

AN OLD-SCHOOL ROLEPLAYING GAME OF THE FROZEN
WORLD

STILLPOINT

KEEP MOVING · OR BE TAKEN BY THE HUSH

THE PLAYER'S GUIDE

BEFORE THE TICK

CONTENTS

1. The World That Stopped
2. How to Play: The Quickening Roll
3. The Quick & The Hush
4. Making a Character
5. The Six Callings
6. Workings & Tendings
7. Gear & the Frozen Market
8. Combat & Danger
9. Exploration & Tempo
10. Advancement
11. Appendix: Glossary & Quick Reference

They say the clocks all stopped at the same breath. That a bird outside the high window has hung there, one wing down, for longer than my grandmother was alive. I have touched that bird. It is warm. Its heart does not beat. Neither does the world's.

— WRENNA COLDMARCH, PICKER OF CANDLEMARCH



CHAPTER ONE

THE WORLD THAT STOPPED

*No one agrees how long ago it happened, because the thing that happened was the end of when. In a single instant — the **STILLING** — time stopped for almost everything and everyone. Fire froze mid-flicker. Rain hung in the air like a curtain of glass beads. A man stepping off a curb has not yet set his foot down, and may never. The world did not die. It paused.*

You are one of the **QUICK**: a rare soul who still moves, still ages (slowly), still *matters* in a frozen world. You can walk around the falling man. You can take the coin from his pocket. You can shelter inside the curl of a tidal wave that has hung, unbroken, above a drowned city for generations. The Quick are few. The **STILL** are everyone and everything else — not corpses, not statues, but living people and beasts and weathers locked in their final heartbeat, warm to the touch and utterly motionless.

This is a game about being one of the living few in a paused world. You will scavenge the frozen past for food, treasure, and forgotten wonders. You will hunt for **WELLSPRINGS** — the rare pools where *live time* still flows — because that golden, moving stuff is the only thing that keeps you Quick. And you will learn the first and last law of the Tableau: **keep moving**. Stand still too long and the great silence — the **HUSH** — begins to take you too. Your fingers stiffen. Your breath slows. And one cold morning your companions find you exactly where you sat down to rest, warm and unmoving, one more figure in the frozen crowd.

WHAT IS "OSR," AND WHAT DO I NEED?

STILLPOINT is an *old-school* game. That means: rules are light, your *plans* matter more than your character sheet, death is real, and the most powerful tool at the table is a clever plan described aloud. You need friends, pencils, a fistful of dice (d20, d12, d10, d8, d6, d4), and a **TICKWARDEN** — the player who runs the world (called the *Game Master*, or **GM**, in other games). One player is the Tickwarden; the rest are the Quick.

A FIRST LOOK

THE TABLEAU

The known world is called the **TABLEAU** — a single frozen *scene*. Its geography is the geography of one terrible, beautiful instant: mountains caught mid-avalanche, a sea standing up in a wall, a sky full of motionless birds. The living gather in the few warm pockets where movement is still possible. The largest is **CANDLEMARCH**, a shanty-city built inside the shell of a half-collapsed cathedral whose falling stones hang forever overhead. The Player's Guide tells you how to *be* one of the Quick. Your Tickwarden's book holds the rest of the world's secrets — and you should not read it.



THE SHAPE OF PLAY

A session of STILLPOINT runs in a loop as old as the hobby:

THE LOOP OF THE QUICK

PHASE	WHAT HAPPENS
Resolve	The Quick set out from Candlemarch (or wherever they are) toward a frozen ruin, a rumored Wellspring, or a job.
Cross	Travel the Tableau, reading the TEMPO of each region, rationing Quick, and keeping the Hush at bay.
Delve	Explore a frozen place — a sunken ship, a burning house, a battlefield — solving it with wits, theft, and nerve.
Reckon	Escape with recovered TICKS and wonders, bank them at a Wellspring or the Quickhold, and grow stronger.



CHAPTER TWO

HOW TO PLAY

Most of what you do in *STILLPOINT* needs no dice at all. You say what your character does; the Tickwarden tells you what happens. Dice come out only when an action is both *uncertain* and *risky* — when failure would cost you something. When that moment comes, you make **THE QUICKENING ROLL**.

THE ONE RULE

THE QUICKENING ROLL

Roll a d20. You succeed if the result is **equal to or under your Target Number**. In a frozen world, mastery means moving *cleanly and economically* within the paused instant — so *rolling low is good*.

ROLL 1D20

GOAL \leq TARGET NUMBER

NAT 1 PERFECT BEAT

NAT 20 THE HUSH STIRS

TARGET NUMBERS FOR CHECKS & SAVES

For most actions, your Target Number is the relevant **ATTRIBUTE SCORE** (3–18), adjusted by how hard the task is. The Tickwarden picks one difficulty:

DIFFICULTY STEPS

DIFFICULTY	ADJUST TN	EXAMPLE
Easy	+4	Forcing a rusted but unlocked door.
Standard	+0	Picking a common lock; leaping a wide gap.
Hard	-4	Scaling a sheer frozen wall in the wind.
Desperate	-8	Catching a falling friend one-handed over the Pleating.

EXAMPLE OF PLAY

Brann the Marcher (VIGOR 14) tries to shoulder open a frozen, swollen door. It's *Standard* (TN 14). He rolls a 9 — under 14, so the door bursts inward. Later he must climb the same wall in a rising wind: *Hard*, so TN = 14 - 4 = 10. He rolls a 12. He slips. The Tickwarden describes his boot skidding on frost — and asks if he'll spend a point of **QUICK** to catch himself.

ATTACKS

Striking a foe is the same roll with a combat Target Number. Your **ATTACK VALUE** is reduced by your foe's **GUARD** (how hard they are to hit):

ATTACK VALUE (THE TN TO STRIKE)

Melee: 10 + VIGOR mod + Prowess + weapon bonus

Finesse / Ranged: 10 + FINESSE mod + Prowess + weapon bonus

To hit: roll d20 ≤ (Attack Value - target's Guard).

Weapon bonus = +0 for ordinary weapons, +1 for fine or masterwork, -1 for heavy two-handed weapons (slow to swing, but they roll the bigger damage die). **Damage** = weapon die + VIGOR mod for melee; ranged and finesse attacks add no attribute modifier (Pickers instead rely on *Killing Stillness*).

Prowess rises with your level (Chapter 10). *Guard* comes from armor and agility (Chapter 8).

PERFECT BEATS & THE HUSH STIRRING

- **Natural 1 — a Perfect Beat.** The best plausible outcome: maximum damage, a flawless pick, a leap that looks effortless. You slipped *exactly* between the ticks of the world.

- **Natural 20 — the Hush Stirs.** Automatic failure, and the frozen world *notices* you. The Tickwarden takes a **STILLPOINT** (★) — a token of cosmic attention they will spend, later, to turn the world against you. A wave begins to fall. A sleeper stirs. The silence leans in.

ADVANTAGE & DISADVANTAGE

When the situation strongly helps or hinders you, roll **two d20** and keep the **lower** (advantage) or **higher** (disadvantage). They cancel one-for-one.

SAVES

A **SAVE** is a Quickening Roll to *avoid* something — diving from a thawing fire (FINESSE), resisting the creeping cold of the Hush (WILL), shrugging off poison (VIGOR), or seeing through an Echo's illusion (WITS). Same engine, every time.

RULINGS, NOT RULES

If you ever wonder "is there a rule for this?" — there isn't, and there doesn't need to be. Describe what you do. The Tickwarden makes a *ruling*, calls for a roll if it's risky, and play continues. A good plan can skip the dice entirely. The dice are for danger, not for permission.



CHAPTER THREE

THE QUICK & THE HUSH

Two numbers rule your life in the Tableau. **QUICK** is the live time you carry — your spark, your speed, your luck. **HUSH** is the cold creeping in to take it. Spend the first wisely; hold the second at bay. When they meet at the wrong end, you become a statue.

YOUR LIVING SPARK

QUICK

Every Quick carries a small reserve of *live time*, measured in points of **Quick**. Your maximum is **4 + your WILL modifier** (minimum 2), and it grows as you level. It cannot exceed that maximum — drink a dropglass while full and the live time simply runs out through your fingers (a vial of *concentrated time* that would overflow you is wasted past your cap). You may spend Quick at *any* time, even when it isn't your turn, to do remarkable things:

SPENDING QUICK (1 POINT EACH, UNLESS NOTED)

SPEND 1 QUICK TO...	EFFECT
Quicken	Take an <i>extra</i> action this round — you move faster than time itself.
Reroll	Reroll any one die you just rolled; take the new result.
Slip Aside	Reduce a single hit's damage by 1d6 Hurt, or ignore 1 Chill.
Out of Tick	Act immediately, interrupting another's action (then resolve normally).
Shake the Cold	Remove 1 point of Hush from yourself.
Power a Calling	Fuel a class feature, Working, or Tending that demands it.

RUNNING SLOW

At 0 Quick you are **RUNNING SLOW**: you have spent your spark and the world drags at you. You roll *every* die at disadvantage and you gain Hush twice as fast — until you refill. Never let your last point go lightly.

REFILLING QUICK

SOURCE	RESTORES
A Wellspring	Full reservoir. The only sure cure. Rare and often guarded.
A dropglass	+1 Quick, consumed. The common traveler's lifeline (see Chapter 7).
True rest in moving time	+1 Quick for a safe rest in a TRUE-Tempo place with warmth.
A dying Quick's last breath	Restores much — but it is a terrible thing to take.

THE COLD THAT TAKES YOU

HUSH

The **HUSH** is the silence of the stopped world pressing in to claim you. It is tracked from 0 to 10. At creation your Hush is 0. It rises through the hazards below, and it is far easier to gain than to shed.

WHAT RAISES YOUR HUSH

CAUSE	HUSH
Taking Chill damage (from the Still and the Lurching)	AS DEALT
Holding perfectly still for a full minute in a tense scene	+1
Ending a watch (4 hours) without meaningful movement	+1
Resting unwarded (no warmth, no salt, no Warden)	+1
Lingering in a STILL or DRAG Tempo zone (per watch)	+1
Being reduced to 0 Grit (see below), per failed save	+1
Failing a Hush save against a fear, a wraith, or the deep silence	+1 TO +3

THE STIFFENING (HUSH 6+)

At Hush 6 or higher you are visibly slowing. Take **-2 to all FINESSE checks**, your speed halves, and you cannot *Quicken*. Frost rimes your eyelashes. Allies notice you blinking less.

GOING STILL (HUSH 10)

At Hush 10 you become **STILL** — frozen mid-motion, warm and breathing but utterly paused, one more figure in the Tableau. You are not dead. You can be restored at a Wellspring within one season. After that, you are part of the scenery forever.

SHEDDING HUSH

METHOD	REMOVES
Vigorous movement + warmth during a full rest	1d4 Hush (TRUE Tempo only)
Spend 1 Quick — <i>Shake the Cold</i>	1 Hush, instantly
A Warden's <i>Tending of Warmth</i>	1d6 Hush (Chapter 6)
A pinch of salt on the tongue (1 dose)	1 Hush; also wards the next gain
Bathing in a Wellspring	All Hush


YOUR BODY'S TOLL

GRIT

GRIT is how much punishment your body can take — your hit points. At 1st level you take the **maximum** of your Calling's hit die + your VIGOR modifier (so a Marcher begins with 8 + VIGOR; minimum 3). At every level after, **roll** another hit die and add VIGOR mod (minimum 1 gained). **Hurt** damage lowers Grit; **Chill** raises Hush instead. *(Even a frail Horologist thus opens with 4 + VIGOR — fragile, but no longer one-tapped by the first blow.)*

FELLED — AND THE FINAL TICK

At 0 Grit you are **FELLED**: down, bleeding, and slipping toward the freeze. Each round on your turn, make a **WILL** save. On a success you cling on, unconscious. On a failure you gain 2 Hush — and your **third failed save, or reaching Hush 10, means you go Still** and are likely lost. Any further **Hurt** taken while Felled counts as an automatic failed save. An ally may spend 1 **Quick** and their action at your side to stabilize you (saves stop; you rest at 0 Grit until healed) — and an ally acting earlier in the round may stabilize you *before* your next save comes due. A Warden can do far more. *Felled is a true death-spiral, not a nap — get your friend up fast.*



CHAPTER FOUR

MAKING A CHARACTER

Your character is one of the Quick — a survivor with a trade, a scar, and a reason to walk out into the frozen world. Build one in eight steps. Roll honestly; the Tableau is not kind, and a flawed hero is a memorable one.

1. Roll your four Attributes.
2. Choose a Calling (your class).
3. Note your Prowess, Saves, and starting features.
4. Roll Grit.
5. Set Quick and Hush.
6. Buy or roll starting gear.
7. Roll your Quickening — how you came to be Quick.
8. Name yourself and take your first step.

STEP ONE

THE FOUR ATTRIBUTES

Roll 3d6 for each Attribute, in this order: **VIGOR, FINESSE, WITS, WILL**. (For a slightly bolder party, your Tickwarden may let you swap any two scores, or roll 4d6 and drop the lowest.)

WHAT EACH ATTRIBUTE DOES

VIGOR — strength, stamina, brawling, melee damage, Grit.

FINESSE — agility, stealth, aim, Guard, picking, balance.

WITS — perception, lore, cunning, the Workings of time.

WILL — nerve, presence, faith, and resistance to the Hush. Sets your Quick.

ATTRIBUTE MODIFIERS

SCORE	MOD
3	-3
4-5	-2
6-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3

STEPS TWO-FIVE

CALLING, GRIT, QUICK & HUSH

Choose one of the six **CALLINGS** in Chapter Five. Each lists a hit die, a prime Attribute, Guard rules, starting gear, and the features you begin with. Then:

- **Grit** = *maximum* hit die + VIGOR mod at 1st level (minimum 3); roll the die at later levels.
- **Quick maximum** = 4 + WILL mod (minimum 2). Begin with it full.
- **Hush** = 0.
- **Prowess** = +0 at 1st level (it climbs with your level — see Chapter 10).
- **Saves** = use the relevant Attribute Score; your Calling notes which saves it is especially good at (a +2 bonus to that save's TN).

STEP SIX

STARTING GEAR

Take your Calling's listed kit, then add what every traveler carries. You may also begin with 2 **dropglasses**, 3 **doses of salt**, and 2d6 **Still-coin**. See Chapter Seven for the markets of Candelmar.

STEP SEVEN

YOUR QUICKENING

Why are *you* Quick when the world is Still? Roll **d20** (or choose). This is your secret and your edge — note any small benefit your Tickwarden grants from it.

HOW YOU CAME TO BE QUICK – D20

D20	YOUR QUICKENING
1	You were born to two Quick in Candlemarch. The frozen world is the only one you've known.
2	You drank from a Wellspring as a dying child and woke up <i>moving</i> .
3	You were Still for years; something woke you, and you remember the silence.
4	A Horologist's failed Working caught you and spat you out Quick.
5	You were a soldier mid-charge at the Stilling. You alone kept running.
6	You traded years of your life to a Saltman for the spark to move.
7	Your mother carried you through a Thawpocket while pregnant; you were "cooked Quick."
8	You simply never stopped. You don't know why. Neither does anyone else.
9	A Wellspring Guardian chose you for a purpose it never explained.
10	You were the Stilling's first victim — and its first survivor.
11	You inherited a dropglass that has kept your line Quick for generations.
12	You clawed your way out of a Hush-cult's "blessing" of voluntary stillness.
13	A Regulator marked you for removal; running from it taught you to stay Quick.
14	You woke beside a Wellspring with no memory and amber under your fingernails.
15	You are the descendant of one who tried to <i>cause</i> the Stilling.
16	An Echo gave you its last warmth so you could carry its message.
17	You were a clockmaker; you felt the world's mainspring snap and grabbed an end.
18	You drowned in the frozen sea and came up Quick and changed.
19	You bargained with the Hush itself and walked away. It is still owed.
20	You don't believe the Stilling happened. You think <i>you</i> are the only real thing.

NAMES OF THE QUICK

The Quick take a given name and a *march-name* — a place, deed, or moment. Roll, mix, or invent.

GIVEN (D₁₀)

1	Wren / Wrenna
2	Brann / Bryl
3	Soot / Sootha
4	Cael / Caela
5	Tamsin
6	Odd / Odra
7	Vesh / Vesha
8	Holt / Holla
9	Mireval
10	Quill

MARCH-NAME (D₁₀)

1	Coldmarch
2	Lastbreath
3	of the Gasp
4	Saltfingers
5	Neverstill
6	Thawborn
7	Tickless
8	Wellspring-touched
9	Half-Hushed
10	the Quick



CHAPTER FIVE

THE SIX CALLINGS

A *Calling is what you do in the frozen world, and how you survive it. There are six. Three echo the old roles — the warrior, the thief, the scholar, the keeper — and two belong only to the Tableau: the **ECHO**, who was Still and woke, and the **QUICKLING**, born in a place where time runs fast.*

Each Calling lists its **Prime Attribute**, **Hit Die**, **Strong Save**, **starting gear**, and the **features** it gains. Features marked **(L3)**, **(L5)**, etc. are gained at that level; all others you have at 1st.

CALLING I

THE MARCHER

Marchers are the warriors of the Quick, and they have learned the deepest truth of the Tableau in their muscles: *momentum is life*. A Marcher fights moving, always moving, turning the frozen battlefield into a dance only they can perform. Where others ration their steps, the Marcher spends them like coin and earns them back in blood.

PRIME VIGOR

HIT DIE D8

STRONG SAVE VIGOR

GUARD ANY ARMOR

Starting gear: chain shirt or shield, a martial weapon of choice, a spare blade, a marching cloak, 50 ft. rope, iron rations, 3 dropglasses.

NEVER STILL. So long as you *moved* on your last turn, you gain +2 **Guard** and never gain Hush from holding still. Standing your ground is for the dead.

TWO HEARTS OF WAR. You may make **two** melee attacks on your turn. At **(L5)** this rises to three while you are below half Grit — fury sharpens you.

STANCES. At the start of your turn, adopt one **STANCE** (free). You know two at 1st level (roll or pick from the table), and learn one more at **(L3, L6, L9)**.

MOMENTUM'S WAGE (L2). The first time each turn you drop a foe or break an obstacle, regain **1 Quick**.

UNBROKEN (L7). Once per delve, when reduced to 0 Grit, you instead drop to 1 and immediately take a free move.



THE MARCHER — "STOP AND YOU DIE. SO I DON'T STOP."

MARCHER STANCES — D6

D6	STANCE	WHILE HELD
1	Avalanche	+2 melee damage; -2 Guard. Pure forward weight.
2	Reed	+3 Guard vs the first attacker each round; you may move after being missed.
3	Metronome	Reroll your Stutter (initiative) die; act on your chosen count.
4	Breaker	Your hits push foes 5 ft. and can knock them prone (VIGOR save for them).
5	Vigil	Allies within 10 ft. ignore the first Hush they would gain each round.
6	Quickstep	Your first <i>Quicken</i> each turn costs no Quick.

CALLING II

THE PICKER



THE PICKER — TAKING FROM THE STILL WITHOUT WAKING IT.

The frozen world is the richest treasure-house imaginable: every pocket, every vault, every outstretched hand holds something, and its owner cannot stop you. But *taking* from the Still is perilous — pull too hard, too greedily, and you risk a **THAW**, waking the scene into sudden, lethal motion. The Picker is the artist of the careful theft, the silent step, the disarmed trap.

PRIME FINESSE

HIT DIE D6

STRONG SAVE FINESSE

GUARD LIGHT ARMOR

Starting gear: dark leathers, two daggers, a sling, lockpicks & fine tools, 10 ft. of silk cord, chalk, a velvet-lined "still-bag," 4 dropglasses.

PLUCKING FROM THE STILL. When you remove an object from a frozen scene, roll on the **Plucking** table below instead of a normal check. Your **FINESSE** reduces the danger; greed increases it.

BETWEEN THE TICKS. You may move at full speed while the rest of the party "freezes" to sneak — once per scene, take a free **SCOUT** action no one else could. You roll **FINESSE** checks to hide/sneak at **advantage**.

KILLING STILLNESS. Your first attack against a foe who hasn't acted yet deals **+1d6 Hurt at 1st level**, and a further **+1d6 every two levels after** (the frozen instant is a knife's best friend).

READ THE TRAP (L2). You sense and disarm hazards (mundane or temporal) on a **WITS** check at advantage, and you can tell a scene's **TEMPO** at a glance.

LIGHT FINGERS, LIGHT FEET (L5). Once per delve, retroactively declare you palmed a small useful item from an earlier scene.

A Pluck is a **FINESSE CHECK** — like everything else, roll $d20 \leq$ your **Target Number** (low is clean). Your TN is your FINESSE score adjusted by the lift's difficulty; read the *margin* for the result.

PLUCKING FROM THE STILL — $D_{20} \leq$ TN (FINESSE)

YOUR ROLL	RESULT
NAT 1	Perfect pluck. Take it <i>and</i> something small beside it you hadn't noticed.
\leq TN	Clean lift. The item is yours; the Still never knew.
MISS BY 1–4	The scene settles : gain 1 Hush <i>and</i> the GM fills one segment of the Thaw clock.
MISS BY 5+ OR NAT 20	Thaw! The scene wakes into motion — and remembers you took something.

TN adjustments to your FINESSE score: loose / unattended +0; held or worn –3; large or load-bearing –6; in a DRAG/RUSH zone –3; take a full careful minute, risking the Hush +3. **Greed compounds:** every Pluck after the first in the same scene takes a further –2 (cumulative) — the Still grows restless the more you take.

CALLING III

THE HOROLOGIST

If time can stop, it can be *pushed*. Horologists are the scholars and meddlers who study the seams of the Stilling and learn to reach into them. Their magic — called **WORKINGS** — speeds, slows, freezes, or briefly rewinds small slices of the world. It is delicate, dangerous work; every Working risks a **BACKLASH** that bleeds time the wrong way.

PRIME WITS

HIT DIE D4

STRONG SAVE WITS

GUARD NO ARMOR

Starting gear: a coat of gears & lenses, a focusing *chronometer*, an ink-stained casebook, a dagger, 5 dropglasses (Horologists burn through them).

WORKINGS. You know a number of Workings (see Chapter Six) equal to $2 + \text{WITS mod}$ (minimum 2), plus one per level. You may cast a Working whose **Tier** \leq **half your level (rounded up)** — so Tier 1 from 1st level, Tier 2 from 3rd, and so on. Casting costs **Quick** equal to its Tier; even at 0 Quick you may still cast a **Tier-1** Working by taking 2 **Hush** instead (the clock is always willing to lend). After casting, roll the **Backlash die** (d6); on a 1, something nearby thaws or freezes wrongly — the Tickwarden decides.

READ THE WEAVE. You can sense Tempo, recent Workings, and "where time is thin" within sight. You save against temporal effects at advantage.

BORROWED SECONDS (L3). Once per delve, take an extra *turn* at the end of the round (then skip your next).

STILLPOINT SIGHT (L5). You may spend 2 Quick to glimpse the next few seconds: reroll any one roll at the table (anyone's).

UNWIND (L7). Once per session, undo the last action taken (yours or a foe's) as if it never happened. The Hush *hates* this.

CALLING IV

THE WARDEN

Wardens carry the flame — sometimes literally. They are the keepers of warmth, movement, and living time, devoted to the simple creed that *the world must wake*. Through **TENDINGS** they heal wounds, drive back the Hush, and shelter their companions in a bubble of stubborn life. Some serve a temple; some serve only the people beside them.

PRIME WILL

HIT DIE D6

STRONG SAVE WILL

GUARD LIGHT/MEDIUM ARMOR

Starting gear: warded robes or scale, a warm *everflame* lantern, a hafted weapon, a salt-pouch (10 doses), holy reliquary, 3 dropglasses.

TENDINGS. You know 2 + **WILL mod** Tendings (Chapter Six; minimum 2) and may use a number per rest equal to your level. Most cost 1 Quick.

THE EVERFLAME. Your lantern sheds warmth in a 20-ft. radius; allies within it take 1 less Hush from each instance of **Chill** or **cold** (minimum 0) and may rest "warded" anywhere. It does *not* stop the slow Hush of *lingering* in a Still or Drag zone — warmth buys you time, but only movement and TRUE time truly hold back the freeze.

REBUKE THE STILL. Spend 1 Quick to force the Still and the Lurching within 20 ft. to make a **WILL** save or recoil/refreeze for a round. Against weak Still, you may *command* them briefly.



THE HOROLOGIST — BENDING THE BROKEN CLOCK OF THE WORLD.



THE WARDEN — KEEPER OF WARMTH IN A COLD WORLD.

HANDS OF MORNING (L3). Your healing Tendings also remove 1 Hush. At (L7), once per session you can pull a freshly-Stillled ally back before the season turns.

CALLING V · OF THE TABLEAU

THE ECHO

You were Still. For a year, a decade, an age — you stood in the frozen crowd. And then, somehow, you *woke*: never wholly, never safely. An **ECHO** walks with one foot in each world. You can pass among the Still unnoticed, hear what the frozen remember, and weather cold that would freeze the others solid — but your own Hush is always closer than theirs, a tide forever at your ankles. Yours is the Calling of risk repaid in secrets.

PRIME WILL

HIT DIE D6

STRONG SAVE WILL

GUARD LIGHT ARMOR

Starting gear: the worn clothes you were frozen in, a memento from your Still years, a curved blade, a fistful of salt, 2 dropglasses (you need fewer — and that frightens

people).

HALF-STILL. You begin each session with Hush 2. Uniquely, you **do not go Still until Hush 12** (others freeze at 10), and Stiffening does not grip you until **Hush 8**. You do not gain Hush from cold or stillness; only from Chill, wraiths, and your own Workings of memory.

PASS AS STILL. By holding the frozen pose you spent years in, you become indistinguishable from the Still: invisible to all but the keenest watchers. Hold it and you regain no Quick — but nothing can find you.

THE FROZEN REMEMBER. Touch a Still person or object and ask one question of the instant they were caught in; the Tickwarden answers truthfully but in fragments. Each use raises your Hush by 1.

TIDEWALK (L3). You may *spend Hush as if it were Quick* (1 Hush = 1 Quick effect), feeding on your own cold — but only **once per round**, and no more than **your level in Hush per scene**. (Gaining Hush adds to the meter; it does

not refund spent Hush, so there is no bottomless loop.)
At (L7), once per session, dump all your current Hush into a single devastating action, then drop to Hush 4.

SECOND STILLING (L5). If you would go Still, you may instead "re-freeze" safely and step out a round later at Hush 6 — the only one of the Quick who can survive the freeze on purpose.

CALLING VI · OF THE TABLEAU

THE QUICKLING

Somewhere in the Tableau, time did not stop — it sped up. In those howling **FAST-THAWS**, a few children were born and raised in a single blistering blur, living a lifetime of motion in a season. **QUICKLINGS** cannot bear to be still; stillness is, to them, a kind of suffocation. They are the fastest things the frozen world has ever seen — and the hardest to keep alive past thirty.

PRIME FINESSE

HIT DIE D8

STRONG SAVE FINESSE

GUARD LIGHT ARMOR + SPEED

Starting gear: fluttering rags & wraps, two light blades or a quick bow, climbing claws, a whistle, an unhealthy number of trinkets, 3 dropglasses.

BLUR. Your base speed is doubled, and you add your **FINESSE** mod to **Guard** a second time while you have moved this round. You always act first in the Stutter unless surprised.

FRENZY. Once per scene, enter a Frenzy: for 3 rounds you take **two actions every round without spending Quick**. When it ends, gain 2 **Hush** and you cannot Frenzy again until you rest. Roll on the Frenzy table for its flavor.

CAN'T SIT STILL. If you spend a whole round taking no action, you gain 1 Hush — but you may *always* move, even when Felled (crawling counts).



THE ECHO — HALF-WOKEN, WALKING TWO WORLDS.




THE QUICKLING — BORN WHERE TIME RUNS FAST.

CATCH THE FALLING (L3). React to anything: once per round, make a free FINESSE save to intercept a hit, a fall, or a thrown thing meant for you or an ally within reach.

OUTRUN THE HUSH (L5). After a hard run, shed 1d6 Hush instead of gaining any. You can literally outrun the cold.

QUICKLING FRENZY — D6 (FLAVOR + A SMALL EDGE)

D6	YOUR FRENZY LOOKS LIKE...	EDGE
1	A silent, eerie calm at blinding speed.	+2 Guard during the Frenzy.
2	Howling, joyous, terrifying laughter.	Foes save (WILL) or flinch.
3	Afterimages — three of you at once.	First hit each round misses you.
4	A whirlwind of debris and dust.	The area becomes hard to see in.
5	You move so fast you skip raindrops.	Ignore difficult/frozen terrain.
6	Pure forward fury.	+1d6 Hurt on every hit this Frenzy.



CHAPTER SIX

WORKINGS & TENDINGS

Magic in the *Tableau* is not fire and lightning — it is time, pushed and pulled in the broken places the *Stilling* left behind. Horologists wield **WORKINGS** that bend the clock; Wardens offer **TENDINGS** that nurse the living spark. Both are paid for in **QUICK**.

FOR HOROLOGISTS

WORKINGS

Each Working has a **Tier** (1–4) equal to its Quick cost. You may cast a Working as your action; some can be cast "Out of Tick" by spending +1 Quick. After casting, roll the **Backlash die (d6)**; on a 1, time misbehaves nearby. Higher-Tier Workings unlock as you level (Tier ≤ half your level, rounded up).

WORKINGS OF THE HOROLOGIST

TIER	WORKING	EFFECT
1	Hasten	A creature you touch gains +1 action next round, or +half speed for a minute.
1	Drag	One target saves (WILL) or moves/acts at half speed for 2 rounds.
1	Pin the Instant	Freeze one small object in place/time (a thrown spear, a falling rock) for a round.
1	Read the Hour	Learn exactly what a Still scene was doing the instant before the Stilling.
2	Stutterstep	Blink up to 30 ft. to any point you can see, "skipping" the space between.
2	Rust & Ruin	Age an object decades in seconds — rot a door, snap a chain, corrode a blade.
2	Hold the Hush	Allies in 20 ft. gain no Hush for one scene; you gain 1 when it ends.
3	Still the Foe	One creature saves (WILL at disadv.) or is frozen Still for 1d4 rounds.
3	Rewind the Wound	Undo damage dealt to one target this round, as if the blow never landed.
3	Quicken the Dead Air	Restart time fully in a room: frozen fire, water, and foes all surge to life. Chaos — and sometimes salvation.
4	The Long Second	Take a full extra <i>round</i> in which only you may act. Then gain 1d4 Hush.
4	Bottle the Moment	Trap a creature or hazard in a portable frozen instant (a "stilljar") you can release later.

BACKLASH (ROLL A D6 AFTER EACH WORKING)

After every Working, roll one d6. On a 2–6, nothing goes wrong. On a 1, time misbehaves: your Tickwarden rolls on the full **Backlash table** (in their book) to see how — a nearby Still wakes, the caster takes Hush, a dropglass cracks, a Tempo surge opens, a wraith is drawn, and worse. One Working in six bites back; cast boldly, but not blindly.

TENDINGS

Tendings are acts of devotion to warmth and motion. You may perform a number per rest equal to your level; most cost 1 Quick and an action.

TENDINGS OF THE WARDEN

TENDING	EFFECT
Kindling	Restore 1d6+level Grit to a touched ally (and remove 1 Hush at L3+).
Warmth	Remove 1d6 Hush from one ally, or 1 from everyone in the Everflame.
Steady the Heart	End fear/Stiffening on an ally; they save against the Hush at advantage for the scene.
Quicken	Transfer up to 2 of your Quick to an ally who needs it more.
Ward the Threshold	Bless a doorway or camp: nothing Still may cross it for a watch.
Last Light	(L5) Stabilize <i>all</i> Felled allies in sight at once; each rises to 1 Grit.
Call the Morning	(L7) For one round, your party gains no Hush and cannot be Stilled. A miracle.



CHAPTER SEVEN

GEAR & THE FROZEN MARKET

*In a world full of frozen riches, gold is nearly worthless and time is everything. Three things change hands in Candlemarch: **STILL-COIN** (old money, good for bread and beer), **TICKS** (drops of live time, the only true wealth), and **SALT** (which wards the Hush and never spoils).*

CURRENCY

1 Tick = 1 dropglass = 1 point of Quick restored.

1 Tick ≈ 50 Still-coin (sc) ≈ 5 doses of salt.

Most jobs pay in Ticks. Most meals cost coin. Most lives are saved by salt.

ENCUMBRANCE — SLOTS

You can carry **10 + VIGOR mod SLOTS** of significant gear. Most items are 1 slot; armor and big weapons are more. Carry over your limit and you are **Slowed**: you cannot Quicken, and you gain 1 extra Hush per watch. The frozen world punishes the greedy.

WEAPONS

ARMOR & GUARD

WEAPON	DMG	SLOTS	SC
Dagger / knife	d4	1	5
Short sword / axe	d6	1	12
Spear (reach)	d6	2	8
Long blade / mace	d8	2	20
Great weapon (2h)	d10	3	35
Sling & stones	d4	1	4
Bow & arrows	d6	2	25

ARMOR	GUARD	SLOTS	SC
None (robes)	+0	0	—
Leathers (light)	+2	1	20
Chain shirt (med)	+4	2	60
Plate & mail (heavy)*	+6	4	200
Shield	+1	1	15

*Heavy armor: you cannot Frenzy or use a Picker's stealth, and you halve sneak speed.

Great weapons take **-1 to hit** (slow), but roll their big die.

Fine/masterwork weapons give **+1 to hit**.

Your Guard = armor value + FINESSE modifier, and never falls below **0** (a robed, clumsy Quick is hard to defend, but the world isn't *helping* attackers). A shield adds its bonus on top.

ADVENTURING GEAR & SPECIALTIES

THE QUICK'S MARKET

ITEM	USE	PRICE
Dropglass	Sealed vial of live time. Drink: +1 Quick. The traveler's lifeblood.	1 Tick
Salt (dose)	-1 Hush and wards the next gain. Also seasons terrible food.	10 sc
Everflame coal	A frozen ember that gives warmth without ever burning down.	2 Ticks
Stilljar (empty)	Holds one bottled frozen instant; needs a Working to fill.	3 Ticks
Tempo-glass	Reveals the Tempo of a region at a glance. Picker's favorite.	1 Tick
Marching irons	Cleats & cord for crossing frozen falls and suspended debris.	25 sc
Iron rations (week)	Real food — rarer than it sounds when the bread in the bakery is frozen.	15 sc
Quick-compass	Needle points to the nearest Wellspring (slowly, unreliably).	5 Ticks
Salt-mantle	Cloak crusted in warding salt: -1 to all Hush gained while worn.	4 Ticks
Hush-mask	Lets you breathe slow without gaining Hush; muffles your own sound.	2 Ticks



CHAPTER EIGHT

COMBAT & DANGER

***F**ights in *STILLPOINT* are short, sharp, and dangerous. There are no long slugging matches — a single bad round can end a hero. Run, talk, trick, and ambush before you ever draw a blade. When you must fight, fight moving.*

THE ORDER OF THINGS

THE STUTTER

Initiative in a world of unstable time is unstable too. At the start of each round, each combatant rolls their own **d6** (the **STUTTER DIE**); highest acts first, then the next, and so on. **Ties:** higher **FINESSE** goes first, then the **Quick** before the **Still**. Re-roll every round — time keeps no steady beat. You may spend **1 Quick** to act *Out of Tick*: interrupt and act now, before whoever was about to go (you still take your own turn on your count, if it hasn't passed). The **Quickling's Blur** lets them act first regardless; a **Regulator** never rolls and always acts on Stutter count **4**.

A COMBAT ROUND

On your turn you may **move** and take **one action** (attack, cast a **Working**, use a **Tending**, **Pluck**, help an ally, etc.). To attack, make the **Quickening Roll** against your **Attack Value** minus the target's **Guard** (Chapter Two). On a hit, roll your weapon's damage — + **VIGOR mod for melee**; ranged and finesse attacks add no attribute mod — and reduce the foe's **Grit**.

HOW MANY ACTIONS? (THE ACTION ECONOMY)

One action is the baseline. Class features that grant more — the Marcher's *Two Hearts* (two attacks), the Quickling's *Frenzy* — work as written and are *free*. On top of those, you may buy **at most one extra action per round** by spending Quick (*Quicken* or *Out of Tick* — not both in the same round). The Marcher's *Quickstep* stance makes that one *Quicken* free. **RUSH Tempo** grants *everyone* (friend and foe) **one** extra action per round, not a doubling of every attack.

CRITICAL HITS — PERFECT BEATS & THE HUSH STIRRING

A **natural 1** on any attack is a **PERFECT BEAT**: it hits, and you roll **one extra damage die** (e.g., a longsword deals 2d8 + VIGOR). It is a sharp spike, not an instant kill. A **natural 20** always misses and the **HUSH STIRS** — the GM banks 1★. **Monsters use the same rule** for their attacks (a monster's natural 1 adds an extra damage die), *except* a monster's natural 20 is simply a miss and banks the GM nothing — only the Quick draw the world's attention.

EXAMPLE OF PLAY

A Lurching shudders out of a frozen doorway. Wrenna (Picker, FINESSE 15, Prowess +1, daggers) strikes first — it hasn't acted, so *Killing Stillness* adds +1d6. Her Attack Value is 10 + 1 (FINESSE) + 1 (Prowess) + 0 = 12, minus the Lurching's Guard 2 = TN 10. She rolls a 4: a clean hit, d4 + 1d6 Hurt. Brann then Quickens (1 Quick) to land two axe blows before it can lurch closer. It claws back — dealing **Chill**, which raises Brann's Hush, not his Grit.

DAMAGE: HURT & CHILL

HURT

Ordinary harm — blades, falls, fire that has thawed. Reduces **Grit**. At 0 Grit you are Felled (Chapter Three).

CHILL

The cold of the stopped world, dealt by the Still and the Lurching. Bypasses Grit and raises **Hush** directly. Armor does not stop it — only warmth, salt, and speed.

COMMON CONDITIONS

CONDITION	EFFECT
Felled	0 Grit; down; making Final Tick saves (Ch.3).
Stiffened	Hush 6+: -2 FINESSE, half speed, cannot Quicken.
Running Slow	0 Quick: all rolls at disadvantage; double Hush gain.
Slowed	Over-encumbered or Dragged: half actions; no Quicken.
Pinned	Frozen in place by a Working or grapple; may only struggle free (VIGOR).
Still	Hush 10: frozen as a statue. Recoverable only at a Wellspring within a season.

MORALE & THE WISDOM OF RUNNING

Not every fight is to the death — and few should be. The Still and most foes break and flee when a fight turns against them (your Tickwarden rolls their *Morale*). You should, too. Fleeing is not failure; it is the single most reliable way to keep your character alive past 1st level. The frozen world will still be there tomorrow.



CHAPTER NINE

EXPLORATION & TEMPO

***T**he heart of STILLPOINT is the journey through frozen places. Every region and every room has a **TEMPO** — the speed at which time runs there — and reading it correctly is the difference between a clean haul and a lethal mistake.*

THE SPEED OF TIME

READING THE TEMPO

THE FIVE TEMPOS

TEMPO	TIME RUNS...	WHAT IT MEANS FOR YOU
STILL	Stopped	The default frozen world. Safe to cross, but you gain 1 Hush per watch you linger.
DRAG	Slow	You feel heavy; FINESSE checks are Hard; Hush creeps in. Hazards crawl toward life.
TRUE	Normal	The blessed pockets where the living thrive. You can rest, heal, and shed Hush here.
RUSH	Fast	Everything moves <i>quickly</i> : frozen fires roar, foes blur. Everyone (friend and foe) gets <i>one</i> extra action each round (not a doubling), and hazards advance fast.
TUMULT	Chaotic	Time stutters unpredictably. At the start of each round, roll on the Tumult table below.

THE TUMULT – ROLL D6 AT THE START OF EACH ROUND IN A TUMULT ZONE

D6	THIS ROUND, TIME RUNS...
1	STILL — frozen. Movement is fine; hazards are inert this round.
2	DRAG — slow. FINESSE checks are Hard; halve speed.
3	TRUE — normal. A breath of calm.
4-5	RUSH — fast. Everyone gets one extra action; hazards surge.
6	SHATTER — a violent lurch. Everyone makes a FINESSE save or takes 1d6 Chill as time bucks; then re-roll this table (a SHATTER never repeats — treat a second 6 as RUSH).

THAWPOCKETS — WHEN THE WORLD WAKES

The most dangerous moment in any delve is a **THAW**: a frozen scene suddenly resuming motion. The wave finishes falling. The fire finishes burning. The crowd finishes screaming. Thaws can be triggered by a greedy Pluck, a loud Working, a Stillpoint spent by the Tickwarden — or simply by walking into a region whose Tempo is already shifting. When you feel the air begin to *move*, run.

CROSSING THE TABLEAU

Travel is measured in **watches** (four-hour blocks; six to a day). Each watch the party: moves one region, or explores one site; one character may take a *watch action* (forage, scout, ward the camp, tend the wounded). The Tickwarden checks for encounters and for the Hush. Keep moving and keep warm.

RESTING

REST	WHERE	YOU REGAIN
A Breather (10 min)	Anywhere safe	Catch your breath; end one minor condition.
A Warded Rest (a watch)	Warmth/salt/Warden	Heal 1d6+level Grit; shed 1d4 Hush; +1 Quick.
True Rest (full day)	A TRUE-Tempo haven	Full Grit; shed all but 1 Hush; full Quick. Level up here.

LIGHT, SOUND & THE STILL

The Still cannot see you — but some things half-woken can, and they hunt by *movement and sound*. Loud actions, bright everflames, and clumsy Plucks all risk drawing the **LURCHING**, the **ECHO-WRAITHS**, and worse. Quiet movement is the Quick's truest armor.



CHAPTER TEN

ADVANCEMENT

You grow stronger not by killing, but by winning back time. Experience is measured in **GRAINS** — grains of the great hourglass — earned chiefly by recovering live time and wonders from the frozen world and banking them at a Wellspring or the Quickhold.

HOW YOU EARN GRAINS

WINNING BACK TIME

DEED	GRAINS
Each Tick of live time banked at a Wellspring/Quickhold	10
Recovering a named Wonder or pre-Stillling relic	100–1,000
Surviving a delve and returning to safety	25
Dispelling, freeing, or laying to rest a notable Still	50+
Discovering a new Wellspring or lost place	100
Defeating a dangerous foe (only if it was the smart play)	×ITS THREAT

Old-school note: you gain far more from **recovered time and clever survival** than from combat. The bravest thing in the Tableau is to come home.

THE TEN LEVELS

THE LADDER OF THE QUICK

ADVANCEMENT TABLE (ALL CALLINGS)

LEVEL	GRAINS	PROWESS	GRIT	QUICK MAX	SAVE BONUS
1	0	+0	1 die	4 + WILL	+0
2	300	+1	2 dice	+1	+1
3	900	+1	3 dice	+1	+1
4	2,400	+2	4 dice	+2	+2
5	5,000	+2	5 dice	+2	+2
6	10,000	+3	6 dice	+3	+3
7	20,000	+3	+2 Grit*	+3	+3
8	40,000	+4	+2 Grit*	+4	+4
9	80,000	+4	+2 Grit*	+4	+4
10	160,000	+5	+2 Grit*	+5	+5

*From 7th level on, you stop rolling hit dice and simply add +2 Grit per level. **The Prowess, Quick Max, and Save Bonus columns show your TOTAL at that level, not an amount added each level** — e.g., a 6th-level character has Prowess +3 and Quick max = 4 + WILL + 3, full stop. Save Bonus adds to the TN of your saves. Each level also grants the next feature of your Calling (Chapter Five) and one more known Working/Tending where relevant.

POTENT WORKINGS (SO A CASTER'S WITS MATTERS)

When one of your **WORKINGS** or **TENDINGS** forces a creature to save, it resists on $d20 \leq (8 + \text{its HD} - \text{your WITS or WILL modifier})$ — your prime attribute makes your magic harder to shrug off (and a feeble mind makes it easier). Use WITS for a Horologist's Workings, WILL for a Warden's Tendings. A sharp 6-HD foe normally resists on ≤ 14 ; against a WITS +3 Horologist, only on ≤ 11 .

TITLES OF THE QUICK

The living mark a hero's growth with old hard-won titles: at 1st you are a *Squire*; by 3rd a *Marchwarden*; by 5th a *Tickbreaker*; by 7th a *Head-defier*; and at 10th, should you live, a *Keeper of the Hour* — one of the few the frozen world itself seems to fear.

GLOSSARY & QUICK REFERENCE

THE QUICKENING ROLL, IN BRIEF

Roll **d20** ≤ **Target Number**.

- Check/Save TN = Attribute ± difficulty.
- Attack TN = Attack Value – Guard.
- **Nat 1** = Perfect Beat. **Nat 20** = the Hush Stirs (GM gains ★).
- Adv/Disadv = 2d20, keep lower / higher.

SPEND 1 QUICK TO...

Quicken (extra action) · Reroll · Slip Aside (–1d6 Hurt / –1 Chill) · Act Out of Tick · Shake the Cold (–1 Hush) · Power a Calling.

0 Quick = Running Slow.

GLOSSARY

The Stilling	The instant time stopped for almost everything.
The Quick	The living few who still move. (You.)
The Still	Everyone and everything frozen — alive, but paused.
The Hush	The silence pressing in to freeze you. Your death clock (0–10).
Quick (resource)	Live time you carry and spend for power.
Grit	Your hit points.
Tick	A drop of live time; the world's true currency.
Dropglass	A vial holding one Tick. Drink for +1 Quick.
Wellspring	A rare pool where live time still flows. Refills Quick, sheds Hush.
Tempo	How fast time runs in a place: Still / Drag / True / Rush / Tumult.
Thaw	A frozen scene resuming motion — usually disastrous.
Lurching	A being only partly freed from the freeze; moves in horrid jerks.
Stillpoint (★)	The token the Tickwarden banks from your risks, to spend against you.
Going Still	Reaching Hush 10 and freezing solid. The Tableau's true death.



Keep moving, Strider. The world is patient, and the world is cold, and the world has all the time that is left.

— THE LAST LINE OF EVERY CANDLEMARCH SEND-OFF

