

# 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.
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## 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  $\geq$  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.
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## 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.
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## 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.