

# Rules reference

## Best practices

- **Ask lots of questions.** Make notes. Draw maps.
- **Work together.** Devise schemes. Recruit allies.
- **Dice are dangerous.** Clever plans don't need to roll.
- **Play to win.** Delight in losing.
- **Fight dirty.** Run. Die. Roll a new mouse.



## Saves

Roll d20 equal or under an attribute:

- **STR:** tests of physical strength and resilience.
- **DEX:** tests of speed and agility.
- **WIL:** tests of strength of will and charisma.

**Opposed saves:** Both Save, lowest successful value wins.

**Advantage:** When making a Save from a strong position, roll 2d20 and take the lowest result.

**Disadvantage:** When making a Save from a weakened position, roll 2d20 and take the highest result.

**Attribute damage:** When an attribute is reduced by damage, roll d20 equal or under the reduced value.

## Magic

Invest **1-3 Power** (up to number of unused dots)

Roll **d6** for each **Power** invested.

Mark usage for each die of value 4-6.

The spell effect happens, using **[SUM]** and **[DICE]**

**Mishaps:** For every 6 rolled, take d6 WIL damage.  
Make a WIL save, gain Mad Condition if failed.

## Combat

On your turn, move and take an action.

**Surprise:** If enemy is surprised, you go before them. If enemy is not surprised, make a DEX Save to act first.

**Attacks:** Roll your weapon's die and deal that much damage to an enemy, minus any armour.

When an attack is **impaired**, roll d4 for damage.

When an attack is **enhanced**, roll d12 for damage.

**Damage:** Dealt to HP first.

Once HP is depleted, take damage to STR.

After taking STR damage, make a STR Save. On failure, take an Injured Condition and become incapacitated.

**Death:** If STR is reduced to zero, or you are incapacitated for 6 Turns, you die.

**Usage:** After combat, roll d6 for each weapon, ammunition and armour used. On 4-6, mark usage.

## Rest

**Short:** Takes a Turn. Restore d6+1 HP.

**Long:** Takes a Watch. Restore all HP. If HP is full, restore d6 to an attribute score.

**Full:** Takes a week. Fully restore HP and attribute scores.