

1) Character Creation

- 1) Pick a class.
- 2) Inherit all 4 skills at LVL 2 from class.
- 3) Raise 1 inherited class skill to LVL 3.
- 4) Inherit equipment from class.
- 5) Set starting **Wealth** to 2.
- 6) Optional: purchase more equipment with starting **Wealth**.

2) Roll / Challenge System

- Result of a roll is the highest number shown amongst all **d6** dice rolled.
- The skill level determines the number of **d6** dice rolled, e.g. LVL 2 skill → **2d6** rolled.
- Advantage (+1) adds 1 to result. • Disadvantage (-1) subtracts 1 from result.
- Advantage (+1) and disadvantage (-1) cannot stack, and cancel each other out if both applied.
- Success if **Skill d6** ≥ **Difficulty**, i.e. the roll is greater than or equal to the difficulty.
 - If unskilled: roll **1d6** with disadvantage (-1).
- When 1s are rolled (excluding the highest number die), player can choose 1 option below for each:
 - A)** Add 1 to current roll result.
 - B)** Save for later personal use within the same scene. Using it will apply option A. Cannot be given to ally.
 - C)** Give to nearby ally for next action within the same scene. Option A will be applied.

Team Roll

- 1) All players roll **Skill d6** ≥ **Difficulty**.
- 2) Roll result is overall highest number shown.
- 3) All 1s rolled are instantly added to the result.

3) Magic & Artifacts

	Arcane	Divine
Description/use	Offensive / Debuffs / Damage	Defensive / Buffs / Heals
Restriction(s)	Cannot aid others - offense only	Cannot hurt others except undead
Skill <i>Cast spell</i>	Spellcraft	Religion
Skill <i>Resist cast failure effect</i>	Awareness	Willpower
Skill <i>Cast quickly (1 action)</i>	Intelligence	Wisdom
Skill <i>Identify artifact</i>	Intelligence	Wisdom
Skill <i>Resist artifact effect/curse</i>	Awareness	Willpower

4) Kits, Tools & Books

- Kits, tools and books in equipment provide advantage (+1) on rolls where they apply.

5) Non-Magic Healing

- Out of combat, players can heal 1 wound per scene if they have the Wisdom skill and roll **Wisdom d6** ≥ 5.
 - The healed wound can be on player's own character or an ally's character.

6) Advancement / Level Up

- At GM's discretion, players can increase 1 skill by 1 rank, up to a maximum rank of 5.

7) Wealth & Shopping**7.1) Wealth Increase**

- Players can increase **Wealth** by selling artifacts to shopkeepers, but cannot sell second-hand equipment.
- When a **Wealth** increase is triggered by the GM (e.g. treasure found), each player rolls **1d6**.
 - The player's **Wealth** increases by 1 if **1d6** > **current Wealth** or if a **6** was rolled.

7.2) Spending / Buying

- Buying an item at same price as current **Wealth**, or large quantity of cheaper items, decreases **Wealth** by 1.
- Once per scene, allies can temporarily increase another player's **Wealth** to allow him/her to make a purchase:
 - 1) All players, including buyer, roll **Wealth d6**.
 - 2) All 1s rolled increase buyer's **Wealth** by 1 temporarily.

Item Type	Price
Weapon: 1H Melee	2
Weapon: 2H Melee	3
Weapon: 2H Ranged	3
Weapon: 1H Ranged/Thrown	2
Armor: Light	2
Armor: Heavy	4
Shield	2
Magical Implement	4
Kit/Tool/Book	2 or more based on power/rarity

7.3) Wealth Levels

Level	Name	Example Possessions
1 - 2	Lower class	Food, water, clothing, shelter
3 - 4	Middle class	Horse, house
5 - 6	Upper class	Ship, carriage, servants
7 - 8	Nobility	Mansion, land
9+	Royalty	Castle, army

8) Classes, Starting Equipment & Skills

	Starting Equipment	Skill	Use: Out of Combat	Use: In Combat		
Cleric	1x Weapon 1x Light or Heavy Armor 1x Shield 1x Divine Implement 1x Religious Book 1x Healing Kit	Empathy	<ul style="list-style-type: none"> Determine how two individuals regard each other. Determine when others are lying or disguised. If successful: advantage (+1) with other social skills vs target. 	<ul style="list-style-type: none"> If successful: advantage (+1) with other social skills vs target. 		
		Religion	<ul style="list-style-type: none"> Knowledge of religious lore. 	<ul style="list-style-type: none"> Cast divine spells. 		
		Willpower	<ul style="list-style-type: none"> Resist fear, domination, seduction, intimidation, etc. Resist divine artifact effects/curses. 	<ul style="list-style-type: none"> Resist divine spellcasting failure consequence. 		
		Wisdom	<ul style="list-style-type: none"> Intuition, sixth sense, good judgement. Identify divine artefacts. Heal 1 wound per scene out of combat. 	<ul style="list-style-type: none"> Chance to quick-cast divine spells in 1 action. 		
	Starting Equipment	Skill	Use: Out of Combat	Use: In Combat	Equipment Effect	
Mage	1x Weapon 1x Arcane Implement 1x Lore Book 1x Academic Book 1x Linguistic Book	Awareness	<ul style="list-style-type: none"> Detect illusions, tricks, deception, confusion, stealth. Search areas, discover hidden items, find secret doors. Resist arcane artifact effects/curses. 	<ul style="list-style-type: none"> Resist arcane spellcasting failure consequence. 	<ul style="list-style-type: none"> Heavy armor: (-1) 	
		Intelligence	<ul style="list-style-type: none"> Knowledge in academics, alchemy, linguistics, monster lore. Deduction, solving riddles, good memory. Identify arcane artefacts. 	<ul style="list-style-type: none"> Chance to quick-cast divine arcane in 1 action. 		
		Persuasion	<ul style="list-style-type: none"> Convince people, negotiation, diplomacy, information, etc. 			
		Spellcraft		<ul style="list-style-type: none"> Cast arcane spells. 	<ul style="list-style-type: none"> Any armor or shield: (-1) 	
	Starting Equipment	Skill	Use: Out of Combat	Use: In Combat	Equipment Effect	
Rogue	2x Weapons 1x Light Armor 1x Lockpicking Kit 1x Trapping Kit	Deception	<ul style="list-style-type: none"> Get information, favors from people. Disguise and impersonation. 			
		Dexterity	<ul style="list-style-type: none"> Acrobatics. Pick locks. Disarm traps. 	<ul style="list-style-type: none"> Perform dexterity-based combat maneuvers. Increased chance to hit with ranged and thrown weapons. Dual-wield 1H melee: can re-roll once for better hit chance. 		<ul style="list-style-type: none"> Heavy armor or shield: (-1)
		Reflexes	<ul style="list-style-type: none"> Avoid traps. Avoid falling damage. 	<ul style="list-style-type: none"> Chance to dodge battle damage. 		<ul style="list-style-type: none"> Shield: (+1) if not used to hit in turn Heavy armor: (-1)
		Stealth	<ul style="list-style-type: none"> Move/act without being seen. Pick pockets. Ambush. 	<ul style="list-style-type: none"> Deal extra damage with 1H melee weapons from stealth. 		<ul style="list-style-type: none"> Heavy armor or shield: (-1)
	Starting Equipment	Skill	Use: Out of Combat	Use: In Combat	Equipment Effect	
Warrior	3x Weapons 1x Light or Heavy Armor 1x Shield 1x Climbing Kit	Fortitude	<ul style="list-style-type: none"> Stamina. Hold breath longer. Resist: poison, sickness, fatigue, hunger, thirst, weather, etc. 	<ul style="list-style-type: none"> Chance to soak non-lethal damage. Chance to soak lethal damage when wearing armor. 	<ul style="list-style-type: none"> Heavy armor: (+1) 	
		Intimidation	<ul style="list-style-type: none"> Get someone to do what you want via threat of force. 			
		Strength	<ul style="list-style-type: none"> Running, climbing, jumping, lifting, swimming, etc. 	<ul style="list-style-type: none"> Perform strength-based combat maneuvers. Increased chance to hit with unarmed attacks, melee weapons. Increased damage with 2H melee weapons. 		
		Weaponry	<ul style="list-style-type: none"> Identify, appraise and maintain weapons. Operate siege and shipboard weapons. 	<ul style="list-style-type: none"> Increased chance to hit with any weapon. 		

9) Combat

9.1) Initiative

- Team roll: **Skill d6** ≥ **Highest NPC Difficulty**. Skill used, advantage (+1) or disadvantage (-1) depends on situation.
- **Initiative roll effect - applied to first round only:** *Players won* : offensive rolls gain advantage (+1). *Players lost* : defensive rolls have disadvantage (-1).

9.2) End Of Combat / Scene

- **Unconscious** players heal 1 wound, become conscious again.
- *Backlash* and *disfavor* spellcasting penalty statuses removed.

9.3) Player Turn

Each player chooses 1 action below per turn.

9.3.1) Move

- Move 1 space: **Close** ↔ **Nearby** ↔ **Far**.
- Can perform melee attack after moving.

9.3.2) Maneuver

- Based on description: **Strength** or **Dexterity d6** ≥ **NPC Difficulty**.
- On success, choose 1 outcome below:
 - A) Grant advantage (+1) for 1 round to ally player/NPC against NPCs ≤ **NPC Difficulty**.
 - B) Inflict disadvantage (-1) on enemy NPC until it spends action to remove it.
 - This option may instantly defeat common-type enemies.

9.3.3) Other Skill-Based Action

- Based on description: **Skill d6** ≥ **NPC Difficulty**.
- On success: inflict disadvantage (-1) on enemy NPC for 1 round.
- This action can never injure or defeat enemies.

9.3.4) Attack NPC

Weapon Type	Range	Roll To Hit	Damage Dealt On Hit
Unarmed, improvised	Close	Strength d6 -1 ≥ NPC Difficulty . <i>Always with disadvantage.</i>	1 wound, non-lethal damage.
1H melee weapon, shield	Close	Weaponry or Strength d6 ≥ NPC Difficulty . • If dual-wielding 1H melee: can re-roll 1d6 per point of Dexterity .	1 wound, lethal damage. • If during stealth: inflict Stealth wound(s) instead. Stealth is then dispelled.
2H melee weapon	Close	Weaponry or Strength d6 ≥ NPC Difficulty .	Strength wound(s), lethal damage.
1H ranged/thrown weapon	Close, Nearby	Weaponry or Dexterity d6 ≥ NPC Difficulty . • Disadvantage (-1) on close targets. • If rolling Dexterity : disadvantage (-1) with heavy armour or shield.	1 wound, lethal damage.
2H ranged weapon	Close, Nearby, Far		

9.3.5) Cast Spell

Type	Range	Roll To Cast	Roll To Resist Cast Failure Effect	Cast Failure Effect	Roll To Quick-Cast In 1 Action
Arcane	Close, Nearby	Spellcraft d6 ≥ Spell Difficulty . • Disadvantage (-1) unless wielding implement. • Disadvantage (-1) with any armour or shield.	Awareness d6 ≥ Spell Difficulty . • Disadvantage (-1) with heavy armor.	• Next action lost, and <i>backlash</i> status applied. • If already had <i>backlash</i> : gain 1 wound.	Intelligence d6 ≥ Spell Difficulty . • Otherwise, current and next action locked.
Divine	Close, Nearby	Religion d6 ≥ Spell Difficulty . • Disadvantage (-1) unless wielding implement.	Willpower d6 ≥ Spell Difficulty .	• Next action lost, and <i>disfavor</i> status applied. • If already had <i>disfavor</i> , for the rest of the scene: • Can no longer cast divine spells. • Disadvantage (-1) on all subsequent rolls.	Wisdom d6 ≥ Spell Difficulty . • Otherwise, current and next action locked.

9.4) NPC Turn

Each NPC can perform 1 action below per turn.

9.4.1) Move

- Move 1 space: **Close** ↔ **Nearby** ↔ **Far**.
- Can perform melee attack after moving.

9.4.2) Attack Player

- 1) Player rolls to dodge: **Reflexes d6** ≥ **NPC Difficulty**.
 - Advantage (+1) with shield unless it was used as weapon this round.
 - Disadvantage (-1) with heavy armor.
 - 2) On dodge fail, player rolls to soak damage: **Fortitude d6** ≥ **NPC Difficulty**.
 - **Can only be rolled against non-lethal damage unless wearing armor.**
 - Advantage (+1) with heavy armor.
- If player couldn't dodge nor soak: player is **wounded**. The effects are:
 - Any spell currently being cast by the player is cancelled.
 - Player chooses 1 skill and disables it for the rest of combat.
 - Disabled skills are rolled with **1d6**, can't gain advantage.
 - If 3 skills are disabled: character becomes **unconscious**.

9.4.3) Attack Other NPC

- Attacker Difficulty d6** ≥ **Target Difficulty**.
- On success: attacker inflicts 1 wound to target NPC.

10) Difficulties

10.1) Difficulty Probability Table

Assuming all 1s rolled are spent instantly. Assuming no 1s were previously saved or provided by allies.

	Threshold	1d6	2d6	3d6	4d6	5d6
Easy	3	Medium 66.67%	Extremely Easy 94.44%	Extremely Easy 99.54%	Extremely Easy 99.92%	Extremely Easy 99.99%
	4	Medium 50.00%	Easy 80.56%	Extremely Easy 94.44%	Extremely Easy 98.46%	Extremely Easy 99.52%
Moderate	5	Hard 33.33%	Medium 61.11%	Easy 80.09%	Extremely Easy 90.74%	Extremely Easy 95.72%
	6	Formidable 16.67%	Hard 36.11%	Medium 54.63%	Medium 69.68%	Easy 80.45%
Hard	7	Impossible 0.00%	Godly 5.56%	Formidable 15.28%	Hard 27.16%	Hard 39.29%
	8	Impossible 0.00%	Impossible 0.00%	Godly 1.39%	Godly 4.78%	Formidable 10.10%
	9	Impossible 0.00%	Impossible 0.00%	Impossible 0.00%	Godly 0.31%	Godly 1.29%
	10	Impossible 0.00%	Impossible 0.00%	Impossible 0.00%	Impossible 0.00%	Godly 0.06%

10.2) Spell Difficulty

• Spells of difficulty 3 have very minor effects. Lifting a tiny object, creating a bit of light, making food taste better...

Offensive Spells	Difficulty	Description
Arcane		
Electric Jolt	NPC	Cause 1 wound to 1 nearby foe.
Icy Ray	NPC +1	Cause 1 wound and disadvantage for the scene to 1 nearby foe.
Blinding Beam	NPC +2	Cause 1 wound and disadvantage for the scene to 1 far foe.
Fire Ball	NPC +3	Cause 1 wound to 1 far foe and all foes nearby it of equal or lower difficulty.
Force Blast	6	Move all close targets away and give them disadvantage for the scene.
Divine		
Divine Judgment	NPC	Give 1 nearby undead foe disadvantage for the scene
Smite Evil	NPC +1	Cause 3 wounds to a nearby undead foe.
Turn Undead	NPC +2	Cause 1 wound to all nearby undead of equal or lower difficulty.
Destroy Undead	NPC +3	Instantly destroy 1 close undead foe.

11) NPCs

11.1) NPC Composition / Attributes

Difficulty	Difficulty value for combat. For elite NPCs, this also dictates the total HP.
NPC Type	Common (defeated at first wound or manoeuvre) or elite (HP equals difficulty).
Damage Type	Lethal or non-lethal .
Optional: Skill Resistance(s)	Resistance or weakness when skill is used against NPC, e.g. Stealth vs. dog.
Optional: Magic Resistance(s)	Spell resistance or weakness, e.g. arcane vs. minotaur resistant to magic.
Optional: Special Ability(ies)	Increased range, increased damage, can hit multiple targets, etc.

11.2) NPC Encounter Size Recommendations

Difficulty	Num. Enemies	Enemy(ies) Difficulty
Simple	Fewer than heroes	Below average maximum skill
Easy	Same as heroes	Equal to average maximum skill
	or Single enemy	Higher than average maximum skill
Moderate	More than heroes	Equal to average maximum skill
	and Single enemy	Higher than average maximum skill
Hard	More than heroes	Higher than average maximum skill
	and Single enemy	Much higher than average maximum skill
Challenging	Many more than heroes	Higher than average maximum skill
	and A few more enemies	Much higher than average maximum skill

• For spells with significant effects, consult the tables below. Note that **NPC** refers to the target NPC's **Difficulty**.

Support/Utility Spells	Difficulty	Description
Arcane		
Arcane Shield	4	Negate the next wound you suffer within the scene.
Lesser Teleport	5	Move twice instantly.
Feather Flight	7	You can fly for one scene.
Greater Teleport	8	Transport yourself and all close allies anywhere previously visited.
Divine		
Healing Hands	4	Heal 1 wound to a touched ally.
Divine Protection	5	Allow 1 touched target to roll Fortitude to avoid damage for the scene.
Turn Undead	6	No undead may move close to you for the scene.
Battle Prayer	7	All nearby allies gain advantage on attacks until wounded for the scene.
Restore Health	8	Heal all wounds to a touched ally, restore consciousness.