

Character Creation

Choose Heritage	These are basically a "race as class." Whatever you choose gives you you're starting stats, abilities, etc. p 10 begins the d66 random heritage table and details on each heritage
Starting Luck	Each pt. lets you roll an extra die to the pool. You can use as many of these points on a roll that you want.
Starting Boons (skills)	Heritage lists how many you start with. You gain a +1 die bonus for each level of a boon you have
Flaws	Number of flaws determined by Heritage. Flaw severity is rolled randomly at creation. Can be a -1D to a -2D or even -3D. See pg 30
Resources	GM and player determine starting level, or roll 2d6 on the table on p.31
Starting Magic	Must have Arcane Boon talent to learn magic GM determines starting number of spells, though 2 is average You may cast up to your LVL+WIT per day You may case more, but each extra spells costs you 1d6 HP that you take immediately Light Armor = -1Die on the roll to cast Heavy Armor = -3D on the roll See p.63 for spell potency, and spell durations CRIT failing a cast has no extra effect on caster unless determined by GM

Die Rolling

Creating the pool	Attributes and Boons give you a number of dice to roll
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Roll all dice, keep the highest die

If you beat the TN, hooray! You succeed

Difficulty and Target Numbers

Difficulty TN

Simple 2-3

Easy 4

Tricky 5

Hard 6+

Actions

PC Heritage determines starting Action Points	You use points to perform actions.
1 Action Point	<i>Bluff, Crawl, Disarm, Draw/Sheathe Weapon, Grapple/Hold, Melee Attack, Move, Ranged Attack, Reload Weapon, Shove, *Simple skill or tas</i>
2 Action Points	<i>Casting spells, Actions that requires intense concentration, *Complex tasks</i>

Combat

Comat uses Action Points

1. Roll Initiative	DEX check
2. Combat is always an opposed action	Melee: BRUT + MELEE boon roll Ranged: DEX + RANGED boon roll Magic: WIT + ARCANE boon roll
Defending rolls	Melee: BRUT + MELEE boon roll Ranged: DEX + RANGED boon roll Magic: WIT + ARCANE boon roll
Rolling combat	(Attack roll - Defend roll) = Margin of success Damage = Weapon's Damage + Margin Armor value soaks incoming damage by that amount



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Combat (cont)

Damage HP < or = 0 means PC has Severe Damage

HP < (Level +1) PC is Dead

ex. You're level 3, at -4 HP your PC is dead

Healing Light wounds heal 1d6/day

Severe wounds heal 1d3 / day

Crit Dice Each multiple 6 you roll in the pool adds a +1 to your
(rolling 6s) total value (not an extra die)



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