

# **Tests**

The core mechanic is called a Test, or a check, which is a roll of 2d6. Tests are successful if you roll a 5 or 6 on any of the dice rolled in your dice pool:

* **Advantage**: roll 3d6
* **Standard**: roll 2d6
* **Disadvantage**: roll 1d6
* **Saving Throws**: roll 2d6
* **Disadvantage trumps Advantage**

# **Healing**

Six (6) hours of sleep and rest heals your character fully and restores all your spells. You can regain one (1) Hit Point per hour of rest otherwise.

# **Death**

* Unconscious at zero (0) Hit Points. You cannot go lower than zero Hit points
* One the PC’s next turn, make a Save Test to stabilize; if you fail,
* Roll another Save Test one round later. Failure is character death
* If the Save Test is successful, the PC is at zero HP’s and unconscious until rested or Healed

# **Items & Equipment**

You have 6 inventory spaces, each with 3 slots. A slot can hold any of the following items:

* A weapon, potion, torch, 1 day’s rations, cloak, 50’ rope, 100 coins, a magical scroll or a wand
* Your character starts with your armor, weapon, backpack, whatever your Heritage and Traits dictate and $25 gp

You cannot carry more than your allowed slots.

* A **Light** melee weapon only needs one hand to wield. This allows you to do other things with your off-hand. Examples include dagger, short sword, mace, club, staff
* A **Heavy Melee** weapon requires 2-hands and may provide a 10’ reach if the *Reach Trait* is taken. Examples include long sword, spear, war hammer, great club.
* A **Ranged** weapon can be loaded and fired each combat round. It is assumed you always carry enough ammunition for your adventure
* **Armor** and **Shields** are affectations and have no mechanical impact without a character Trait



# **Combat**

Combat will be managed simultaneously for all combatants with the following phases:

1. **Move** – you may move up to your full movement
   1. Including climbing, swimming, jumping, etc.
   2. Half-move to stand from prone; does not provoke an opportunity attack
2. **Combat Action Options –** One Action per round in order:
   1. **Ready**  - state the situation and then take your action after the situation occurs
   2. **Dodge or Evade** – Roll 1d6 to avoid each hit
   3. **Help** an ally with a non-Attack action. Gives Advantage if both parties have the skill
   4. **Take an Action**  - such as Hide, Open a door, cut a rope, and etc.
   5. **Missile** attack – Test to hit
   6. **Magic –** Test to cast a spell. Or use a scroll or magic item
   7. **Disengage –** move away from enemies without provoking an opportunity attack
   8. **Melee** attack – Test to hit
   9. **Grapple** attack. Test as normal. If hit, the opponent Saves or is “held”; size impacts.
   10. **Dash** – give up your Action to move your full movement a 2nd time in the round
3. **Remaining Movement** – if you had any movement remaining from phase 1, you may use it at the end of the combat round. This could provoke an **Opportunity Attack** by leaving a threatened hex

* A successful attack does 1 damage unless otherwise noted by a Trait, magic item, or special ability
* Shooting into melee combat is at Disadvantage
* **Free or Bonus Actions** – these actions take no time and can occur during any phase:
  + Use a potion
  + Make a quick (unstudied) Perception check
  + Communicate a short sentence. (Not a full conversation)
  + Drop something including your backpack
  + Ready a weapon or put it away
  + Drop prone to the ground (free Evade Action vs missile attacks, Melee attacks against you are at Advantage)