

## Skill checks (page 31)

### Roll

Roll 1d20

**Success:** Smaller or equal to DC

**Rolling 1 (“Dragon”) or 20 (“Demon”):** Auto succeed or fail with extra consequences, respectively.

**Pushing the roll:** Reroll skill check but gain relevant Condition.

**Boons and Banes:** Roll extra 1d20 per boon/bane, but only pick highest/lowest result. Example sources:

- Boon: Help from others
- Bane: Has matching Condition.

### Opposed Roll

Active party must succeed, and if opponent also succeeds, roll lower than opponent. Only active party can push the roll.

## Combat (page 41)

### Initiating combat

**Initiative:** Draw card at the start of every round. Lowest goes first.

**Waiting:** Swap with someone who has higher initiative. Can only swap with someone who has not taken a turn and has not waited themselves.

**Surprising attack:** If attack that initiates combat is deemed surprising, choose your first initiative card instead of drawing randomly.

## Actions

An action in combat can be many different things, but the most common ones are summarized below. Rules for these actions are found later in the chapter.

- ◆ **Dash:** This action doubles your movement rate in the round.
- ◆ **Melee Attack:** These can be performed against an enemy within 2 meters (4 meters for long weapons).
- ◆ **Ranged Attack:** Attacks with a ranged weapon can be made against targets within the weapon's range.
- ◆ **Parry:** Both melee and ranged attacks can be parried, but the latter requires a shield. Parrying is a reaction that takes place outside your turn and replaces your regular action in the round.
- ◆ **Dodge:** Dodging melee or ranged attacks is also a reaction.
- ◆ **Pick Up Item:** Pick up an item from the ground within 2 meters, or from your Inventory.
- ◆ **Equip/Unequip Armor/Helmet:** Suits of armor and helmets protect you from damage, but also restrict your movement.
- ◆ **First Aid:** The HEALING skill is used to save the life of someone who has had their HP reduced to zero and is at risk of dying.
- ◆ **Rally:** You can PERSUADE another player character at zero HP to rally and keep fighting.
- ◆ **Break Down Door:** Doors can take a certain amount of damage before they break down.
- ◆ **Pick Lock:** Picking a lock requires a SLEIGHT OF HAND roll. Doing so without lockpicks gives you a bane.
- ◆ **Use Item:** Use a potion or some other item within 2 meters.
- ◆ **Activate Ability:** Use an innate or heroic ability.
- ◆ **Cast Spell:** In most cases, casting a spell counts as an action. This includes magic tricks. Some spells are reactions and do not require an action, while others are more time-consuming. For more on magic, see chapter 5.
- ◆ **Helping:** Helping another character gives them a boon to a roll in the same round.
- ◆ **Round Rest:** You rest and recover D6 WP. This can only be done once per shift.

### One action per round

**Free action:** Do not require action. Can only be performed on turn, and only one of same kind each round. Example free actions:

- ◆ **Draw Weapon:** Draw, exchange, or put away a weapon kept at hand.
- ◆ **Change Position:** Throw yourself to the ground or get up.
- ◆ **Drop Item:** Drop an item on the ground.
- ◆ **Shout:** Say or shout a few words.

**Reaction:** Using your action on another player's turn, typically to Dodge or Evade. Also lose your movement.

## Movement

**Playing on a grid:** Each square is 2x2 meters.

**Moving through Enemies:** Enemies cannot be passed through, unless on the ground or dead. A normal humanoid blocks 1 square.

**Free Attack:** If you move away from an enemy, must succeed Evade roll or enemy gets to make a melee attack (no action), which cannot be Evaded or Dodged.

## Parry and Dodge

### Parry

**What:** When someone hits you with attack in Close Combat, choose to parry with drawn weapon or shield. If you succeed, no damage is taken. Must parry before damage is rolled. Is a

reaction, and thus uses action and movement.

**Roll:** Against skill level for the weapon (shield is highest strength weapon skill level).

**Durability:** If you succeed but the damage exceeds your weapon or shield's durability, it is broken until fixed with a Crafting roll.

**Rolling a Dragon:** You may immediately make a counterattack that automatically hits and cannot be Dodge or Parried, unless attacker rolled Dragon on attack in which case the attack is only parried.

## Dodge

**What:** When someone hits you with attack, choose to Dodge. If you succeed, no damage is taken. Must dodge before damage is rolled. Is a reaction, and thus uses action and movement.

**Roll:** Evade.

## Death (page 50)

**Death Roll:** When reach 0 HP, fall to the ground. On each of your turns, make CON roll. After 3 successes you gain 1d6 HP, and 3 failures means death. You don't track negative HP, but if a single attack reduces your HP to negative your max, you instantly die.

**Additional Damage:** If takes damage at 0 HP, automatically get 1 death roll.

**Dragons and Demons:** Two successes or failures, respectively.

**Rally:** Another player within 10m rolls Persuade as an action. Can rally yourself with a WIS roll with a bane. When rallied, can act normally but still makes Death Rolls.

**Saving Life:** Another player makes a Healing roll (with Bane if without Bandages). You heal 1d6.

## Sneak attack

**Requirement:** Make a Sneaking roll, with Bane if moving into melee to attack. Fail and opponent notices you, draw initiative.

**Effect:** Attack is Surprising (you choose initiative card instead of drawing), boon on attack, target can neither Dodge nor Parry. Subtle weapons deal an additional die of damage.

**Ambush:** Special type of Sneak attack where attacks lie in wait. Instead of Sneaking, targets make Awareness roll, with Bane if attackers are well prepared. Targets who fail draw bottom cards.

## Time and resting

Three units of time, each with a corresponding type of rest:

- Round (10 seconds). Round rest: Recover 1d6 WP, no HP. 1 round rest per shift.
- Stretch (15 minutes). Stretch rest: Heal 1d6 or 2d6 if someone else succeeds Healing roll. Recover 1d6 WP. Heal 1 Condition. 1 stretch rest per Shift
- Shift (6 hours). Shift rest: Recover all HP and WP, heal all Conditions. Requires safe location.