Ad Fire & Steel

mRPG

There are many role-playing games that recreate epic **adventures** from famous **fantasy** sagas in literature and film, some of which are specific and others more general.

So? **What does Advanced Fire & Steel (AdF&S) bring to the world of role-playing games?**

Probably nothing, unless you actually want to recreate the **Italian exploitation films** of the 70s and 80s in the **"sword and sorcery"** genre. For that, it's perfect. It takes up little space and costs nothing, or almost nothing, like those movies. What can a Hollywood actor do that an Italian or Spanish actor nicknamed **Kurt Wisconsin** can't? If you look from a distance, the costumes, firecrackers, and foam rubber are just as good as the expensive effects of blockbuster movies. **The important thing is the story**, isn't it?

An AdF&S adventure consists of everyone **creating a story** together. Most players play a hero, but one player has another role: to **present** the heroes with **challenges, scenarios, and antagonists**, and to decide the consequences of the heroes' actions. This player is the **Game Forger (GF).**

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Heroes and Heroines

Attributes

There are **5 attributes**. When creating a character, each one is assigned a different die (d4, d6, d8, d10, and d12).

- **Muscle** for actions that require strength or agility.
- **Hands** for those that require skill.
- **Brain** for cunning, knowledge, magic.
- **Lips** for interacting with other people.
- **Senses** for seeing, hearing, awareness.

Training

A hero can have training **from level 1 to level 3**. Each training **is linked to an attribute**.

When **creating the hero**, at hero level 1, the **player chooses 2 trainings** (their **class trainings**) and assigns them **level 1**.

When a hero levels up, they **can acquire** a **new training or improve one** of the ones they already have. These are the **requirements** to upgrade **above Level 1:**

- **Level 1 to 2:**
  o At least **d10 in** the linked **attribute** and **hero level 5**.
  o To be a **class training**.
- **Level 2 to 3:** hero level 10 and **d12 in** the **attribute**.

Willpower and Health

These two characteristics of a hero define how many failures (health points) it takes for them to suffer **trauma** and how many failures (willpower points) it takes for them to be **controlled, seduced, or intimidated**.

On the hero sheet, they appear as two counters with four spaces:

4	1
3	2
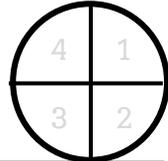
- <u>Health points</u> are 3, plus 1 if Muscle is d12.
- <u>Willpower points</u> are 3, plus 1 if Brain is d12.

With a **failure** in an action that <u>risks</u> **losing health or willpower**, one space on the corresponding counter is filled. **When** any **counter is completed**, the **hero is defeated** and at the mercy of their rival. If:

- **Health (trauma)**, is unconscious, knocked down, immobilized.
- **Willpower**, is controlled, intimidated, seduced...

<u>If the counter is not completed</u> (both health and willpower**), 1 space is recovered per hour** (in the game), up to the hero's maximum.

<u>Each time a health counter is completed</u>, the hero suffers <u>a wound</u>:

- **Gets 1 disadvantage per wound** on all checks.
- With the **3rd wound**, the hero is **incapacitated** and **dies if not treated** with **Medicine or Healing**.

<u>Each time the Willpower Counter is completed</u>, the hero accumulates <u>one permanent stress point (PSP)</u>.

Wounds and pep recover at a rate of 1 per day of rest.

- **1 wound** can be healed with **1 success** in **Medicine** or **Healing***.
- **1 PSP** is healed with **1 success** in **Charisma** or **Mind Control***.

* Power

Stress

Stress affects attribute checks (see Attribute Checks) and can improve or worsen the result.

At the start, a hero has 0 stress points but can accumulate **permanent stress points (PSP)** (P, on the character sheet) (see Willpower and Health) and **temporary stress points (TSP)** (T, on the character sheet). <u>Stress points are the sum of both</u>.

More Stress

- **At the start of <u>combat</u>,** a hero always **gains one temporary stress point** (TSP).
- In addition, **there is a consequence that can cause them to increase.**
- If the situation is very stressful, **the GF can arbitrarily give temporary stress points** to heroes.

Temporary stress points (TSP) heal at a rate of 1 per hour of game time.

Permanentstress points (PSP) heal at a rate of 1 per day resting.

Non-humans:

This is **purely aesthetic**, but <u>if everyone agrees</u>,

- **Dwarves and Elves** can have **dark vision**.
- **Humans and Halflings** can have **extra training at level 1** in character creation.

Equipment

It can be used for several different actions, but it does not necessarily have to be valid for every action of a training.

Equipment **can have different** <u>levels</u>: **from 1**, for ordinary equipment, **to 3**, for high-quality or magical equipment.

- The **appearance of the equipment** is irrelevant in AdF&S mechanics; the **player or the GF decides what it looks like**. *There is no problem with a loincloth or nipple guards being level 3 defensive equipment and full armor being level 1.*

Except for combat equipment (which is the sum of two pieces of equipment**), only one piece of equipment can be used in a check**.

<u>**Combat equipment: In combat**</u>, **defensive equipment** (armor, shield, *"Defense power"*...) **is added** to **offensive equipment**.

- **Close combat offensive equipment** (sword, axe, dagger, club, etc.) is only added in <u>close combat</u> or at <u>short range</u> (<10 m).
- **Ranged offensive equipment** (bow, crossbow, sling, etc.) is only added at <u>short</u>, <u>medium</u> (<30 m), or <u>long range</u> (>30 m).
- A <u>sorcerer</u>, in addition, **if using magic power** to combat (*Trauma Effect*), uses <u>**magic equipment**</u> as offensive.

A hero **can carry up to 4 pieces of equipment** *(e.g., defensive + offensive close combat + offensive ranged + climbing equipment)*.

A <u>**mount (M)**</u> **is a piece of equipment**, but it does not take up space and **allows the hero to carry 2 more pieces** of equipment.

Sorcerers and Magic:

To be a **sorcerer** and **be able to use magical powers**, the **Magic training must be chosen when creating the hero**; it cannot be chosen later.

- **Defensive equipment** gives **1 disadvantage** when using Magic.
  - In **combat**, the sorcerer is **protected by their magic**: add (max 3) their remaining **power points as defensive equipment**. **Once they are spent**, the magic **stops protecting** the sorcerer *(a sorcerer with 1 power point remaining counts as if they had level 1 defensive equipment)*.
- **Magical** equipment (rings, talismans, staffs, etc.). This works exactly like any other equipment, but with Magic training. **In combat**, a sorcerer uses them as **offensive equipment**.

Power points:

At the start, a **hero with hero level 1** has **3 power points (pp)**:

With **each new hero level**, their **reserve increases by 1 pp**, except for **sorcerers**, who **increase it by 3 pp** with each new hero level.

Power points are **recovered at a rate of 1 per hour**.

Powers:

Powers are created by **combining 1 or more Effects**, 1 Range, 1 Duration, and 1 Target. The **aesthetic aspect is decided by the hero.**

The name says it all, but **if there are any doubts**, the **group decides by consensus** what the Effect of a power can and cannot do.

Effects (cost in pp)

Aim* (1 pp)
Barrier (block the way) (1 pp)
Healing** (1, 3, 6 pp/1, 2, 3 success)
Trauma** (1, 3, 6 pp/1, 2, 3 success)
Defense*** (1 pp/level)
Flying (0 pp)
Illusion+ (0 pp)
Mind control (3 pp/extra success)
Telekinesis (0 pp)
Teleportation (1 pp)
Transmutation++ (0 pp)

*Allows you to **choose targets when using an Area Power and choose which section to hit on a large creature.**
** With **Combat or Medicine**, the success (only 1 can be added) **is an extra to add to the success in the check** (only if successful). Using **Magic** they aren't **extra**, but **the total number of successes** (max 3) when success in the check.
***Always active, does not spend pp, but requires the sorcerer to keep those pp available.
+Create optical and auditory illusions, darkness, silence, invisibility...
++ Transform into something else, see in darkness, see the invisible, breathe underwater...

Sorcerers (with Magic) have **access to all effects, ranges, durations, and targets,** and can **accumulate successes** (add more than one success) in **Trauma and Healing**. The rest (without magic) only **have access** to the underlined ones and **at most, one extra success.**

- Healing can be used with **Magic or Medicine.**
- Trauma and Barrier can be used with **Combat or Magic.**

Using a Power has a pp cost (see Powers table) equal to:

pp cost = (Effects + Range + Duration) x Target

Duration (pp Cost)

Instantaneous (0 pp)
Hero level turns (1 pp)
Hero level minutes (2 pp)
Hero level hours (3 pp)

Range (pp cost)

Close combat* (0 pp)
Short [<10 m] (1 pp)
Medium [<30 m] (2 pp)
Long [>30 m] (3 pp)

Targets (x pp)

Personal (x1)
One (x1)
Multiple (x number of targets)
Small area [1d4 targets] (x2)(min 2)
Large area [1d8 targets] (x3)(min 3)

* Close-combat range allows for using the power with a weapon (sword, bow...), using the weapon's range.

Example: using powers in a Combat:

A witch uses her magic for a Power with Trauma effect (1 success->1 pp), close combat (0 pp), instantaneous (0 pp) and one target (x1). The cost is 1 pp. If she wants to get 2 successes with her success, she spends 3 pp; if she wants to reach short range, she spends 1 more pp; and if she wants to affect 1d4 opponents in an area, the cost is multiplied by 2. (3 + 1 + 0) x 2 = 8 pp.

A warrior can spend 1 pp to get an extra success (if he succeeds in an attack) and, in addition, can hit 1d4 enemies around him by multiplying the cost x2 (spending 2).

Leveling up your Hero:

Each game session a hero gains 1 XP, plus another if the GF deems it appropriate. Leveling up **costs as many XP as the new level**. *(From L1 to L2, 2 XP; from L2 to L3, another 3 XP...)*

How a hero improves when leveling up?

Training:

When a hero levels up, they **can acquire** a **new training or improve one** of the ones they already have. These are the **requirements** to upgrade **above Level 1**:

- **Level 1 to 2**:
  - At least **d10 in** the linked **attribute** and **hero level 5**.
  - To be a **class training**.
- **Level 2 to 3**: hero level 10 and d12 in the **attribute**.

Power points:

With **each new hero level**, their **reserve increases by 1 pp**, except for **sorcerers**, who **increase it by 3 pp** with each new hero level.

Create a Hero/Heroine

1. Assign **a die to each attribute** (d4, d6, d8, d10, and d12).
2. **Describe the hero**. If you want them to be of another **race** (dwarf, elf, halfling, etc.), indicate it here.
3. Choose your **2 <u>class trainings</u>** and mark **level 1.**
   - **If you choose Magic**, you are a **sorcerer**; if not, you will never be one.
     - o Write down 3 power points (pp)
4. Calculate your **health** and **willpower**
   - Health: 3 + 1 (if Muscle is d12)
   - Willpower: 3 + 1 (if Brain is d12)
5. Choose **2 level 1 pieces of equipment** and put **0 in Treasure**.

Hero: _____

Player: _____**Level:** _____ **PX:** _____

Description:_____
_____
_____Wounds_____

Treasure:_____Sorcerer: □ Power points (pp)__/__
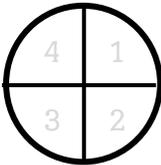
Stress: P___T___

Muscle:

Brain:

Lips:

Hands:

Senses:

Health

4	1
3	2

Willpower

4	1
3	2

Level:	Equipment:
□□□	_____
□□□	_____
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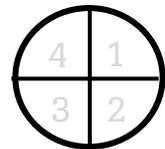| Level:	Training:	Attribute
□□□	Athletics	Muscle
□□□	Close combat	Muscle
□□□	Stealth	Muscle
□□□	Knowledge	Brain
□□□	Magic	Brain
□□□	Animals	Lips
□□□	Charism	Lips
□□□	Infiltration	Lips
□□□	Ranged combat	Hands
□□□	Mechanisms	Hands
□□□	Medicine	Hands
□□□	Awareness	Senses
□□□	Investigation	Senses
□□□	Survival	Senses

Game System

Doing an action

For most of the actions performed by a hero, it is sufficient for the player to say what they are doing. However, when the action is **difficult, dangerous**, or performed **under pressure**, the GF may request **one or more attribute check** to complete the action.

First, the **goal** of the action and the **risk** of failure **are established**:

- In a <u>**standard action**</u> (against a difficulty), the goal is to perform the action, and the risk is not succeeding.
- In a <u>**confronting action**</u> (against another character), the goal is what the hero wants to achieve, and the risk is what their opponent wants to achieve.
  - In **combat**, the goal is usually to **cause trauma** (physical damage, stun, immobilize, knock down…) (remove health), and the risk is usually to suffer trauma (lose health).
  - In a **chase**, the goal may be to catch up or escape, and the risk is that the opponent will escape or be caught.
- **When <u>surprising</u> someone**, the goal is to have the advantage in the first turn, and the risk is not having it.

The **GF decides** <u>**how many successes**</u> the action requires to achieve the goal and <u>**how many failures**</u> to consummate the risk.

- **Normally**, a **single success or failure** is enough.
- If more are needed, one <u>**counter**</u> is used <u>**for success**</u> & **another for failure**. The outcome will be what is completed first.
  - In <u>**combat**</u>, the **success counter** is usually the **opponent's health**, and the **failure** counter is the **hero's health**.
- **Each check** the hero makes is **a "Turn."**

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Attribute checks:

All checks in AdF&S are played the same way:

- If a **Power is to be used**, this is indicated **before making the check** and **the pp are spent**.
- **Choose the most appropriate** training and **roll one die as assigned to the attribute** linked to that training, **plus one extra** identical **die** for **each advantage or disadvantage** (see Advantages and Disadvantages).
  - Each advantage negates a disadvantage, and vice versa.
  - If there are **advantages**, choose the die with the **highest result**; if there are **disadvantages**, choose **the lowest**.
- If the hero has any **stress points**, roll **1d6 for each** stress point:
  - For each **6** obtained, add **(+1)** to the attribute result.
  - For each d6 **lower than or equal to the stress points**, subtract one from the attribute die **(-1)**.
- If the **result** (attribute die + stress modifier) of the check is:

> - **3 or less**: A **failure** + **consequence chosen by the GF**.
>   - **Any negative value is a critical failure**. The outcome is worse than expected (double failure, putting oneself in danger...), and is decided by the GF.
> - **4 or 5**: A **success** + **consequence of the player's choice**.
> - **6 or more**: A **success**, without consequences.
>   - **10 or more**: In addition, player chooses **1 extra benefit.**
>   - **12 or more**: In addition, **lower 1 temporary stress point.**

Consequences

- **Ouch!:** Fill an extra slot on the failure counter.
- **A lot of pressure:** Gain (+1) stress point.
- **Distracted:** Take a disadvantage on your next check (whenever it is).
- **Damaged Equipment:** The equipment in use is downgraded by one level (if in combat, one of the two).
- **Spell Goes Wild (Magic only):** Spend twice as many power points (if not enough, spend all).

Benefits

- **Show off** (amaze others)
- **In half the time.**
- **Double success** (fills two slots on the success counter)
- **Momentum:** has 1 advantage until failing a check or finish the action (can be stacked with more momentum)

Advantages and disadvantages

The advantages and disadvantages for checks will depend on whether the action is against an opponent (**confronted**) or against a difficulty (**standard**) They can be obtained in **several ways**:

Through training:

- **Standard A:** Compare the hero's training level with the **difficulty of the check** (assigned arbitrarily by the GF).
- **Confrontation*:** Compare their level in the appropriate training with that of their rival (or rivals*).

If the hero has a **higher level**, they have an **advantage**; if **lower**, a **disadvantage**; and if equal, nothing.

<u>Through equipment:</u>

- **Standard A:** The equipment (regardless of level) gives an **advantage**.
- **Confrontation*: Compare the level** of the equipment appropriate for the action (rope for climbing; horse for pursuit; combat for fighting...) of both contenders. If the hero's is **higher**, the hero gains **one advantage**; if it is **lower**, a **disadvantage**; and if they are **equal, nothing**

> *If it is unclear who the rival is, use the equipment of the weakest and the training of the strongest.

<u>Other advantages and disadvantages</u>

<u>Numerical</u>: If there are **more than twice as many enemies** as allies, **1 disadvantage**; vice versa, 1 advantage.

<u>Circumstances</u>: Better position, cover, surprise... give an advantage or disadvantage, depending on who is favored.

<u>Special characteristics of creatures</u>: some give disadvantages.

The outcome of an action

Completing the success counter involves **achieving the goal**, while completing the **failure counter** involves **consummating the risk** (the rival's goal or failing to achieve the hero's goal).

Combat

Combat circumstances

If one of the contenders in a combat has **cover**, **concealment**, or an **advantageous position** and the other (or others) does not, this is an advantage if it favors the hero, or a disadvantage if it favors their opponent.

Position

AdF&S **is not played on a grid**; combat is a dynamic and chaotic moment where **all combatants are constantly moving**. The only **position you need to know** is the **initial one**. Characters fighting with **close-range weapons** (or without weapons, but in close combat) **cannot cause their opponents to lose health points until they are at least at short range** (< 10 m). Therefore, **if** their **target is** initially **further away**, they **have extra "health points"** (which will be the first to be lost) **representing the attacker's effort to get closer**.

> ## Depending on the initial distance:
>
> - **Close combat range** (< 3m): No extra "health" points.
> - **Short range** (< 10m): No extra "health" points.
> - **Medium range** (< 30m): 1 extra "health" point.
> - **Long range** (> 30m): 2 extra "health" points.

Area

Since the position of combatants is not fixed, the extra effects of **Powers with the "Area"** target affect a number of **random targets**. If the user of the power uses the **"Aim"** effect, they **can choose** the targets.

Example of a combat turn:

A **troll attacks** Doris and Hurlaak.

Doris (at close range from the troll) tries to knock it down with a sweep of her axe, **spending 1 power point to add an extra success** as Power. **Hurlaak**, who is still at medium range, **has an extra "health point"** until the troll closes in, so he fires his crossbow.

The **troll is a Huge sub-boss** (it has 3 sections of 3 health points each) and is of medium level (**4 equipment and 2 training**).

Doris has 4 equipment points (even) and **2 training** points in melee combat (even), so she has **no advantages or disadvantages**.

Hurlaak has 3 (less) **equipment** points and **1 training** point in ranged combat (less), so he has **2 disadvantages**.

In addition, **both have a disadvantage** because they **cannot see in the dark**, while the troll can.

With **3 disadvantages**, Hurlaak **rolls 4d10** (his Hands die) and **chooses the lowest** (a 2, a failure). Doris, with **one disadvantage**, **rolls 2d12** (her Muscle die) and **chooses the lowest** (a 6, a success).

Hurlaak loses the extra health point (from distance) **and** suffers **one consequence** chosen by the GF (loss of **another health point**), **Doris reduces the troll's health by 1 point** with her success (randomly, from counter 1), and **another point for the extra Power success** (randomly, from counter 3).

Rest:

Six hours of sleep is enough and **sleeping less** than that means **losing one point of health and willpower** until resting.

In **extreme environmental conditions** (cold or heat) or in a hostile environment, **in order to rest**, characters **must pass** a **Survival check** (find good shelter, fire, food, or water) **or an Athletics check** (be very resilient).

Game Forger's Guide

Creating an Antagonist:

Of course, if you have the time and budget, you can hire a good actor who is down on their luck and **create your antagonist like any other hero**, but in general, and to make the Game Forger's (GF) job easier, antagonists are defined in a simpler way.
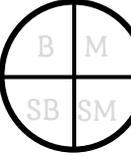
Base template for Antagonists:

First, we will classify Antagonists according to their **Endurance**, based on their **willpower** and **health**, and according to their **Challenge**, based on their combat **equipment** ["Armed" (armor or armored skin) or "Unarmed" (soft skin without armor)] and **combat training** (close combat or ranged combat, they have 1 less in the other). This way, for any enemy, we will have **Endurance/Challenge combinations** with these options:
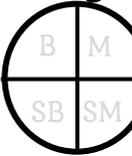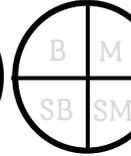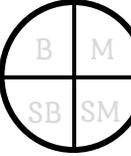
According to their **Endurance**:

- **Minions (M):** Health 1 / Willpower 1.
- **Super Minions (SM):** Health 2 / Willpower 2.
- **Sub-bosses (SB):** Health 3 / Willpower 3.
- **Bosses (B):** Health 4 / Willpower 4.

According to their **Challenge**:

- **Low:** Equipment (Armed-Unarmed) 2-1 / Training 1.
- **Medium:** Equipment (Armed-Unarmed) 4-2 / Training 2.
- **High:** Equipment (Armed-Unarmed) 6-4 / Training 3.

"Antagonist sheet":

	Large	Huge	Giant	Colossal

Health

B	M
SB	SM

B	M
SB	SM

B	M
SB	SM

B	M
SB	SM

B	M
SB	SM

Willpower

B	M
SB	SM

	Low	Medium	High
Level			
Equipment (arm/un)	2/1	4/2	6/4
Training	1	2	3

Special Characteristics:

Special Characteristics S.C.

Antagonists could be from other races or even non-humanoid beasts, so some may have **special characteristics that make them unique**.

Here are some examples of special characteristics, but the GF can invent any they want:

Aquatic:

Heroes have **disadvantage/advantage** against them **in/out** water.

Armored/Soft skin

Their **"Defensive Equipment"** is **natural**, with **armored skin** giving them level **1, 2, and 3** (low, medium, high) (as if they were wearing armor or a shield) and **soft skin** giving them **0, 0, and 1**. As Claws and Fangs cover the offensive part, in **unarmored creatures**, their skin defines their combat equipment: **"Armed" (armored)** or **"Unarmed" (soft)**.

Bloodhound sense:

Sniffs accurately and from a great distance. Heroes have one **disadvantage in Stealth**.

Claws and fangs:

Count as combat equipment on creatures that do not carry weapons & give level 1/2/3 for low/medium/high challenge, respectively.

Climbing Walls:

It **can stay at Short or Medium range**, depending on the location.

Corrosive:

When health points are taken away with weapons made of a **certain material**, the weapons deteriorate, **lowering their equipment level** by one for each turn the creature loses health.

Dark vision:

In the dark, heroes who cannot see in the dark have a **disadvantage** in **Combat, Awareness, and Stealth** against the creature.

Deadly Breath:

Breath of fire, ice, acid... **Once every 1d4 combat turns**, it sprays the heroes and **1d6 randomly chosen heroes** who are not covered **lose 1 health point** (without making any checks).

Explosive Death:

When it dies, heroes must pass an **Athletics check**; if they fail, they **lose one health point** from the explosion.

Fast:

Gives heroes a **disadvantage** in **Combat and Athletics**.

Flying:

Can maintain medium or long range, depending on the environment.

Ghostly:

It is intangible, **can only affect the willpower** of heroes, and can only be defeated by attacking its willpower.

Invisible:

Gives heroes a **disadvantage** in **Combat and Awareness**.

Larger Size:

A creature larger than a human is **subdivided into "Sections". Each** "Section" **counts as one enemy** when calculating **numerical advantage** in confronting **Combat and Athletics** checks. **Each** "Section" has a **health counter** (with as many slots as its Endurance) and the creature **is not defeated** in combat **until half** of them **are filled** (rounded up).

Combat successes are distributed randomly across the "Sections" (unless a Power with the **"Aim"** Effect is used).

These are the **different sizes available**:

- **Large:** 2 "Sections".
- **Huge:** 3 "Sections".
- **Giant:** 4 "Sections".
- **Colossal:** 5 "Sections".

Magic:

As with heroes, each turn, before beginning the heroes' check, the **GF decides which Power to use and spends their pp**. If any of the heroes **fail** their check, the hero **suffer the effects** of the Power.

With a **Challenge** level:

- **Low**, the antagonist has 6 pp.
- **Medium**, 15 pp.
- **High**, 30 pp or more.

Mimic:

Can impersonate anyone, putting heroes at a **disadvantage** in any check to recognize them.

Poisonous:

If the **hero's** health counter is full and **suffers one wound**, regardless of the wound number, they **need an antidote**, a **Medicine check**, or **magical healing** to avoid death.

Regeneration:

Recovers one health point (only on one timer) **each turn**. When defeated, if not immobilized or killed with its weakness, it gets up and recovers all health points from one of the timers that had been completed (if it has more than one).

Slow:

Gives heroes an **advantage** in both **Combat** and **Athletics**.

Small size:

They are smaller than humans. Heroes have one **advantage in Combat and Athletics** against them.

Stealthy:

Heroes have a **disadvantage** in **Awareness** when trying to detect it.

Thermal vision:

In conditions of **poor visibility** (darkness, fog, cover, etc.), opponents who cannot see have **one disadvantage in Combat and Stealth**.

Weakness:

If attacked with a **specific weapon or material**, or by **targeting** (Power with "Aim" Effect) **a weak point**, success has an **extra benefit**, in addition to that achieved with the roll. Some weaknesses can **compensate powers** such as "Regeneration."

Bestiary

The budget is pretty tight, but with some foam rubber, rope, spray paint, and a few costumes from the carnival store, we've put together some makeshift creatures that are sure to do the trick (the trick is to use low lighting and lots of smoke). Here is a compilation of some of the most common creatures in fantasy, sword and sorcery stories.

As a basis, **the basic Antagonists template** is used for all creatures, and then some **special characteristics** are added, which can modify their Challenge a little.

Humanoids:

They all have soft skin, but they carry weapons and armor, so **their combat equipment is "Armed".**

-Orcs and goblins: Bloodhound sense / Dark vision.

-Snake Men: Explosive Death / Stealthy.

-Cat Men: Claws and Fangs / Fast.

-Bird Men: Flying.

-Skeletons: Weakness (iron) / immune to mind control

-Sorcerers: Magic.

-Ogres: Larger size (Large).

-Trolls: Claws and fangs / Larger size (Huge) / Regeneration / Darkvision / Weakness (sunlight turns them to stone) & (fire).

-Giants: Larger size (Giant)

Predatory Beasts:

(Wolves, panthers, tigers, bears... or similar creatures, such as direwolves or werewolves). **Some have** Darkvision and, if they are birds, Flying. **Some may have** Regeneration and a Weakness.

All have: Claws and fangs / Stealth / Bloodhound sense / Soft Skin ("Unarmed").

- **Minion**: Nothing else.
- **Super Minion**: Nothing else.
- **Sub-boss**: Larger size (Large) / Fast.
- **Boss**: Larger size (Huge) / Fast.
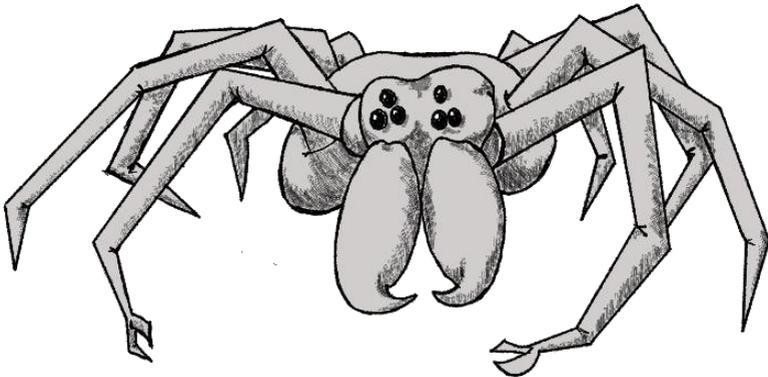
Spiders, scorpions, and giant insects:

Spiders, scorpions, and giant insects:

A spider, scorpion, or giant insect has a different size depending on its category. **Some insects**, such as wasps, also **have** Flying.

All have: Climbing Walls / Claws and Fangs / Stealth / Poisonous (optional) / Thermal Vision.

- **Minion**: Small Size / Soft Skin ("Unarmed").
- **Super Minion**: Armored Skin ("Armed").
- **Sub-boss**: Large size (Large) / Armored skin ("Armed").
- **Boss**: Large size (Huge) / Armored skin ("Armed").

Dragons:

Majestic winged creatures capable of breathing fire, acid, ice, or poison. There are no Minion Dragons or Super Minion Dragons. They are **immune to mind control**.

Sub-boss:

Larger size (Giant) / Deadly breath / Claws and fangs / Magic / Armored skin ("Armored") / Thermal vision / Flying.

Boss:

Larger size (Colossal) / Deadly breath / Claws and fangs / Magic / Armored skin ("Armored") / Thermal vision / Flying.

Treasures:

When heroes come across treasure, the riches they find are converted into **Treasure points** on their sheet. These Treasure points can be exchanged for **equipment levels** when they are in a place where equipment of that level is available. In a treasure, they can also find specific equipment (a cool sword, a magic helmet…) with its **equipment level already set**.
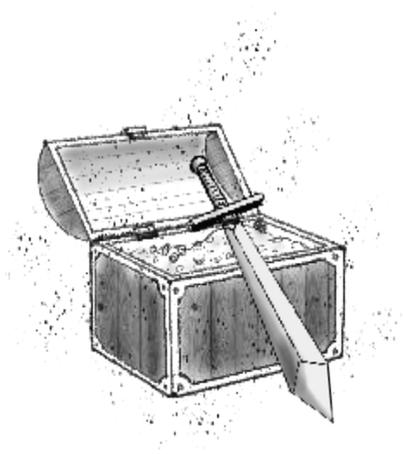
Hero: _____

Player: _____**Level:** ____ **PX:** ____

Description:_____
_____
_____Wounds____

Treasure:_____Sorcerer: □ Power points (pp)__/__

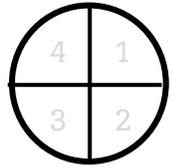**Stress:** P___T___

Muscle:

Brain:

Lips:

Hands:

Senses:

Level:	Equipment:
□□□	_____
□□□	_____
□□□	_____
□□□	_____
□□□	_____
□□□	M_____
□□□	On M_____
□□□	On M _____

Health

4	1
3	2

Willpower

4	1
3	2

Level:	Training:	Attribute
□□□	Athletics	Muscle
□□□	Close combat	Muscle
□□□	Stealth	Muscle
□□□	Knowledge	Brain
□□□	Magic	Brain
□□□	Animals	Lips
□□□	Charism	Lips
□□□	Infiltration	Lips
□□□	Ranged combat	Hands
□□□	Mechanisms	Hands
□□□	Medicine	Hands
□□□	Awareness	Senses
□□□	Investigation	Senses
□□□	Survival	Senses