



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

ALT ROLL: 2D6 OPPOSED

- > GM+3** Success
> GM Partial Success
< GM Failure

Random Encounters

RANDOM ENCOUNTERS (1D6)

Add +1 for dangerous areas. Subtract -1 for safe areas.

- | | |
|--|------------------------------------|
| 0-2 Nothing | 6 Creature or NPC |
| 3-4 Evidence of Creature or NPC | 7 Creature/NPC + Roll Again |
| 5 Area Effect | |

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...

Creating a Character

CHOOSE THE FOLLOWING

- A name and appearance
- A job or area of expertise
- One or two skills or special abilities
- About six pieces of relevant equipment

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