

Rules Summary

ABILITIES

STR: Brawn, prowess & resistance.

DEX: Dodging, sneaking & reflexes.

WIL: Persuasion, intimidation & magic.

SAVES

Roll a d20 equal to or under an ability.

1 is always a success, 20 is always a failure.

HIT PROTECTION

HP indicates a PC's ability to avoid getting hurt. It is lost during combat & recovered after a few moment's rest.

INVENTORY

PCs have 10 inventory slots: four on their body and six in their backpack (which acts as a sleeping bag if emptied). Most items take up one slot, but smaller items can be bundled. **Bulky** items take up two slots and are awkward or difficult to carry. Filling all ten item slots reduces a PC to 0 HP. PCs cannot carry more than their inventory allows, though carts & horses may provide an increase in slots.

DEPRIVATION

Deprived PCs cannot recover HP. If deprived for more than a day, they add a **Fatigue** to inventory. Fatigue occupies one slot and lasts until they can recover in safety. This effect is cumulative.

HEALING

A moment's rest and a swig of water will restore lost HP, but may leave the party vulnerable. **Ability** loss requires a week's rest and the aid of a skilled healer.

SPELLBOOKS

Spellbooks contain a single spell and take up one item slot. Anyone can cast a spell by holding a Spellbook in *both hands* and reading its contents aloud. Casting a spell adds **Fatigue** to the PC's inventory.

Given time and safety, PCs can *enhance* a spell without any additional cost. If they are deprived or in danger, a WIL save may be required to avoid terrible consequences.

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. Actions may include *casting a spell*, *attacking*, making a second *move*, or other reasonable activities. Actions, attacks, and movements take place simultaneously. Whenever turn order is uncertain, the PCs should make a DEX save to see if they go before their enemies.

Retreating from a dangerous situation always requires a successful DEX save, as well as a safe destination to run to.

COMBAT

The attacker rolls their weapon die and subtracts the target's Armor, then deals the remaining total to their opponent's HP.

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provide a bonus defense (e.g. +1 Armor), but only while the item is held or worn. No one can have more than 3 Armor.

Unarmed attacks always do 1d4 damage. If **multiple attackers** target the same foe, roll all damage dice and keep the single highest result. If attacking with **two weapons** at the same time, roll both damage dice and keep the highest.

If an attack is **impaired**, the damage die is reduced to 1d4, regardless of weapon. If the attack is **enhanced**, the attacker rolls 1d12. Attacks with the **blast** quality affect all area targets, rolling separately for each.

DAMAGE

If an attack reduces a PC's HP exactly to 0, refer to the **Scars** table (page 14).

Damage that reduces a target's HP **below** 0 decreases their STR by the remainder. They must then make a STR save to avoid **critical damage**. Failure takes them out of combat, dying if left untreated.

Having 0 STR means **death**; having 0 DEX is paralysis; having 0 WIL is delirium.

Combat Descriptors

Failed Attacks	Piercing	Bludgeoning	Slashing
Misses	Strike	Pummel	Shear
Dodges	Penetrate	Crush	Gash
Hits Cover	Spear	Bash	Lacerate
Blocks	Impale	Break	Sever
Glances off	Find a Gap	Crack	Slice
Tough Hide	Puncture	Mash	Carve
Trivial Wound	Gore	Pulverize	Cleave
Parry	Lance	Smash	Gash
Intimidated	Skewer	Ruin	Rend
Trip	Run Through	Crash Into	Sever
Hit an Ally	Stab	Demolish	Gut
Warning Shot	Jab	Cave In	Hack
Feint	Sink Deep	Crumple	Gouge

Fire	Necrotic	Cold	Acid
Searing	Sickening	Crack	Corrodes
Blistering	Aching	Snap	Pits
Reduce to Ash	Rupture	Crystalize	Blisters
Incinerate	Nausea	Encase	Melts
Blast	Blacken	Vitrify	Consumes
Char	Putrid	Freeze	Eats Into
Ignite	Boils	Deathly Chill	Bubbles
Scorch	Rot	Hypothermic	Hissing
Blaze	Gangrenous	Spiderwebbing	Sizzling
Vaporize	Malignant	Stinging	Pungent
Consume	Wither	Needling	Vitriolic
Explodes	Feverish	Arctic	Frothing
Singe	Pure Anti-Life	Numbing	Spray

Weapons (bold is bulky)

d4 – Sling

d6 – Dagger, Cudgel, Sickle, Staff, **Bow**

d8 – Spear, Sword, Mace, Axe, Flail, **Crossbow**

d10 – **Halberd**, **War Hammer**, **Long Sword**

Descriptions/Reactions

	Full Health	Half Health	Near Death
Posture	Swagger	Slouch/Sway	Barely Upright
Attitude	Casual	Cautious	Fearful
Armor Damage	Scratch	Gouge	Cleave
Breathing	Excited	Heavy	Ragged
Vocalizations	Angry	Pained	Desperate
Wounds	Superficial	Lingering	Debilitating

	Vulnerability	Resistance	Immunity
Expectation	Unexpected	Less Than Expected	To Your Horror
Enemy Reaction	Grabs Attention	Shrugs Off	Laughs Off
Damage Effect	Tears Through	Dissipates	Defuses Harmlessly
Enemy Attitude	Frenzied	Calm	Amused
Vocalizations	Shrieks	Snorts	Chuckles
Wound	Devastating	Trivial	Unscathed

Names & Appearance

Male Names	Female Names	Surnames	Traits
Bale	Alice	Storm	Rugged
Thomas	Mary	Wind	Graceful
John	Sara	Iron	Intimidating
Andrew	Hannah	Silver	Elegant
Grinwit	Mira	Swift	Lithe
Greg	Lily	Ember	Grim
Robert	Selene	Stone	Stout
Henry	Elena	Moon	Mysterious
Toby	Fiona	Gold	Charismatic
Victor	Nina	Dark	Agile
Felix	Emma	Blaze	Sweet
Samuel	Isla	Frost	Calm
Lucas	Ava	Steel	Polite
Daniel	Olivia	Storm	Respectable
Oscar	Grace	Murphy	Sly
Dolan	Inca	North	Grey

