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Ability scores

Strength
Dexterity
Endurance
Intelligence
Wisdom
Charisma

You get 18d6 to distribute among the ability scores.

Each d6 can also be broken down into three +1 bonuses that can be applied to any ability you wish. This bonus cannot exceed the number before the dice.

Example: Bob the barbarian

Strength 4d6+2
Dexterity 2d6+1
Endurance 4d6+3
Intelligence 2d6
Wisdom 2d6
Charisma 2d6

In addition to these stats, you have 7d6 of skill dices to distribute among skills.

All of these dices are added together to give you a final result. If that is high enough to beat a certain difficulty, you succeed at the task at hand.

These stats may be changed based upon racial bonuses, and can be increased by spending XP. More on that later.

Strength	4d6+2
• Brawling	1d6
• Axe	2d6+1
Dexterity	2d6+1
• Dodge	1d6
Endurance	4d6+3
• Resilience	1d6+2
Intelligence	2d6
•	
Wisdom	2d6
•	
Charisma	2d6
• Intimidate	1d6

Hit points

Each character starts with 20 hit points plus an additional amount equal to an endurance roll. When you haven't 0 hit points you fall unconscious and start bleeding to death. This accumulates as either 1 injury or 1 wound each round until you are dead. More on those later.

Chips

There are 3 different types of chips that the player will get hold of.

The White Chip

Can be used to improve your die rolls. For each white chip spent on an action, you may roll another die, or add +3 to the result. This can be used both before and after you've rolled to see if you succeed.

It can also be turned in to gain 1 XP. More on how to use XP later.

Each player gains an amount of white chips at the start of each adventure according to what is dictated by the DM. A generic standard is 5 white chips.

The Black/Blue Chip

Are a bigger version of the white chip. When you spend such a chip, you may double the amount of dice you need to roll, as well as the innate bonus. This decision must be made before you roll.

These chips can be turned in to gain 3 XP

Each player gains an amount of black/blue chips at the start of each adventure according to what is dictated by the DM. A generic standard is 1 black/blue chip.

Red chip

This is also known as the combat chips. Each player starts each combat with 3 red chips. These are used to perform taxing actions. See them as some kind of stamina that you expend to do strenuous work.

At the start of each round, you gain 1 red chip. Some class abilities might give you additional chips if you do certain things, like land a critical hit or downing an enemy. More on this later.

The red chips cannot be turned into XP.

Classes

Cleric

Fighter

The fighter is either a bruiser, a guardian or a weapon master. He uses his training in physical combat to overpower his foes through brute strength and tactics.

A fighter gains a bonus dice to either a weapon skill or a physical skill.

He can use his combat chips to enhance his physical attacks, his resilience or his maneuvers.

Overpower 1 chip

You ignore 6 of the first damage reduction on this attack.

Rend 1 chip

The target takes 1d6 bleed damage for a number of rounds equal to your strength.

Disarm 1 chip

Disarm the target if you hit. The target may use a red chip to negate this effect.

Knockdown 1 chip

Knock a target prone if you hit. The target may use a red chip to remain on his feet.

Ignore pain 1 chip

Reduce damage from all attacks by 6 until the start of your next turn.

Rogue

Wizard

Templates

Combat

You usually make an attack roll with a weapon depending on whether it is a melee or missile weapon.

Use Strength to determine how good you are at hitting with melee weapons.

Use Dexterity to determine how good you are at hitting with missile weapons.

Each weapon deals a set amount of damage, which may be expressed as a solid number, or a number of dies, or both.

Step one: The attack rolls an attack roll and the defender rolls a dodge roll. If the attack roll is at least double as high as the dodge roll, the hit is considered to be a critical hit.

Step two: Only occurs if the attack roll was greater than the dodge roll. The attacker rolls for damage. The defender rolls endurance to see how much damage he resists against this attack.

Step three: Damage is dealt. The defender may choose to take on a wound or injury to reduce incoming damage after he knows the result of step two.

Example

Bob the barbarian swings his trusty Axe, Slasher. He first rolls an attack roll against the defenders dodge roll. He rolls $6d6+3$ because of his proficiency with axes. He scores a 21 while his opponent only gets 13, so Bob hits his target.

As a greataxe, Slasher deals $STR+1d6$ damage. This means that Bob rolls $5d6+2$ to determine how much damage he will deal. He doesn't add his proficiency dices from his Axe skill to damage. He rolls a 17 on his damage roll.

The defender then rolls an endurance roll to reduce incoming damage. He winds up with a 7. So he is about to take 10 damage if he doesn't take a wound or an injury to reduce it further.

Rinse and repeat until only one side is standing or either surrenders.

But when is it my turn?

At the beginning of a combat round, each individual draws a card from a standard 54 card deck. The highest number goes first, then the second highest card goes next. This continues until everyone has used their turn. Then each card is shuffled into the deck and a new card is drawn by each participant.

2 is the lowest.

Ace is the highest.

Jokers are a mixed bag. You go first in this round, but gain no red chips this round under any circumstance. You may add a free 1d6 to any one roll you wish during this round.

Wounds and Injuries

Combat can be deadly. One bulls-eye shot to you head can spell the doom for your further participation in this combat (or life if the hit is that severe). To avoid more damage than your endurance roll could handle, you take upon either an injury or a wound.

Injuries

By taking on an injury, you may add 2d6 to your damage reduction roll. After you've resolved how much damage you would receive this turn, you take upon the injury's penalties. Note that this may reduce the damage below 0. If this happens, good for you. You don't take any HP damage, but you still get the injury.

For each injury you have, you take a -2 penalty to ALL rolls until the injury is removed.

It generally takes 1 days rest to remove an injury. You can have a maximum of 5 injuries before you can no longer take anymore. If you later wish to reduce damage from incoming attacks, you have to take a wound instead, and they are quite a bit more severe.

Wounds

By taking on a wound, you can reduce all the incoming damage from an attack to 0. Thus, you avoid taking damage at all. But the price is high. You take a stacking -1d6 penalty on each roll you make until the wounds are healed. You can have a maximum of 5 wounds before you are completely dead.

It generally takes 5 days to recover a wound.

Skills

Skills are a collective of specialized uses of your primary abilities. Each individual skill has an associated ability which you roll alongside your skill dice.

Example

Bob the barbarian has a charisma score of 2d6. Thus he rolls only 2d6 when interacting with other people. But when he tries to intimidate them, he adds another 1d6 to the roll, for a total of 3d6. Bob is better at intimidating other people than having friendly conversations.

so you end up with the same number you should have rolled in the beginning.

Tough -2d6 You can have a maximum of 6 injuries and wounds before you die.

Disadvantages

Quirky +1d6 You must reroll any 6's on charisma rolls.

Feeble +1d6 You must reroll any 6's on strength rolls.

Dim +1d6 You must reroll any 6's on intelligence rolls.

Clumsy +1d6 You must reroll any 6's on dexterity rolls.

Puny +1d6 You must reroll any 6's on endurance rolls.

Frail +2d6 You can have a maximum of 4 wounds and injuries before you die.

Advantages and disadvantages

By taking upon advantages and disadvantages, you flesh out your characters personality and quirks. This all add to the roleplaying experience.

It works like this: There are two lists below, one for advantages and one for disadvantages. Each entry gives a certain ability and flavor, as well as a numeric value represented either as a solid number or a number of dices, or both. When you take upon these, you can obtain more dice to put into your ability scores according to which disadvantages you take. Or loose dice if you take on too many advantages.

This is a balancing act, as you could end up with a quirky character that had a lot of disadvantages but a high amount of ability dice. Or a character with a whole lot of advantages but no dice to roll. Keep this in mind when selecting from the lists below.

Advantages

Sturdy-1d6 You may reroll any 1's on endurance rolls.

Clever-1d6 You may reroll any 1's on intelligence rolls.

Strong-1d6 You may reroll any 1's on strength rolls.

Fast -1d6 You may reroll any 1's on dexterity rolls.

Nimble -1d6 When rolling to dodge, you may roll another 1d6. Then remove the lowest among the dice

Feats

Equipment