



## Core Mechanics

### ROLL OUTCOMES

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

### ADVANTAGE & DISADVANTAGE

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

## Randomness

### RANDOM ENCOUNTERS (2D6)

- |                              |                        |
|------------------------------|------------------------|
| 2-3 Nothing                  | 7-9 Environment Effect |
| 4 Two Creature Types or NPCs | 9-11 NPC               |
| 5-6 Creature                 | 12 NPC & Creature      |

### CREATURE REACTIONS (2D6)

- 2-5 Unfriendly, may attack  
6-11 Neutral, indifferent  
12 Friendly, helpful

### NPC REACTIONS (1D6)

- 1-2 Negative  
3-4 Neutral  
5-6 Positive

### NPC PERSONALITY (1D6)

- | Negative   | Neutral         | Positive    |
|------------|-----------------|-------------|
| 1 Sneaky   | 1 Confused      | 1 Ambitious |
| 2 Rude     | 2 Suspicious    | 2 Naive     |
| 3 Greedy   | 3 Disinterested | 3 Brave     |
| 4 Afraid   | 4 Alert         | 4 Regal     |
| 5 Angry    | 5 Shy           | 5 Charming  |
| 6 Unstable | 6 Distracted    | 6 Outgoing  |

### NPC JOBS (1D6)

- |                    |                       |         |
|--------------------|-----------------------|---------|
| 1 Farmer or Hunter | 3 Merchant or Artisan | 5 Mage  |
| 2 Warrior          | 4 Entertainer         | 6 Noble |

## 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...

## 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