Heroes 3d6
Quick-Play Reference

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1 Natural Attributes

These reflect the inherent capabilities of the character and consist of: **Might**, **Cunning**, **Wit**, and **Resolve**.

Might is the character's aggression, **Cunning** is a measure of their craftiness, **Wit** is their alertness and attention to detail, and **Resolve** their force of will and personal magnetism.

1.1 Attribute Scores

These vary between 0 and 3, with higher being better.

2 Heroic Attributes

2.1 Heroism

This is the characters capacity for heroic actions. It can spent on heroic efforts (which cause a chosen action to gain a level of **Critical Success**). If you had no **Heroism** remaining then you regain one point when resting. Otherwise, the Game Master is free to award clever or heroic behaviour (or good role-playing) with a point of **Heroism**.

3 Perks

These represent talents gained while adventuring and can be purchased at the cost of experience.

Perks are divided into two categories: active and passive. Active **Perks** alter the kind of actions your character can take. Passive **Perks** provide their bonuses all the time. A single character can only have 3 active and 3 passive **Perks** equipped at a time. They can still have **Perks** purchased but these effects do not apply unless equipped. Changing equipped **Perks** requires 1 hour of rest and concentration. There are slots on the character sheet for you to note your currently equipped **Perks** in.

4 Difficulty Checks

A **Difficulty Check** is made using a given **Attribute** or **Skill**. In order to succeed you must roll equal to or higher than the **Difficulty** on 3d6, adding your **Attribute/Skill** score.

5 Opposed Rolls

Each of the creatures contesting the roll add the given score to the result of 3d6. The winner is the one with the higher score. Re-roll if it is a tie.

6 Skills and Professions

How to use a skill:

- Roll 3d6, adding total -1 or the synergy attribute (if proficient)

- If the roll equals or exceeds the **Difficulty**, the **Skill** use is successful, and if it exceeds the **Difficulty** by 4 or more it is a **Critical Success**. Failing by 4 or more produces a **Critical Failure**.

- These results have direct effect upon the quality of the item produced by crafting or how well the desired task is achieved for the other skills (see the skill rules for detailed consequences).

7 Combat

7.1 A round of combat

A round of combat can be summarised simply as

1. All combat participants declare intended actions (2 action points each)

2. Each side in combat rolls 1d6

3. Resolve actions for each side in order of the 1d6 roll

7.2 Combat actions

A list of possible actions in combat is given below, the action point cost is given in brackets.

- Move (1)

- Run (2)

- Retreat (2)

- Attack (1)

- All-out attack (2)

- Shove (1)

- Feint (1)

- Grapple (1)

- Bull-rush (2)

- Trip (1)

- Disarm (1)

- Defensive stance (1)

7.2.1 Move

The character can transfer between adjacent combat areas (6 m of movement). Leaving a combat area that contains enemies provokes a **Moment Of Weakness**.

7.2.2 Run

The character can make two move actions and gains **Edge** on **Deflect**.

7.2.3 Retreat

The character can leave a combat area that contains an enemy without suffering a **Moment Of Weakness**.

7.2.4 Attack

Make an opposed roll with **Aim** versus the target's **Deflect**. If you win, make a damage roll for each of your weapons by rolling with your **Power** versus target's **Toughness**.

7.2.5 All-out attack

Same procedure as an attack but make 1 extra damage roll.

7.2.6 Shove

Opposed **Might** check with target. If you win, they are **Knocked Down**, otherwise you suffer a **Moment Of Weakness**.

7.2.7 Feint

Opposed **Cunning** check with target. If you win, gain **Edge** on **Aim**, otherwise you suffer a **Moment Of Weakness**.

7.2.8 Grapple

Opposed **Might** check with target. If you win, they cannot move, otherwise you suffer a **Moment Of Weakness**. The victim must make an opposed **Might** check (and spend 1 action point) to escape.

7.2.9 Bull-rush

Make a move action. Make an opposed **Might** roll versus all enemies in destination area. Any who you beat are **Knocked Down**, other can exploit a **Moment Of Weakness**.

7.2.10 Trip

An attack action where there is no damage roll, instead make opposed **Cunning** check. If you win, the victim is **Knocked Down**.

7.2.11 Disarm

An attack action where there is no damage roll, instead make opposed **Wit** check. If you win, the victim cannot use their equipped weapon without spending 1 action point to retrieve it.

7.2.12 Defensive stance

The character gains **Edge** on **Deflect** for the next attack they suffer.

7.2.13   Combat Attributes

Aim	=	-1 or **Wit** (if proficient with weapon)
Deflect	=	**Cunning**
Power	=	Weapon Bonus -1/+**Might**(if proficient)
Toughness	=	8 + armour value
Endurance	=	3 + **Resolve**

7.3   Attacks

Attempting to hit an opponent with an attack costs 1 action point and requires an opposed check with your **Aim** and the target's **Deflect**. If the attacker wins, a damage roll may be made against the victim. Attacks can only be made once per turn. An **All-Out Attack** costs 2 action points and adds an extra damage roll if it hits.

7.3.1   Penetrating Hits

These are scored if a fighter fails a **Deflect** attempt by 4 or more. A **Penetrating Hit** grants an **Edge** bonus on the subsequent damage rolls.

7.4   Damage Rolls

Are a difficulty check using the **Power** of the attack against a **Difficulty** given by the target's **Toughness**. A successful damage roll results in the target losing **Endurance** based on the attack's **Lethality** (see table 1). If they run out of **Endurance** they suffer wound effects instead.

7.4.1   Critical Hits

For every 4 the damage roll exceeds the difficulty by the attack gains a **Lethality** upgrade.

8   The Effects of Injury

- **Wounded** inflicts an instance of the **Staggered** effect on the victim. Healing checks targeting the victim have +1 **Difficulty** for 3 days or until cured. A character with two active **Wounded** effects replaces them with a **Badly-Wounded** effect.

- A **Badly Wounded** effect causes you to suffer an **Edge** penalty on all actions.

- Two **Badly Wounded** effects cause the character to be disabled.

- A **Mortally Wounded** effect means the character will die within 3 days without treatment.

Table 1: Lethality Table

Lethality	Endurance loss	Wound
Normal	1	Wounded
Crushing	2	Badly wounded
Devastating	3	2× Badly Wounded
Vorpal	5	Mortally Wounded

8.1 Recovery and Healing

- Wounds can be healed via use of the Healing skill or by a non-player Healer.

- Barring consequences of these rolls, a character heals one **Wounded** effect every 3 days and one **Badly Wounded** every 10 days.

9 Terrain and Cover

Moving through **Rough** or **Dangerous** terrain has the following consequences:

- **Rough** terrain: Moving in or out costs 1 action point more than normal.

- **Dangerous** terrain: Causes hit with **Crushing Lethality** on a 3d6 roll 11+ regardless of **Toughness**. Moving in or out costs 1 action point more than normal.

When hiding behind cover the character receives a bonus to their **Deflect** checks.

Table 2: Cover Table

Cover Type	Deflect Bonus	Hide Bonus
Soft	-	**Edge**
Medium	**Edge**	**Edge**
Heavy	**Edge**	**Edge**

10 Useful Tables

Table 3: Condition Table

Condition	Effect
Vulnerable	Attackers get **Edge** bonus on damage rolls
Stagger X	**Edge** penalty on next X rolls
Blind	**Deflect** and **Aim** set to -3
Bleeding	Lose 1 **Endurance** each round for 2 rounds
Knocked Down	**Vulnerable** until it can stand up
Immobilised	No move actions
Cripple	Action costs increased by 1
Cursed	**Critical Success** becomes **Critical Failure**

Table 4: Skills (synergy attributes in brackets)

General	Social	Combat	Knowledge
Athletics (M)	Perform (R)	Close-combat (W)	Animals (W)
Slight of Hand (C)	Leadership (R)	Shooting (W)	Plants (W)
Awareness (W)	Deceive (C)	Throwing (W)	History (W)
Stealth (C)	Disguise (C)		Religion (W)
Healing (R)	Persuade (R)		Arcana (W)
Mechanical (W)	Insight (R)		
Ride/Drive (C)			
Survival (C)			
Alchemy (C)			