Core Rules

Intro

- A squared grid (paper, battle mat, or VTT) and tokens/miniatures.
- Pencil and a character sheet.
- Dice: d6, d8, d10, d12, d20.
    - Practically, one of each per table is enough — you roll a single die at a time.
    - If you only have d6, use the d6-only variant at the end.

Intro

These appear throughout the rules — here they are in plain language:

- GM (Game Master): describes the situation, controls the world and opposition, sets Target Numbers (TN) and consequences.
- Player: declares what the character does and rolls the die.
- Square: one cell on the grid; used to measure distance and movement.
- Move: moving a character a number of squares.
- Action: one meaningful thing in your turn (attack, ability, trigger a mechanism, cast, etc.).
- Turn: your opportunity to Move and take one Action.
- Test: a die roll that resolves uncertainty.
- TN (Target Number): the number you must meet or beat to succeed.
- Attributes: Strength (S), Dexterity (D), Magic (M). Each has a die size.
- Attribute die: the die size tied to an attribute (e.g., D d10).
- Success: result ≥ TN.
- Critical success: the maximum value on the die (e.g., 12 on d12). Grants an extra benefit in addition to success.
- Complication: an extra problem on failure — noise, time loss, dropped gear, worse position, spent resource.
- Cover: an obstacle between attacker and target; usually increases TN for ranged attacks.
- Retaliation: consequence of missing in combat — you lose 1 Heart if the foe could effectively strike back.
- Heart: a hit point in the simplest sense.
- Mana: resource used for Magic (could represent tech/psionics in other genres).
- Wound (Boss/Elite): a hit that reduces a tougher foe. Bosses fall after several Wounds.

Intro

Character creation is intentionally brief: pick a role, assign three attribute dice, note resources.

2.1 Roles (pick one)

- Warrior — specializes in Strength (melee, force).
- Rogue — specializes in Dexterity (shots, stealth, precision, evasion).
- Mage — specializes in Magic (special effects, control, power).

Role names are technical. In another setting they can mean soldier/agent/specialist.

2.2 Attributes and dice

You have three attributes:

- Strength (S) — force, endurance.
- Dexterity (D) — speed, finesse, stealth.
- Magic (M) — special effects: spells, psionics, tech, superhuman ability (setting-dependent).

Each attribute has a die size. At start:

- Warrior: S d10, D d6, M d6
- Rogue: S d6, D d10, M d6
- Mage: S d6, D d6, M d10

2.3 Resources

- Hearts: 5.
- Mana: 3.

2.4 Talents (optional but recommended)

Talents are two short keywords that describe what your character is notably good at (still setting-neutral):

- e.g., Negotiator, Mechanic, Scout, Analyst, Athlete, Medic, Hacker.

How Talents work: if a Talent genuinely helps on a test, the GM may lower the TN by one step.

- Talents don't grant automatic success.
- Usually at most one Talent applies to a single test.

2.5 Gear

Write down:

- a weapon or combat tool,
- protection (optional),
- three useful items for the adventure.

Gear in the core rules acts as permission (it enables actions) rather than numeric bonuses.

2.6 Sample character

- Role: Rogue
- Attributes: S d6, D d10, M d6
- Hearts: 5, Mana: 3
- Talents: Scout, Negotiator
- Gear: ranged tool, lockpicks, rope, light source

Intro

If you understand this section, you understand the system.

3.1 When to roll

Roll only when both are true:

1. the outcome is uncertain, and
2. failure changes something or has a cost.

If a task is trivial and pressure-free, the GM can just say "it works".

3.2 How to roll (steps)

1. Player states what they do and the intended effect.
2. GM picks the attribute: S or D or M.
3. GM sets the TN and any situational adjustments.
4. Player rolls a single attribute die.
5. Compare to TN and apply results.

3.3 Difficulty scale (TN)

Use four bands:

- TN 4 (Easy): likely if competent or conditions favor you.
- TN 6 (Standard): default difficulty.
- TN 8 (Hard): needs advantage, prep, or specialization.
- TN 12 (Heroic): significant challenge; often requires d12/d20, great setup, or both.

Wyniki Testu

> *Target Number (TN): 4 (Easy), 6 (Normal), 8 (Hard).*
>
> *Roll Result:*
>
> - *1: Failure + Complication.*
> - *< TN: Failure.*
> - *≥ TN: Success.*

- ***Max (10/20)**: Success + Benefit.*

3.4 Outcomes

- Result ≥ TN → Success.
- Result < TN → Failure.
- Rolling a 1 → Failure + Complication (even if TN is low).
- Max on the die → Critical success (success plus an extra benefit appropriate to the fiction).

3.5 Adjusting difficulty without math

Instead of adding/subtracting numbers, shift TN by one step.

- Worse conditions → TN +1 step (e.g., cover, darkness, slick surface, time pressure, noise, distractions).
- Better conditions → TN −1 step (e.g., prep, proper tools, superior position, surprise, full focus).

For extremes, you may shift by two steps.

Bounds:

- If TN would fall below 4, treat it as "almost certain" (often no roll).
- If TN would exceed 12, treat it as "nearly impossible" (requires a new plan/approach).

3.6 Help from an ally

An ally can spend their Action (or time outside combat) to assist.

Effect: bump the roller's die up one size for that single test:

- d6 → d8 → d10 → d12 → d20

Order rules:

- Usually only one helper per test (avoid "help towers").
- The help must make sense in fiction: covering fire, handing tools, distracting, steadying, giving instructions.

3.7 Re-rolling

Don't repeat the same test over and over without a change.

- Change approach (different attribute/tools/route), or
- accept a complication (time, alarm), or
- withdraw.

3.8 Examples (non-combat)

Example A — quiet crossing:

- Player: "I want to cross an open area unseen."
- GM: Dexterity. It's dusk with some cover → TN 6.
- Roll d10=5 → failure. GM: "You're not spotted yet, but someone heard a sound and starts checking (complication: time pressure)."

Example B — tools and force:

- Player: "I want to get the mechanism working fast."
- GM: Strength if it's brute force, Magic if it's a special interface; here it's Strength. TN 6.
- Ally helps (bump to d12). Roll d12=12 → critical: it works instantly and silently.

Intro

How we measure on the board.

4.1 Squares

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- 1 square = base unit of distance.
- Diagonals are allowed and count as 1.

4.2 Movement

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- Default movement: up to 5 squares on your turn.
- You may move before or after your Action (or split movement).

4.3 Line and cover (simple)

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- Full cover: target is completely blocked → cannot be hit by ranged attacks.
- Partial cover: target is visible but protected → ranged TN +1 step.

Apply cover to perception/stealth tests as fits the fiction.

Intro

Combat is a normal scene with turns.

5.1 When combat starts

When at least one side tries to harm the other and timing matters.

If it would be trivial/obvious, resolve with a single test.

5.2 Turn order (simple)

- All players act (any order), then
- all foes act, repeat.

This keeps pace fast. For more tactical play, add initiative (see GM book).

5.3 What you can do on your turn

- Move up to 5 squares,
- take 1 Action.

An Action can be: attack, attribute test (dash through danger, pull lever), use gear, help an ally, use Magic.

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5.4 Attacking

1. Pick a target (in reach and line).
2. Pick attack type:
    - Melee → Strength test,
    - Ranged → Dexterity test.

3. Set the target's TN.

4. Roll.

Foes' TN (core):

- Minion: 6
- Elite: 8
- Boss: 12

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5.5 On a hit

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- Minion: removed from the fight.
- Elite: takes 1 Wound; standard Elite has 2 Wounds.
- Boss: takes 1 Wound; Boss has 3 Wounds.
- Critical success: vs Elite/Boss either +1 Wound (total 2) or another sensible boon (push, disarm, seize position) — choose one.

You can simplify by using only Minions and Bosses.

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5.6 Misses and retaliation

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If result < TN and the foe could realistically hit back, the attacker loses 1 Heart.

"Could hit back" guidelines:

- In melee (adjacent) — usually yes.
- At range in the open with a responsive foe — often yes.
- Behind full cover or beyond practical reach — usually no.

Rolling a 1 in combat: failure + complication (e.g., lose 1 Heart and get knocked prone, drop gear, or get pushed from cover).

5.7 Ranges (defaults)

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- Melee: adjacent.
- Ranged: any visible target.
  - If you want a limit: treat up to 10 squares as no penalty; beyond that TN +1 step.

5.8 Multiple foes in close

If many minions are adjacent to one hero, either:

- raise TN by 1 step (pressure), or
- have failure include an extra complication (lose position).

Keep it fast: one resolution → one outcome.

5.9 Combat examples

Example A — simple melee exchange:

- Warrior (S d10) adjacent to a minion (TN 6).
- Roll d10=4 → miss; retaliation triggers → Warrior loses 1 Heart.

Example B — boss and critical:

- Rogue (D d10) shoots a Boss (TN 12). GM: "Hard without setup."
- Ally helps (die to d12) and Rogue gains position (TN 12 → 8).
- Roll d12=12 → critical: Boss takes 2 Wounds.

Intro

"Magic" is the umbrella for special effects; in other genres it can be psionics or tech.

6.1 Mana

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- Start with 3 Mana.
- Spend Mana when attempting effects beyond normal capability.

6.2 How to adjudicate

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1. Describe the effect.
2. GM sets TN and Mana cost.
3. Spend Mana.
4. Roll Magic (M) vs TN.

Failure: effect fizzles; Mana is spent; add a small consequence.

6.3 Effect tiers (TN and cost)

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- Trick — TN 4, cost 0–1: light, sound, smoke, brief distraction.
- Standard — TN 6, cost 1: bolt, barrier, 5-square blink, short buff.
- Strong — TN 8, cost 2: area, control, heal +2 Hearts, immobilize.
- Great power — TN 12, cost 3: large scene-changing effect.

6.4 Critical magic

6.4 Critical magic

On a max roll with Magic:

- increase scale (area/duration/potency), or
- reduce cost (GM may refund 1 Mana), or
- add another benefit (quiet, precise, safe for allies).

6.5 Magic examples

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Example A — defensive run:

- Player: "I set a quick barrier to sprint 5 squares safely."
- GM: Standard TN 6, cost 1. Roll M d10=9 → success.

Example B — failure and fallout:

- Player: "I try to pin an elite" (TN 8, cost 2).
- Roll 3 → failure: effect fizzles, spend 2 Mana, plus a complication (exposed).

Intro

After an adventure (or major milestone) choose one:

- bump S/D/M die size (d6→d8→d10→d12→d20),
- or +1 Heart (max 7),
- or +1 Mana (max 5).

Note: a bigger die means more effectiveness without adding more dice to the table.

Intro

If you prefer a single d6:

9.1 Thresholds instead of die sizes

Each attribute has a d6 target:

- Master: 3+
- Trained: 4+
- Novice: 5+
- Untrained: 6

9.2 Situational difficulty

Shift the threshold one step for harder/easier situations (min 2+, max 6).

9.3 Help

Help lowers the threshold by 1 for that roll.

9.4 Combat mapping

- Minion: Standard (no change).
- Elite: Hard (+1 to threshold).
- Boss: Heroic (+2) and 3 Wounds.

9.5 Advancement

Raise one attribute's level (e.g., Novice→Trained) or +1 Heart/Mana.

Intro

1. What exactly is the player trying to achieve?
2. Which attribute applies: S/D/M?
3. What's the TN (4/6/8/12), and does the situation shift it by a step?
4. Any help (bump die)?
5. Roll → success/failure.
6. On failure: which complication (or retaliation in combat)?
7. On critical: which extra benefit?

11.1 Protection (armor) as a simple resource

- A character with protection has 1 Armor token per scene.
- When they would lose 1 Heart (retaliation/hit), they may spend Armor instead.

11.2 Time pressure as a clock

- If a scene is time-sensitive, set a "clock" (e.g., 3-step). Each failure advances it by 1. When it fills, the bad outcome triggers (alarm, target escapes, passage collapses).

End of the Basic Rules Book.