



## Die Rolls

### ROLL OUTCOMES

- 10+** Success  
**7-9** Partial Success  
**6-** Failure

*On a roll of 6 or lower, player gains 1 XP.*

### ADVANTAGE & DISADVANTAGE

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

### SKILLS & STATS

- Strength** Athletics, Close-Up Combat, Defense (with a shield or weapon)  
**Agility** Acrobatics, Sleight of Hand, Stealth, Ranged Combat, Dodging  
**Wisdom** Perception, History, Investigation, Nature, Medicine, Magic & Spells  
**Charisma** Deception, Intimidation, Performance, Persuasion

### TEAMWORK

- Group Challenge** Everyone rolls, half must succeed  
**Assist a Teammate** Teammate gets advantage

## Health & Healing

### HEALING

- Short Rest** 1 HP  
**Long Rest** 3 HP  
**First Aid** 2 HP  
**Healing Potion** 4 HP

### ENVIRONMENTAL DAMAGE

- Cuts & Scrapes** 1 Damage  
**Broken Bones** 3 Damage  
**Lethal** 6 Damage

### KNOCKED OUT & LAST BREATH

*When a player's HP reaches 0...*

- Knocked Out** Cannot do anything until they have at least 1 HP.  
**Last Breath** Can be revived if healed. If not, roll 2D6 without modifiers.
  - 10+** Death allows you to return to the living
  - 7-9** Death requires something in return

## Improvising Monsters

### MONSTER STATS

- Easy** 1 HP 1 Damage  
**Medium** 3 HP 1 Damage  
**Hard** 6 HP 2 Damage  
**Very Hard** 9 HP 3 Damage  
**Monstrous** 15 HP 5 Damage

### BALANCING ENCOUNTERS

Start with just a few monsters. Send in more or modify the environment if things are too easy.

*For horde-based monsters, players can damage multiple monsters with one attack.*

## Actions & Outcomes

### CAST SPELL

*Wisdom Roll*

- 10+** The spell works  
**7-9** You also draw unwelcome attention or lose control of the spell

### COMBAT

*Strength Roll for close-up combat. Agility for ranged.*

- 10+** Deal your damage (*option: do 1 extra damage but enemy hits you*)  
**7-9** Enemy hits you or you get put in a tough spot

### DEFY DANGER

*Try to avoid danger or get hurt. Roll with the appropriate stat.*

- 10+** You succeed  
**7-9** You stumble, and choose from a worse outcome or tough choice

### DEFEND

*Try to defend yourself of a teammate from an attack. Strength roll.*

- 10+** Block the attack  
**7-9** Cut the damage in half or take the hit yourself

### UNDERSTAND THE WORLD

*Try to study the world around you, a person, or a situation. Wisdom roll. On a 10+, ask three questions. On a 7-9, ask 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. Wisdom roll.*

- 10+** The GM will tell you something interesting and useful  
**7-9** The GM will tell you something interesting only

### INFLUENCE

*Try to persuade or intimidate someone. Charisma or Strength roll.*

- 10+** They do what you want  
**7-9** They require something from you first

## Character Progression

### AT THE END OF A SESSION

- Add 1 XP if you (*up to 3 XP max*)...
- Battled a cool monster
  - Found cool loot
  - Explored a new location

### EVERY 10 XP, PICK ONE...

- Add a new ability
- Increase a stat, up to a max of +3 (*can only be done three times*)
- Increase an existing ability's power (*once every 50 XP, up to three times*)
- Extend an existing ability

### ABILITIES

- When you do something related to [skill], roll with advantage.
- You have the ability to [power you can actively choose to use]. Roll with [stat] to determine if it works, fails, or has a cost.
- You have [special power with a constant effect].
- You have [thing]. When applicable, roll with advantage.