

Char. Creation

1. **Skills:** 10 (+6), 10 (+5), rest is (+4)

2. 2d6+12

Stamina:

3. **Luck:** 1d6+7

4. **Starting Equipment** 2d6 sp, backpack, d3 ration, waterskin, small knife, clothes and boots.

5. Pick race, roll class, add traits

DC 15 Mode: -5 from Skills and Luck

Recovery

Short rest 2d6

Full Rest All

Items

Items cost d6 Commoner cp, middle class sp, Noble gold per level.

Advancement

At the end of session 1-3 advances Use to improve a career skill by 1

Stamina Increase Increase whenever advance in career skill

Career Change Spend 5 advances.

Advanced career at least 2 careers, and at least 3 skills 10 or above.

Core Rules

Skill Test Try to pass 20 (or 15)

Opposed test Can give modifier +/-5

Luck Use luck stat instead of a skill.

Test Reduce luck 1 if skill fails.

Combat

Combat Opposed tests, winner hits.

Melee Attacker +5 bonus.

ATK

Ranged ATK Distance -5, Small & Large shield -3 & -5

Armor: *Light* -d3, *Medium* -d6, *Heavy* -2d6 DMG (min. 1)

Injury When 0 or below, roll from table. +1 on roll for each negative stamina.



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Not published yet.

Last updated 19th June, 2024.

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