

Heroes 3d6

Quick-Play Reference

Geoff Beck

1 Natural Attributes

These reflect various aspects of the character's personality 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 and is tracked in terms of available points. These can be spent on heroic efforts, which either guarantee success on a chosen action or add a level of **Critical Success**. Additionally, a character can use a point to benefit from a single **Perk** of their choice for 1 round (no need to know or have it equipped to do this). If you had no **Heroism** remaining, then you regain one point when resting. Otherwise, the Game Master is free to reward clever moves, 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. There are slots on the character sheet for you to note your currently equipped **Perks** in.

4 Edge

When rolling 3d6 with an **Edge** bonus (**Edge+**), a character rolls 4d6 and chooses the highest 3. In contrast, an **Edge** penalty (**Edge-**) makes the character roll 4d6 dice and choose the lowest 3. The general pattern is: when rolling $nd6$ and having m **Edge** bonuses/penalties, you instead roll $(n + m)d6$ and choose the highest/lowest n dice.

5 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 the appropriate **Attribute** score.

6 Opposed Rolls

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

7 Skills and Professions

How to use a skill:

- Roll 3d6, adding synergy attribute (this has **Edge-** if not 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 how well the desired task is achieved (see the skill rules for detailed consequences).

8 Combat

8.1 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

8.2 Combat actions

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

8.2.1 Move (1)

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

8.2.2 Run (2)

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

8.2.3 Retreat (2)

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

8.2.4 Attack (1)

Make an opposed roll with **Aim** versus the target's **Deflect** (you have **Edge**- if not proficient with your weapon). If you win, make a damage roll for each of your weapons by rolling with your **Power** versus target's **Toughness**. Many **Perks** can enhance or alter attacks.

8.2.5 All-out attack (2)

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

8.2.6 Shove (1)

Opposed **Might** check with target. If you win, they are **Knocked Down** or moved into an adjacent combat area (at the shover's discretion), otherwise you suffer a **Moment Of Weakness** on **Critical Failure**.

8.2.7 Feint (1)

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

8.2.8 Grapple (1)

Opposed **Might** check with target. If you win, they cannot move, otherwise you suffer a **Moment Of Weakness** on **Critical Failure**. The victim must make an opposed **Might** check (and spend 1 action point) to escape. It costs 1 action point each round after the first to maintain a grapple.

8.2.9 Trip (-)

Sacrifice a damage roll for an attack that hits, instead make an opposed **Cunning** check. If you win, the victim is **Knocked Down**. Weapons with the **Trip** rule cause damage on a **Critical Success**.

8.2.10 Disarm (-)

Sacrifice a damage roll for an attack that hits, instead make an opposed **Wit** check. If you win, the victim cannot use their equipped weapon without spending 1 action point or suffering a **Moment Of Weakness** to retrieve it. Weapons with the **Disarm** rule cause damage on a **Critical Success**.

8.2.11 Defensive stance (1)

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

8.2.12 Combat Attributes

Aim	=	Wit
Deflect	=	Cunning
Power	=	Weapon Bonus + Might
Toughness	=	8 + armour value
Endurance	=	2 + Resolve

8.3 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.

8.3.1 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.

8.4 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.

8.4.1 Critical Hits

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

9 The Effects of Injury

- **Wounded** inflicts **Staggered** effect on the victim. 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. A character with two active **Badly Wounded** effects replaces them with a **Mortally Wounded** effect.
- A **Mortally Wounded** effect means the character cannot make actions and will die within 3 days without treatment.

Table 1: Lethality Table

Lethality	Endurance loss	Wound
Normal	1	Wounded
Crushing	2	Badly Wounded
Devastating	3	Mortally Wounded
Vorpal	5	Instant death

9.1 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.

10 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	2× Edge	Edge

11 Useful Tables

Table 3: Condition Table

Condition	Effect
Vulnerable	Attackers get Edge bonus on damage rolls
Staggered X	Lose 1 reaction point
Blind	Deflect and Aim have Edge-
Bleeding	Lose 1 Endurance on failed Resolve vs Might check each round for 2 rounds
Knocked Down	Edge- on Deflect until it can stand up
Immobilised	No move actions and Edge- on Deflect
Stunned	Action costs increased by 1
Cursed	Critical Success on any roll is reduced by 1 level

Table 4: Skills (synergy attributes in brackets)

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