

Main Roll

☞ **Permission:** Allows characters to attempt certain actions. Don't roll w/o permission.

When you attempt an action that's difficult, relevant, and may cause an unwanted outcome, **roll 2d6:**

Helpful tags: +1

Harmful tags: -1

Max of +3 / -3 per roll

High risk

+2 damage

Normal

most rolls

Low risk

-2 damage

Stance affects rewards and consequences.
In combat: "defensive vs aggressive".

External Factors? Roll 3d6:

enemy Tags/abilities, hazards, surprise

Advantage

take best two

Disadvantage

take worst two

Results

6- **Failure. Things get worse.**

7-9 **Success + Complication.**

10-12 **Complete Success. No Issues.**

13+ **Success + Additional Benefit.**

You can only roll once per action
until circumstances change.

☞ Handle traps as single roll.

Fighting

☞ Enemies never roll attack / defense.

The GM may choose to roll enemy damage.

Cinematic Combat Roll

6- Suffer highest d6 + enemy modifier (usually +0 to +10).

7-12 Deal lowest d6 + Modifiers.
(Always deal at least 1 damage.)

13+ Double Damage (as above).

Normally let characters take actions whenever makes sense.

During chaos/combat:

1. Players declare actions. Depending on the action, different limbs and Tags apply.

Each Limb:

-1 Speed

Armor:

-1 Speed per

Tags:

Depends

2. Higher speeds go first. (PCs win ties)

Attack Roll

7-12 Deal lowest d6 + Modifiers.
☞ Successful attacks deal at least 1

13+ Double Damage (as above).

Defense Roll

6- Suffer highest d6 + enemy modifier (usually +0 to +10).

7-9 Suffer lowest d6 damage.

10+ Suffer no damage.

Health & Healing

May receive **one healing** between Rests.

Magical healing has its own rules.

Heal Self

7+ heal lowest d6 +
Modifiers

Heal Other

7+ heal highest d6 +
Modifiers

Long Rest: Recover all HP, or heal a non-permanent Injury Tag.

☞ If left untreated, become Permanent.

Death

When you drop below 1 HP, roll:

6- Dead from a lethal attack; else bleeding out. (10 mins)

7-12 Conscious, 1HP. Gain Injury Tag

13+ Conscious, lowest d6 + Modifiers

☞ Injury Tags affect this roll.

End of Session

- ⦿ Killed important enemy (+1 all)
- ⦿ Made a meaningful discovery (+1 all)
- ⦿ Approached a goal or a cause (+1 each)
- ⦿ Downtime scenes (+1 to +3 depending)
- ⦿ Acquired meaningful loot (+1 to +3 all)
- ⦿ Meaningful social scene (+1 each)
- ⦿ Completed a quest, mission, or major objective (+1 to +3 all)

Principles

Impartiality Challenge

Add termites, shake the box

Impact

Reward smarts, dire consequence

Meaningful Choices

No right option. Every choice has a cost

Speed & Travel

0 Speed 30ft per round

X Speed +/- 5 feet

-5 Speed Encumbered

-7 Speed Can't Move

Rough terrain
-10 feet

Harsh terrain
-20 feet

Travel Turn: a few hours of travel.

Each player selects a role: Torchbearer, Scout, Rearguard, Quartermaster, Mapper. GM picks a player to **focus** on. They roll to see how things go during this turn.

Converting Enemies

HP is (HD x 4) or as listed.

Ignore to-hit bonus. (+4 is Advantage)

Roll damage as listed.

Saving Throws inform tags or abilities.

Movement Speed: every 10ft above/below 30ft adds +1 / -1 speed. Keep reductions.

Descending AC

⦿ Armor = $(10 - AC) \div 2$, round down.

⦿ If AC > 18: Players roll at disadvantage.

Ascending AC

⦿ Armor = $(AC - 10) \div 2$ round down Max 4

⦿ If AC > 18: Players roll at disadvantage.

Creating Enemies

If rolling for enemy damage:

Weak	Normal	Strong	Very
1d6 - 2	1d6	1d6 + 2	2d6

Speed	Health Points
Very slow: -3 to -5 <i>crabmen oxen slime</i>	Fodder: 1-9 <i>humanoid goblin</i>
Slow: -3 to -1 <i>orc dragon armored</i>	Rugged: 10 - 19 <i>wolf orc bandit</i>
Normal: 0 <i>most creatures</i>	Tough: 20 - 29 <i>undead soldier</i>
Fast: 1 - 3 <i>wolf elf goblin</i>	Sturdy: 30 - 39 <i>dinosaur ogre</i>
Very Fast: 3 - 5 <i>horse giant magic</i>	Epic: 40 - 50 <i>dragon giant</i>

Damage Modifier	Armor
Normal: 0 <i>novice animals</i>	Unarmored: 0 <i>humanoid beast</i>
Threatening: +1-3 <i>bandit goblin</i>	Light: 1 <i>helmet shield</i>
Dangerous: +4-6 <i>soldier orc undead</i>	Medium: 2 <i>chainmail giant</i>
Severe: +7-9 <i>dinosaur giant</i>	Heavy: 3 <i>plate hydra demon</i>
Deadly: +10 <i>assassin dragon</i>	Impenetrable: 4 <i>full-plate dragon</i>

Sample Equipment

Axe	2h, step, clumsy
Bow	2h, long range, ammo 1, bane vs unshielded, AP1
Dagger	1h, arm, can be thrown
Mace	1h, arm, AP2
Mail	armor 2, worn
Plate	armor 3, worn, heavy
Polearm	2h, reach, AP2
Shield	1h, +1 armor
Sword	1h, arm, bane vs unarmored

Gear and Kits

Adventuring kit: 5 uses. backpack, rope, chalk, lanterns, and sundry other items.

Cartographer's kit: 5 uses, fragile 1.

Contains sheets of vellum, ink, a quill, sextants, a protractor, etc.

Climbing kit: worn, fragile 1. Contains 200 feet of rope, pitons, a climbing hammer, and a climbing harness.

Hospitaller's kit: 5 uses. Bandages, surgical equipment, salves, antitoxins, etc.

Thief's kit: 5 uses, fragile 1. Contains lockpicks, weights, an hourglass, etc.

Bandages: fragile 2. Advantage when healing someone w/ mundane means.

Lantern: 1h/worn, reload.

Rations: 1 use. Food for a day.

Torch: 1h, 1 use. Lasts about an hour.

Nugget of azoth: worth about 50sp or 5gp.

☞ *Player armor cannot exceed 5.*

Character Concept

☞ Roll some d6s to randomly generate a character, or just use these as examples.
Create Concept AFTER everything else.

Approach to Conflict

1-2

- 1 Aggressive
- 2 Violent
- 3 Patient
- 4 Calm
- 5 Cautious
- 6 Nervous

3-4

- 1 Deceptive
- 2 Guileful
- 3 Stealthy
- 4 Prepared
- 5 Fearful
- 6 Diplomatic

5-6

- 1 Resolve as quickly as possible.
- 2 Take simplest, most obvious approach.
- 3 Approach with misplaced confidence.
- 4 Whatever is flashiest; most impressive.
- 5 Support another with their approach.
- 6 Ignore your first two ideas, use the 3rd.

Goal, Cause, Ethos

1-2

- 1 Honorbound
- 2 Obey the law
- 3 Restore peace
- 4 Find the Truth
- 5 Overthrow King
- 6 Find perfect bow

3-4

- 1 Might is right
- 2 Vengeance
- 3 Raise a pet
- 4 Visit every city
- 5 Collect followers
- 6 Find meaning

5-6

- 1 Knowledge is power.
- 2 37 Treatises of Wisdom.
- 3-4 Acquire vast riches and retire.
- 5-6 Help another achieve their goals.

Gimmick, Impression

1-2

- 1 Clothes all one color
- 2 Multifaceted eyes
- 3 Embarrassing tattoo
- 4 Perfect hair, always
- 5 Strangely Sweaty
- 6 Mixes metaphors

3-4

- 1 Tell obvious lies
- 2 Forgets names
- 3 Strict diet
- 4 Enjoys arguing
- 5 Numb left arm
- 6 Smells smoky

5-6

- 1 Collects strange items/artifacts.
- 2 Cuts their arm before combat.
- 3 Slightly magnetic skin, hair.
- 4 One fancy worn item, all rest is trash.
- 5 Narrates self in 3rd person.
- 6 Tells that one joke over and over.

Background

1-2

- 1 Born a slave
- 2 Acolyte of Tynam
- 3 Merchant sailor
- 4 Court jester
- 5 Nomadic hunter
- 6 Dishonored monk

3-4

- 1 Street vagrant
- 2 Blacksmith
- 3 Dirt farmer
- 4 Engineer
- 5 Failed barkeep
- 6 Baron of Venmotte

5

- 1 32nd in line for the throne.
- 2 Exotic animal trainer.
- 3 Apprentice chemist.
- 4 Mail Delivery Rider.
- 5 Grew up in sewer overcame fear of sun.
- 6 Village destroyed in a fire they started.

6

Roll on the “**Who you are Now**” table.
And use the results as your background.

Who you are now

1-2

- 1 Bounty hunter
- 2 Pyromancer
- 3 Thieves’ Guildster
- 4 Ordained warrior
- 5 Artifact hunter
- 6 Champion of Ghor

3-4

- 1 Physicker
- 2 Boundary warden
- 3 Hedgewizard
- 4 Private Detective
- 5 Failed barkeep
- 6 Hunter/Tracker

5

- 1 Spy for nearby kingdom.
- 2 Mentor/Master for Hire.
- 3 Heir to a lost royal bloodline.
- 4 Corrupt Vizier seeking redemption.
- 5 Your “Wanted” poster is in every town.
- 6 Mayor of a small town.

6

Roll on the “**Background**” table.
And use the results as “Who you are now”.

Weakness

1-2

- 1 Irrational temper
- 2 Poor eyesight
- 3 Claustrophobic
- 4 Overconfident
- 5 Clumsy
- 6 Hedonist

3-4

- 1 Can’t count over 10
- 2 Can’t read
- 3 Regularly gets lost
- 4 Can’t start fire
- 5 Poor memory
- 6 Stutter

5

Roll on the **Flaw** table and come up with a less severe version. That’s your weakness.

6

Pick a useful skill. You’re terrible at it.
Embarrassingly bad. How do you stand it?

Lineage

1-2 Human (+2HP)

Gain +1 XP when:

- you take an injury tag.
- you Train during a downtime scene.
- you Succumb during downtime.

When doing something innovative, you get a critical success on a 12+.

3 Elf

+1 damage with bows & magic. You have permission to attempt otherwise impossible tasks to remember esoteric facts or to solve puzzles. You may attempt to use magic even without training or implements. Never fail when attempting something in a painfully patient or cautious way.

4 Dwarf

Poison Immunity, Darkvision. Never fail when attempting to execute your chosen craft. When attempting something in an obstinate, stubborn, and direct way, you get a critical success on a 12+.

5 Smallfolk

+2 damage to larger foes. You can always squeeze into tight spaces, escape bonds, slip through bars. When attempting something selfless or brave, you get a critical success on a 12+. Permission to attempt impossible tasks when determining "correct" route.

3 Beastkin

+1 speed; +3 in native environment. Select a creature or order of creatures you resemble. (feathered, furred, scaled, etc.) Unarmed attacks can cut and stab. Never fail at actions related to bloodline.

Flaws

A lie about the world; a crippling fear; a selfishness or vice you can't resist.

1 Fears

- 1 Common creature
- 2 Blood/viscera
- 3 Being recognized
- 4-6 Normal situation (heights, social, rivers, dark, underground,)

2 Vices

- 1 Expensive finery
- 2 Specific plant
- 3 Specific drink
- 4 Religious fervor
- 5 Adrenaline
- 6 Gambling

3

- 1 Get lost at first opportunity.
- 2 Large debt to a dangerous organization.
- 3 Sacrifice anything to avoid failure.
- 4 Will not risk self for others.
- 5 Unwilling to admit wrong. Blame others.
- 6 Loudly share your unwanted opinions.

4

Roll on the **Weakness** table and come up with a severe version. That's your Flaw.

5

- 1 Poor = Lazy or lesser.
- 2 You're better than most. List reasons.
- 3 Can't keep a secret. Blabbermouth.
- 4 Unwilling to accept help from others.
- 5-6 When others suffer from their Flaw, you suffer along with them.

6

Human: Other races belong in the past.
Elf: Looks down on those without magic.
Dwarf: Sees non-craftsmen as Lazy.
Smallfolk: Larger folk are loud, brutish
Beastkin: Fears oppression/capture.

Technique Roll 2d6

Doubles (Optional) 2-3 Fleshcraft

Make new technique. Maybe based on a defeated foe, or a big accomplishment.

- 1 Healing Touch
- 2 Magical Healing
- 3 Soulsnare
- 4 Undead Thrall
- 5-6 Cure

4 Sage

- 1 Linguist
- 2 Provident Guidance
- 3 Nose for Evil
- 4 Eyeball It
- 5 Arcanist
- 6 Last Word

5 Hunter

- 1 Beastspeak
- 2 Inner Compass
- 3 Light Sleeper
- 4 Pathfinder
- 5 Tracker
- 6 Favored Env.

6 Survivor

- 1 Bottomless Lungs
- 2 Tough Hide
- 3 Strong
- 4 Iron Stomach
- 5 Jelly Bones
- 6 Mighty Leap

7 Fighter

- 1 Armorbored
- 2 Assassinate
- 3 Favored Enemy
- 4 Favored Tactic
- 5 Favored Weapon
- 6 Frothy Rage

8 Divine

- 1 Devoted: Augury
- 2 Devoted: Bolster
- 3 Devoted: Cleanse
- 4 Devoted: Holy Ward
- 5 Devoted: Invigorate
- 6 Oathbound

9 Thief

- 1 Cutpurse
- 2 Better Safe...
- 3 Ear to Ground
- 4 Practice Shadow
- 5 Trapcunning
- 6 Wallclimb

10 Adept

- 1 Distill Azoth
- 2 Hand of Force
- 3 Illuminate
- 4 Inaudible
- 5 Legerdemain
- 6 Transfer Heat

11-12 Magus

- 1 Shadowmeld
- 2 Control Veg.
- 3 Hellrift
- 4-5 Pyro.
- 6 Scry