

PLAYER REFERENCE

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THE ROLL



Say what you do

Easy things just happen. Hard things get a roll.



Pick a stat

Body, Mind or Soul: whichever fits how you try it.



Both roll

Your stat die against the Narrator's die.



Highest wins

Tie: both sides get something.

YOUR THREE STATS

Body Strength, senses, fine motor skills, endurance

PHYSICAL

Mind Knowledge, memory, reasoning, aptitude

MENTAL

Soul Connection: intuition, empathy, persuasion, deception, nature

SPIRITUAL

One die on each, from the three your Narrator hands out. Bigger is better.

YOUR TURN

● ● ● **3 actions** every turn

→ **Who goes first?** Whoever started it. Everyone else rolls **Soul**: highest next.

→ **Free:** talking, noticing the obvious, dropping something.

→ **Bigger jobs** can cost 2 or 3 actions. The Narrator will say.

👉 **Hold an action** to react after someone else's turn.

→ **New round:** everyone's actions refresh.

FIGHTING

You win → they lose **1 stamina** in the stat they used

They win → **you** lose 1, even on your own turn

Tie → both land

Hard hit Win by more than their die has sides → **2 stamina**

STAMINA

→ One track per stat, starting at the **sides on its die**: a d8 Body has 8.

→ Losing it **never changes your rolls**.

→ **0 in any stat** → **you're out**. Out isn't dead.

Body unconscious, winded, can't stand

Mind overwhelmed, can't hold a thought

Soul broken, can't face the room

HOW HARD IS IT?



d4

Easy



d6

Moderate



d8

Challenging



d12

High



d20

"Impossible"

The Narrator picks the die. Against another character, they roll their stat instead.

MISSED? TRY AGAIN

Could you normally just try again?

Yes → spend another action and roll again.

No → **push your luck**: 1 action + **1 stamina** in that stat. Same check, same die.

Fail a push → **critical failure**. Worse than a miss, often double the effect. The Narrator decides.

Each one after the first steps down a die

Attacks, your turn **d12** → **d8** → **d6**

Defences, per round **d12** → **d8** → **d6** → **d4**

Never below d4. **Defending is free**: no action. Counts reset each round. **You can always leave**: say so and go.

GETTING IT BACK

A full round of rest **+1** any stat, only while it's **below half**

A night, with food and shelter **All** Body, Mind and Soul

Care, with tools or training **+1** any stat: a healing kit, a counsellor, a spell

Stamina isn't healing. Broken bones, disease and serious wounds mend in the story, in their own time.