

CORE MECHANICS

The action dice is to roll a d20 under attributes or skills and over armor class or difficulty.

Critical success is when the player rolls the target attribute number exactly.

Critical failure is when a natural “20” is rolled. For dramatic purposes, a critical failure in battle should be a loss of weapon or similar disruption in the expected path of success.

Armor and difficulty may narrow the gap of success. To avoid extra math, the armor class or difficulty is given as a low number to avoid. Typically armor class or difficulty are represented by numbers between 1 to 8. This means the player must roll equal to or less than their attribute and the equal to or more than the armor class or difficulty.

Example: A nimble thief with 14 DEX wants to climb a slippery moss covered wall with difficulty 3. The thief rolls a 10 and is successful in scaling the wall.

A roll do 15 or more would fail and a roll of 1 or 2 would fail.

CHARACTER CREATION

Step 1: Determine the six basic character attributes

Strength	(STR)	13+ = +1 dam	16+ = +2 dam
Dexterity	(DEX)	13+ = +1 AC	16+ = +2 AC
Intelligence	(INT)		
Constitution	(CON)		
Wisdom	(WIS)		
Charisma	(CHA)		

To determine starting attribute score, roll 1d6+7 for each attribute. If players aren't sure what type of character they should play, they should roll the attributes in order.

Step 2: Choose one profession or background.

When a non-combat check is required, a character with an appropriate profession or background will roll 2d20 and keep the best result. Some examples:

Archer	Barbarian	Burglar
Commander	Dwarf	Elf
Foot Soldier	Guardian	Guide
Halfling	Hunter	Mage or Wizard
Northlander	Priest or Cleric	Scout
Swordsman	Plainsman	Wildling
Woodsman		

Step 3: Choose two of the following (or same twice):

- Add an additional **Background** or **Profession**
- Add 1 point to any **Attribute**
- Add an additional **5 Hit Points**
- Add a language
- Add an **Effort** point
- Add a **Special Ability**
- Add **Magic Training***: come up with two d6 spells.

*Choosing Magic Training a second time only adds 1 additional spell and spell slot.

Step 4: Calculate Starting Hit Points

Characters start with their CON attribute in hit points or 10 hit points, whichever is higher.

Special Ability

This choice can represent a special move or racial trait that is an integral part of the character concept. This could be an elf's light step, or dwarfs direction sense underground. If the ability has a mechanical bonus, it should a 1d6 with some limited use.