

# Appendix Q

## QUICK REFERENCE

Test abilities by rolling equal to or above the task's **difficulty (DC)**:  
Average—DC 11, *difficult*—DC 16, *very difficult*—DC 21.

- **FORCE**: hit in melee, carry heavy loads, resist poison/sickness
- **FINESSE**: aim ranged attack, defend, react quickly/dexterously
- **WIT**: cast spell, resist illusion, perceive hidden, speak language
- **WILL**: invoke miracle, resist enchantment, inspire, intimidate

### Advantage

Roll twice, take higher result.

### Disadvantage

Roll twice, take lower result.

## CHANNELING MAGIC

**Overpower** a foe's **resistance** of your magic by testing Wit or Will (determined by the magic type) against the foe's relevant ability.

- **FORCE**: withstand magic that alters or corrupts the body
- **FINESSE**: dodge magical projectiles
- **WIT**: see through deceptive illusion magic
- **WILL**: endure magic that enchants or charms the spirit

## TIME & HEALING

- **Dungeon turn (10 minutes)**: *search* a room, *travel carefully* to a farther part of the dungeon, resolve an *encounter*, or *catch breath*.
- **Combat round (10 seconds)**: *move nearby* and take an *action*.
- **Wilderness watch (4 hours)**: *travel* to another *hex area*, *explore* the current hex, or *investigate* a point of interest.
- **Make camp (2 watches)**: *heal* up to 3 HP (sleep, first aid, food).

## FATIGUE & DEBILITY

Foregoing sleep, food and water, or rest after exertion causes you to gain a level of **fatigue** (make camp to cure 1 level):

1. **Fatigued**: -1 to all ability tests
2. **Exhausted**: Disadvantage on all ability tests, speed halved
3. **Enervated**: Cannot Attack, Defend, channel magic, or walk without assistance
4. **Dead**: Dead.

Surviving certain magical and environmental effects might leave you in a temporarily **debilitated** state until you've made camp:

- **Confused**: When acting in combat, 2 in 6 chance to attack allies and a 2 in 6 chance to do nothing
- **Dazed**: Disadvantage on Will tests
- **Dulled**: Disadvantage on Wit tests
- **Frostbitten**: Move at half speed
- **Shaken**: Disadvantage on Finesse tests
- **Sickened**: Disadvantage on Force tests
- **Weakened**: Disadvantage on damage rolls

## FALLING, FIRE, & FLAMES

**Falling** deals D6 damage per 10'. A **fire die** deals damage every round (begins at D4 or a D6 if flammable). **On a 1**, the fire **shrinks** or goes out (if a D4). **On the highest number** of the die, the fire **grows** to a larger fire die (D6, D8, etc.) and spreads nearby. Spend a round **smothering** to shrink a fire die.

## COMBAT

### Surprise Round: Ambushers Move and Act

(determined by Referee)



### Hurt/Weak Characters Test Will to Fight (DC 16)



### Combat Round: Move and Act

(in order of Finesse)

**Move**: anywhere nearby if unencumbered

**Act**: attack, channel, defend another, flee, hide, or use magic item

**Attack**: test Force for melee, Finesse for ranged vs. foe's Defense

↳ **Damage**: roll HD + Force for melee or Finesse for ranged

↳ **Criticals**: hit and max damage on a nat 20, fail hard on a nat 1

↳ **Range**: touch, close (5'), reach (10'), near (30'), far (120')

↳ **Grapple**: test Force/Finesse vs. foe's to subdue/escape subdual

**Channel magic**: if moved or hit, test Force (DC 11 + damage)

**Defend another**: stand before them and take Attacks on them

**Flee**: move last, escape unless foes are faster and relentless

↳ **Hold the line**: stay behind to let allies escape relentless foes

**Hide**: test Finesse vs. foes' combined Wit to remain hidden

**Use magic item**: activate a magic item or quaff a potion



**Test Defense** vs. each incoming Attack

**Cover**: adds Defense vs. ranged. Poor (+2), Good (+4), Full (total).



### Combat Rounds Continue Until Dying, Surrender, or Route

**Dying**: at 0 HP, test Force (DC 16) to stabilize and receive wound

**Surrender**: throw down arms and test Will vs. Will to plea

**Route**: pursue fleeing foes, always move and act first

## DEATH & INJURY

**At 0 HP**, fall unconscious and **begin dying**. Hits that would deal more damage than your HP total below 0 **kill instantly**.

- If you are not immediately dead, **test Force** (DC 11) to **stabilize** for a turn. On a **critical failure**, die in 1 round.
- If you stabilize but do not receive healing by the end of the turn, you **begin dying** again the next turn.
- If you **fail to stabilize**, die at the end of the current turn.

When you **regain consciousness** after surviving a drop to 0 HP, roll 2D6 for a **lingering wound** (disadvantage on related tests for D6 months after treatment):

Roll	Lingering Wound
2	Brain damage, coma
3-5	Loss of hand, foot, or limb
6-8	Broken bones or torn fibers
9-11	Major scarring
12	Minor scarring, heal to 1 HP

## EQUIPMENT

Carry **loads** up to **10 + Force**. Heavier loads make you **encumbered** (move at ½ speed, gain 1 fatigue level per hour).

**1 Load**: item or bundle up to **5 lbs** (or roughly human head-sized)

**2 Loads**: two-handed weapons and shields.

## INITIATE SPELLS

A Witch or Wizard can learn additional Initiate Spells through careful study with leveling. Other spells may be discovered in the game world. The [power](#) of a level 1 Mage's spell is always 1.

### 1. Aural Glamour

Illusory sound emanates from a point nearby for [power] turns.

### 2. Charm

[Power] non-hostile, non-magical creatures regard you as a friend for [power] hours. They may try to resist again every time you demonstrate otherwise.

### 3. Circle of Protection

Draw a circle around you large enough for [power] people that no magical creature can enter. Lasts [power] hours.

### 4. Detect Magic

Sense nearby magic for [power] turns.

### 5. Floating Disc

Create an invisible disc which floats after you and can carry [power] x 300 lbs for [power] hours.

### 6. Light

Target (far) glows up to [power] x 30' brightness for [power] hours.

### 7. Lock

Seal a door closed for [power] hours.

### 8. Magic Missile

A bolt of energy orbits around you for [power] turns until launched for D6 + [power] damage. Target cannot resist. Extra missile every 3 power.

### 9. Read Languages

Comprehend any ordinary text for [power] turns.

### 10. Read Magic

Comprehend [power] magic writings such as spells or glyphs.

### 11. Shield

Invisible shield improves target's Defense up to a total of +6 for [power] turns. Negates Magic Missile.

### 12. Sleep

Put [power]D8 nearby creatures to sleep. Creatures with an HD level less than yours cannot resist.

## MIRACLES OF ANTIQUITY

A Prophet can learn the Miracles of Antiquity through revelation by leveling. Other miracles may be discovered in the game world.

### 1. Bind & Banish

Test Will against a nearby spirit or outsider to bind them to or banish them from an area for a year and a day. 1 dice: body or room, 2 dice: village or dungeon, 3 dice: region, 4 dice: Creation. If you fail the Will test, take [sum] damage.

### 2. Bless & Curse

Touch a target and choose one effect per [dice] invested, lasting [sum] turns:

- (a) Target's critical failures are critical successes, or vice versa,
- (b) Target automatically passes/fails their next test of ability,
- (c) Target counts as holy/unholy,
- (d) Target tests again to resist ongoing enchantment.

### 3. Consecrate & Desecrate

Sanctifies or defiles a [dice] x 10' area as a [sum] hour ritual.

### 4. Endure Elements

Protects [dice] creatures from the effects of extreme hot or cold weather for [sum] hours.

### 5. Heal & Harm

Touch a target to heal or harm them for [sum].

### 6. Holy Light & Hidden Dark

Touched subject glows up to [dice] x 10' bright or is shrouded in [dice] x 10' darkness for [sum] turns.

4+ [dice]: the light has the properties of sunlight, or the dark is impenetrable except by sunlight.

### 7. Purify & Pollute

Cleanse or taint [dice] rations' worth of touched food/drink.

### 8. Remove Fear

Target nearby creatures are immune to fear and automatically pass all Will tests vs. fleeing for the duration. Duration: 1 [dice]: 1 turn, 2 [dice]: 1 hour, 3 [dice]: 1 day, 4 [dice]: 1 month.

### 9. Repel Evil

[Sum] mindless undead flee unless their master is near, and [dice] nearby fiends or intelligent undead are forced back for [sum] rounds.

### 10. Speak With Dead

Ask a dead creature up to [dice] questions, and it will answer yes or no—though it is not obligated to be truthful.

### 11. Truesight

Touched creature gains supernatural sight for [sum] turns. 1 [die]: see in darkness, 2 [dice]: see in supernatural darkness, 3 [dice]: see through illusions, 4 [dice]: see invisible beings, 5+ [dice]; see ethereal creatures and spirits.

### 12. Water Walk

[Dice] touched creatures walk on water for [sum] turns.