

Game Master Screen

CHARACTERS

ATTRIBUTES

- ❖ 0 to 3 dice per Attribute
- ❖ 3 = Best, 2 = Good, 1 = Mediocre, X = None
- ❖ Melee (Strength) = close combat attacks, strength ability tests
- ❖ Ranged (Dex) = distance attacks (6 sq, penalty if adjacent), dexterity ability tests
- ❖ Magic (Int) = magical attacks (+ sq), intelligence ability tests
- ❖ Armor = defense vs Attack rolls

CREATION

- ❖ 4 dice divided among attributes
- ❖ The first die in ranged and magic costs 2 dice instead of 1.
- ❖ Define Normal and Special Attacks with GM consent
- ❖ Define Bonus Ability (triggered/automatic) with GM consent
- ❖ Define Skills (lore, tracking, invisibility, etc.) with GM consent

INVENTORY

- ❖ Unlimited number of items & equipment
- ❖ Items are typically one-use consumables, counts as an Action during combat
- ❖ Equipment can be used one at a time, cannot switch during combat
- ❖ Some items/equipment can affect Ability tests if relevant (e.g. rope for climbing)

BOONS

- ❖ Special favors earned from adventuring
- ❖ Can be used any time (as an interrupt, even during enemy turn)

ADVENTURING

ABILITY TESTS

- ❖ Base Die + Relevant Attribute Di[c]e + Inventory/Skill Di[c]e vs Difficulty
- ❖ Difficulty: Easy: 4, Normal: 5, Hard: 6
- ❖ Each Hero can test abilities separately or up to 3 characters (if it makes sense for the task) can add 1 die each to “help” another character via teamwork
- ❖ Attribute Examples:
 - Strength: Bash door, lift something heavy
 - Dexterity: climb tree, hide/sneak, pick lock
 - Intelligence: decode a message, break magic lock, tracking
- ❖ Example: Climb = 1 base die + 2 Dex dice + 1die for rope = 4d6

PUSH/PULL

- ❖ In a straight line and through empty squares only

INVENTORY

- ❖ Heroes can hold any number of items & equipment
- ❖ Using inventory counts as an Action in combat.
- ❖ Consumable: Potions, Food, Gold, Herbs, some items
- ❖ Equipment: Rope, Armor/Weapons, etc.

SKILLS

- ❖ Typically not combat related, but do apply to adventuring and role-playing
- ❖ Examples:
 - History & Lore
 - Tracking
 - Disguises & Sneaking
 - Persuasion
 - Night Vision
 - Flying

COMBAT

INITIATIVE

- ❖ Each side rolls 1d6 initiative, highest die wins
 - In a tie, Heroes win

MOVEMENT

- ❖ Normal movement is 4 sq in any direction
- ❖ Terrain/obstacles can cost 1 or more extra squares
- ❖ Can move through allies, but not enemies
- ❖ May not move diagonally around corners / through doors
- ❖ Must end in an empty square
- ❖ KO characters are prone, standing costs 2 sq of movement

ACTIONS

- ❖ All characters on the winning side take their turn (they choose order):
- ❖ In a turn you may, in any order, move 4 sq AND:
 - Use a Normal or Special Attack
 - OR Use an Item, Potion, or other Action
 - OR Move 4 sq more
- ❖ If prone, Actions use one less die, character gains 1 armor die against Ranged/Magic attacks but Melee attacks against them gain 1 die
- ❖ Improvised Actions: players can improvise actions at GM discretion
- ❖ Boons: can be used at any time, even during enemy turn

ATTACKING

- ❖ Attacker rolls attack dice, defender rolls Armor dice, highest single die wins
 - In a tie, attacker wins
- ❖ Normal Attacks: hits deal 1 point of damage
 - Melee: adjacent foe
 - Ranged: Up to 6 sq (including diagonally) with LoS, -1 die if adjacent
 - Magic: Up to 4 sq (including diagonally) with LoS
- ❖ Line of Sight: If a target has “cover”, the defender gains one extra Armor die

HEALTH & DAMAGE

- ❖ Damage: Normal hits deal 1 point of damage
- ❖ Health: Grazed > Bruised > Hurt > Knocked Out (KO = 0 Health)
 - No Actions when KO until healed or Rest (encounter ends)
 - KO characters are prone which costs 2 sq to stand after being healed
- ❖ Magic, Potions, and Rest can heal a KO character
 - Rest restores 1 damage (out of combat)
 - Potions and Magic can restore full damage (counts as Action in combat)

RESOLUTION

- ❖ Combat ends when all members of a side are KO or fled
- ❖ Appropriate gold, food, potions, equipment, or other items may be given as loot.

