SKILL DEVELOPMENT

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③ ② ① ①

①

SPECIALTY

OTHER

HEALTH

OK |___|___|___|___| | HURTING |___|___|___| | OUT |___|___| | ☠

POSSESIONS – CARRYING

TRAITS

BODY |___|___|___|___|___|

WITS |___|___|___|___|___|

ATTACK |___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

POSSESIONS

WEALTH |___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

|___|___|___|___|___|

BASIC RULES

SKILL TEST 1+SKILL x K6; count K6>DIFFICULTY 1. barely and slow 2. done 3. good 4. good and quick 5. epic

ATTACKING A:ATTACK x K6; any K6>D:WITS success; damage = count K6>D:ARMOR

ATTACK TRAIT avg(BODY,weapon) avg(WITS,projectile)

REGAIN HEALTH [resting | first aid + resting | treatment] body part reaches 0 -> needs immediate treatment or is lost

FEATS/MAGIC decrease HP by the level of used feat. use skill test mechanic with DIFFICULTY=LEVEL and test WITS. when creating one, spend 3+LEVEL*3 points

	0	1	2	3	4	5
DURATION	NONE, INSTANT	SECONDS	MINUTES	HOURS	DAYS	YEARS/FOREVER
PREPARATION	WEEK	DAY	FEW HOURS	0.5 HOUR	MINUTE	NONE, INSTANT
DISTANCE	0	REACH	THROW	SIGHT	FAR...	ANYWHERE
AREA	POINT	POINT	ARMS REACH	ROOM	ROOM	HORIZON
CREATE/CHANGE	NOTHING	TINY	TINY, MOVING	DOG SIZE	DOG, MOVING	ANY SIZE

DAMAGE: POINTS; BUFF: POINTS TO ADD TO A TRAIT FOR GIVEN TIME OR POINTS HEALED; ILLUSION: WORKS ON WITS ⩽ ILLUSION

LEVEL [ ]

DURAT. |___|___|___|___|___|
PREP. |___|___|___|___|___|
DISTANCE |___|___|___|___|___|
AREA |___|___|___|___|___|
AFFECT |___|___|___|___|___|
DAMAGE |___|___|___|___|___|
BUFF |___|___|___|___|___|
ILLUSION |___|___|___|___|___|

LEVEL [ ]

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DAMAGE |___|___|___|___|___|
BUFF |___|___|___|___|___|
ILLUSION |___|___|___|___|___|

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DAMAGE |___|___|___|___|___|
BUFF |___|___|___|___|___|
ILLUSION |___|___|___|___|___|

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ILLUSION |___|___|___|___|___|

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DAMAGE |___|___|___|___|___|
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AREA |___|___|___|___|___|
AFFECT |___|___|___|___|___|
DAMAGE |___|___|___|___|___|
BUFF |___|___|___|___|___|
ILLUSION |___|___|___|___|___|