

Advancement

Gain 1 XP:

For each completed session

For a great accomplishment

For helping someone in need

For defeating a great adversary

Every 4 XP, your character becomes stronger, worn, experienced.

Take a new trait

Take a new Skill Point

Increase an ability bonus +1

Tomb values narrative. No rule, make it up. Complications and Fails can mean many things. If a PC runs out of Health, perhaps they are just knocked out, they need help.

Play

To make a save against danger or use a skill roll 2d6 + bonus.

10 or higher = Success

7-9 = Complication

6 or less = Fail

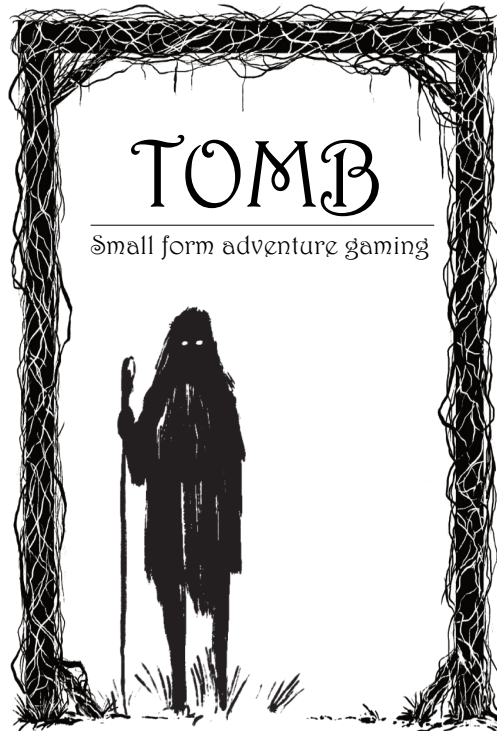
If order of action is uncertain, both parties roll 2d6; higher total acts first; re-roll on a tie.

Take two separate actions per turn: Move, use item, attack, flee, incantation.

Declare target and roll weapon damage.

Armor values are subtracted from incoming damage. Break shields to negate 1d4 damage. Needs repaired.

Traits: Exhaust a trait to change a negative outcome into a positive one. Exhausted traits may not be used again until replenished. Replenish each new day if a restful night was had.



To select Incantations randomly, roll 2d6.
One for the group and one for the enemy.

<p>DRINK</p> <ul style="list-style-type: none"> <input type="checkbox"/> Ashen <input type="checkbox"/> Pillage <input type="checkbox"/> Decay <input type="checkbox"/> Ruin <input type="checkbox"/> Deplete <input type="checkbox"/> Ghost 	<p>1</p>	<p>LIGHT</p> <ul style="list-style-type: none"> <input type="checkbox"/> Illuminate <input type="checkbox"/> Reflect <input type="checkbox"/> Ward <input type="checkbox"/> Oh <input type="checkbox"/> Mend <input type="checkbox"/> Summon 	<p>2</p>
<ul style="list-style-type: none"> <input type="checkbox"/> Claw <input type="checkbox"/> Entrails <input type="checkbox"/> Ghoul <input type="checkbox"/> White <input type="checkbox"/> Blood <input type="checkbox"/> Rot 	<p>5</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Mind <input type="checkbox"/> Wood <input type="checkbox"/> Bone <input type="checkbox"/> Moss <input type="checkbox"/> Raise <input type="checkbox"/> Hold 	<p>6</p>
<ul style="list-style-type: none"> <input type="checkbox"/> Care <input type="checkbox"/> Beast <input type="checkbox"/> Darkness <input type="checkbox"/> Explode <input type="checkbox"/> Lightning <input type="checkbox"/> Swam 	<p>3</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Shroud <input type="checkbox"/> Repel <input type="checkbox"/> Web <input type="checkbox"/> Field <input type="checkbox"/> Portal <input type="checkbox"/> Dream 	<p>4</p>

Inventory

1	
2	
3	
4	
5	
Coins	XP

Notes:

Creation

Distribute +0, +1, +2 among the three abilities.

STR ___ DEX ___ WIL ___

Roll d6 for a weapon & a protection.

Roll 3d10 for three items.

Roll d10 for a special item. Take 2d6

Coins. Roll for 3 Incantations. For each new Incantation level add 1.

Distribute 5 Skill points.

Record 3 maximum Health.

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Record a trait. Each new trait increases maximum health +1

Carry 5 extra items at a time

<input type="checkbox"/> Ambitious	<input type="checkbox"/> Friendly	<input type="checkbox"/> Courageous	<input type="checkbox"/> Humble	<input type="checkbox"/> Cunning	<input type="checkbox"/> Quick	<input type="checkbox"/> Daring	<input type="checkbox"/> Sociable	<input type="checkbox"/> Fierce	<input type="checkbox"/> Tolerant
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Traits

Any skills may be attempted by PC

<input type="checkbox"/> Alchemy	<input type="checkbox"/> Lore	<input type="checkbox"/> Animal	<input type="checkbox"/> Medicine	<input type="checkbox"/> Diplomacy	<input type="checkbox"/> Mending	<input type="checkbox"/> Enchanting	<input type="checkbox"/> Occultism	<input type="checkbox"/> Engineering	<input type="checkbox"/> Performing	<input type="checkbox"/> Incantation	<input type="checkbox"/> Streetwise	<input type="checkbox"/> Investigation	<input type="checkbox"/> Wilderness
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Skills

Weapons

<input type="checkbox"/> Short Sword (d6)	<input type="checkbox"/> Cloak (1)
<input type="checkbox"/> Bow/arrows (d8)	<input type="checkbox"/> Helmet (1)
<input type="checkbox"/> Long Sword (d8)	<input type="checkbox"/> Shield (★)
<input type="checkbox"/> Mace (d6)	<input type="checkbox"/> Leather (1)
<input type="checkbox"/> Axe (d10)	<input type="checkbox"/> Gambeson (1)
<input type="checkbox"/> Dagger (d4)	<input type="checkbox"/> Plate (2)

Protection

Items

<input type="checkbox"/> Rope 25'	<input type="checkbox"/> Instrument
<input type="checkbox"/> Pot of grease	<input type="checkbox"/> Oracle deck
<input type="checkbox"/> Spyglass	<input type="checkbox"/> Locket
<input type="checkbox"/> Lantern	<input type="checkbox"/> Falcon
<input type="checkbox"/> Hammer	<input type="checkbox"/> Smoke Bomb
<input type="checkbox"/> Tent	<input type="checkbox"/> Hound
<input type="checkbox"/> Animal trap	<input type="checkbox"/> Tankard of ale
<input type="checkbox"/> 1 Week rations	<input type="checkbox"/> Rare painting
<input type="checkbox"/> Burlap sack	<input type="checkbox"/> Rare gem
<input type="checkbox"/> Matches	<input type="checkbox"/> Heirloom ring