Miss = 0.
5	Resolve Edge	Advantage rerolls all Misses. Disadvantage rerolls all Hits and Criticals.
6	Compare	Total dots must exceed the target. Equalling it is a failure.

Difficulty ratings

Tier	Target	Use
Trivial	No roll	Automatic
Routine	DR 2	Standard risk
Challenging	DR 5	Moderate pressure
Heroic	DR 8	Difficult feat
Legendary	DR 11	Epic feat
Mythic	DR 14	Super-human deed

Use a check only when the outcome is uncertain and failure can change the fiction. Otherwise, let the character succeed and keep play moving.

Create a first character

- Choose an Origin and apply its current benefits.
- Choose a Bloodline and record its traits.
- Set each Core Vital to 1, then assign 3 bonus points. No Vital starts above 3.
- Choose and record Skills. A linked Vital caps a Skill's Level.
- Choose one Class, gain Class Level 1, distribute 3 Skill Levels across its three core Skills, and choose one Tier 1 Class Power.
- Record starting gear and calculate Vitality and derived values using the full chapters.

The five Core Vitals

Vital	Measures
Cognition (COG)	Perception, analysis, insight
Presence (PSC)	Confidence, charisma, emotional command
Resilience (RES)	Endurance, tolerance, willpower
Agility (AGI)	Control, speed, finesse, flow
Strength (STR)	Physical power, exertion, force

Current classes

Fighter	Ranger	Rogue	Witch	Cleric
Pressure and martial technique	Tracking and ranged mastery	Infiltration and opportunism	Rites and magic	Faith and sacred power

Character creation is intentionally fiction-first. Choose the person you want to play, then use the numbers to express that person rather than chasing a perfect build.

Movement and combat

Narateer supports Story Mode for narrative distance, Cinematic Mode for Zones, and more precise measurement where a scene requires it. Use the least detailed mode that keeps every player's choices clear.

The melee exchange

- The combatant with Tempo declares the exchange and target.
- They spend the weapon's base exchange cost, usually 1 AD, and may Boost up to Melee Skill Level.
- An aware responder with Ready AD chooses No Response, Full Guard, or Clash.
- Both sides roll committed AD where required, resolve Edge, and compare totals.
- Higher total wins. A tie creates no clean hit.
- Hit Margin equals the winner's total minus the loser's total.
- Damage Score equals Hit Margin plus Strike Rating minus Protection Rating.
- A positive Damage Score converts to Wounds using the combat table; each Wound reduces Vitality and moves one AD to Wounded.

Exchange responses

Response	Cost	Roll	Can deal damage
No Response	0 AD	No	No
Full Guard	Base cost + optional Boost	Yes	No
Clash	Base cost + optional Boost	Yes	Yes

The melee exchange is one contested beat of footwork, pressure, feints, guards, and openings - not a queue of isolated attacks.

The sealed wayhouse

Rain has driven the party into an abandoned wayhouse on the Shatterholme road. The front door locks behind them. Beneath the floor, something rings a handbell once - and waits.

The immediate problem

Find a safe way out, discover who is below, or make the wayhouse defensible before the thing outside reaches the windows.

What the Guide knows

- The handbell belongs to a trapped traveller beneath a concealed hatch.
- The front door is held by a simple mechanism that can be understood, forced, or bypassed.
- The threat outside is real but undefined. Choose something suited to the table's agreed tone.
- The traveller knows why the road has become dangerous, but does not immediately trust armed strangers.

Put the rules on the table

- Investigate the room with a Routine or Challenging Skill Check.
- Spend Action Dice to push a risky attempt, then move those dice to Used.
- Use Story Mode distance unless the characters split across distinct areas; then use Zones.
- If violence begins, establish Tempo and resolve each close-combat beat as a Melee Exchange.
- On failure, change the situation rather than stop the scene: noise draws danger, time closes, gear breaks, or trust is lost.

Continue in the compendium

Read Narateer Dice, Skill Checks, Character Origins, Character Bloodlines, Core Vitals, Character Classes, Distance & Range, Movement, and Combat for the full current procedures.

The rules are the commons. Keep a copy. Change the world. Bring it back to the table.