

# Abilities and tests

<b>AGILITY</b>	Defend, balance, swim, flee
<b>PRESENCE</b>	Perceive, aim, charm, wield Powers
<b>STRENGTH</b>	Crush, lift, strike, grapple
<b>TOUGHNESS</b>	Resist poison/cold/heat, survive falling

## TESTS

Roll d20± ability **equal to or greater than DR** to succeed. Creatures don't add any ability, only roll an unmodified d20 against the DR.

## DIFFICULTY RATINGS (DR)

6	incredibly simple
8	routine
10	pretty simple
12	normal
14	difficult
16	really hard
18	should not be possible

# Adventuring

## REACTION (2D6)

2-3	Kill!
4-6	Angered
7-8	Indifferent
9-10	Almost friendly
11-12	Helpful

## REST

Catch breath	heal d4 HP
A night's sleep	heal d6 HP

**Infection:** No healing when resting. Take d6 damage each day.

## MORALE (2D6)

If you roll over the creature's Morale, d6:  
1-3 Flees  
4-6 Surrenders

## ROLL MORALE IF

- The leader is killed
- Half the group is eliminated
- Lone enemy has 1/3 HP left

# Powers / scrolls

## AMOUNT PER DAY

A PC can use their Powers a total of **Presence + d4** times per day. Roll the total amount every day.

## WIELD A POWER

Make a **Presence DR12** test. Failure means the Power doesn't work and the caster takes d2 HP damage, becomes dizzy for an hour and cannot use Powers during that time. For fumbles, see page 44.

# Combat

## INITIATIVE D6:

1-3 Enemies begin  
4-6 Player Characters begin  
individual: **Agility + d6**

<b>MELEE</b>	DR12 <b>STRENGTH</b>
<b>RANGED</b>	DR12 <b>PRESENCE</b>
<b>DEFENCE</b>	DR12 <b>AGILITY</b>

## CRIT (NATURAL 20)

**Attack:** ×2 damage, armor/protection reduced one tier.  
**Defence:** PC gains a free attack.

## FUMBLE (NATURAL 1)

**Attack:** Weapon breaks or is lost.  
**Defence:** PC takes double damage, armor is reduced one tier.

## ARMOR TIERS

**1. light**   **2. medium\***   **3. heavy\*\***  
-d2                    -d4                    -d6  
\*+2 DR Agility tests  
\*\*+4 DR Agility tests (Defence +2 DR)

## BROKEN (0 HP) D4:

- 1 Fall unconscious for d4 rounds, awoken with d4 HP.
- 2 Roll a d6: 1-5 = Broken or severed limb. 6 = Lost eye. Can't act for d4 rounds then become active with d4 HP.
- 3 Haemorrhage: death in d2 hours unless treated. All tests are DR16 the first hour. DR18 the last hour.
- 4 Dead.