



MY NAME _____

MY KIND _____
Gnome, Human, Goliath, Sidhe

MY CLASS _____
Chaplain, Scrounger, Knight, Bewitcher, Hunter



| | |
|-----------------|------------|
| HIT POINTS ____ | MAGIC ____ |
| WOUNDS | LUCK ____ |



XP [] [] TREASURE [] []

STRENGTH [] []

DEXTERITY [] []

CONSTITUTION [] []

INTELLIGENCE [] []

WISDOM [] []

CHARISMA [] []

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 ?

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

MY SKILLS

A skill give you +4 to your checks

MY BOUNDS

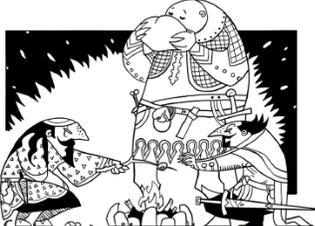
| Tactical Stance | Init risk & effect | Consequence |
|--|--------------------|---|
| No Stance | / | No risk |
| Violent Hit [+1d6 damage] | 1 Fall | [skip manoeuver or lose your action] [[lose manoeuver and action]] |
| Precise Aim [+2 to attack] | 2 Distracted | [-2 attack or lose 1 magic point] [[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.





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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

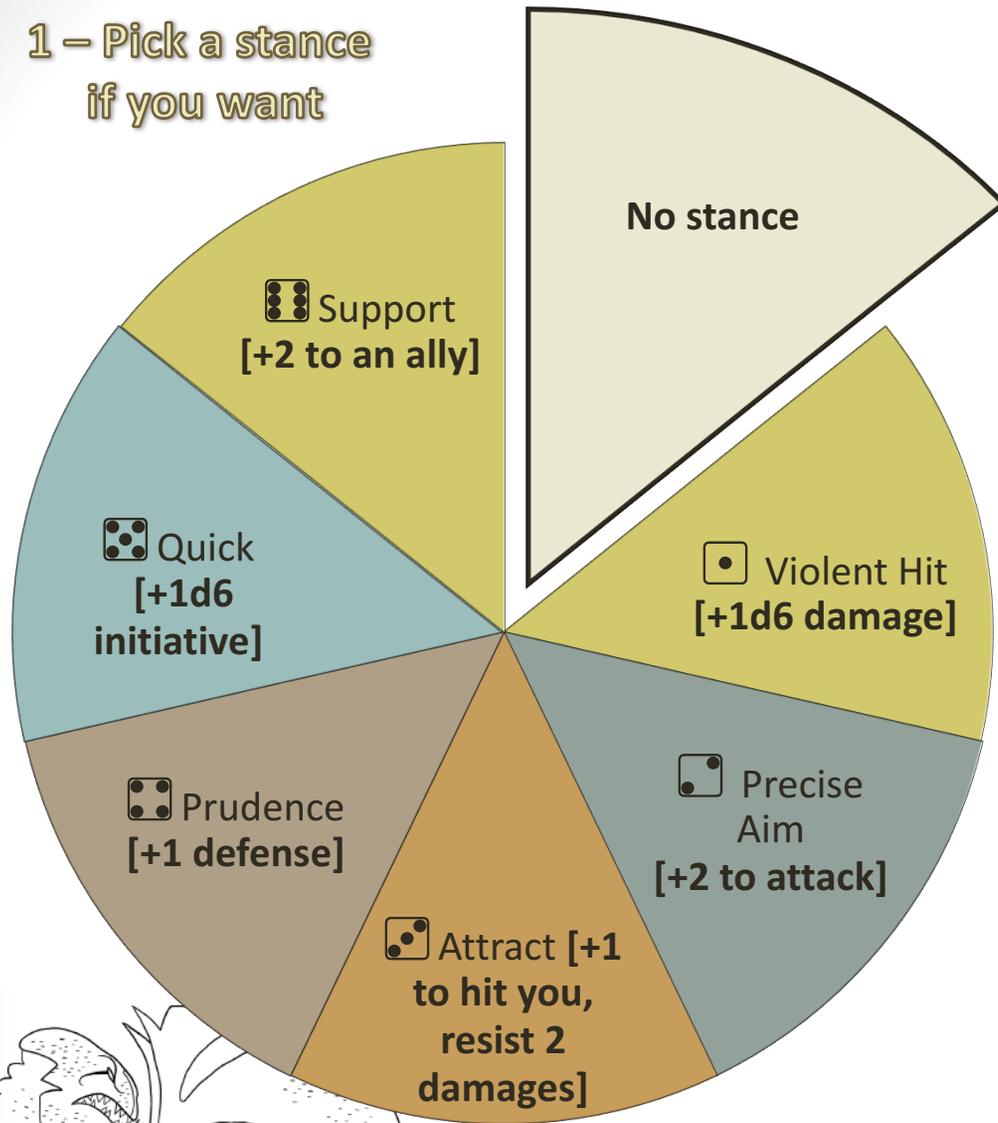
1-3

- 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]]