Core Rules

ATTACK ROLLS

- **Melee:** d20 + Str modifier
- **Ranged/Finesse:** d20 + Agi modifier
- **Spell:** d20 + varies (often Int/Will modifier)

vs. Target Number (TN) – usually Defense

CHALLENGE ROLLS

Not directly opposed but boons/banes may apply.

d20 + varied modifier vs. TN 10

BOONS/BANES

- d6 per Boon/use highest as adjustment
- d6 per Bane/use highest as adjustment
- Boons/Banes cancel out one-for-one.

Fortune

Spend a point of Fortune to:

Create Success: Turn a failure into a success.

Grant Boons: Add 2 boons to anyone's a d20 roll.

Roll High: Replace a d6 result for you or another player, with a 6.

These choices use the optional expanded Fortune rules:

Alter Reality: Make a minor change to narrative to advance adventure.

Control Madness: Take the Revelation result.

Impose Banes: Add 2 banes to anyone's d20 roll.

Improvised Magic: Sacrifice casting a spell to cast any other known spell of equal or lower rank.

Refuse Mark of Darkness: Avoid taking a Mark of Darkness

Remove Affliction: Remove anyone's Affliction.

Roll Low: Replace a d6 result for anyone, with a 1.

Stay Death's Hand: Become Incapacitated instead of Dead.

Anatomy of a Round

1) Determine Surprise: Per Challenge if surprise is possible.

2) Player Fast Turns: Use an Action OR Move up to Speed

3) Creature Fast Turns

4) Player Slow Turns: Use an Action AND Move up to Speed.

Action can occur any time during the Move.

5) Creature Slow Turns

6) End of Round: Resolve any appropriate effects.

TRIGGERED ACTIONS: Most can also use one Triggered Action per round, reacting to a Triggering event, e.g. the Free Attack.

Attack Options

MELEE

All require Attack Roll with 1 bane penalty.

Driving Attack: You and target move yards equal to Str mod. In same direction.

Guarded Attack: Next creature to attack vs. your Defense before end of round suffers 1 bane.

Lunging Attack: Increase reach 1 yard.

Shifting Attack: Your Move does not trigger free attacks from the target until the end of the round.

Unbalancing Attack: If target is your Size or smaller, it must make an Agi Challenge. Failure: Falls Prone.

RANGED

Called Shot: Choose specific body location. Attack with 2 banes. Has additional effect created by GM.

Distance Shot: Attack with 1 bane. Attack target beyond weapon's range up to twice weapon's range.

Staggering Shot: Attack with 2 banes. If target is your Size or smaller, it must make an Agi Challenge. Failure: Falls Prone.

Social Conflict

Befriend: Will Attack vs. target's Will. Gain +1 boon to further social rolls vs. same target in some cases.

Deceive: Int Attack vs. target's Int.

Intimidate: Will or Str Attack vs. target's Will.

Persuade: Will Attack vs. target's Will.

Taunt: Int Attack vs. target's Will.

Weapon Qualities

Cumbersome: Attack with 1 bane.

Defensive +#: Add the number to your Defense.

Finesse: Choose Str OR Agi to make Attack roll.

Misfire: If total of attack roll is 0 or less, weapon misfires. Roll d6: Even number, weapon misfired and can be fired again after 1 minute using tools to clear barrel and repair weapon. Odd number, weapon explodes causing you 2d6 damage.

Range (Short, Medium, Long): Weapon's length of range.

Reach +#: Add the number to your reach.

Reload: Can attack with weapon only if it's loaded.

Size 1: You must be Size 1+ to wield it.

Uses [ammunition]: Weapon uses piece of ammunition of type indicated. Must have a piece of ammunition for each attack you make with the weapon unless using optional ammunition rules.

Thrown: Weapon can be thrown as a ranged attack.

Damage

Amount ≥ Half Health: *Injured*

Amount = Health: *Incapacitated* (Dead if suffers all damage from single source. Dead if takes more damage after being Incapacitated) Incapacitated characters follow **Disabled/Dying** procedure. Creatures are killed/unconscious for 1d3 hours.

HEALING

Rest for at least 8 hours once per 24 hours. Rest heals Healing Rate damage.

If rests full 24 hours, regains double Healing Rate.

If Rest period is interrupted for more than 1 minute, it is wasted.

ACTIONS

Attack/Cast an Attack Spell

Attack an Object: Attacking a worn/carried object is done with 2 banes.

Attack with Two Weapons: 1) Attack one target with main hand weapon and 2 bane penalty. If it hits, both weapons hit, but off-hand weapon just adds its normal unmodified damage die to total. 2) Attack two targets, making the main hand attack against one target and the off-hand attack against the other, both with 3 banes. If you attack with a shield lose defensive benefit for rest of the round.

Cast a Utility Spell

Charge: Move up to Speed and make one melee **Attack**, **Knock Down**, or **Shove**. All Attacks/Challenges you make have a 1 bane penalty until the end of the round.

Concentrate: Damage or Insanity gain forces a Will Challenge to maintain it.

Defend: All attacks against you suffer 1 bane and all Challenge rolls resist attacks made with 1 boon.

Disarm: Str or Agi Attack vs. higher of target's Str or Agi. Apply 2 banes to attempt if unarmed.

Disarm a Trap: Int Challenge. Failure may set off.

Distract: Short Range. Int Attack vs. target's Int. Target makes next Attack/Challenge roll that round with 2 banes.

End an Effect

Escape: Str or Agi Attack vs. target's Str if **Grabbed**. Gets free and moves up to half Speed without triggering **Free Attack**.

Extinguish a Fire: If self or another creature within reach is on fire and suitable means of dousing the flames are available.

Feint: Short Range. Agi Attack vs. target's Per. 2 boons on the next Attack you make vs. target's Def or Agi before round ends OR your movement does not trigger **Free Attacks** from target for 1 round.

Find: Per Challenge to find a hidden object including traps. Per Attack vs. Agi of hidden creature to spot hidden creature. Can **Guess the Location** and try to strike a totally concealed opponent with a 3 bane penalty.

Grab: Str or Agi Attack vs. target's Agi. If already **Grabbed** target, this is automatically successful.

Help: Int Challenge to provide a 1 boon bonus to a target within 5 yards, on the next Attack/Challenge roll they make that round.

Hide: Agi Challenge. Requires **Heavily Obscured** or **Three-Quarter Cover** or better. Also adds 1 boon to Attacks vs. the Def or Agi of targets that cannot see you.

Knock Down: Str Attack vs. target's Agi with 1 bane/boon per Size diff. Knocks target **Prone**.

Prepare: Describe a **Trigger** Action. Make that Action with 1 boon when it is triggered.

Pull: Str Attack vs. target's Str. Only on **Grabbed** target of your Size or smaller. Move up to half Speed taking them with you.

Reload: Ready ammunition. **Optional Rule:** This is done 5 times. Thereafter, when an attack using the weapon has a result of 0 or less, ammunition has run out.

Retreat: Move away at up to half Speed. Does not trigger a **Free Attack**.

Rush: Move up to twice Speed.

Shove: Str Attack vs. target's Str with 1 bane/boon per Size difference. Moves them away 1 yard +1 yard per Str modifier.

Stabilize: Int Challenge with 1 bane if the target is **Dying**. Success heals 1 damage.

Use an Incantation: Anyone can read one. If reader's Power is greater than spell's Rank, is automatically successful. If reader's Power is equal or less than the spell's Rank, must make Int Challenge with 1 bane per level of difference. Failure means it fails and the incantation is ruined.

Use an Item: Drink/administer a potion, retrieve an object, light a torch, etc.

FREE ATTACK (Triggered Action)

Once per round, you can make a free melee attack vs. any creature moving out of reach (unless they are using the **Retreat** Action or **Escape** Action from a grab).