Start (Rules in a Nutshell)

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1) Your hero in 1 minute

- Roles (pick one):
  - Warrior — excels at force and melee
  - Rogue — excels at speed, stealth and shots
  - Mage — excels at spells and special effects
- Attributes and dice: Strength (S), Dexterity (D), Magic (M).
  - Warrior: S `d10`, D `d6`, M `d6`
  - Rogue: S `d6`, D `d10`, M `d6`
  - Mage: S `d6`, D `d6`, M `d10`
- Life: 5 Hearts. Mana: 3 (used for magic).
- Gear: a weapon, light protection, and 3 role-appropriate items. Example: a Rogue has Dexterity `d10`, so uses `d10` for shots.

2) How to resolve actions

1. Choose the relevant attribute (S/D/M) and roll that die.
2. Compare to the Target Number (`TN`):
   - Easy 4, Standard 6, Hard 8, Heroic 12.
3. Result:
   - Rolling a 1 — failure with a complication (noise, time loss, minor harm, etc.).
   - Result < `TN` — failure.
   - Result ≥ `TN` — success.
   - Maximum on the die (e.g., 10 on `d10`, 20 on `d20`) — critical success with an extra benefit. Quality without math:
- Worse/better situation: move `TN` up/down by 1 step (e.g., 6 → 8 due to cover).
- Ally Help (uses their action): for this roll, bump your die up one size (`d6` → `d8` → `d10` → `d12` → `d20`). Example: Warrior kicks a door (`TN` 6). Rolls `d10` =10 — critical: the door bursts and a minion behind is knocked over.

3) Grid movement and combat

- Movement: up to 5 squares (diagonals allowed).
- Your turn: Move + 1 Action (e.g., attack, spell, search, pull lever).
- Attack:
  - Melee (S): roll vs the foe's `TN`.
  - Ranged (D): target in cover raises `TN` by 1 step.
- Foes' TNs: Minion 6, Elite 8, Boss 12.
- On a hit: Minion — removed; Elite — GM may require favorable conditions; Boss — has 3 Wounds (each hit = 1 Wound). Critical vs Boss = 2 Wounds.
- Retaliation: if you miss in melee or within realistic reach, you lose 1 Heart (unless in full cover). Example: Mage (D `d6`) slings a stone at a minion behind a crate: `TN` 6 + cover → 8. Mage asks Rogue to Help (die to `d8`) and takes a better position (`TN` back to 6). `d8` =7 — hit.

4) Magic (simple)

- Casting: describe effect, spend Mana, roll Magic (M).
  - Trick (spark, noise, fog) — `TN` 4, cost 0–1 Mana.

- Bolt/Shield/Short Blink (5 squares) — `TN` 6, cost 1 Mana.
  - Area/Heal +2 Hearts/Paralyze — `TN` 8, cost 2 Mana.
  - Great power (bridge, storm, big scene effect) — `TN` 12, cost 3 Mana.
- Failure: Mana is spent; add a small consequence (breathless −1 Heart or unwanted attention).
- After a fight: you recover all Mana; a safe rest also restores Hearts. Example: "Blink" (short teleport 5 squares): `TN` 6, cost 1 Mana. Mage `d10` rolls 7 — success behind cover.

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5) Down and healing

- At 0 Hearts: you are down (no actions). An ally can use an Action to bring you to 1 Heart.
- After a clash, with a brief safe rest and supplies, everyone returns to full Hearts and Mana. Example: Rogue drops to 0. Warrior helps — Rogue returns at 1 Heart.

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6) Advancement (no extra dice on the table)

After an adventure choose one:

- Raise one attribute's die size: `d6` → `d8` → `d10` → `d12` → `d20` ,
- or +1 Heart (max 7),
- or +1 Mana (max 5). Example: Warrior raises Strength from `d10` to `d12` — hitting `TN` 12 gets easier.

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7) `d6` -only variant

If you only have a single `d6` :

- Replace die sizes with success thresholds per attribute:
  - Master 3+, Trained 4+, Novice 5+, Untrained 6.
- `TN` still shifts situation by 1 step (easier/harder).
- Help: lower the threshold by 1 (e.g., 4+ → 3+ for this roll).
- Advancement: raise one attribute's level (e.g., Trained 4+ → Master 3+) or +1 Heart/Mana. Example: Rogue (Trained 4+) shoots at a lightly covered target (one step harder) → needs 5+. `d6` =5 — hit.