

Hack and Slash (+Str)

- 10+ Deal damage, avoid attack or add +1d6 damage and expose to attack
- 7-9 Deal damage, enemy makes attack

Volley (+Dex)

- 10+ Deal damage
- 7-9 Choose one and deal damage:
 - -1d6 damage
 - Spend 1 ammo
 - Put in Danger

Defend (+Con)

- 10+ Hold 3
- 7-9 Hold 1
 - Redirect attack to you
 - Halve effect/damage of attack
 - Deal Lvl Damage

Spout Lore (+Int)

- 10+ Interesting and useful
- 7-9 Interesting

Make Camp

- Consume 1 ration, Level up, Heal 1/2 max HP, MISC

Discern Realities (+Wis)

- 10+ Ask 3
- 7-9 Ask 1
 - 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 as it appears to be?

Take +1 forward when acting answers

Parlay (+Cha)

When you have something to parley with, ask for something in exchange

- 10+ Need a promise
- 7-9 Need something concrete, right now

Defy Danger (+Appropriate)

- Act despite an imminent threat, say how you deal with it and roll

Aid or Interfere (+Bond)

- 10+, +1 or -2 to the roll
- 7-9, Still get bonus, but expose yourself to danger or cost

Perilous Journey

Quartermaster (+Int):

- 10+ Rations last 2 days
- 7-9 Rations last for a day
- 6- 2 Rations per day

Navigator (+Wis):

- 10+ ThumbLength = 1/2 day
- 7-9 ThumbLength = 1 day
- 6- ThumbLength = 2 days

Scout (+Dex):

- 10+ Can get the jump on monsters
- 7-9 Can prepare for attack.
- 6- group taken by surprise

Herald (+Cha):

- 10+ gain one FORTUNE
- 7-9 maintain FORTUNE
- 6- lose one FORTUNE

Hunting (+Wis)

On a 10+, choose 3. On a 7-9, choose 2:

- Get enough food for group tonight
- Can prepare 1d6 rations leftovers
- Doesn't cut travel, sleep, healing
- Don't take damage/Attract attention
- Find something interesting

Shopping

- < Below your FORTUNE, no cost
- = Equal to your FORTUNE, spend 0-1
- > Above your fortune, spend 2+

Haggle (+CHA)

- 10+ convince someone your fortune is higher than it is. +1 FORTUNE (temp)
- 7-9 +1 FORTUNE (temp), but favor/trade required for purchase
- 6- cause a ruckus, -1 FORTUNE

End of Session

1. Did we add to the map?
 2. Did we accomplish a board posting?
 3. Did we increase our FORTUNE?
 4. Did you fulfill bond/alignment/Drive?
- Make a new bond, up to a max of 5

Last Breath (+nothing)

- 10+ alive, 1-3 health, unstable
- 7-9 bargain with Death/Sultana
- **6- Death takes you**

Range Tags

- **Hand:** within reach, no further
- **Close:** arms reach plus a foot or two
- **Reach:** several feet away
- **Near:** whites of their eyes
- **Far:** shouting distance

FORTUNE/FAME Categories

- -3 You are hated, despised, or ignored
- -2 You are unknown by most
- -1 "Aren't you those guys who did that one thing...."
- +0 When people think of adventurers, they think of you
- +1 Your name is well known
- +2 Your fame is spreading far and wide
- +3 You are recognized on sight

FORTUNE Example Items

-3 / dirt poor / 0 coin or in debt

Whatever you can steal
You sleep in the streets
Beggars rags

-2 / down on your luck / 10-50 coin

Small room in a crappy inn for a night
Buy an ale/drink/snack
Do some light gambling

-1 / pocket change / 50-100

Private room in a decent inn for a week
Doctor visit – mild injury
Full stock up on rations
Buy a full meal
Throwing knives, darts, ammo
Adventuring gear
Leather armor (1 armor)

0 / well off / 100-300

Put entire party up for a week
Fully stock up on rations, ammo, adventuring gear, etc.
Scale Mail (2 Armor), shield (+1)
Healing potions/Poisons/antidotes
Doctor visit – major injury
Any Mundane weapon (axe, longsword, greatsword, etc)

+1 / comfortably wealthy / 300-800

Horse and Wagon
high quality/magic weapon
Bribe a minor official
Plate Mail (3 armor)

+2 / rich / 800-1500

Hire others to quest for you
Exert significant influence on all levels of power and nobility, including mayor
Purchase info about a major magical item
Obtain information, no matter how rare

+3 / Scrooge McDuck / 1500+

Buy a fancy house with several servants.
Become/replace the mayor of this district

+4 / Outrageous!

Influence Sultana herself
Do something that affects all of Planarch