

# HOW TO PLAY



## RULE REFERENCE

### RULE OF THE EZD6:

Roll 1D6, meet or beat the target number to succeed

### ROLL WITH A BOON:

Roll an extra D6 when making your attempt, choose highest

### ROLL WITH A BANE:

Roll an extra D6 when making your attempt, choose lowest.  
If already rolling more than one die lose one instead.

1's always fail / terrible outcome.

6's always succeed / best outcome

6's also 'explode' - Inflict one strike and roll ONE die again

## DIFFICULTY SCALE

TASK	ENEMY
Easy (2)	Weak or slow enemies
Normal (3)	Normal enemies
Hard (4)	Tougher or fast enemies
Very Hard (5)	Elite or faster enemies
Super Hard (6)	The ultimate or fastest enemies

### KARMA:

Earn 3 Karma at session start.

Earn 1 Karma on any failed roll. Limit one per turn for failed rolls.

Earn 1 Karma as a RR reward for role play.

Add Karma to any roll, besides a 1.

Cannot use on Magick or Miracles.

Spend 5 Karma to replenish your HERO DIE.

## RULE REFERENCE

### USING ARMOR:

When hit, roll Armor to ignore 1 Strike

### MIRACULOUS SAVE:

Meet or beat to-save number or take 1 Strike

### TIME:

Take a 30' Move Action, Turn Action and Free Action each turn

Turn Actions: Attack, Cast magick, Use scroll, Move again

Free Actions: Drink potion, Draw weapon, Speak

### WHO GOES FIRST?

Unless ambushed, heroes always go first, in any order they desire

### DISTANCE:

Less than 30 feet = Near. More than 30 feet = Far

### USING MAGICK:

- Decide Power Level (PL=1 to 3D6): Meet or beat Resistance # of all the target(s) on at least 1 of the Power Level dice rolled
  - Victim/target Resistance # is rolled first
  - Most monsters have 1D6 Resistance
  - Karma cannot be used on Magick rolls
  - If caster loses a strike, anchoring is broken

### SPELLBURN:

If rolling a 1 using magick, a spell can still be cast by the conjurer if they take 1 strike of damage for each 1 rolled

### THE HERO DIE:

Earn at session start, expend to re-roll 1 die