

Ranks

Guards Ranks :

- Echevin (Magistrate of the town)
- Prevot (Police Chief of district)
- Guard / "Guardoche"
- Blandin (Street Kid, messenger for the watch)

City Officials :

- Mester (Bourgmester, member of the city council)
- Majeer (mages, they lost their powers one generation ago)

Slang

"Loritan style" / hustle or scam

"In a Hurry" / Killing a suspect instead of arresting him

"Dropping your pants" / snitching

"Swallowing your marbles" / be killed on guard duty

"Moving the lips" / Lying

"Purge flower" / tattoo on a Purge convict

"Press the grapes" / beating a suspect to get a confession

"A Weather vane" / A snitch

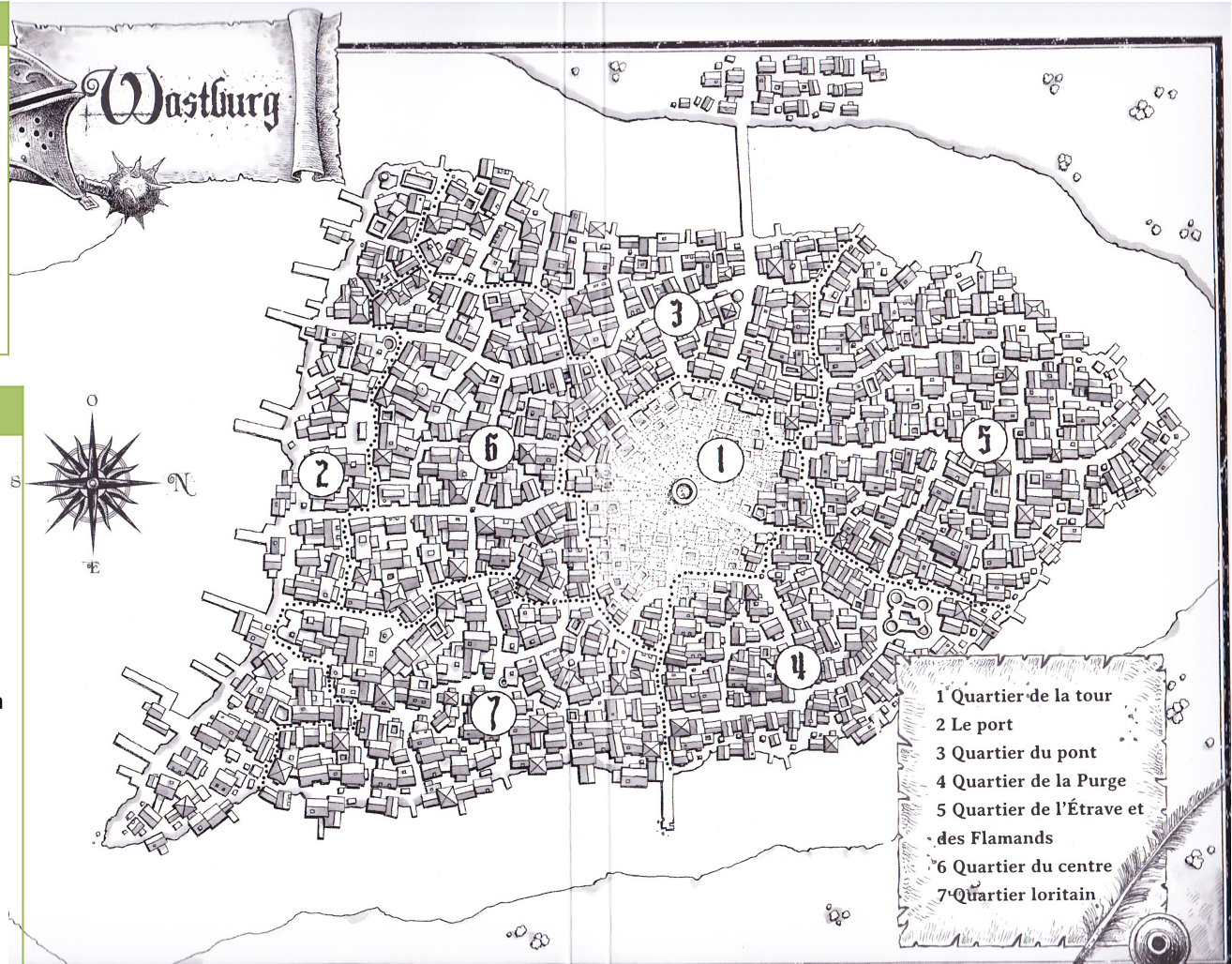
"Mooning" / Be on the night watch

"A ribald" / A prostitute

"In flagrante" / Caught red handed

"Virgin" / A person with no tattoos

"The Wreck" / The exhaustion of the magic



Districts

1 - The Tower

The old tower of the Majeers
The high family houses

2 -The Docks

The fish market
The "Navale" port authorities

3 -The Bridge

The North bridge to the Realms of Waelmer

4 - The Purge

The Prison "the purge"
The poor district

5 - The Stem

Canals and gondolas
The "Floyds" are the palaces on the water

6 - The Center

The Echevinat (The court of justice)
Town Council room

7 - The Loritan's district

The broken bridge to Loritanie
Strange people

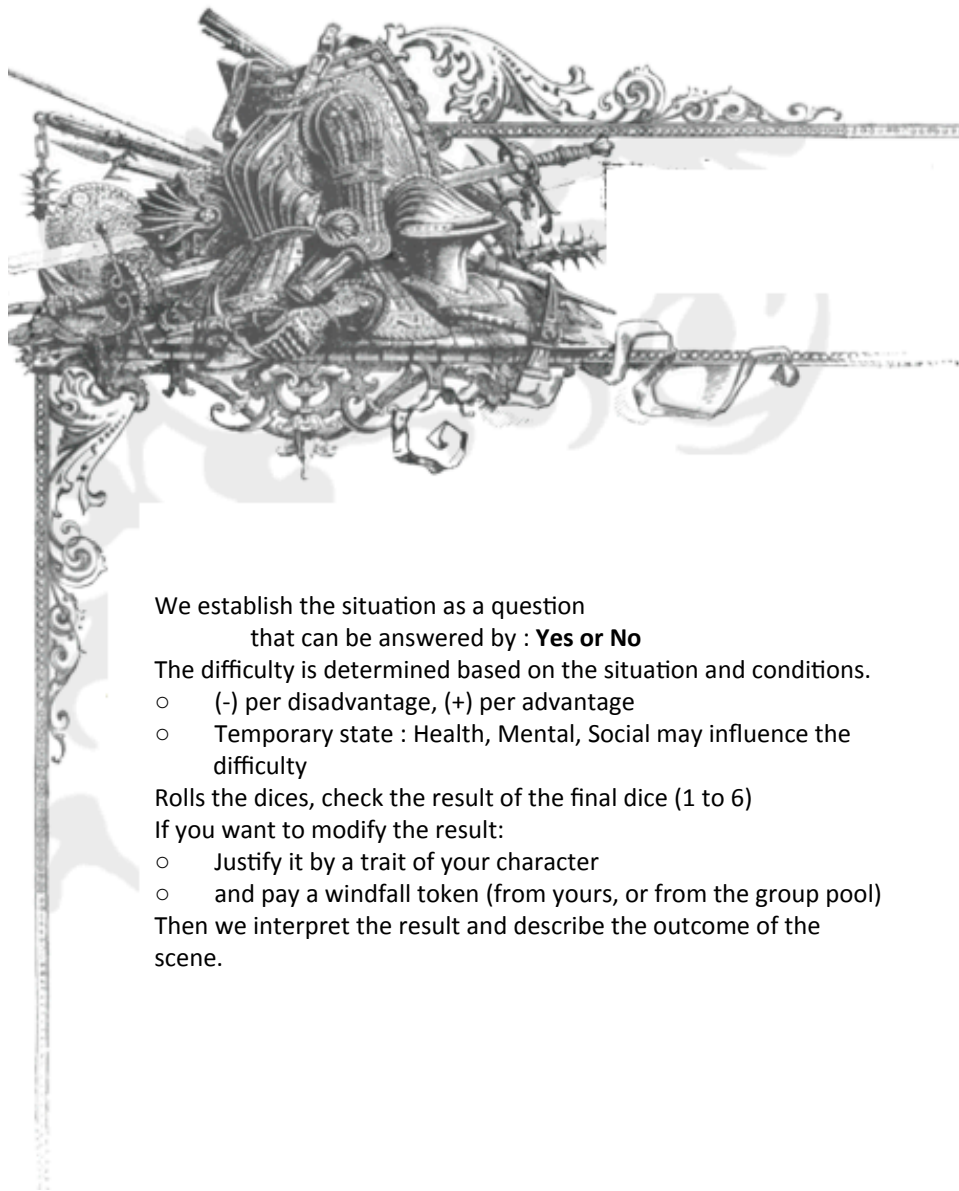
Other Regions :

Waelmer Kingdom on the West

Loritan states on the South East

The Island of the hospice upstream

Other countries and islands can be reached by sea by going South downstream to the delta



We establish the situation as a question that can be answered by : **Yes or No**

The difficulty is determined based on the situation and conditions.







- (-) per disadvantage, (+) per advantage
- Temporary state : Health, Mental, Social may influence the difficulty

Rolls the dices, check the result of the final dice (1 to 6)

If you want to modify the result:

- Justify it by a trait of your character
- and pay a windfall token (from yours, or from the group pool)

Then we interpret the result and describe the outcome of the scene.

Resolution System				
Difficulty :				
Very Difficult (- -)	Difficult (-)	Normal (0)	Easy (+)	Very Easy (+ +)
Roll 3D6 keep the lowest	Roll 2D6 , keep the lowest	Roll 1D6 , keep it	Roll 2D6 , keep the highest	Roll 3D6 , keep the highest
Outcome :				
	Yes, and ...	it works, and something good can be described		
	Yes	it works		
	Yes, but ...	it works, but there is an extra cost or a complication		
	No, but ...	it fails, but something good happens		
	No	it fails		
	No, and ...	it fails, and things get worse. (may gain a token)		
Windfall tokens :				
Spent a personal token, to focus on the task		+1 to the best dice result		
Spent a group token, get helped by the group		Reroll any number of dices		