

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
- Already attempted
- Magical resistance
- Training / Experience
- Distractions, Dark
- Working together
- Time Pressure
- 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 -----

Loot can be Carried or Equipped.

- ★ **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:** See Magic below.

Magic -----

- **Crystal:** When spells fail, lose a Crystal. Start with 10 Crystals. You may store 5 Spells in a Spellbook (1 Slot). Backfire.
 - **Nature:** Spells 1 Slot each. No Spellbooks. No Backfires. Unequipped spells fit 10 to a Slot.
 - **Gods:** All Spells always equipped. No Slots. Special "Holy Backfire" rules.
 - **Wild:** Spells take up 1 Slot each. No Spellbooks. Backfire. Spellburn.
- Spell Burn:** After spell, increment a d4. When it reaches 4, make INT/WIS check. If Success reset, else lose magic d4 turns.

Formless Magic: Make an INT roll.

1-5: Catastrophic Failure. Death.

6-12: Happens, dire permanent cost.

13-19: Happens with temporary cost.

20+: Limitless wonder.

Backfire: Roll 1 on attempt. Roll d4.

1: Spellburn maxes out **2:** Suffer Magic dmg
3: Ally take Weapon dmg **4:** Effect is Inverted

Holy Backfire: 1: Spell forgotten til sleep.

2: Increase timers. **3:** Heal enemy **4:** Target+1

Monsters on the Fly -----

HEARTS: Adjust for the current moment.

BONUSES: +1 is minor. +6 is HUGE

LOOT: 1 Chest dropped per HEART after the first.

ACTIONS: Monsters should break the rules.

*Actions work best with a **pattern or limit**.*

- ⊙ **Trap Them:** STR roll to escape.
- ⊙ **Repel Them:** Shove back to far distance.
- ⊙ **Area of Effect:** Save or suffer.
- ⊙ **Destroy Gear:** VERY scary. Use rarely.
- ⊙ **Steal Gear:** Less dangerous, gear can be retrieved from the monster after defeated.
- ⊙ **Vanish/Reappear:** Powerful reaction ability.
- ⊙ **Flee:** Make them chase it down.
- ⊙ **Immune:** Make immunities obvious to players.
- ⊙ **Negate Attacks:** Use rarely, give some kind of secret or pattern for players to learn.
- ⊙ **Regenerate/Enrage:** Increase hearts or bonuses midway through a fight.
- ⊙ **Statuses:** Fire, poison, paralysis, terrify etc. Set a time limit or let players negate with a roll.
- ⊙ **Multiple Actions:** Variety is paramount, but can result in a tough, memorable fight.
- ⊙ **Summon/Multiply:** Be sure to set some kind of limit or weakness so players can stop it.
- ⊙ **Destroy Terrain:** Affect battlefield, intimidate.
- ⊙ **Create Terrain:** Fire, poison clouds, rock walls.
- ⊙ **Explode:** Damage/Gear lost upon death.
- ⊙ **Cloak:** Force WIS check to spot before attack.

MISC Rules -----

Battle Fury: When you miss, increment d6.

Add to all rolls until hit.

Blunder: Confirm critical failures.

Hero Coin: Spend to add Ultimate effort on a roll.

Names -----

Lash	Sland	Vex
Toxen	Evoka	Scrub
Skip	Crony	Tatter
Hunter	Ruby	Veil
Malvara	Shep	Doc
Wulf	Scout	Kit
Tirade	Slayton	Trace

Find more [Memorable Names](#) here.

ALWAYS HAVE A TIMER GOING.

MAKE EVERY TURN MATTER.

FAIL FORWARD.

The Game Master's Oath ----

Let the Torrent Flow: Unleash your ideas

Remember: Know the rules and the world

World from Actions: Only make what is needed

Be an Architect: Understand space

Be Poetic: Evoke emotions, drama, wonder

Be Energetic: Set the tone. Arouse excitement

Lift Them Up: Not about you. Be fan of players

Beacon of Camaraderie: Be a masterful host

Be a Terror: Forgiving and sadistic

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

Milestone Paths -----

Detailed in WORLDS pg. 8

- **Path of Iron:** Weapon Master, Armorer.
- **Path of Smoke:** Hidden in Shadow.
- **Path of Amber:** Seek to Understand All.
- **Path of Oak:** Life is Everywhere. Protect it.
- **Path of Hawk:** Uncanny Marksman.

4 Tiers of Rewards. Must have 2 from lower Tier. Earned via Milestone Moments or Shopping.

Chests -----

Spend a turn attempting to open a chest.

If taking **Hours**, make 3 attempts per turn

If taking **Days**, open automatically

Simple

DEX/STR/INT

Easy Check

Standard ♥

DEX/STR/INT

Roll Attempt

Mighty ♥ ♥

DEX/STR/INT

Hard Attempt

Shopping -----

STARTING EQUIPMENT & BASIC WEAPONS	5
LARGE WEAPONS	10
ARMOR 5/PT ADVANCED (3+)	15/PT
TRAVEL SUPPLIES (4 PEOPLE FOR 1 DAY)	10
STARTER LOOT	50
SHABBY LOOT	½ x ROLL ID
BASIC LOOT	ROLL ID
EPIC LOOT	20 x ROLL ID
TIER 1 REWARDS	250
TIER 2 REWARDS	1,000
TIER 3 REWARDS	5,000
TIER 4 REWARDS	50,000