Rules reference

Best practices

- **Ask lots of questions.** Make notes. Draw maps.
- **Work together.** Devise schemes. Recruit allies.
- **Dice are dangerous.** Clever plans don't need to roll.
- **Play to win.** Delight in losing.
- **Fight dirty.** Run. Die. Roll a new mouse.

Saves

Roll d20 equal or under an attribute:

- **STR:** tests of physical strength and resilience.
- **DEX:** tests of speed and agility.
- **WIL:** tests of strength of will and charisma.

Opposed saves: Both Save, lowest successful value wins.

Advantage: When making a Save from a strong position, roll 2d20 and take the lowest result.

Disadvantage: When making a Save from a weakened position, roll 2d20 and take the highest result.

Attribute damage: When an attribute is reduced by damage, roll d20 equal or under the reduced value.

Magic

Invest **1-3 Power** (up to number of unused dots)

Roll **d6** for each **Power** invested.
Mark usage for each die of value 4-6.

The spell effect happens, using **[SUM]** and **[DICE]**

Mishaps: For every 6 rolled, take d6 WIL damage. Make a WIL save, gain Mad Condition if failed.

Combat

On your turn, move and take an action.

Surprise: If enemy is surprised, you go before them. If enemy is not surprised, make a DEX Save to act first.

Attacks: Roll your weapon's die and deal that much damage to an enemy, minus any armour.
When an attack is **impaired**, roll d4 for damage.
When an attack is **enhanced**, roll d12 for damage.

Damage: Dealt to HP first.
Once HP is depleted, take damage to STR.
After taking STR damage, make a STR Save. On failure, take an Injured Condition and become incapacitated.

Death: If STR is reduced to zero, or you are incapacitated for 6 Turns, you die.

Usage: After combat, roll d6 for each weapon, ammunition and armour used. On 4-6, mark usage.

Rest

Short: Takes a Turn. Restore d6+1 HP.

Long: Takes a Watch. Restore all HP. If HP is full, restore d6 to an attribute score.

Full: Takes a week. Fully restore HP and attribute scores.