



Dice Rolls

ROLL OUTCOMES

- 9+** Success
6-8 Partial Success
5- Failure

ADVANTAGE & DISADVANTAGE

- Advantage** Best two dice of 3D6
Disadvantage Worst two dice of 3D6

Health & Healing

INJURIES

- Moderate** puncture wounds · deep cuts · broken bones
Series head/torso injuries · lost limbs · high falls
Fatal anything that would end character's life

HEALING

- Healing Potion
- A Skilled Healer
- First Aid
- Time & Rest
- Magic Items

KNOCKED OUT & LAST BREATH

After 4 moderate, 2 series, or 1 fatal injury...

Knocked Out Cannot do anything until revived

Last Breath If not revived in short period of time, roll...

Creating a Fantastic World

FEATURES OF THE WORLD

- **Fantastic Locations.** Places to explore (*big, old, weird*).
- **Dangers.** Challenges to solve (*creatures, obstacles, traps*).
- **Secrets.** Mysteries to learn.
- **Treasure & Magic Items.** Drive quests and grant powers and abilities.
- **Fronts.** Things that will affect the world unless the players intervene.

The Guiding Principles

1. **Rulings, not rules.** If the rules get in the way or don't quite fit, ignore them.
2. **Portray a fantastic world,** full of awe, wonder, mystery, danger, and humanity.
3. **Play to find out what happens.** Give players meaningful choices.

Actions & Outcomes

CAST SPELL

When casting a difficult or powerful spell...

- 9+** The spell works
6-8 It also draws unwelcome attention or goes out-of-control

COMBAT

When making an attack...

- 9+** Your attack lands
6-8 The enemy also hits you or you get put in a tough spot

DEFY DANGER

Any time you try to avoid danger or getting hurt...

- 9+** You succeed
6-8 You stumble, and choose from a worse outcome or tough choice

DEFEND

When you try to defend yourself of a teammate from an attack...

- 9+** Block the attack
6-8 Lessen the damage, or block it all but damage your armor/weapon

UNDERSTAND THE WORLD

Try to study the world around you, a person, or a situation...

On a 9+, GM answers three questions. On a 6-8, GM answers one.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

RECALL KNOWLEDGE

Try to recall something that your character would know in the story...

- 9+** The GM will tell you something interesting and useful
6-8 The GM will tell you something interesting only

INFLUENCE

When you try to persuade or intimidate someone...

- 9+** They do what you want
6-8 They require something from you first

LAST BREATH

When a character is dying...

- 9+** Death allows them to return to the living
6-8 Death requires something in return