



MY NAME \_\_\_\_\_

MY KIND \_\_\_\_\_

Gnome, Human, Goliath, Sidhe

MY CLASS \_\_\_\_\_

Chaplain, Scrounger, Knight, Bewitcher, Hunter

STRENGTH [ ] [ ]

DEXTERITY [ ] [ ]

CONSTITUTION [ ] [ ]

INTELLIGENCE [ ] [ ]

WISDOM [ ] [ ]

CHARISMA [ ] [ ]



To make an action, roll 3d6 + characteristic above a difficulty. 12 is uneasy, 15 is difficult, 18 is very hard.



HIT POINTS ____	MAGIC ____
WOUNDS	LUCK ____

XP [ ] [ ] TREASURE [ ] [ ]

MY SPELLS

Cost It's level in magic to cast

MY ARMOR & BAG uses

- Number of times per adventure you can use the content of the bag
- o Leather armor(+1) & Traveller bag 00000
  - o Chain mail(+2) & Adventurer bag 000
  - o Heavy Cuirass(+3) & Soldier bag 0
  - o Shield (+1) cannot be used with heavy weapons

MY WEAPONS

A heavy weapon does +3 damages

HIT: DOM:  
HIT: DOM:  
HIT: DOM:

CAPACITIES

What's in my bag and pockets ?

MY SKILLS

A skill give you +4 to your checks

MY BOUNDS

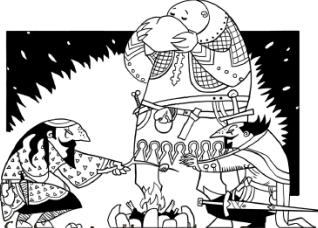
Tactical Stance	Init risk & effect	Consequence
No Stance	/	No risk
Violent Hit [+1d6 damage]	1 Fall	[ skip manoeuver or lose your action ] [[ lose manoeuver and action ]]
Precise Aim [+2 to attack]	2 Distracted	[ -2 attack or lose 1 magic point ] [[ x turns ]]
Attract the attackers [+1 to hit you, resist 2 damages]	3 Disarmed	[ lose your weapon and cannot cast spell ] [[ break your weapon or loose d6 magic ]]
Prudence [+1 defense]	4 In Danger	[ -1 defense ] [[ x turns ]]
Quick [+1d6 initiative]	5 Delayed	[ -1d6 initiative ] [[ x turns ]]
Support [+2 to an ally]	6 Fenced	[ ignore damage dice, or take damage ] [[ hit randomly a close ally ]]

## Luck (for 1 point spent)

- \* Reroll a failed check
- \* Cancel an attack
- \* Heal 5 hit point
- \* Reduce one wound
- \* Refresh the magic points
- \* Add an element to the story
- \* Use a capacity I already used

## How to to gain 1 luck point ?

- \* Roll at triple 1 or a triple 6
- \* Spent 2 points of treasure
- \* Have a great idea
- \* Do an heroic or altruist action
- \* The gamemaster likes your style



## Rest

- \* **Short rest** : after a night or nap of sleep in the calm, I recover all my hit points and magic points
- \* **Long rest** : Requires a longer marked pause in the adventure. I recover my luck points, heal up to 1d6 wounds, and gain 100XP. I need to spent all my Treasure points accumulated. However, during this time as you interrupt your quest, the danger grows stronger and the adversity advance. On it's agenda.

## Experience

For 100XP

- \* I buy +1 in a characteristic (max R+4)
- \* I buy a new capacity
- \* I buy a new competence

For 50XP

- \* I learn a new spell form the common list or my class list

**Treasure** I gain Treasures points during the adventure, and can spend them during a rest :

- 1 - gain 10XP
- 1 - recover one bag use
- 2 - recover one Luck point
- 3 - I find a temporary magic item
- 6 - I found major knowledge
- 12 - I find a major magic item

## Bag use (each use of the bag can provide)

- Appropriate tools for the task (+1 bonus outside fight)
- Sharpening tools to improve your weapons for one fight (+1 attack and damage)
- Some coins to buy something, or pay a fine or bribe a guard
- Semi precious present to satisfy or parlay a creature or a person
- Book or papers with clues for the adventure
- Anything you may need for the roleplay
- Healing potion (1d6+CON)



## Characteristics

**STRENGTH** : Melee combat, physical actions  
**DEXTERITY** : Ranged attacks, agility actions  
**CONSTITUTION** : Vigor and resistance  
**INTELLIGENCE** : Knowledge, wits and memory  
**WISDOM** : Perception, intuition, vigilance  
**CHARISMA** : Social mediation and presence

DEFENSE = 7 + WIS + Armor + shield

HIT points = 5+5 \*Constitution

WOUNDS : reduce max hit points by 5 per wound

MAGIC points = INT

LUCK points = CHA

## Skills

The skills are very specific, and give a -4 bonus to the roll with the appropriate characteristic.

## Capacities

Common or specific per class, they have usually a limited use per day or per fight.

## Bounds

They are **bounds** that characters or NPC have on you.

- \* In game they can spend your bounds to offer 100xp to ask you to do something,
- \* or you can spend the bound to get a temporary +4 on an interaction with them

## Doing an action

Roll 3d6+Characteristic + bonus  $\geq$  difficulty

Difficulty ranges : easy 6, uneasy 12, difficult 15, very hard 18, extremely hard 2, almost impossible 24

## Fight

Initiative : 3d6+INT

One action and one manoeuver per round

- \* if initiative  $\geq$  20 I can do one extra action
- \* if the manoeuver is spent to prepare +1 bonus to the action
- \* an action can be replaced by a manoeuver

To Attack : 2d6 + 1d6(damage) + DEX(range) or STR(melee)  $\geq$  Target Defense

Damages : damage dice + DEX or FOR + weapon bonus ( on a 6 damage dice, reroll and add)  
then if the adversary is down, report extra damages to another that you could have hit too.

## Optional : Tactical stance

**Before initiative** Each player pick a stance , or none. Then roll initiative (3d6+Int).

If you get the rick value on any of the non special dices , check for a consequence, using the special dice result ! [ one consequence ]

If the number appears more then once, it will be an [[aggravated consequence ]]

## Character Creation

Pick a **race**, (and it's bonus), pick a **class**

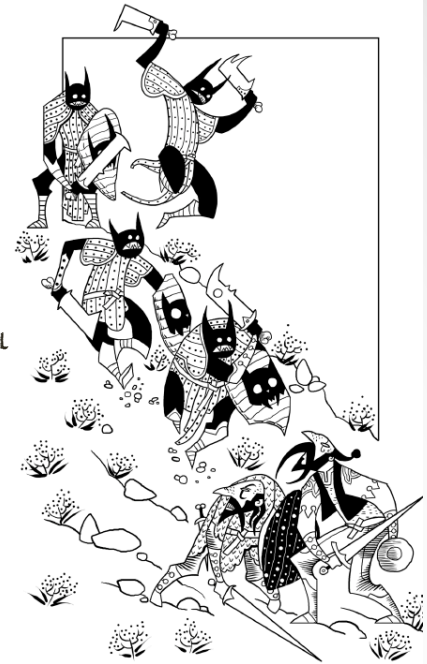
Assign in your **characteristics** : +3 +3 +2 +3 +1 +1

Pick 4 **skills** (+4 bonus), 3 **capabilities**

Spend 200 XP points (learn **spells** for 50xp each)

You can pick **capabilities** and **spells** in your class, or the common ones.

Final touch : list 2 **bounds** that other characters or NPC have on you.





Tactical Stance	Init risk & effect	Consequence
No Stance	/	No risk
Violent Hit [+1d6 damage]	1 Fall	[ skip manoeuver or lose your action ] [[ lose manoeuver and action ]]
Precise Aim [+2 to attack]	2 Distracted	[ -2 attack or lose 1 magic point ] [[ x turns ]]
Attract the attackers [+1 to hit you, resist 2 damages]	3 Disarmed	[ lose your weapon and cannot cast spell ] [[ break your weapon or loose d6 magic ]]
Prudence [+1 defense]	4 In Danger	[ -1 defense ] [[ x turns ]]
Quick [+1d6 initiative]	5 Delayed	[ -1d6 initiative ] [[ x turns ]]
Support [+2 to an ally]	6 Fenced	[ ignore damage dice, or take damage ] [[ hit randomly a close ally ]]

Random Answer : d6

1 No and

2 No

3 No but

4 Yes but

5 Yes

6 Yes and

Pocket Dragon

Monster Profil	Power	Hit P.	Def	Init	Moral	Treasure +1 per capacity
Mooks	0	5	9	2d6	10	0
Hirelings	0	10	10	3d6	9	1
Thugs	+1	15	11	3d6+1	8	2
Second knife	+1	10	10	2d6+1	9	1
Brute	+2	15	12	3d6+2	8	2
Caïd	+3	25	14	4d6+3	7	3
Heavy Bully	+4	35	16	5d6+4	6	4
Big Boss	+5	60	18	6d6+5	5	5

Races	look	bonus
Gnomes	Little ones, people and artisans	+1 defense, +1 skill, see in the dark
Goliaths	Slower mountain rock people	+5 hit point, +1 STrength (max 7)
Sidhes	oligarchy, and ranks, families bound	+2 magic point, see in the dark
Humans	Gipsy and travellers	1 extra skill, +1 luck point
Trolls	Wild nomads	+ 1 CONstitution (max 7) and accute sense of smell
Gobelins	Cat like humanoids	+ 1 DEX and team combo (+2 defense in group), see in the dark
Ulfurs	Dog like creatures	+2 Initiative, sense of smell
Mandragores	Root like creatures	+1 CONstitution and special capabilities

### Travel : roll dices

Large Road 2d6  
Country side 3d6  
Border zone 4d6  
Savage zone 5d6  
Dangerous zone 6d6  
Darkness haunted zone 7d6

Double-1 or 2 : Some troubles  
Double-3 or 4 : Risky situation  
Double-5 or 6 : Real danger

### 2D6 type of event

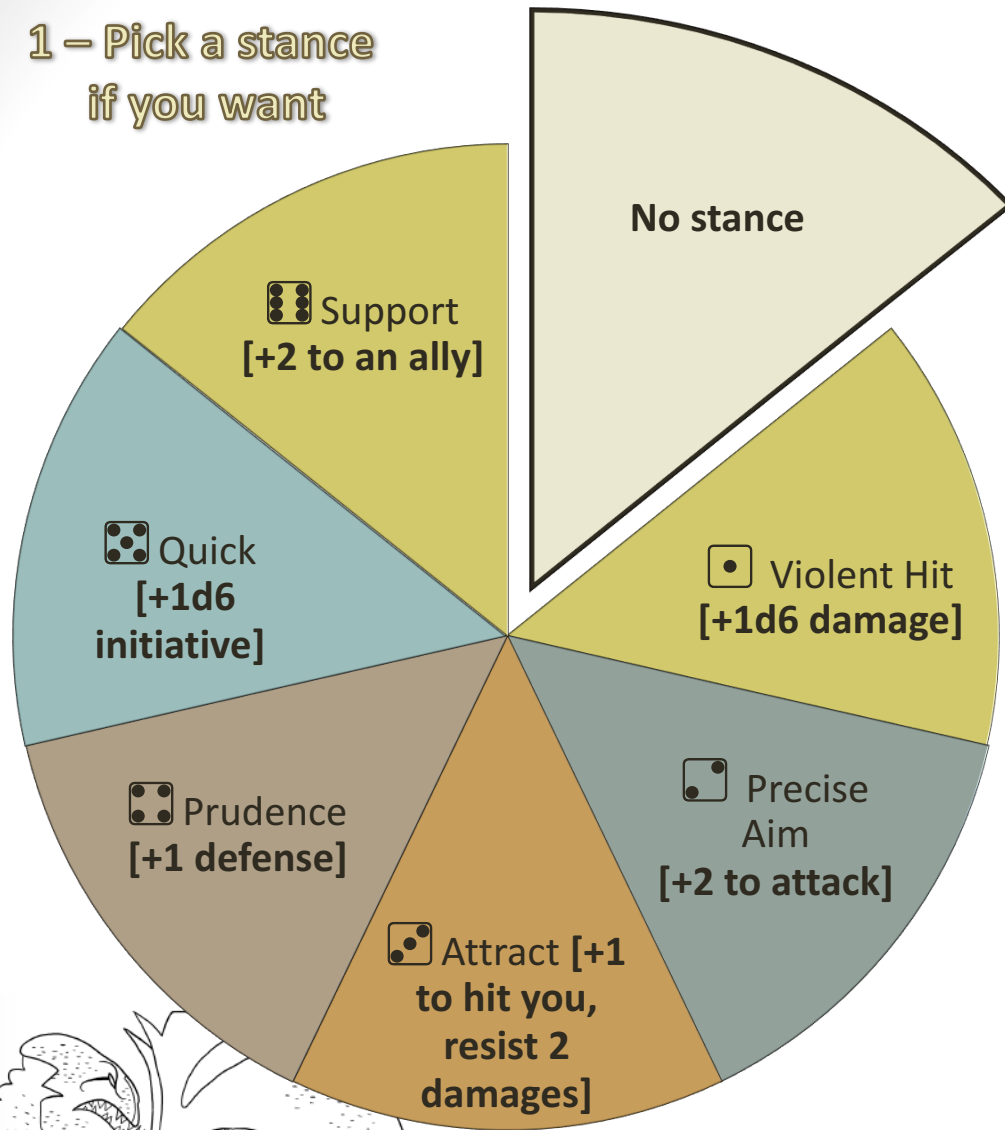
1-3

- 1 Ambush
- 2 Local situation
- 3 Logistics problems
- 4 Difficult negotiations
- 5 Obstacle to overcome
- 6 Painfull loss

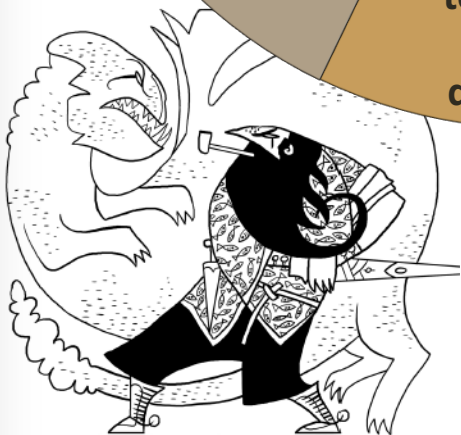
4-6

- 1 Confused situation
- 2 Unexpected encounter
- 3 Loosing time
- 4 Incredible view
- 5 Hard terrain
- 6 Strange discovery

# 1 – Pick a stance if you want



# 2 – Roll Initiative 2d6 +1d6 + INT



**Initiative :** Each player pick a stance , or none. Then roll initiative (3d6+Int) ( 2 same color dices, 1 special dice , extra dices are counted as same color dice)

If you get the on the same dices , check for a consequence, using the special dice result [ one consequence ]

If the number appears more then once, it will be an [[aggravated consequence ]]

Order action per higher initiative result, (if you have 20+ you can take another action or manoeuver at init-20)

# 3 – If unlucky, check consequence

Fall

- [ skip manoeuver or lose your action ]
- [[ lose manoeuver and action ]]

Distracted

- [ -2 attack or lose 1 magic point ]
- [[ x turns ]]

Disarmed

- [ lose your weapon and cannot cast spell ]
- [[ break your weapon and loose 1d6 magic ]]

In Danger

- [ -1 defense ]
- [[ x turns ]]

Delayed

- [ -1d6 initiative ]
- [[ x turns ]]

Fenced

- [ ignore damage dice, or take damage ]
- [[ hit randomly an ally ]]