

Tests

Tests are the trials of a hero, for they measure your skill, your luck, and your bravery. They are the moments when your's mettle is put to the test when you must roll the dice and hope for the best. Tests are when you must prove yourself, whether by picking a lock, sneaking past a guard, or lifting a heavy stone. Tests are the moments that separate you from the commoner, for they are the moments when you prove your worth and earn your glory.

Tests are made against a Difficulty Class (DC). You make a test by rolling a d20 and adding your ability score. If the result is equal to or greater than the DC, you succeed on the test.

Difficulty Classes

DC	Difficulty
5	Easy
10	Medium
15	Hard
20	Very Hard
25	Nearly Impossible

Strength Tests

Common Strength tests include:

- Lifting heavy objects
- Breaking through obstacles
- Arm wrestling
- Carrying heavy loads over distance
- Climbing difficult terrain
- Wrestling or grappling
- Swimming against strong currents
- Sprinting or running
- Hurdling obstacles
- Engaging in hand-to-hand combat

Dexterity Tests

Common Dexterity tests include:

- Pickpocketing
- Climbing
- Sleight of hand
- Lockpicking
- Archery
- Acrobatics
- Dodging traps
- Stealth
- Quick draw
- Defense in combat

Constitution Tests

Common Constitution tests include:

- Endurance
- Tolerate pain
- Avoid suffocating
- Resist disease
- Resist poison
- Go without food or drink

- Stay awake for long periods of time
- Tolerate extreme heat
- Tolerate extreme cold
- March great distances

Presence Tests

Common Presence tests include:

- Solve puzzles and riddles
- Navigate complex social situations
- Make strategic decisions
- Understand and using magic
- Gather information and knowledge
- Use ranged weapons
- Persuade others to your point of view
- Discernment and judgement
- Recognize and avoid danger
- Inspire and lead others

Advantage and Disadvantage

Advantage and disadvantage are the twists of fate, for they can either aid or hinder you in your trials.

Advantage is when fate smiles upon you, granting you an extra edge in your tests—you roll an extra d20 and take the higher of the two results. You may never roll more than two dice, no matter how many instances of advantage you have.

Disadvantage is when fate frowns upon you, making your trials harder—you roll an extra d20 and take the lower of the two results. You may never roll more than two dice, no matter how many instances of disadvantage you have.

If you have both advantage and disadvantage on the same test, the two cancel each other out, making a normal test. This is true no matter how many instances of advantage and disadvantage you have.

Carrying Capacity

You can carry Strength + 10 normal-sized items without a problem. After that, you have disadvantage on Strength and Dexterity tests. It is impossible to carry more than twice Strength + 10.

Rest

There are two types of rest.

A **short rest** is a time when you take a moment to catch your breath and tend to your wounds. It's the time when you take stock of your resources and prepare for the next leg of your journey. She regains d4 HP.

A **long rest** is a good night's sleep. She regains d6 HP.

You must have access to food and drink. Otherwise, she regains no HP. And after two days of starving, you lose d4 HP per day.

An infected hero does not benefit from resting. Instead, she loses d6 HP daily.

Improving

Improving, also known as leveling up, is the moment when you become stronger, wiser, and more capable. It's the moment when the GM recognizes her achievements and rewards her with new abilities, skills, and powers. When she improves, the following things happen

1. Ability Score Improvements

Roll a d6 against every ability score. If the result is equal to or greater than the ability score, increase it by 1 to a maximum of +5. If the result is less than the ability score, decrease it by 1.

Abilities from -5 to +1 always increase by 1 unless the d6 result is 1. The ability is then reduced by 1, but never below -5.

2. Increase HP

Roll 6d10. If the result is greater than your current hit point maximum, increase your hit points by d6. Otherwise, it remains the same.

3. Choose a New Talent

If you took one of the archetypes, you may choose another talent available to that archetype. You may never take the same archetype more than once. Otherwise, increase one ability score of your choice by one step. You may do this even if you increased it by 1 in the first step of improvement. You still may not increase an ability score beyond +5.

4. Discover Something Valuable

You find something in the debris or suddenly recognize the value of a previously discovered trinket.

d6	Discovery
1-3	Nothing
4	3d10 silver
5	A scroll of corruption
6	A scared scroll

Violence

Violence, or combat, is the very heart of adventure, for it is the moment when your strength, skill, and courage are put to the test. It's the moment when you must face her enemies, whether they be bandits, monsters, or other heroes. It's the moment when you must use her weapons and her abilities to strike down his foes and emerge victorious. Combat is a dangerous and unpredictable thing, for a single blow can mean the difference between victory and defeat. It's a test of your skill, your endurance, and your courage, for in combat, you must be willing to risk everything for glory.

Reactions

Although enemies lurk in every shadow, violence is not the only solution. When you meet creatures whose attitude is unclear, roll 2d6 to determine how they react.

2d6	Reaction
2-3	Murderous
4-6	Hostile
7-8	Indifferent
9-10	Friendly
11-12	Helpful

Initiative

When combat begins, you and the enemies determine their order of engagement by making initiative checks. Every hero rolls a d20 and adds their Dexterity score. The GM or one of the players rolls a d20 for the enemies. Play then proceeds in descending order—you or the enemy with the highest result goes first, then the next highest, and so on.

Rounds

Combat is broken down into rounds during which you and your adversaries take turns. A round is enough time to make an attack (or use a Power) and traverse a normal-sized room. There are usually 10 rounds in one minute. But only fools care for such trivial matters.

Turns

Players roll for both their attacks and their defenses. Creatures and enemies don't roll dice in combat.

On your turn you can move once and take an action (usually an attack) or move twice.

Movement

When you move, you move from one zone to the next. Zones are the size of a normal-sized room approximately 30 feet by 30 feet. Some zones are smaller, representing rugged terrain or cramped spaces.

Attacks

When you use a **close combat weapon** such as a sword, mace, or club, you must make a DC 13 Strength test. On a hit, you deal damage to the target equal to the weapon's damage plus your Strength score (never less than 1). The enemy must be in the same zone as you to make a close combat attack against it.

When you use a **ranged weapon**, such as a bow or sling, you must make a DC 13 Presence test. On a hit, you deal damage to the target equal to the weapon's damage plus your Presence score (never less than 1). You must have a clear line of sight to the enemy to make a ranged weapon attack against it. You have disadvantage on attacks made against enemies that are more than two zones away from you.

When you must **defend yourself**, you must make a DC 13 Dexterity test. If you fail your test, you take damage from the enemy's weapon. Enemies attack only once per round unless noted otherwise.

Crit (Natural 20). When you score a natural 20 on their test, something amazing happens.

- If the test was an attack, they deal double damage to the target, and the target's armor/protection is reduced one tier.
- If the test was a defense, you gain a free attack against the attacker.

Fumble (Natural 1). When you roll the dreaded 1 on a test, your luck turns against you.

- If the test was an attack, your weapon breaks, or you lose it.
- If the test was a defense, you take double damage, and your armor/protection is reduced by one tier.

Armor reduced below 1st tier is ruined and cannot be repaired.

Other Actions

Although attacks and movement take up the majority of your activities during combat, you're free to do other things, as well. Here are some additional actions.

- **Cast a spell or use magic.** See powers for details.
- **Use an item or potion.** Some potions that work with doses instead of the entire bottle (such as a healing potion) don't require an action to use.
- **Attempt to intimidate or persuade an opponent.** Make a Presence test versus the enemy's morale. If you win, the enemy may flee. If you fail, it might only make the enemy angrier (potentially giving you disadvantage on your next defense test against it). Creatures without morale scores are not affected. You can't try this on the same enemy twice in a 24 hour period.
- **Aid an ally.** You can grant advantage to your ally's next test. The ally must be in the same zone as you.
- **Move to a more advantageous position.** You have advantage on your next attack if the enemy doesn't move or reposition itself.
- **Use stealth or hide.** Make a DC 12 Dexterity test. If you succeed, the enemy can't see you and your next attack is made with advantage.
- **Attempt to disarm or sunder an opponent's weapon.** Make an Strength test with a DC equal to 12 + a roll of the enemy's damage. If you succeed, you disarm the enemy.
- **Use traps or environmental hazards.** So long as the trap or hazard can be used in a single turn.
- **Attempt to negotiate a peaceful resolution.** Make a presence test versus the enemy's morale. If you win the test, the enemy's reaction moves one step towards friendly (from murderous to angry, angry to indifferent, etc.)

Death and Injury

Survival is never guaranteed in combat.

When your hit points fall to 0, you become injured. Roll a d4 to determine what happens to you.

Injuries

d4 Injury

1 Fall unconscious for d4 rounds; awaken with d4 HP.

Roll a d6: 1–5: broken or severed limb. 6: lost eye.

2 Additionally, you can't act for d4 rounds. At the end of that time, you become active with d4 HP.

3 Bleeding; you dies in d2 hours unless treated. All tests have a -2 penalty in the first hour and -5 in the second hour.

4 Death

If your hit points fall below 0, you die. Likely, no one will remember you.

Morale

Most adversaries will not fight to the death. Roll for morale whenever the leader is killed, half the group is eliminated, or a single enemy has only 1/3 of its HP left.

Roll a d20 and the highest Presence score. It is demoralized if the value matches or exceeds the enemy's Morale value. Roll d6 to determine what the enemy does: 1–3: the enemy flees; 4–6: the enemy surrenders.