Heroes' Role

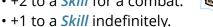
In crumbling ruins and distant castles, For gold or glory, they will prevail.

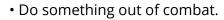
- Chara	cter Sheet —				
Name:				Healthy — Wounded — Disabled — Dead	
Class:					0 0
Description:					
Aptitudes					
Strength Perception Dexterity Intelligence Determination					
Skills	2	·	**	Z	>
2	Melee Attack	Animal Handling	Acrobatics	Survival	Endurance
	Sailing	Ranged Attack	Stealth	Linguistics	Healing
A.C.	Climbing	Pickpocketing	Defense	Deception	Performing
	Engineering	Observation	Lockpicking	Spellcasting	Crafting
S.	Swimming	Tracking	Trap Handling	Lore	Resistance

Character Generation

Pick:

- One of five Aptitudes to be Primary, and receive +2 to all related Skills.
- Two **Secondary** *Aptitudes* to receive +1.
- Two Skills to receive a "speciality" +1.
- Seven Skills to reduce to "untrained" -2.
- Create number of spells equal to your **Spellcasting** bonus. Spell Types:
 - Magical Attack
 - +2 to a *Skill* for a combat.





Monsters:

- Distribute +15 bonus among at least 5 Skills.
- Assign -2 to remainder.

Rules

Using Skills

- Roll 3d6, add bonuses, including both Aptitudes of the Skill. 12 or better means success.

Combat

- Take turns.
- Roll *Defense* vs. attacks.
- Roll *Resistance* vs. *Spellcasting*.
- Rolling less than attacker's total moves defender along *Health Track* toward "dead".

Magic

adds -1 to all Skills.



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