

# Heroes' Role

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



## Character Sheet

Name:

Class:

Description:

Healthy — Wounded — Disabled — Dead



## Aptitudes




Strength




Perception




Dexterity




Intelligence




Determination

## Skills



	Melee Attack	Animal Handling	Acrobatics	Survival	Endurance
	Sailing	Ranged Attack	Stealth	Linguistics	Healing
	Climbing	Pickpocketing	Defense	Deception	Performing
	Engineering	Observation	Lockpicking	Spellcasting	Crafting
	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.
- +1 to a **Skill** indefinitely.
- Do something out of 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

- Each maintained spell beyond first adds -1 to all **Skills**.



