

Classes:

Archetype	Class	HP	Movement	Melee dice	Defense dice	Combat abilities	Ability dice	Magic abilities	Magic dice
MARTIAL	Fighter	11	9	3	2				
	Paladin	13	6	2	3				
	Assassin	10	10	4	1				
	Martial monk	10	12	2	2				
	Squire	10	6	1	3	Defend: Use your defense roll instead of the defense roll of a creature in melee range for their next incoming attack this coming round.			
	Barbarian (calm)	12	6	3	2	Become raging			
	Barbarian (raging)	12	6	4	1	Become calm			
	Arcane archer	10	6	1	1	Ranged attack	3		
HEALING	Ranger	10	6	1	2	(1) Ranged attack (2) Snare: Reduce the movement an enemy in sight. It must use Movement actions up to the total restraint placed until it's free.	2		
	Cleric	10	6	1	2			Ranged heal	2
	Druid	10	6	1	2			(1) Ranged heal, (2) Wild shape :(mov + 1 + # ability dice, melee+ 1 + # ability dice)	1
MAGICAL	Druid (wildshape)	10	8	3	2	Return to humanoid shape			
	Mage	10	6	1	1	Enchant weapon: Buff a character in sight for their next turn, adding your ability dice to their weapon attack (melee, ranged)	1	(1) Ranged spell attack. (2) Melee spell attack (add melee dice), (3) Magic armor: boost next defense roll,.	2
	Summoner	10	6	1	1			Summon familiar	3
	Necromancer	10	6	1	1			Raise corpse	3
	Bard	10	6	2	2	Bardic inspiration: Buff a character or creature in sight with your ability dice, which they may choose to use for their next attack (melee, ranged, or spell) roll, ability, or defense roll	1		
	Puppeteer	10	6	1	2			Mind control: Roll against the defense roll of a conscious organic target on sight. Control the target for their next turn. If the Puppeteer is incapacitated, the effect is terminated. Each subsequent attempt is +1 difficult for every time that creature has been charmed.	2
	Displacer	10	6	2	2			Teleport one target (can be yourself, a creature, or a non-massive object) to a location in sight within a number of squares = to the sum of your ability dice roll. Choose your target before rolling.	1

Rules:

Players choose a class.
HP = Total hit points. If taken down to 0, they must be administered a healing potion or healing magic to restore their health. If in combat, this must happen within 2 rounds or the character will die.

Movement = In combat it determines initiative order, and how many squares you can move when taking the Move action. Outside combat, the DM may also lower difficulty of rolls related to fast movement (e.g. such as rushing to grab something before it falls). In combat, the Move action can only be taken twice. Every 6 units of Movement score above 6 allows creatures and characters to take one additional action (other than Move) in combat. Maximum of 18.

Melee dice = When taking the Melee Attack action in combat, roll your Melee dice against your enemy's Defense dice roll. You may choose to split your Melee dice among multiple targets in Melee range.

Defense dice = They represent your ability to avoid damage, whether by dextrous dodging or by heavy armoring. You may roll your defense dice as a reaction to an attack (melee, ranged, or spell), a trap, or an environmental hazard in or outside of combat.

Abilities: You may use an ability during combat (as an action) or outside of it. You may split your ability dice among any number of targets in range (for heals, bardic inspiration, enchant weapon, snares), or into multiple summons.

Non combat: DM determines the difficulty of the rolls based on lore, flavor, context, character descriptions, and role play. No turn order. Actions can be whatever players want to try. E.g. try to sneak, persuade, pick a lock, climb, jump...

Leveling up: At the DM's discretion, the whole party levels up. Add one dice to you Melee, Defense, Ability, or Magic dice totals, or roll 1d6 and distribute points to HP and Movement.

Trading with NPCs: there is no currency in game, only bartering rolls and item exchange. Characters are assumed to always have spare gold for purchasing food, drinks, arrows, components, common healing potions (1d6 HP), and other common items.

Combat:

Turn order: Ambushers > By highest movement score > Roll 1d6
Summoned creatures take their turn right after yours.

Players and creatures may take 2 actions in combat (3 at Movement 12, 4 at Movement 18).
Actions:
-Move: Travel squares up to your Movement total (can only be taken twice). Can move diagonally, and can take other actions at any point within each Move transit, completing the move or choosing to not move further based on the result of said actions. You may move through allied creatures at the cost of 3 extra movement.
-Melee Attack against creature in melee range
-Ready Attack (add 1 dice to your next melee, ranged, or spell attack — or use an Opportunity Attack outside your turn this round)
-Ready Defense (add 1 dice to a defense roll in the incoming round. You can choose to add it after rolling your regular defense dice.)
-Combat ability
-Magic ability
-Use item (i.e. drink/deliver potion, cast from scroll, launch grenade, coat weapon...)
-Drink health potion: recover 1d6 HP

Attack of opportunity: Moving out of melee range allows for an opportunity attack from a creature or character who has not done so yet and who has not chosen the ready-defense action.

Ranged attacks: can target any enemy in sight. If far or behind cover, the DM may add a base handicap to the roll.
Ranged abilities: can target any creature within sight.

Summoning familiars: You summon a creature of your choice next to you. Roll and add your ability dice to determine the HP. Movement equal to yours. Divvy ability dice into melee and defense at will, with a minimum on 1 on each attribute. The number of creatures you can have summoned at a time = your # of ability dice / 2 rounded down. To summon multiple creatures, you must take an independent ability action for each one. Also, you must divvy your ability dice among each creature you summon, with a minimum of 2 dice per creature to determine their HP, melee, and defense. If your character falls unconscious, the familiar is unsummoned.

Raising corpses: You may raise a dead organic corpse next to you. Roll and add your ability dice to determine the HP. Retains its original melee, and defense dice, loses all abilities and spell casting, and keeps its original movement speed -2 to a minimum of 1. The number of corpses you can have raised at a time = your # of ability dice / 3 rounded down. To raise multiple corpses, you must take an independent ability action for each one. Also, you must divvy your ability dice among each corpse you raise, with a minimum of 3 dice per corpse to determine their HP. [may trigger conflict if viewed by civilized bystanders]. If you fall unconscious, the corpse falls back down where it stands.

Gear:

DM may create and dispense as loot or sale items at will. Player may attempt to collect materials and craft/enchant them too.

Weapons: may add a [+X / +Xd6] bonus to existing attack abilities (melee, ranged, spell)
Armor, protective talismans, shields: may add a [+X / +Xd6] bonus to defense rolls
Boots: Add [+X] to your movement
Mounts: Substitute your movement for the movement of the mount.
Lucky charms: Allows you to re-roll X lowest dice in defense/attack/ability dice
Ability-buffing instruments (for bards, healers, necromancers, summoners) may add a [+X / +Xd6 / re-roll X lowest dice] bonus to ability rolls or summoned creatures.
Spell books (for Healer, and Magical classes): Add magic abilities (e.g. move an enemy Xd6 squares, make a creature immune to X type of damage for one round)
Combat training (for Martial classes): Add combat abilities (e.g. reduce the number of actions of an enemy, disengage, ranged attack, buff...)
Ability-granting gear: Add combat or magical ability (e.g. ranged attack, ability to buff/heal others, summon allies) with Xd6 ability dice.

Items (one use):

DM may design and dispense items at will. Player may attempt to collect materials and craft/enchant them too.

Healing potions (stronger than the common ones): Restore [+X / +Xd6] HP
Alacrity potions: Add [+X / +Xd6] to your Movement for X rounds
Weapon coatings: Add [+X / +Xd6] to melee or ranged attacks.
Spell scroll: Cast a spell attack or spell effect.

common potions: each player starts with 3.

NPCs:

DM may design, create, and control monsters, friendly merchants, quest givers, and enemy characters at will with HP, Movement, Melee, Defense, and other abilities.

Examples: (HP/Mov/Mel/Def)
Small foes: 6 - 6 - 1 - 1
Snake, Imp, Spider, Goblin warriors: 5 - 6 - 2 - 1
Zombie: 8 - 5 - 2 - 1 (Regeneration: Unless damaged by magic, if downed to 0 HP, it can roll to regain 1d6 HP - the damage of the killing hit)
Wolf, Bear: 8 - 8 - 3 - 2
Skeleton, Humanoid: 8 - 6 - 2 - 2
Dragon: 24 - 14 - 5 - 4 / Breath: 3d6 to all targets in a line
Mimic: 10 - 6 - 3 - 2 (-3 to detection rolls for ambush)
Ghosts: 5 - 6 (can move through objects) - 2 - 1 (immune to non-magical damage)
Troll: 12 - 6 - 3 - 4 | Heal: Unless damaged by fire this past round, it can regain 2d6 HP
MindPlayer: 10 - 6 - 2 - 2 | Mind control: 2d6 vs HP of target. Control one target for one turn.

Roster

Character	HP	Mov	Melee	Defense	Ranged	Ability	Dice	DEATH	DEF	BUFF
Mage	5	6	1 3	3	2	Buff weapon	1			
Squire	9	6	1	3		Defend				
Fighter	9	9	4	2						

1	2	3	4
1	9	13	12

Battle Map

