

- COMES**  
(regain after 6 hours rest)
1. deal maximum damage with one attack
  2. reroll anyone's dice roll
  3. lower damage dealt to you by d6
  4. neutralize a Crit or Fumble
  5. lower one test's DR by -4

# Abilities and tests

|                  |  |
|------------------|--|
| <b>AGILITY</b>   | Defend, balance, swim, flee              |
| <b>PRESENCE</b>  | Perceive, aim, charm, wield Powers       |
| <b>STRENGTH</b>  | Crush, lift, strike, grapple             |
| <b>TOUGHNESS</b> | Resist poison/cold/heat, survive falling |

\*Modifiers cannot exceed +6 or -3

| TESTS   | DIFFICULTY RATINGS (DR)   |
|---|---------------------------|
| Roll d20 ± ability equal to or greater than DR to succeed. Creatures don't add any ability, only roll an unmodified d20 against the DR. | 6 incredibly simple       |
|   | 8 routine                 |
|   | 10 pretty simple          |
|   | 12 normal                 |
|   | 14 difficult              |
|   | 16 really hard            |
|   | 18 should not be possible |

# Adventuring

## REACTION (2D6)

|       |                 |
|-------|-----------------|
| 2-3   | Kill!           |
| 4-6   | Angered         |
| 7-8   | Indifferent     |
| 9-10  | Almost friendly |
| 11-12 | Helpful         |

## MORALE (2D6)

If you roll over the creature's Morale, d6:

|     |            |
|-----|------------|
| 1-3 | Flees      |
| 4-6 | Surrenders |

## CARRY CAPACITY

You can carry Strength+8 normal-sized items without a problem. After that when testing Strength and Agility DR increase by 2. It is impossible to carry more than twice Strength+8.

for example  
crowbars,  
lard,  
scrolls,  
torches  
but not  
anvils,  
chests,  
ladders,  
corpses

## REST

|                 |            |
|-----------------|------------|
| Catch breath    | heal d4 HP |
| A night's sleep | heal d6 HP |

\*Without food or drink no HP is restored when resting

**Infection:** No healing when resting. Take d6 damage ach day.

## ROLL MORALE IF

|   |                              |
|---|------------------------------|
| † | The leader is killed         |
| † | Half the group is eliminated |
| † | Lone enemy has 1/3 HP left   |

# Powers / scrolls

## AMOUNT PER DAY

A PC can use their Powers a total of **Presence + d4** times per day. Roll the total amount every day.

## WIELD A POWER

Make a **Presence DR12** test. Failure means the Power doesn't work and the caster takes d2 HP damage, becomes dizzy for an hour and Powers fail in the worst way during that time. For fumbles, see page 43. Powers never work when wielding d10 weapons or tier 2/3 armor.

# Combat

## INITIATIVE D6:

1-3 Enemies begin  
4-6 Player Characters begin  
individual: **Agility + d6**

**ROUND:** 1 attack/Power + traverse normal room  
10 rounds/min

## TEST

|                |               |
|----------------|---------------|
| <b>Melee</b>   | DR12 Strength |
| <b>Ranged</b>  | DR12 Presence |
| <b>Defence</b> | DR12 Agility  |

## CRIT (NATURAL 20)

**Attack:** ×2 damage, armor/ protection reduced one tier.  
**Defence:** PC gains a free attack.

## FUMBLE (NATURAL 1)

**Attack:** Weapon breaks or is lost.  
**Defence:** PC takes double damage, armor is reduced one tier.

## ARMOR TIERS:

|           |                                       |
|-----------|---------------------------------------|
| 1. Light  | -d2                                   |
| 2. Medium | -d4                                   |
|           | +2 DR Agility tests                   |
| 3. Heavy  | -d6                                   |
|           | +4 DR Agility tests,<br>Defence +2 DR |

\*Armor can't be repaired to a tier higher than its original  
\*Armor reduced below 1st tier is ruined and cannot be repaired

## BROKEN (0 HP) D4:

- 1 Fall unconscious for d4 rounds, awaken with d4 HP.
- 2 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 3 Haemorrhage: death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 4 Dead.

FOR THE DM

# The Calendar of Pechrubel

Choose d100, d20, d10, d6, or d2 determined by group and DM.  
Roll die every dawn, if nat 1 then unique d66 Misery occurs.  
Seventh Misery is always 7:7, game ends.

## GAME SETUP

Draw or find A map.  
Around 10 rooms is enough for one night's session.

## POWERS

Two similar rolls on arcane catastrophe,  
caster explodes in screaming black fire in which  
the faces of the dead are seen.  
d6 damage each round.  
Water only feeds this fire.

## AT DAWN

1. Misery roll
2. PRESENCE + d4 Powers
3. Regain dX Omens (if PCs slept)
4. 2 days of no food PC loses d4 HP per day.