

One Page Summary

Weak enemies have a **LVL** which replaces the typical traits. They typically have the same **HP** as their **LVL**.

Each PC gets **20 + LVL** tokens to divide between **CON**, **STR**, **DEX**, and **INT**. They also get **HP** tokens equal to **CON + LVL**. Tokens can be spent to shift a roll up or down. **CON** is used on saving throws. **STR** is used on attacks. **DEX** is used on defense. **INT** is used for skills and magic. Ranged attacks take **2** actions. **HP** tokens can be spent on any roll and counts as physical damage.

PCs also get a *narrative background* that will either add **1** point to a trait at relevant times, or add a new skill, such as a specific type of magic.

Companions have the same stats as PCs, but have **10 + LVL** tokens.

Magic spends **INT** to charge **manna** with dice rolls. One roll per token spent. The result is the approximate damage, protection, or healing done by the spell. Focused attacks can do extra damage, but can also be dodged.

Healing has a **manna** cost equal to the amount of **HP** to heal. A resurrection costs as much as the **max HP** of the target, but revives with **1 HP**.

A summons has its cost split between its **LVL/HP** and the **damage** its capable of.

Calculate the **DIF** by starting at **5 (50%)** and comparing the *remaining tokens* for the trait used to the **LVL** of the challenge. For every **2** points over or under, add or subtract **1** to or from the **DIF**. Use a **d4** die, numbered **0-3**, rolled **3** times to match or beat the **DIF**. If you roll a **9**, roll again and add the result.

The Oracle Die

Use the chart below to answer questions. **A / B** could be, "no / yes", "male / female", "evil / good", etc.

Die	Trait	Element	Race	Relationship	Attitude	A / B
0	CON	Earth	Dwarf	Family / Past	Grounded / Solemn	Very A
1	STR	Water	Human	Friend	Relaxed / Social / Helpful	Mostly A
2	DEX	Air	Elf	Lover / In-Law	Excited / Active / Passionate	Mostly B
3	INT	Fire	Beast-kin	Enemy / Danger	Scared / Protective / Aggressive	Very B



For every **2** points over the **DIF** rolled in an attack, do **1** extra point of damage.

On your turn, you get **2** actions, **1** can be an attack. You can spend **DEX** to get extra actions.

You get **1 short rest** between battles, and **1 long rest** at the end of the in-game day. *Short rests* recover **non-HP** tokens. *Long rests* recover **all** tokens not used for long running spells.

Long running spells, such as summons, don't regenerate the tokens spent on it until the spell ends. After **2 consecutive long rests** without using any magic between them, the tokens spent will regenerate.

Use a *quantum inventory* for items you don't specifically keep track of. Roll on an appropriate **DIF** to see if the PC has the item needed.

Use Milestone leveling, where the PCs and companions level after major events.

Progression can represent anything that takes multiple attempts to accomplish. Use a pile of tokens to represent the current amount of progress remaining. After a stage of progression is made through some action, roll on an appropriate **DIF** to see if a token is added or removed from the progress pile.