



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 Principle

The narrative is more important than rules and mechanics.

Stay immersed in the world, and do whatever makes the most sense in the story you're telling together. If the rules get in the way or don't quite fit, ignore them.

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