

TASK RESOLUTION

Action Difficulty	Missile Fire Range	Modifier
Easy	-	+1
Moderate	Close	0
Tricky	Medium	-1
Hard	Long	-2
Tough	Distant	-4
Demanding	Extreme	-6

SUCCESSSES & COMBAT

- Normal Success: Roll damage per weapon
- Mighty Success:
 - Rabble: Normal roll = # taken out
 - Villains: Weapon Max + 1d6 damage
- Legendary Success:
 - Rabble: Roll twice = # taken out
 - Villains: Weapon Max + 6 + 1d6 damage

DAMAGE MODIFIERS

- Melee & Thrown Weapons: Add Strength to roll
- Missile Weapons: Add 1/2 Strength to roll

COMBAT CONCEPTS

Initiative

Roll 1d6 + Agility

Movement

Base 25 feet

+ 5 feet per point of Agility

SPELL CASTING

Spell Magnitude	Difficulty	Arcane Power Cost
Cantrip	Auto/Easy	1 or 2
First	Moderate/Tricky	5 (min 2)
Second	Hard/Tough	10 (min 6)
Third	Demanding	15 (min 11)

COMBAT MANEUVERS

Attack

Roll 2d6 + Agility + Skill - Opponent's Defense

Dodge

Forfeit Attack;

Gain +2 Defense For Round

Parry

Forfeit Attack;

Roll 2d6 + Agility + Skill - Opponent's Melee

Using Two Weapons

May attack twice or attack & parry;

-2 modifier to both rolls



WEAPONS			
Weapon	Damage	Notes	Great
Axe	d6	throwable (10')	1d6+2
Bow	d6	60' range	d6+2
Club	d6-1	throwable (10')	d6+1
Crossbow	d6+1	80' range, 2 round to load	d6+3
Dagger	d3	throwable (10')	-
Fist	d2	d3 w/ gaunlets	-
Kick	d3	-1 defense for round	-
Flail	d6+1	-1 to hit	d6+3
Mace	d6	throwable (10') but at -1 to hit	d6+2
Sling	d3	30' range	d6-1
Spear	d6	throwable (20'), + d3 vs charge	d6+2
Staff	d6-1	2-handed	d6+1
Sword	d6		d6+2

ARMOR		
Armor Type	Protection	Notes
Very Light Armor	d3-1	+1 Arcane Power
Light Armor	d6-2	Max Defense 3, +2 Arcane Power
Medium Armor	d6-1	Max Defense 3, -1 Agility, +3 Arcane Power
Heavy Armor	d6	Max Defense 2, -1 Agility +4 Arcane Power
Very Heavy Armor	d6+1	Max Defense 1, -2 Agility, +5 Arcane Power
Small Shield	+1	Cannot use 2-handed weapons
Large Shield	+2	Cannot use 2-handed weapons



SUCCESS: 2D6 + ATTRIBUTE + SKILL OR CAREER + MODS > 9

USING HERO POINTS

A Twist of Fate

Where the narrative of a scene has not clearly defined a certain piece of information the player might suggest something that sounds reasonable and make that suggestion become fact. Use of a Hero Point in this manner should be at the discretion of the GM and shouldn't be to effect major changes in a scene and can't be used to change something that has already been established as a fact.

A magician could use a Hero Point to account for one of his spell requirements in this way – for example, if the time of day hasn't already been established, he could state "ah, the hour is perfect for my conjuration".

The Luck of the Gods

You can spend a point to roll the dice again whenever you make a task resolution roll (even if you roll a 2, which would otherwise be an automatic failure). If you do this you must use the result of your second roll. If you have a boon that allows you to use three dice instead of two, you use all three dice the second time as well.

Turn a Success into a Mighty Success

Whenever a player succeeds in combat (or even in non-combat situations), he can turn the success into a Mighty Success at the expenditure of a Hero Point. The results of a Mighty Success depend on what the character is doing.

Note: This is effectively the same as rolling 12 on your Task roll, where 12 would normally have been a success. You can do this even if you spent a Hero Point rolling the dice again.

Turn a Mighty Success into a Legendary One

If you roll a natural 12 when making your task roll that would have been a success in any event (a Mighty Success), at the expenditure of a Hero Point, you can turn that into a Legendary Success. You can do this even if you spent a Hero Point rolling the dice again (as long as you got 12 on the second roll). However, you cannot make a Legendary Success unless you roll 12 on the dice. (In other words you cannot bump up a normal success into a Mighty Success and then spend another Hero Point to make it a Legendary Success).

Defy death

Hero Points can always be used to keep a Hero alive where he would otherwise be killed. If you have taken sufficient damage to put you below zero Lifeblood but above -6, you may spend a point to put your Lifeblood to zero: alive but unconscious.

If you have received sufficient damage to put you below -5 Lifeblood, you may spend a Hero Point to stabilize and remain alive. You are still unconscious but will recover with several days rest.

Shake off wounds

When a hero has just suffered damage, he can take a momentary pause (using his next action) to shake off some of the effects of that wound. In other words, somehow the wound wasn't quite as bad as it first seemed. Roll a d6 – this is the number of LB he gets back (but he cannot exceed the LB damage he just took).