Dragon Roll

Rolling a one (1) on D20 means that you are particularly successful. This is called rolling a dragon. In combat, a dragon roll has specific effects – increasing the damage of an attack, for example. Outside of combat the GM decides the effect.

Some suggestions.

✦ You impress everyone around you.

✦ You achieve more than intended.

✦ The action is performed faster than usual.

Demon Roll

Rolling a 20 on D20 is called rolling a demon and means that the roll fails regardless of your skill level and other circon also means that the roll cannot be pushed . Demon rolls can have additional effects in combat and during spellcasting.

Outside of combat the GM can let demon rolls have effects such as

✦ You damage yourself, someone else, or an item.

✦ You make a fool of yourself in front of everyone around you.

✦ You make a lot of noise.

Pushing Your Roll

If you fail a skill or attribute roll, you can choose to push the roll, which means that you make another attempt. The new result applies, whatever it is. If you have boons or banes, you must re-roll all dice. You can never push a demon roll (a natural 20). Whenever you push a roll, immediately after the re-roll, you suffer a condition. This means that you get a bane on all rolls for skills based on a certain attribute, and rolls against the attribute in question. Each attribute is linked to a certain condition.

Pushing Your Roll (cont)

✦ Exhausted – STR

✦ Sickly – CON

✦ Dazed – AGL

✦ Angry – INT

✦ Scared – WIL

✦ Disheartened - CHA

You decide which condition you get from pushing a roll, with two important restrictions:

✦ You cannot choose a condition you already have.

✦ You must be able to explain how the condition results from the action you are trying to perform. The GM has the right to reject clearly unreasonable explanations.

Once you have all six conditions, you may no longer push your rolls. In addition to their effects, conditions provide inspiration for roleplaying. Mark conditions on your character sheet.

Healing Conditions: You can recover from a condition by resting.

NPCs and Monsters: Only the player characters can push their rolls, not NPCs or monsters.

Measuring Time

Round	10 Sec.	Perform an action in combat, take a round rest.
Stretch	15 Min.	Explore a room, take a stretch rest.
Shift	6 Hours	Hike for 15 Kilometers, take a shift rest.

Healing and Resting

Lost HP and WP are recovered by resting. There are three kinds of rest – round rest, stretch rest, and shift rest. While resting, you cannot perform any actions that require die rolls or WP.

Round Rest: A quick rest that lasts just a single round. During a round rest you recover only D6 WP, no HP. You can only have a round rest once per shift.

Stretch Rest: A short rest that only lasts for one stretch of time. During a stretch rest you heal D6 HP, or 2D6 HP if someone else is tending to you and succeeds with a HEALING roll. The caregiver cannot rest during the same stretch and can only heal one person during the rest.

During a stretch rest, you also recover D6 Willpower Points and heal a condition of your choice. If something dramatic interrupts your rest, the effects are lost. You can only have a stretch rest once per shift.

Shift Rest: A shift rest lasts one full shift of time and can only take place in a safe location where there are no enemies nearby. During a shift rest you recover all your lost HP and WP and heal all conditions. If a shift rest is interrupted by combat or hard work it has no effect.

Magic: Spells can allow you to heal HP more quickly than usual.

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Experience

Life as an adventurer brings many challenges, and if you survive you are sure to change and maybe even learn a thing or two along the way.

Advancement Marks: When you have rolled a dragon or demon (page 31) when using a skill, tick the check box next to that skill. At the end of the game session, the GM asks you the following questions about the session you just completed. For each question that you can reply “yes” to, and justify your answer, you may place another advancement mark next to an unmarked skill of your choice. The GM has the final word, but should adopt a permissive attitude.

✦ Did you participate in the game session?

✦ Did you explore a new location?

✦ Did you defeat one or more dangerous adversaries?

✦ Did you overcome an obstacle without using force?

✦ Did you give in to your weakness?

Advancement Rolls: After placing your marks, roll a D20 for each of them – if the result exceeds your current skill level, it is increased by one, up to a maximum of 18. Once you have made your advancement rolls, erase the marks and start over in the next game session.

Experience (cont)

Teacher: A shift of intense training with a teacher whose skill level is 15 or higher and exceeds your own gives you an a skill in question. Make the roll immediately, without wadditional advancement roll to improve theiting for the session to end. However, a teacher can only raise a skill level by one – after that you must improve the skill through experience before you can get more help from a teacher. Teachers, especially those with high skill levels, are usually very expensive.

Magic: A school of magic that you already know can be improved like any other skill. However, learning new spells and new schools of magic requires special training.

Heroic Abilities: You can earn new heroic abilities during play in two ways:

✦ When you increase a skill level to 18, you immediately gain a new heroic ability of your choice.

✦ After a grand heroic deed, the GM or the adventure can reward you with a heroic ability. This should be a rare event, never more than once per standard-length adventure.

To earn a new heroic ability, you must meet its skill requirement.

Overcome Weakness: If you during the session acted in a way that clearly goes against your weakness, you get two advancement marks (instead of one mark for giving into it). You have now also overcome your weakness and must remove it. You must then play a full session without a weakness. After that, you may choose a new weakness, preferably based on something that has occurred in the game.

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