

DIES ILLA

NAME: _____

STATS

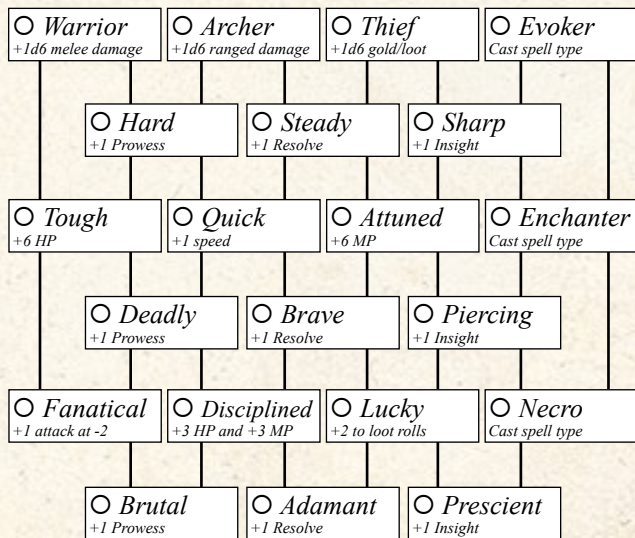
	INSIGHT	/	MANA
	PROWESS	/	HP
	RESOLVE	○ NORMAL ○ HARDCORE	

Normal characters start with 12 HP, 6 MP, and 2 advances. Hardcore characters start with 6 fewer HP and have only 1 life. You level when you mark all XP for that level.

EXPERIENCE

I - Chosen	II - Hero	III - Legend	IV - Transcendent
☒	○○	○○○	○○○○

SKILL TREE



Each level, gain an additional 2 advances. Each checked advance unlocks all connected advances. Each advance unlocks a new stat, bonus, or spellcasting ability.

ARMS AND ARMOR

PACK

☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____
☐	_____	☐	_____

Worn rings, amulets, and belt potions do not encumber. When carried in your pack, these, and all mundane items add +1 encumbrance each. Light weapons add +1 encumbrance each. Light armor, shields, and hand weapons add +2 encumbrance each. Heavy armor and two handed weapons add +3 encumbrance each.

SPEED

☐ Very Fast, enc. <3	Current	Max
☐ Fast, enc. 3 - 4		
☐ Normal, enc. 5 - 8		
☐ Slow, enc. 9+		

ENCUMBRANCE:
Max = 10 + 2 x Prowess

MAGIC

There are two kinds of magic: innate and practiced. Only casters with the requisite skill advances may perform practiced magic. Anyone may perform innate magic.

INNATE MAGIC

Innate magic simple, but fool-proof. Spend 1 Mana for each effect you desire, spend as much as you like:

- Heal yourself 2 HP
- Add +1 to your current roll
- Add +1 damage
- Identify an object
- Open Portal
- Cleave - Split damage evenly between two adjacent targets (both targets may deal you damage)

PRACTICED MAGIC

To cast a spell, choose effects and enhancement from either evocation, enchantment, or necromancy, spend 2 MP +2 MP per enhancement and then roll +Insight. You may choose a number of effects up to your tier. On a success, the desired effect. On a 12+, double the effect or half the mana cost. On a 7 - 9, choose one, below; on a 6 or less, choose two: suffer 1d6 HP magical backlash (ignores armor and magical protection), mana cost doubled, exposed to an attack, cutoff, and/or surrounded.

EVOCATION

- Fire Wall - a wall of flames spear-length, knee high (1d6/round x 2 rounds); ignores armor. Enhance: adds another fire wall (damage does not stack).
- Elemental Bolt - project an unerring bolt of energy at your target (1d6/bolt); ignores armor. Choose type: fire, lightning, or cold. Enhance: adds another bolt.
- Frost Wave - you project a circular wave of cold (targets slowed 1 step). Enhance: targets slowed an additional step.
- Mana Shield - Get 1 magic armor (does not stack w/ worn armor) for the encounter. Enhance: add +1 armor

ENCHANTMENT

Add 1 magic tag to an item of your choice for the encounter. Enhance: add the same tag to 1 additional item.

NECROMANCY

Raise a dead creature. You can control up to your tier in undead. They have 2 HP, 2 armor, deal 1d6 damage, and have no special effects. Enhance: add +2 HP

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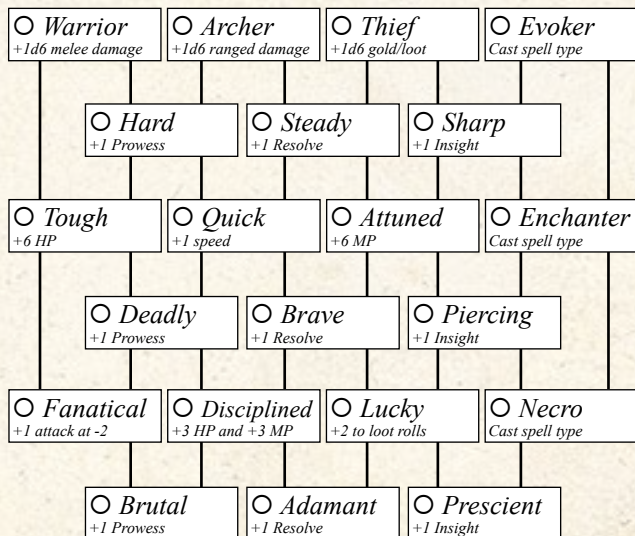
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RULES SUMMARY

ENCUMBRANCE AND SPEED

Your speed category determines how quickly you respond to danger, which is represented in your initiative order. Your speed category determined by whichever speed category is worse: your encumbrance, weapon, shield, or armor.

Your encumbrance is the sum of all the items you carry and wear on your person; however, worn rings, amulets, and belt potions do not encumber (when carried in your pack, otherwise they have 1 encumbrance each).

INITIATIVE

On the first round of combat, determine initiative for players and enemies. The fastest speed goes first. If more than one combatant has the same speed, roll 1d6: act in descending order. If the enemy is faster than a player, the enemy makes one free damage roll against that player or the enemy pursues their agenda (if other than causing harm). Additional damage may be dealt on low player attack rolls.

ATTACKS AND OTHER ACTIONS

On their turn, each player may make an attack or other action on their initiative. Enemies do not make attack rolls, only damage rolls. Roll 2d6 + Prowess. 7+ (success) deals damage. 12+ (crit) deals +1d6 damage. 9 or less, enemy trades damages, pursues their agenda, or gains other advantage. Subtract armor from damage, when applicable. If you attack multiple enemies and get a 9 or less, all of them get to make a damage roll. When dual wielding (hand and light weapon) make two separate attack rolls at -1 each.

Instead of attacking, you may cast a spell or take some other action. In addition to attacking, you may move or access something from your pack. At any time, you may use a potion from your potion belt or cast innate magic.

TRAVEL

Open a portal to travel to and from town. Anyone may use a portal, but it closes when the caster returns through it. Traveling back advances the wheel 1 step.

RESTING

Resting advances the wheel 1 step and allows you to recover all HP and MP.

LOOTING AND TRADING

You may loot when there is treasure, when slain bodies lay at your feet, or when the instructions say so. Each time any of you choose to stop and loot, advance the wheel 1 step and then each character may roll once on the loot table. The total number of loot rolls cannot exceed the number of corpses or treasure-filled vessels.

When in town, you may trade, advancing the wheel 1 step. All players in town may buy or sell as many items as they want. Items may be sold for half value. Artifacts are priceless.

1 GP: Identify, refill HP and MP, purchase other valuable services. 2 GP: Buy a weapon, shield, armor, or potion. 10 GP: Buy a magic item, choose 1 tag.

LOOT TABLE

Roll 2d6 + Tier to determine loot:

- 3 or less: Worthless baubles
- 4 - 6: Weapon/armor (roll on weapons & armor table)
- 7 - 9: 1d6 + 1 gold per tier
- 10 - 12: Potion (roll on potions table)
- 13 - 15: Magic Item (roll on magic items and artifacts table)
- 16+: Artifact (roll on magic items and artifacts table)

MAGIC ITEMS & ARTIFACTS

Roll 1d6 to determine item type:

- 1 - 3: Weapon/armor (roll on weapons & armor table, then on magic tags table)
- 4 - 5: Ring (roll on magic tags table)
- 6: Amulet (roll on magic tags table)

MAGIC TAGS

Roll 3d6 after the item is identified or used. Magic item, roll once. Artifact, roll twice. Add superior item benefits and:

- 3 - 4: Cursed (-1 to all rolls, can't part with)
- 5: Necromantic (raise dead on kill)
- 6: Deadly (+1d6 magic damage)
- 7: Blessed (+1d6 vs undead)
- 8: Masterful (+1 to attack and damage)
- 9: Fiery (+1d6 fire, ignores armor)
- 10: Frosty (+1d6 cold, ignores armor)
- 11: Lucky (+1 to loot rolls)
- 12: Crackling (1d6 lightning, ignores armor)
- 13: Enervating (hit slows enemy 1 step)
- 14: Swift (sped 1 step)
- 15: Vampiric (hit steals 1 HP)
- 16: Holy (+1d6 vs. demons)
- 17 - 18: Angelic (double damage vs demons)

WEAPONS & ARMOR

Roll 1d6 to determine item type:

- 1: Lt. weapon, 1d6-1 (very fast, 1 enc.)
Dagger, short sword, whip, etc.
- 2: Hand weapon, 1d6 (fast, 2 enc.)
Longsword, lt. crossbow, mace, etc.
- 3: 2-hand weapon, 2d6 (normal, 3 enc.)
Greatsword, bow, heavy crossbow, etc.
- 4: Shield, 1 (normal, 2 enc.)
Round shield, kite shield, buckler, etc.
- 5: Light Armor, 1 (fast, 2 enc.)
Leather armor, padded armor, chain shirt, etc.
- 6: Heavy Armor, 2 (normal, 3 enc.)
Chain mail, plate mail, breastplate, etc.

POTIONS

Roll 1d6 to determine potion type:

- 1 - 3: Healing Potion (+6 HP)
- 4: Mana Potion (+6 Mana)
- 5: Fulminating Potion (1d6 fire)
- 6: Antidote Potion (cure poison)