Character Creation

Choose Heritage	These are basically a "race as class." Whatever you choose gives you you're starting stats, abilities, etc.
	p 10 begins the d66 random heritage table and details on each heritage
Starting Luck	Each pt. lets you roll an extra die to the pool. You can use as many of these points on a roll that you want.
Starting Boons (skills)	Heritage lists how many you start with. You gain a +1 die bonus for each level of a boon you have
Flaws	Number of flaws determined by Heritage. Flaw severity is rolled randomly at creation. Can be a -1D to a -2D or even -3D. See pg 30
Resources	GM and player determine starting level, or roll 2d6 on the table on p.31
Starting Magic	Must have Arcane Boon talent to learn magic
	GM determines starting number of spells, though 2 is average
	You may cast up to your LVL+WIT per day
	You may case more, but each extra spells costs you 1d6 HP that you take immediately
	Light Armor = -1Die on the roll to cast
	Heavy Armor = -3D on the roll
	See p.63 for spell potency, and spell durations
	CRIT failing a cast has no extra effect on caster unless determined by GM

Die Rolling

Creating the pool	Attributes and Boons give you a number of dice to roll
	Roll all dice, keep the highest die
	If you beat the TN, hooray! You succeed

Difficulty and Target Numbers
Difficulty TN
Simple 2-3
Easy 4
Tricky 5
Hard 6+

Actions

PC Heritage determines starting Action Points	You use points to perform actions.
1 Action Point	*Bluff,* Crawl, *Disarm,* Draw/Sheathe Weapon, *Grapple/Hold,* Melee Attack, *Move,* Ranged Attack, *Reload Weapon* ,Shove, *Simple skill or tas
2 Action Points	*Casting spells,* Actions that requires intense concentration, *Complex tasks

Combat

Comat uses Action Points

1. Roll Initiative	DEX check
2. Combat is always an opposed action	Melee: BRUT + MELEE boon roll
	Ranged: DEX + RANGED boon roll
	Magic: WIT + ARCANE boon roll
Defending rolls	Melee: BRUT + MELEE boon roll
	Ranged: DEX + RANGED boon roll
	Magic: WIT + ARCANE boon roll
Rolling combat	(Attack roll - Defend roll) = Margin of success
	Damage = Weapon's Damage + Margin
	Armor value soaks incoming damage by that amount

Combat (cont)

Damage	HP < or = 0 means PC has Severe Damage
	HP < (Level +1) PC is Dead
	ex. You're level 3, at -4 HP your PC is dead
Healing	Light wounds heal 1d6/day
	Severe wounds heal 1d3 / day
Crit Dice (rolling 6s)	Each multiple 6 you roll in the pool adds a +1 to your total value (not an extra die)