Meteor Tales - Age of Grit

Starter Rules

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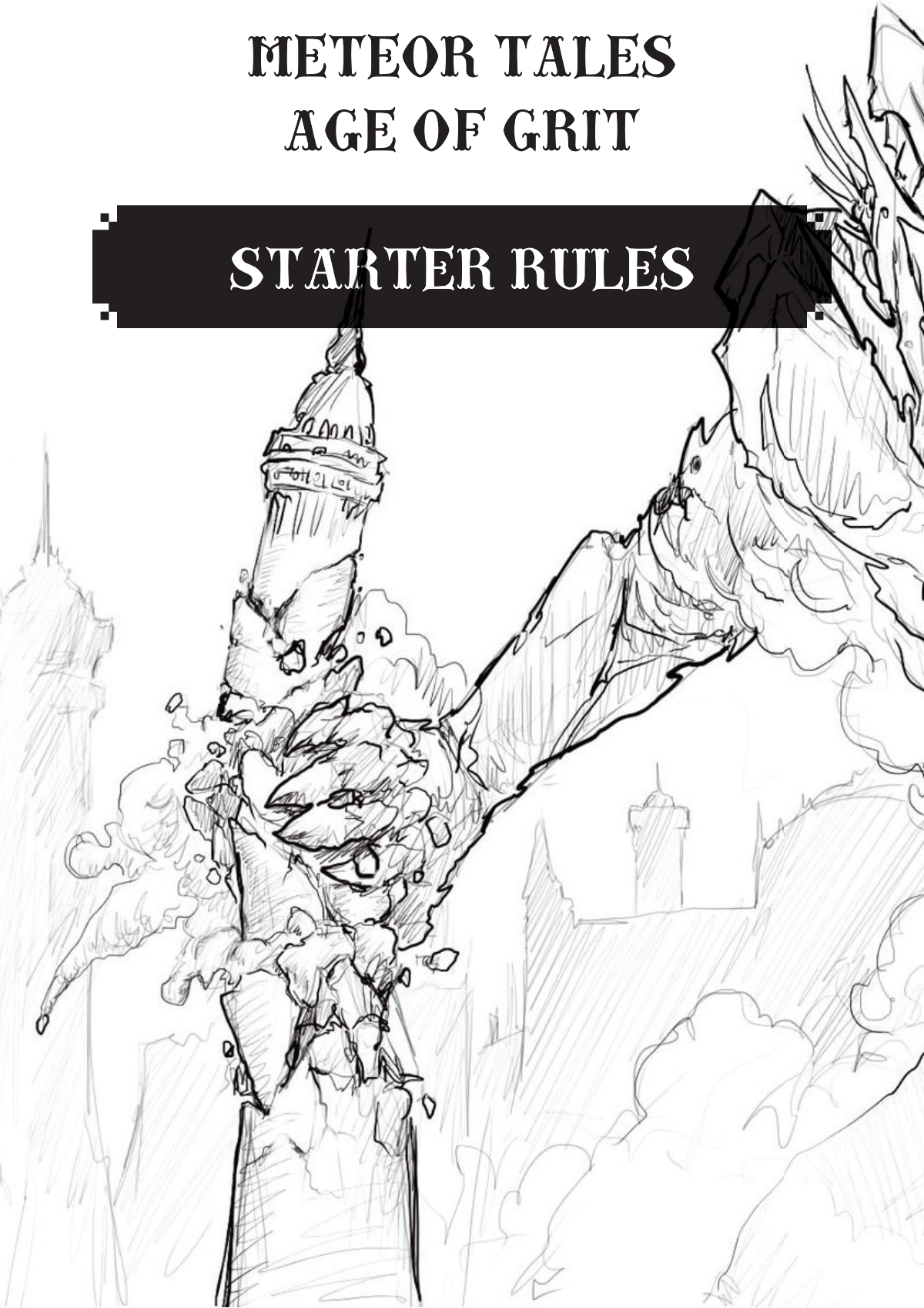
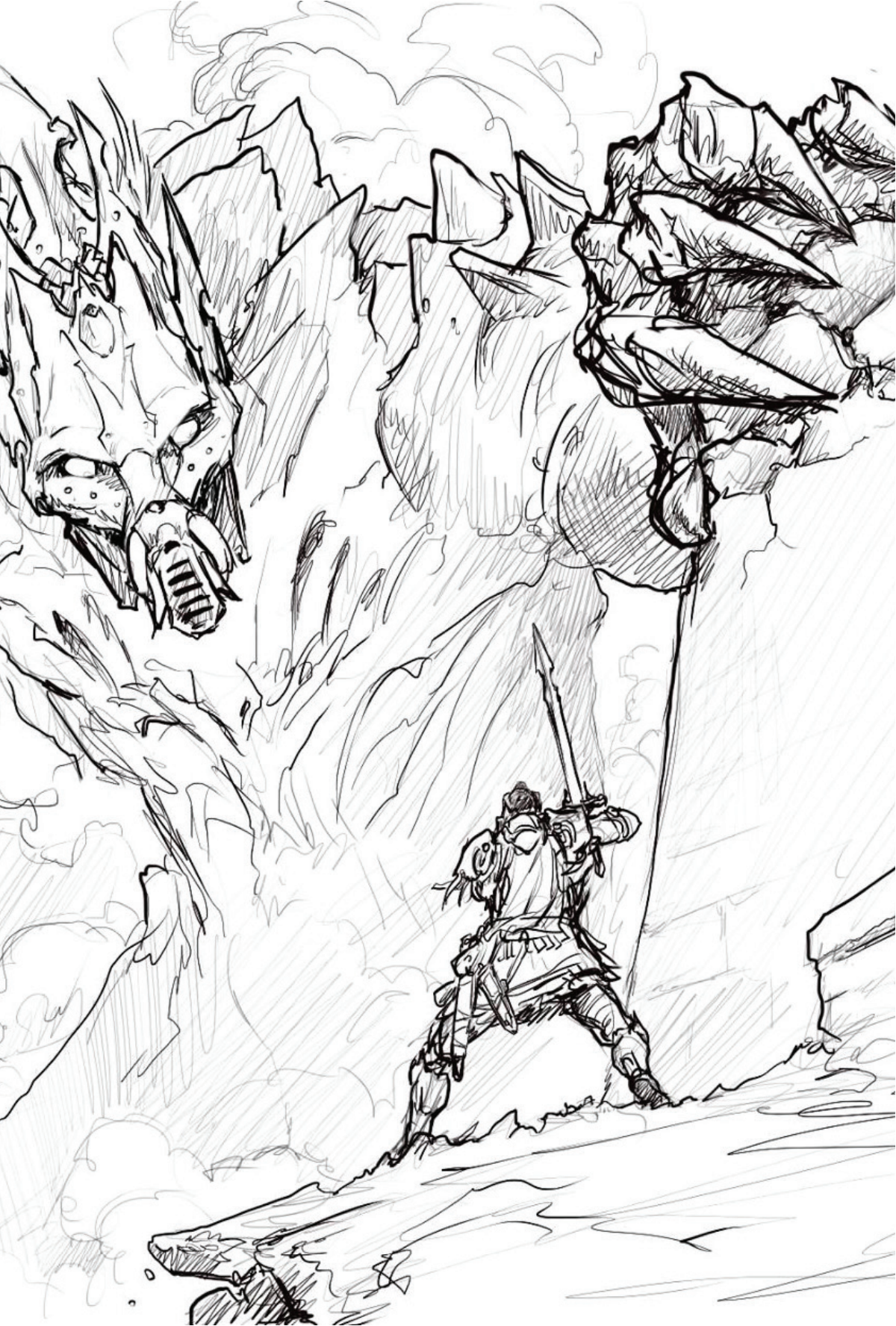
METEOR TALES
AGE OF GRIT

STARTER RULES





Meteor Tales: Age of Grit
Introduction

Welcome to the introductory guide for Meteor Tales: Age of Grit, where you'll discover the essence of the game and its fundamental aspects. By utilizing pre-generated characters, you'll explore the core mechanics of the game, engaging with a simplified version that highlights its key functions.

Key Features

Grit System: The core of the game is the Grit System. Characters' performance in combat, skills, and more is determined by their Grit, represented by a single bar. Different levels of Grit correspond to different dice for rolling (D20, D12, D10), allowing for dynamic shifts in performance based on characters' Grit levels.

Characters: Players get to choose among 5 premade characters. The game is designed to be classless and limitless in character development.

Storytelling: The Game Master (GM) prepares a story for the characters to play. The rules can be used for any setting, but the game references the world of Vitallia from the Meteor Tales universe.

Books: The core rulebook is the "Book of Heroes," containing all the necessary information for players and GMs to start playing. There are supplemental books available, including the "Book of Monsters" (monster compendium), "Book of Lore" (world information), and adventure books like "Treasures of Dragon Isle" and the "Book of Broken Tales."

How to Play

- A group of players and a Game Master are required.
- Players create characters or choose any of the premade characters provided.
- Dice are used for resolving actions, with the Grit System affecting the type of dice rolled.

Type of Dice

You will need a D20, a D12 and a D10 to play Meteor Tales: Age of Grit.

Adventure

A short premade adventure is provided: "Shadows of the forgotten temple".

Game Tips

Greetings, fellow Adventurers! Welcome to Meteor Tales: Age of Grit. This compact starter set is designed to help you grasp the fundamentals of running adventures using the MTAoG system. We'll skip the ultra-basic RPG lessons, diving straight into the heart of Meteor Tales: Age of Grit.

Rules

Within this Starter Set, you'll explore the foundational rules of Meteor Tales: Age of Grit. Some mechanics have been subtly tweaked compared to the original version, ensuring a smoother introduction to the game. You'll encounter components that revolve around Characters, along with distinct rules governing Travel, Combat, and Dungeon Crawling.

Characters

The Starter Set features four pre-made characters, each aligned with standard Archetypes. In Meteor Tales: Age of Grit, the absence of classes is a defining feature, and Archetypes correspond to collections of Skills or Domains, as frequently referenced in the game. Ordinarily, Characters select their next Domain as they Level Up. However, within the Starter Set, the next Domain for each Character upon leveling up is already assigned on their Character Sheet.

Adventure

Towards the end of this booklet, you'll discover a concise adventure. This is a brief Dungeon Crawling Quest designed to acquaint you with the fundamental game mechanics, various monsters, items, and provide an opportunity to test both your skills and those of your Players. The Dungeon is brimming with monsters to ensure that combat features prominently. This allows you to gain a solid grasp of the game's mechanics.

Tools

To facilitate this game, you'll require the mentioned Dice (D20, D12, D10), the Characters provided for 1-5 Players, and a Combat Grid to effectively manage battles and accurately implement the game's mechanics. The Combat Grid can range from an elaborate combat mat with miniatures to a simple arrangement of paper tiles or even a chess board with tokens. While the choice is flexible, using a Grid when playing Meteor Tales: Age of Grit enhances your experience of the game's mechanics, which thrive on Tactical Combat.

Structure Attributes

Structure Attributes highlight a creature's strengths and weaknesses. For characters, such Attributed are determined by their Race.

Threat

- Represents a creature's effectiveness in physical combat.
- Higher Threat results in more severe damage when a blow is made within a weapon's Critical Range.
- Indicates the potential damage output of a character's attacks.

Mobility

- Reflects a creature's speed of movement.
- Higher Mobility allows a creature to move more Tiles on their Turn.
- Impacts a character's ability to maneuver on the battlefield, engage or disengage from foes, and reach strategic positions quickly.

Vigor

- Represents a creature's resistance to spells and effects that affect the body or mind.
- Governs a character's ability to endure and resist harmful magical effects and conditions.
- It's a measure of a character's resilience against adverse magical or mental influences.

Perception

- Determines the range at which Ranged attacks (both spells and weapons) can hit targets.
- Higher Perception makes it harder to be surprised by sneak attacks.
- Enables the character to effectively engage in ranged combat without compromising their Grit Level.

About Grit

Grit

Grit is crucial for survival. It represents your well-being, from health to morale. Grit measures combat effectiveness and surroundings. It starts high, drops with wounds, affects combat attributes, and conditions.

Grit Levels & Dice

Prime Grit: Above 20 points, D20 active roll.
Reduced Grit: 11-20 points, D12 active roll.
Frail Grit: 10 points or below, D10 active roll.

Zero Grit & Recovery

Zero Grit = Out of combat. **Withering Roll (D20)** determines outcome (1-5: Death, 6-15: Injury, 16-20: Flesh Wound). Lost Grit restores after battle. Severe or specific wounds may require further treatment.

Dynamic Grit

Grit can also be altered dynamically to emulate Advantages and Disadvantages. Environments like Fog, Darkness, Terrain, affect rolls but not Grit. (Example: Fight in darkness without Light: Roll 1D10 instead of D20).

Environments

Environments affect Grit. Setting adjustments by GM.
Difficult = -1/-2 Grit Levels, Beneficial = +1/+2 Grit Levels.

Combat Mechanics

- **Advantage:** D20 Roll for action order. High goes first.
- **Rounds:** Battle measured in rounds.
- **Actions:** Characters Perform 2 Actions each (can also reserved for Reactions). Roll determines effectiveness.
- **Reactions:** Counter actions. Roll must match/surpass action roll.
- **Movement:** Move X Tiles. Mobility takes up 1 Action.
- **Risk:** Actions have Risk. Rolling in Risk zone results in -2 Grit Levels for the Round and lost action. Default Risk of Actions is "1". Basic Movement does not involve Risk.
- **Attacks & Defense:** Roll for Attack & Damage at the same time. Rolling within Critical Range of weapons inflicts extra Damage according to Threat or extra Effect according to Spell (Example: Attack Roll 17 vs Defense Roll 12 = 17 Damage).

Exploration

Exploration involves travel, resting, camping, and dungeon crawling.

Traveling

- Encounter Rolls during travel.
- Encounters can be Friendly, Hostile, or Neutral.
- Traveling for over 8 hours = Fatigue (-1 Grit Level) and extra encounter roll.

Traveling Encounters Table (D10)

Danger	Encounter Roll
Low	10
Average	8-10
high	6-10
Intense	4-10
Insane	2-10

Resting

- Encounter Rolls during rest.
- Use Effective hours for activities (3 hours per Character).
- Minimum 6 hours/day to avoid "Fatigue".
- 1 Ration/day prevents "Starvation".

Resting Encounters Table (D10)

Danger	Encounter Roll
Safe	7-10
Neutral	5-10
hostile	3-10

Training

- Produces Experience Points, 1D10 per 1 Effective hour used.
- Each character gets 3 Effective hours daily.

Camping

- Tents provide Cold Protection, takes 1 Effective hour.
- Camouflage and Guard reduce Encounter chance.

Inventory

- Each Character can carry up to 10 Items (1 Item=1 Slot).

Hourly Activities Table

- Camouflage: Reduce Encounter chance
- Camp: Set up Tents
- Craft/Recharge: Create/Recharge Items
- Food Gathering: Produce Rations
- Guard: Reduce Encounter chance
- Healing: Heal injuries
- Practice/Study: Gain Experience Points
- Sleep: Rest

Weather Effects

- Daily Weather Roll.
- Affects Disease Rolls, Traveling, Combat.
- Clothes, equipment protect from effects.
- When the Weather is challenging, Characters make a Vigor Roll.

Diseases

- Common (Flu, Heatstroke): -1 or -2 Grit Levels until Treated or Rest.
- Special (Environment): Blindness or any Condition until Treated or Rest.

Weather Resistance Table

Protection	Props
+1 Vigor	Clothing, Blanket, Rationed, Bedroll
+2 Vigor	Fire, Tent, Winter Coat, Vehicle

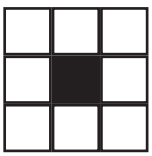
Darkness & Illumination

- Darkness imposes Grit Level Penalties.
- Illumination sources protect against darkness.
- Illumination measured in Real Time in Dungeons.
- Darkness penalties still occur outside illumination radius.

Darkness Table

Type	Grit Adjustment	Source	Duration	Radius
Normal	-	Candle	1 hour	1 (field)
Dim Light	-1 Level	Torch	2 hours	2 (field)
Darkness	-2 Levels	Lantern	3 hours	3 (field)

1 Field Radius
(3x3)



List of Common Actions & Reactions

Attack
Non-magical attack.

Bash
Non-damage attack that pushes the target by 1 Tile.

Block
Reaction that stops an attack using a shield.

Cast Spell
Action or Reaction that uses spells.

Change Weapon
Change between weapons.

Climb
Action for vertical movement (2 Mobility Points/Tile).

Cover
Reaction that reduces area of effect damage by 50%.

Crawl
Action for movement while "Prone" (4 Mobility Points/Tile).

Disarm
Non-damage attack that disarms a target.

Disengage
Action to disengage from Melee attacks and move on the next Action.

Dodge
Reaction that uses 2 Actions to avoid an attack by moving 1 Tile away.

Effort
Other action that requires strength or dexterity.

Flank
Character spends an Action (Reaction) to support an ally's attack, imposing a -1 Grit Level Penalty on the target's Reaction. Must be within Melee Range.

Grapple
Action to incapacitate a target, can be reversed by the target as a Reaction. Different effects upon grappling, including damage, knockdown, throw, pin down, and choke.

heavy Block
Shield Reaction that Blocks with a 1D10 bonus but uses 2 Actions.

hide
Action to enter "Stealth" mode.

Guard
Shield Action temporarily reducing targeted attacks by 1 Grit Level without needing Reactions.

Jump
Action or Reaction for horizontal, vertical, or diagonal movement (2 Mobility Points/Tile). Becomes "Prone" if used as a Reaction.

Observe
Action to scan for characters in Stealth (Contesting Roll).

Knockdown
Non-damage attack that forces "Prone" condition.

Move
Action for moving X Tiles.

Parry
Reaction that deflects an attack using a weapon.

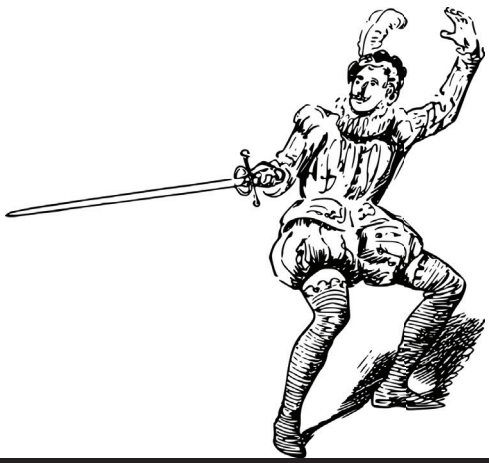
Pick
Pick up item from the ground.

Stand
Action to stand up from "Prone".

Surround
Multiple characters spend an Action each (as a Reaction) to support an ally's attack, imposing a -2 Grit Level Penalty on the target's Reaction. Must be within Melee Range.

Swim
Action for underwater movement (2 Mobility Points/Tile).

Use
Action to use an item or ability.



Mastery and Domains

- Mastery represents your character's progress and growth through experience and levels.
- Domains allow players to choose sets of skills that align with different schools of knowledge.

Starting and Advanced Characters

- Starting characters begin with a set number of 5 skill points at Level 0.
- Advanced characters gain 1 Skill Point per Level.

Level and Experience

- Characters have a level that indicates their experience and progress.
- Experience points (XP) are earned through combat, practice, and research.

Acquiring Experience Points

- Combat experience is gained at the end of each combat encounter (20 XP).
- Practice experience is earned by dedicating Effective Hours (1D10 XP).
- Research experience is gained by studying books, which directly grant specific skills.

Character Arcs

- Character arcs help define your character's roleplaying by guiding them to answer specific questions about themselves. Game Masters should prepare 1-3 Questions for each Character and ask them before the adventure begins.
- As characters gain experience, they become better at defining themselves through these questions.

Development Autonomy

- Players manage their character's effective hours daily, deciding how and when they develop skills and abilities.
- Activities like training, crafting, and hunting can contribute to character development.
- Characters develop individually, adding diversity and dynamic elements to the campaign.

Game Master Role

The Game Master is responsible for providing in-game time for character development and allowing creative thinking and management during resting periods.

Example of Play

Briefing

Two humans, a warrior (Orlak) and a wizard (Theyn) fight against a Brutgor warrior (Darr).

Advantage

- Orlak rolls 15.
- Theyn rolls 9.
- Darr rolls 12.

Orlak's Turn

- Orlak spends 1 Action to move close to Darr.
- Orlak spends 1 Action to Attack Darr and rolls 14.
- Darr decides to Parry and Rolls 12.
- Darr suffers 14 Damage.

Darr's Turn

- Darr spends 1 Action to Attack Orlak and rolls 17 (Critical).
- Theyn spends 1 Action (as a Reaction) to perform a "Blink Barrier" spell and Rolls a 19, successfully relocating Orlak nearby.

Theyn's Turn

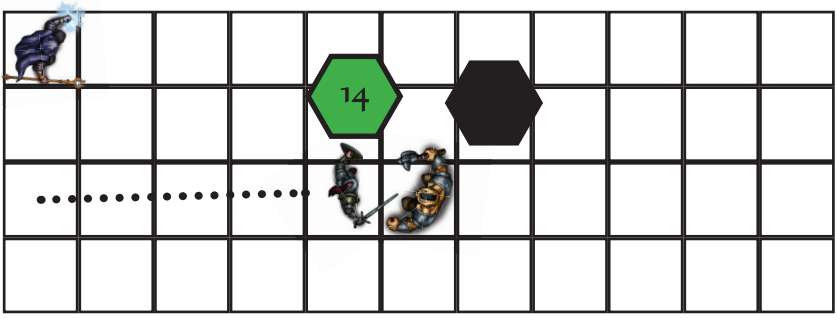
- Theyn spends 1 Action to cast a "Paralysis Bolt" to Darr. Due to Darr's Large Size, she Rolls with -1 Grit Level penalty (D12) and scores a 7. Darr is out of Actions and cannot resist the spell, thus becoming Paralyzed.

Orlak's Turn (new)

- Orlak spends 1 Action to move next to Darr.
- Orlak spends 1 Action to kill Darr, since he is helpless due to Paralysis.

The battle is over.

Orlak and Theyn gain 10 Experience Points (easy).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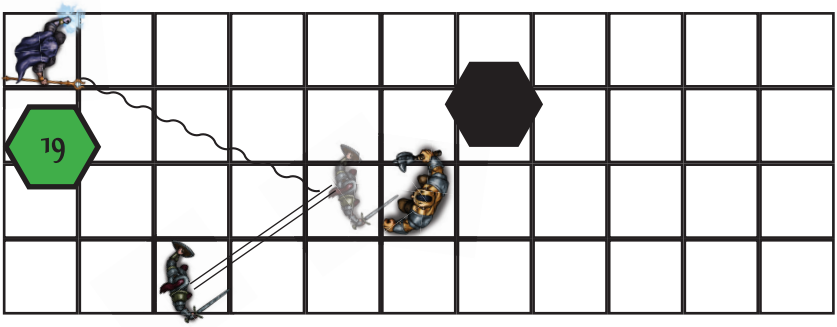
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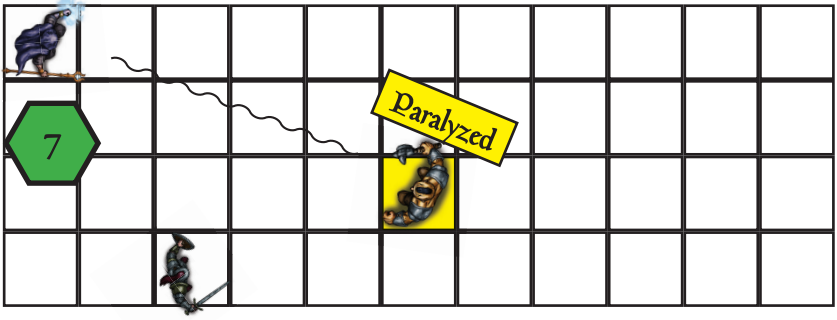
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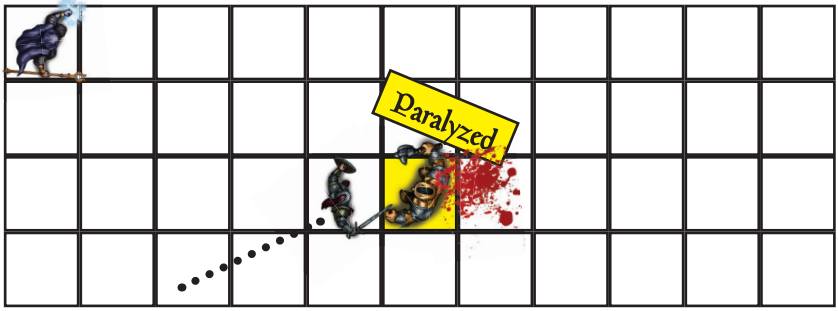
Paralyzed


Paralyzed

Weapons Table

Weapon	Critical (According to Grit Status)	Damage	Risk	Range
Battle Axe	16 (D20) - 11 (D12) - 10 (D10)	Slashing	Default	1
Claymore	15 (D20) - 11 (D12) - 10 (D10)	Slashing	+1	2
Crossbow	16 (D20) - 11 (D12) - 10 (D10)	Piercing	Default	10
Dagger	19 (D20) - 12 (D12) - 10 (D10	Piercing	Default	1
Flail	15 (D20) - 11 (D12) - 10 (D10)	Blud/ing	+2	2
Great Axe	14 (D20) - 10 (D12) - 10 (D10	Slashing	+1	2
Great Bow	15 (D20) - 11 (D12) - 10 (D10)	Piercing	+1	30
Great Hammer	15 (D20) - 11 (D12) - 10 (D10)	Blud/ing	+2	2
Halberd	17 (D20) - 11 (D12) - 10 (D10)	Piercing	Default	2
Hand Axe	18 (D20) - 12 (D12) - 10 (D10	Slashing	Default	1/5
Javelin	19 (D20) - 12 (D12) - 10 (D10	Piercing	Default	10
Knuckles	20 (D20)	Blud/ing	Default	1
Longbow	17 (D20) - 11 (D12) - 10 (D10)	Piercing	Default	20
Longsword	17 (D20) - 11 (D12) - 10 (D10)	Slashing	Default	1
Mace	17 (D20) - 11 (D12) - 10 (D10)	Blud/ing	+1	1
Morning Star	16 (D20) - 11 (D12) - 10 (D10)	Blud/ing	+1	1
Punch Dagger	19 (D20) - 12 (D12) - 10 (D10	Piercing	Default	1
Rapier	17 (D20) - 11 (D12) - 10 (D10)	Piercing	Default	1
Scimitar	17 (D20) - 11 (D12) - 10 (D10)	Slashing	Default	1
Shortbow	18 (D20) - 12 (D12) - 10 (D10	Piercing	Default	10
Shortsword	19 (D20) - 12 (D12) - 10 (D10	Piercing	Default	1
Sling	19 (D20) - 12 (D12) - 10 (D10	Blud/ing	Default	10
Spear	18 (D20) - 12 (D12) - 10 (D10	Piercing	Default	2/5
Staff	20 (D20)	Blud/ing	Default	2
Throwing Knife	20 (D20)	Piercing	Default	10
Throwing Star	19 (D20) - 12 (D12) - 10 (D10	Piercing	Default	10
Trident	18 (D20) - 12 (D12) - 10 (D10	Piercing	Default	2/5
Unarmed	N/A	Blud/ing	Default	1
Warhammer	17 (D20) - 11 (D12) - 10 (D10)	Blud/ing	+1	1
Whip	20 (D20)	Slashing	Default	2

Armors Table

Armor	Absorption	Critical Resistance	(Un)equip	Mobility
Leather Armor	1	-	1 action	-
Studded Leather Armor	2	-	2 actions	-
Chain Mail Armor	3	1	3 actions	-1 Point
Splint Mail Armor	4	2	4 actions	-2 Points
Plate Mail Armor	5	3	5 actions	-3 Points

Shields Table

Shield	Bonus Maneuvers
Buckler	Block
Small Shield	Block, Guard against targets up to same size
Medium Shield	Block, Heavy Block, Guard against targets up to +1 Size
Large Shield	Block, Heavy Block Guard against targets up to +2 Sizes

Adventuring Items Table

Item	Effect
Burning Oil	Oil as fuel for lanterns or to provide a "Burn" effect upon Fire Damage.
Candle	Provides light on a Field Radius (1).
Horn	Can signal others via intense sound.
Lantern	Provides light on a Field Radius (3) for 3 hours. It can also deal Fire Damage once.
Lockpicks	Tools that reduce the Difficulty of locked doors by 50%.
Rope	Reduces Climbing Difficulty by 5 Points.
Telescope	Provides long range eyesight.
Toolkit	Kit that provides various tools for Traps. It decreases Trap Difficulty by 50% and allows the placement of Traps by spending 1 Action.
Torch	Provides light on a Field Radius (2) for 1 hour. It can also deal Fire Damage.
Wineskin	+10 Grit but increases Active Risk by 2 for 2 hours.

Tonics Table

Tonic	Effect	Duration
Bloodhold	Protection against "Poison" effects. It can also reverse similar, active effects.	1 Day
Bonae	Protection against Critical Effects inflicted by physical weapons and related attacks.	1 Day

Domains

1st Variations
The Character has access to the 1st Variations (spells) of each Spellbook in their possession.

2nd Variations
The Character has access to the 2nd Variations (spells) of each Spellbook in their possession.

Acrobatics
The Character rolls against a set Difficulty to perform an acrobatic maneuver.

Archery
The Character can efficiently use any type of Bow.

Barrier
The Character can implement the Barrier shape to any of their Variations.

Blind Fighting
The Character can spend 1 Action and fight effectively in the dark.

Bolt
The Character can implement the Bolt shape to any of their Variations.

Buffalo Strike
A special Melee Attack that combines Damage with a Knockdown effect.

Bull Strike
A special Melee Attack that combines Damage with the reduction of the target's Absorption by 50% for the battle.

Climbing
The Character rolls against a set Difficulty to perform a challenging climb.

Disguise
The Character rolls against a set Difficulty to change their appearance.

First Aid
The Character rolls against a set Difficulty to treat minor effects in combat (Such as Fear, Confusion or Unconsciousness).

Food Gathering
The Character rolls against a set Difficulty to gather 1D10 Rations.

Heavy Melee Weapons
The Character can efficiently use any type of heavy weapon (such as Maces, Axes or hammers.

History
The Character rolls against a set Difficulty to tap into historical knowledge regarding locations and events.

Items
The Character rolls against a set Difficulty to identify the properties and worth of an item.

Hollow Strike
A special Melee Attack that combines Damage and Disarms the target at the same time.

Light Melee Weapons
The Character can efficiently use any type of light weapon (such as Longswords, Shortswords, Daggers or Spears).

Mantis Strike
The character performs a Ranged Attack and also uses 50% of their Movement.

Mechanics
The Character rolls against a set Difficulty to work a type of device such as traps or locks.

Minor Healing
The Character rolls against a set Difficulty to treat minor injuries (effects only) that last after combat (such as broken bones or bruises).

Observation
The Character rolls against a set Difficulty to detect a trap or hidden device.

Ox Strike
A special Melee Attack that combines Damage with a Push effect (1 Tile).

Persuasion
The Character rolls against a set Difficulty to manipulate another target.

Quick Strike
The character can change from any weapon into a bow and attack at the same time.

Sharp Strike
The Character can perform an attack with an increased Critical of 2 Points.

Spellcasting
The Character can use spells, magical items, and scrolls.

Stealth
The character can perform a Hide maneuver effectively and vanish out of sight. Hidden Characters deal x2 Damage with attacks and then their Stealth Mode breaks.

Tracking
The Character rolls against a set Difficulty to track down another target.

Unarmed Combat
The character can fight effectively without any weapons at all.