



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 | 7-8 Area 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 JOBS (1D6)

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

NPC PERSONALITY (1D6, then 1D6 again)

Negative (1-2)

- 1 Sneaky
2 Rude
3 Greedy
4 Afraid
5 Angry
6 Unstable

Neutral (3-4)

- 1 Confused
2 Suspicious
3 Disinterested
4 Alert
5 Shy
6 Distracted

Positive (5-6)

- 1 Ambitious
2 Naive
3 Brave
4 Regal
5 Charming
6 Outgoing

Health & Healing

INJURIES

- Moderate** puncture wounds · deep cuts · broken bones
Serious 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 serious, 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