

Die Rolls

ROLL OUTCOMES

- 9+ Success
- 6-8 Partial Success
- 5- Failure

ADVANTAGE & DISADVANTAGE

- Advantage** Best two dice of 3D6
- Disadvantage** Worst two dice of 3D6

TEAMWORK

- Group Challenge** Everyone rolls, half must succeed
- Assist a Teammate** Teammate gets advantage

Actions & Outcomes

CAST SPELL

When casting a difficult or powerful spell...

- 9+ The spell works
- 6-8 You also draw unwelcome attention or lose control of the spell

COMBAT

When fighting close-up or from afar with ranged weapons...

- 9+ Deal your damage (*option: do 1 extra damage but enemy hits you*)
- 6-8 Enemy hits you or you get put in a tough spot

DEFY DANGER

Any time you try to avoid danger or getting hurt...

- 9+ You succeed
- 6-8 You stumble, and choose from a worse outcome or tough choice

DEFEND

When you try to defend yourself of a teammate from an attack...

- 9+ Block the attack
- 6-8 Cut damage in half, or block it all but damage your armor/weapon

UNDERSTAND THE WORLD

Try to study the world around you, a person, or a situation...

On a 9+, ask three questions. On a 6-8, ask one.

- 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 what it appears to be?

RECALL KNOWLEDGE

Try to recall something that your character would know in the story...

- 9+ The GM will tell you something interesting and useful
- 6-8 The GM will tell you something interesting only

INFLUENCE

When you try to persuade or intimidate someone...

- 9+ They do what you want
- 6-8 They require something from you first

LAST BREATH

When a character is dying...

- 9+ Death allows them to return to the living
- 6-8 Death requires something in return

Health & Healing

HEALING

- Short Rest** 1 HP
- Long Rest** 3 HP
- First Aid/Spell** 2 HP
- Healing Potion** 4 HP

ENVIRONMENTAL DAMAGE

- Cuts & Scrapes** 1 Damage
- Broken Bones** 3 Damage
- Lethal** 6 Damage

KNOCKED OUT & LAST BREATH

When a player's HP reaches 0...

- Knocked Out** Cannot do anything until they have at least 1 HP.
- Last Breath** Can be revived if healed. If not, roll...

Improvising Monsters

MONSTER STATS

- Small** 1 HP 1 Damage
- Medium** 3 HP 1 Damage
- Large** 6 HP 2 Damage
- Very Large** 9 HP 3 Damage
- Ginormous** 15 HP 5 Damage

BALANCING ENCOUNTERS

Start with just a few monsters. Send in more or modify the environment if things are too easy.

For horde-based monsters, players can damage multiple monsters with one attack.

Character Progression

LEVELING UP (*pick one*)

- Learn a new skill or ability (*up to a maximum of 7 learned skills*)
- Replace an existing skill or ability with a new one
- Increase your max HP by 1 (*up to a total of 12*)