

Turns taken Clockwise -----

Players:

- ❖ Move **Far** (50ft or so)
- ❖ Move **Near** (few steps) + **Action**
- ❖ Move **Close** (face to face) + **Action**

GMs:

- ❖ Act for **Monsters / Hazards**
- ❖ **Countdown** the Timer Die

Actions -----

- ❖ **Simple:** No roll required
- ❖ **Check:** d20 roll >= Target : Pass/Fail
- ❖ **Attempt:** d20 roll >= Target : Roll Effort
Effort is progress. 1 Heart = 10 Effort

Target -----

The Target is set for the **entire area**.
10-12 is normal. 16+ is extremely difficult.

Hard Task: Target + 3 **Easy Task: Target - 3**

- Unfamiliar Task
- Magical resistance
- Distractions, Dark
- Time Pressure
- Already attempted
- Training / Experience
- Working together
- Useful Loot

Timekeeping -----

The game is ALWAYS taken in turn order. Always.

- **Moment:** just a few seconds
Actions made in combat
- **Hours:** 1-3 hours
Between battles, resting, exploring
- **Days:** 1-5 days
Between sessions, uneventful journeys

Stats -----

- **STR:** melee attack, lift, smash, grip
- **DEX:** range attack, speed, jumping
- **CON:** recover, toughness, endure
- **WIS:** magic, senses, intuition
- **INT:** magic, IQ, memory, languages
- **CHA:** leadership, voice, fearlessness
- **Armor:** Hard to hit
Starts at 10.
- **Basic Effort:** d4
Most stuff. Bare hands
- **Weapon Effort:** d6
Swords, bows, pistols
- **Magic Effort:** d8
Arcane, divine power
- **Ultimate Effort:** d12
Nat 20, add to effort

Recovery -----

Spend a turn patching wounds

- **Moments:** d20 + CON against Target
Recover (1 + CON) HP
- **Hours:** If safe, regain 1 heart
If unsafe, gain (1 + CON) HP
- **Days:** recover all hearts

Death -----

- 1) When you hit 0 HP or less you are dying
- 2) Roll a d6 => That many turns until death
- 3) Each turn roll d20. If 20, revived with 1 HP
- 4) If Ally reaches you before death, and makes INT/WIS check: stabilized but still KO'd.



Loot -----

*10 Loot can be carried, 10 Loot can be equipped.
Must be equipped to be used or provide bonuses.*

- ★ **Food:** Number of uses. Instant use.
Doesn't count towards carry limit.
- ★ **Armor:** Max of 20 armor.
- ★ **Weapons:** max of 3 equipped
- ★ **WIS Spells:** Internal. No Sots. No trading.
- ★ **INT Spells:** Depends -- see pg. 47

House Rules -----

Luck: Whenever you miss a check or attempt, gain a Token. You can spend Tokens whenever you like to increase one of your rolls by 1.

Camp: In a safe place the group can make camp. Every member **MUST** consume a ration. Each PC can choose to work on a project (3 attempts) or sleep (recover full HP).

Identification: replaces Chests. Items are given out with basic descriptions. Players must make Attempts to investigate and discover the magical properties of an item.

Loot Tables -----

Instant (just roll) or **In a chest** (1 to 3 hearts)

Weapons	27	Spell Lists:	44
Ancient	198	Sci Fi	204
Shabby	200	Cursed	202
Epic	206	Bizarre	208
