



## 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  
**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