

- 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

AGILITY	Defend, balance, swim, flee
PRESENCE	Perceive, aim, charm, wield Powers
STRENGTH	Crush, lift, strike, grapple
TOUGHNESS	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

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.

MORALE (2D6)

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

1-3	Flees
4-6	Surrenders

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

Melee	DR12 Strength
Ranged	DR12 Presence
Defence	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, 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.