Turns taken Clockwise ------

- **Players**:
- Move Far (50ft or so)
- Move Near (few steps) + Action
- Move Close (face to face) + Action GMs:
- ✤ Act for Monsters / Hazards
- ✤ Countdown the Timer Die

Actions ------

- **Simple**: No roll required
- Check: d20 roll >= Target : Pass/Fail
- ♦ Attempt: d20 roll >= Target : Roll Effort Effort is progress. 1 Heart = 10 Effort

Target -----

The Target is set for the **entire area**. 10-12 is normal. 16+ is extremely difficult.

Hard Task: Target + 3	Easy Task: Target - 3
• Unfamiliar Task	 Already attempted
 Magical resistance 	• Training / Experience

• Working together

Useful Loot

- Magical resistance
- Distractions, Dark
- Time Pressure

Timekeeping -----

The game is ALWAYS taken in turn order. Always.

- → Moment: just a few seconds Actions made in combat
- → Hours: 1-3 hours Between battles, resting, exploring
- → Days: 1-5 days Between sessions, uneventful journeys

Stats -----

• **STR**: melee attack, lift, smash, grip

- **DEX**: range attack, speed, jumping
- CON: recover. toughness, endure • WIS: magic, senses, intuition
- INT: magic, IQ, memory, languages

• CHA: leadership, voice, fearlessness

Recovery -----

Spend a turn patching wounds

- → Moments: d20 + CON against Target Recover (1 + CON) HP
- → Hours: If safe, regain 1 heart If unsafe, gain (1 + CON) HP
- → **Days**: recover all hearts

Death -----

1) When you hit 0 HP or less you are dying 2) Roll a d6 => That many turns until death 3) Each turn roll d20. If 20, revived with 1 HP 4) If Ally reaches you before death, and makes INT/WIS check: stabilized but still KO'd.



Loot -----

10 Loot can be carried, 10 Loot can be equipped. Must be equipped to be used or provide bonuses.

- ★ Food: Number of uses. Instant use. Doesn't count towards carry limit.
- ★ Armor: Max of 20 armor.
- ★ Weapons: max of 3 equipped
- ★ WIS Spells: Internal. No Sots. No trading.
- ★ INT Spells: Depends -- see pg. 47

House Rules -----

Luck: Whenever you miss a check or attempt, gain a Token. You can spend Tokens whenever you like to increase any dice result by 1.

Camp: In a safe place the group can make camp. Every member MUST consume a ration. Each PC can choose to work on a project (3 attempts) or sleep (recover full HP).

Identification: replaces Chests. Items are given out with basic descriptions. Players must make Attempts to investigate and discover the magical properties of an item.

Loot Tables ------

Instant (just roll) or In a chest (1 to 3 hearts)

Weapons	27	Spell Lists:	44
Ancient	198	Sci Fi	204
Shabby	200	Cursed	202
Epic	206	Bizarre	208

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- Armor: Hard to hit Starts at 10.
- Basic Effort: d4 Most stuff. Bare hands
- Weapon Effort: d6 Swords, bows, pistols
- Magic Effort: d8 Arcane, divine power
- Ultimate Effort: d12 Nat 20, add to effort

Always have a timer going. Make every turn matter. Fail Forward.

Monsters on the Fly -----

HEARTS: Adjust for the current moment.
BONUSES: +1 is minor +6 is HUGE
LOOT: 1 Chest dropped per HEART after the first.
ACTIONS: Monsters should break the rules.
Actions work best with a pattern or limit.

• Trap Them: STR roll to escape. • Repel Them: Shove back to far distance. • Area of Effect: Save or suffer. • **Destroy Gear**: VERY scary. Use rarely. • Steal Gear: Less dangerous, gear can be retrieved from the monster after defeated. • Vanish/Reappear: Powerful reaction ability. • Flee: Make them chase it down. • Immune: Make immunities obvious to players. • Negate Attacks: Use rarely, give some kind of secret or pattern for players to learn. • Regenerate/Enrage: Increase hearts or bonuses midway through a fight. • Statuses: Fire, poison, paralysis, terrify etc. Set a time limit or let players negate with a roll. • Multiple Actions: Variety is paramount, but can result in a tough, memorable fight. • Summon/Multiply: Be sure to set some kind of limit or weakness so players can stop it. • **Destroy Terrain**: Affect battlefield, intimidate. • Create Terrain: Fire, poison clouds, rock walls. • Explode: Damage/Gear lost upon death. • Cloak: Force WIS check to spot before attack.

The Game Master's Oath ----

Let the Torrent Flow: Unleash your ideas Remember: Know the rules and the world World from Actions: Only make what is needed Be an Architect: Understand space Be Poetic: Evoke emotions, drama, wonder Be Energetic: Set the tone. Arouse excitement Lift Them Up: Not about you. Be fan of players Beacon of Camaraderie: Be a masterful host Be a Terror: Forgiving and sadistic

Names -		
Lash	Sland	Vex
Toxen	Evoka	Scrub
Skip	Crony	Tatter
Hunter	Ruby	Veil
Malvara	Shep	Doc
Wulf	Scout	Kit
Tirade	Slayton	Trace
Find	more <u>Memorable</u>	Names here.
Shopping	}	

STARTING EQUIPMENT & BASIC WEAPONS 5 LARGE WEAPONS 10 5/PT ADVANCED (3+) Armor 15/PT TRAVEL SUPPLIES (4 PEOPLE FOR 1 DAY) 10 STARTER LOOT 50 ½ x Roll ID SHABBY LOOT BASIC LOOT ROLL ID Epic Loot 20 X ROLL ID TIER 1 REWARDS 250 TIER 2 REWARDS 1,000 TIER 3 REWARDS 5,000 TIER 4 REWARDS 50,000 Notes / Misc -----

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