StormHack

1. Ability Scores and Checks

Characters have six Ability Scores:
- Strength/STR (fighting, shoving, lifting, jumping, holding and restraining, intimidating)
- Constitution/CON (enduring, working, travelling, waiting, staying awake, staying calm)
- Dexterity/DEX (grace, precision, coordination, stealth, throwing, shooting)
- Intelligence/INT (perception, understanding, devising/designing, knowing)
- Wisdom/WIS (gut feeling, empathy, insight, sensitivity)
- Charisma/CHA (charming, leading, deceiving, intimidating)

Make Ability Checks by rolling under the score on a d20. Sometimes the GM will set a Threshold (representing difficulty or complication):
- Roll over Score: fail, take Consequence
- Roll below Score, beat Threshold: succeed
- Roll below Score but under Threshold: messy success, succeed but take Consequence

2. Qualities and Advantage

Qualities are PC experience or perks which will give them an edge. They usually fall into three main areas:
- Career (vocational skills and experience)
- Faction (affiliation to a group — political, criminal, academic, etc. — that provides resources, information, etc.)
- Racial (physical traits, cultural skills and knowledge, regional knowledge, etc.)

Qualities are usually written quite broadly and cover a package of skills/experience. They benefit Ability Checks by providing Advantage and allowing the PC to roll 2d20 and take the result they prefer.

Similarly Disadvantage forces the PC to roll 2d20 but let the GM pick which roll to keep. Disadvantage can come from bad luck, tough situations, Conditions, even a Quality actually causing a problem (e.g. someone hates your tribe or faction).

3. Threats and Saves

When the PCs are at risk (in harm's way) the GM may stake Threat Dice. The bigger the risk, the more and larger dice. Threat Dice are triggered, often by trying to take an action and not succeeding (or beating the Threshold), and sometimes by not taking action. Rarely they will be triggered with no warning. The GM may put Threat Dice down on the table with no explanation.

When the GM rolls the Threat Dice they are trying to beat the PC's best applicable Save. All PCs have three basic Saves:
- Body (physical resistance, based on STR/CON)
- Reflex (reactions, based on DEX/INT)
- Will (mental discipline, based on WIS/CHA)

In combat Armour Class is a Save against physical damage.

4. Consequences and Conditions

When a PC suffers Consequences for a failed or messy Action, the following might happen:
- Lose something valuable
- Suffer delay or misdirection
- Attract an enemy (hunter, parasite, Jonah)
- Get separated
- GM banks a Threat Die for later
- GM rolls Threat Dice against a Save (common, especially for combat)

If the Consequence is a Threat Die, any number above the Save is a Wound. Wounds are often recorded separately on a new line in the wound record, although in some cases new wounds can stack onto old ones.

Wounds may have accompanying Conditions. These can be debilitating injuries, mental impairment, social embarrassment, and so forth. In general they cause Disadvantage in the right (wrong) circumstances, and they last until healed.

5. Demon Realms

Demons emerge from the six macrocosmic Demon Realms. Each Realm is a reflection of an Ability Score in the internal human microcosm. The six Realms and their demons are:
- Realm of Violence (STR): demon weapons, demon fighters and assassins
- Realm of Durance (CON): demonic armour, guardians and wards
- Realm of Flux (DEX): demons of travel, teleportation and gates
- Realm of Contrivance (INT): demons of desire which can procure objects, make illusions and warp reality
- Realm of Voyance (WIS): demons of knowledge for scrying and prediction
- Realm of Majesty (CHA): demons of possession for commanding and controlling minds

Demons have Levels ranging from 1 to 8.

Rationales for demons vary between cultures, from hierarchies of Otherworldly supernatural beings to self-actualisation.

6. Suits and Dice

A Suit is an appeal for power directed at the demon to use one of its powers in its master's service. The available powers depend on the kind of demon, and at higher levels more powerful Suits can be cast.

When a Suit is made, roll the demon's Usage Die. If a 1 or 2 is rolled, do the following:
- Drop the die to the next size down
- Advance the Transgression count

For low level Suits the number rolled doesn't matter; for higher level ones, the GM may require a target number to be rolled on the Usage Die.

The Usage Die can be rolled to augment other numbers, for example damage, Saves against damage and so on.

7. Transgression

Transgression means destroying relationships, sowing discord, poisoning reputation and causing chaos. Demons exist to Transgress, and repeated Suits for their power enable them to do so.

The Transgression Counter records the ability of the demon to affect its master's relationships and social standing. The higher the count, the greater the Transgression.

The Ladder is a hierarchy of sin. Demons Transgress in accordance with their power level, becoming more outrageous, unspeakable, reprehensible.

The master can voluntarily allow the demon to Transgress. This will often happen in game downtime where the PC's relationships and reputation come into question. If however the master resists the demon's urges and the Transgression Counter continues to go up, an Outburst may occur which is likely to be dramatic.

8. Metamorphosis

By the Suits a demon may Transgress; through Transgression they gain power, and with power comes Metamorphosis.

There are four tiers of Metamorphosis which a demon will reach at levels 1, 3, 5 and 7. These are:
- Sleeper (1): the demon is generally not visible or detectable. The character may even be oblivious to its presence. Demonic powers have mundane explanations (e.g. exceptional fighting ability).
- Shadow (3): the demon casts a shadow, an odour, a sensation or an impression about its master of the true power that it represents.
- Companion (5): the demon walks next to its master. It may converse with its master and with its surroundings.
- Warp (7): the demon distorts the world around it. It struggles for dominance over its master.