



Die 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

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/Spell 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...

Improvising Monsters

MONSTER STATS

- Small** 1 HP 1 Damage
Medium 3 HP 1 Damage
Large 6 HP 2 Damage
Very Large 9 HP 3 Damage
Ginormous 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.

Adventure Tokens

EARNING TOKENS (by Adventure Mode)

- Kindness** Sacrifice something of value for someone else
Roleplay Pursue your goal/passion, tie item to the story, or roleplay a bond
Exploration Describe a fantastic detail or small moment of beauty in the world
XP Roll 5-, overcome notable challenge, discover memorable treasure

SPENDING TOKENS

- 1 Token** Roll with advantage
10 Tokens Gain a new Gift or Talent

KINDNESS MODE

- Spend 1 token** to resolve issue with combat, or roll with disadvantage.

Actions & Outcomes

CAST SPELL

When casting a difficult or powerful spell...

- 9+** The spell works
6-8 You also draw unwelcome attention or lose control of the spell

COMBAT

When fighting close-up or from afar with ranged weapons...

- 9+** Deal your damage (option: do 1 extra damage but enemy hits you)
6-8 Enemy 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 Cut damage in half, 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+, ask three questions. On a 6-8, 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 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