



TALES of LEGEND

Aspect Rolls

- **Physicality:** Strength and Endurance
- **Grace:** Agility and Balance
- **Focus:** Mental and Magic
- **Conceal:** Hiding and Stealth
- **Detect:** Noticing Sights and Sounds
- **Knowledge:** Knowing Information
- **Search:** Examining and Researching
- **Social:** Convincing and Lying
- **Wilderness:** Survival and Tracking
- **Fate:** Luck or Destiny

Actions

- **Move:** Move up to your speed
- **Attack:** Accuracy roll vs Physical or Mental Defense
- **Guard:** Next damage reduced by 1/2
- **Maneuver:** Provoke no Openings
- **Use:** Use a piece of gear or object
- **Skill:** Perform a Skill roll
- **Assist:** Add or maximize ally's Apt D to next roll
- **Recover:** Attempt to end status effect
- **Magic:** Cast a spell

Free Actions

- **Communicate:** Speak a short message in combat
- **Environment:** Open a door, flip a table, etc
- **Fall:** Drop to the ground, become Fallen
- **Grab:** Pick up or stow an item
- **Hop:** Move up to 5 feet higher or lower
- **Magic Tap:** Tap into your Magical Source
- **Strike:** Off-hand weapon attack, no apt. or aspect
- **Release:** Let go of a creature you are wrestling
- **Release Spell:** Release a Continuous Spell Effect
- **Step:** Move up to 5 feet without using a Move action

Trigger Actions

- Declare as another creature declares an action
- Take one action prior to the creature's action
- Creature can change action after
- Only once per round
- If no action point - Winded
- Winded cannot use Trigger Actions

Openings

- Add Aptitude or Maximize if already added
- **Threatening:** 2 foes and no allies in melee
- **Leaving Melee Range:** Leave melee range without Maneuver action, provokes Trigger Action attack with Opening
- **Surprise Attack:** Opening for first attack without being noticed
- **Fallen:** Fallen provokes Openings

Cover

- Not visible - can't be targeted
- Not visible - can attempt Concealed
- Partial Cover - ranged attacks lose aptitude

Wrestling

- Use Attack action for opposed Physicality roll
- If you lose, nothing happens
- If you win, inflict Fallen or Stuck
- Stuck creature can use Attack action for opposed Physicality roll to escape or impose Stuck
- If both are Stuck wrestling each other, opposed Physicality roll to lose Stuck
- **Dragging:** Opposed Physicality roll against a creature you have Stuck in order to move half speed
- **Restraining:** Opposed Physicality roll against creature you have Stuck to inflict Helpless; take no other actions
- Helpless creature can make Opposed Physicality roll to go from Helpless to Stuck
- Big creatures cannot be dragged, Stuck, or Helpless through wrestling; Hampered instead
- Massive cannot be wrestled

Dying

- 0 Resolve = Fallen, Helpless, Wounded, and Dying
- After 1 minute, creature with Dying dies
- **Execution:** If Dying creature takes melee damage: Creature dies if they fail a D10 Fate roll
- Difficulty raises by 5 for every success

Recovery Periods

- **Take a Break:** Once per hour, at least 10 minutes, uses 1 Supplies, recover 5 resolve per level, restore Magic Tap and bonuses, End Agony, Hampered, Helpless, Winded, and Wounded
- **Sleeping:** 6 hours of sleep, uses 3 Supplies, regain all resolve, magic, and bonuses, end all status effects

Environmental Hazards

- **Hampering Terrain:** Hero is Hampered; maybe relieved with Recovery action
- **Extreme Heat and Cold:** Hero may be Afflicted, then applications of Winded
- **Fire Exposure:** Agony and Burn damage
- **Lava Exposure:** Wounded or Dead

Falling

- **10 Feet:** Hampered for 1 round
- **20 Feet:** Fallen and Hampered for 1 minute
- **30 Feet:** Fallen and Wounded
- **40 Feet:** Dying
- **50 Feet:** Dead

Status Effects

- **Afflicted:** Lose Aptitude
- **Agony:** Apt D as damage every turn
- **Concealed:** Trying not to be Detected
- **Fallen:** Ranged lose Apt; Melee maximizes Apt
- **Hampered:** Speed reduced by half
- **Helpless:** No actions and automatically hit; turn skipped
- **Staggered:** Lose 1 Action Point next round
- **Stuck:** Unable to move
- **Winded:** Lose 1 Action Point until Recovery Period
- **Wounded:** Half Resolve and Speed; lose Aptitude
- **Dying:** Fallen, Helpless, Wounded; unable to gain Resolve, die after 1 minute

Damage Properties

- **Crush:** Can cause Fallen
- **Slice:** Can cause Agony
- **Stab:** Can critically succeed accuracy on a 19
- **Burn:** Can cause Agony
- **Chill:** Can cause Hampered
- **Shock:** Can cause Staggered
- **Arcane:** Can auto hit for half damage
- **Blessed:** Can gain Resolve; crit Demon and Undead
- **Cursed:** Can cause Afflicted
- **Psionic:** Can cause Staggered

Movement

- **Sprinting:** 2 move actions per turn; up to Physicality score minutes
- **Jumping:** Move action, up 5 feet, across 10 feet
- **Climbing:** Easy is half speed, Difficult is 5 feet per minute
- **Swimming:** Half Speed, 1 minute held breath before Dying
- **Flying:** Must use move action at start of turn to keep flying
- **Digging:** 2 action points per turn, physicality score feet per hour

Continuous Spell Difficulty

- **Rank 1:** D10
- **Rank 2:** D12
- **Rank 3:** D14
- **Rank 4:** D16
- **Rank 5:** D18
- **Rank 6:** D20
- **Rank 7:** D22

Spell Options

- **Magic Attack:** Apt Die + Focus as damage - 50 ft
- **Restore:** Remove one status effect
- **Enhance:** Add or maximize Apt D for 1 Aspect
- **Imbue:** Make a weapon +1 magical
- **Manipulate:** Move an object up to 25 feet
- **Deceive:** Make an illusion; can Conceal
- **Discover:** Learn about magical objects
- **Connect:** Communicate telepathically - 50 feet
- **Transport:** Magically teleport a creature 20 feet
- **Ward:** +1 bonus to Physical and Mental Defense

Hero Development Table

Hero Level	Aptitude Die	Action Points	Aspect Points	Aspect Maximum	Other Bonuses
1	1d4	2	+3	3	Heritage
2	1d4	3	+1	3	-
3	1d4	3	+1	4	Heritage
4	1d6	3	-	4	-
5	1d6	4	+1	4	Heritage
6	1d6	4	+1	5	-
7	2d4	4	-	5	Heritage
8	2d4	4	+1	5	-
9	2d4	5	+1	6	Archetype
10	1d6+1d4	5	-	6	-
11	1d6+1d4	5	+1	6	Archetype
12	1d6+1d4	5	+1	7	-
13	2d6	6	-	7	Archetype
14	2d6	6	+1	7	-
15	2d6	6	+1	7	Archetype

- Buying a drink at a pub = §1-5.
- Buying a meal at a tavern or restaurant = §5-10.
- Buying a bottle of wine = §20.
- Buying a set of common clothes = §50.
- Room and board at an inn = §50.
- An average day's labor = §50-100.
- Renting a horse for a day = §100.
- Hiring a carriage service or ferry = §150.
- Hiring a mercenary for a day = §200.
- Maintenance on weapons and armor = §200.
- Buying a spyglass = §300.
- Buying a set of nice clothes = §200-500.
- Buying 1 consumable magic gear = §500.
- Buying a cart = §1000.
- Buying a horse = §1500.
- Enchanting a weapon = §2000.
- Buying 1 magic gear = §3000.
- Buying a small house = §20,000.
- Buying a seaworthy boat = §50,000.
- Buying a small keep = §100,000.

Melee Weapons

- Small Melee/Thrown Weapon §100
- Light Melee/Thrown Weapon §200
- Flexible Weapon §400
- Powerful Weapon §600

Ranged Weapons

- Sling §50
- Blow Gun §100
- Light Bow §150
- Light Crossbow §300
- Heavy Bow §500
- Heavy Crossbow §700

Ammunition

- Arrows (20) §100
- Crossbow Bolts (20) §100
- Needles of Affliction (10) §200
- Needles of Agony (10) §200

Defensive Gear

- Shield §250
- Armor §750

Magic Gear

- Elixir of Vitality §500
- Elixir of Restoration §500

TRAVELER'S GEAR

Your hero starts with items needed to travel the land. These include: sturdy clothing, boots, a cloak, a backpack, sleeping bag, mess kit, waterskin, the ability to start fires, a small shovel, and a knife. You also get a tent, rope, lantern, fuel, and 25 supplies. These items are expendable, and can be replaced.

TENT

You begin with a small tent that can hold up to two people. Sleeping with a tent allows for a restful night in most weather conditions. Replacing the tent would cost §100.

ROPE

You begin with 50 feet of rope. As rope can be used and discarded, it costs §50 to get another 50 feet of rope.

LANTERNS AND FUEL

You begin with a lantern and 10 hours of fuel. A lantern emits light in a 5-25 foot radius, depending on settings. Buying another lantern would cost §100. And buying another 10 hours of fuel also costs §100.

SUPPLIES

You begin with 25 supplies. Supplies consist of basic rations and first aid materials to tend to your bodily needs. It costs 1 supply to Take a Break, and 3 supplies to Sleep. This makes an average day of supplies 5 in total. It costs §100 to get another 25 supplies in town.

MINION (F)

Minions are the weakest possible creature for heroes to come up against. Only dangerous in swarms, a single hero at level 1 should be able to easily dispatch a minion.

- **Aspect Points:** 1-2 (2 max)
- **Resolve:** 1-10 (average 5)
- **Physical Defense:** 10-12 | **Mental Defense:** 10-12
- **Speed:** 20 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** None
- **Creature Bonuses:** 1-2
- **Action Points:** 2
- **Combat Options:** Melee Attack. +1-2 accuracy/damage

BRUTE (C)

Brutes are the shock troops of armies, well-trained and well-armed. They focus heavily on Physicality, are harder to hit, and take more hits to bring down. A single brute can be a challenge for an entire party of level 3 heroes.

- **Aspect Points:** 6 (4 max)
- **Resolve:** 80-100 (average 90)
- **Physical Defense:** 12-18 | **Mental Defense:** 10-12
- **Speed:** 20-30 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** Physicality (+3)
- **Creature Bonuses:** 3-6
- **Action Points:** 4
- **Combat Options:** Melee Attack. +6-8 accuracy and +4-5 damage

MAGE (B)

Mages are creatures who have access to magic. They have low physical defenses and high mental defenses. However, with their abilities to alter the rules of engagements with their multiple spell options, a single mage can easily fight a party of level 5 heroes.

- **Aspect Points:** 9 (5 max)
- **Resolve:** 100-140 (average 120)
- **Physical Defense:** 12-16 | **Mental Defense:** 15-20
- **Speed:** 20-30 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** Focus, Skill (+5)
- **Creature Bonuses:** 4-8
- **Action Points:** 5
- **Combat Options:** Magic Attacks. +9-11 accuracy and +5 damage. Also two other spell options.
- **Endurance:** Regains up to 10 resolve at the beginning of each turn.

SKIRMISHER (D)

Skirmishers are lightly armored, but capable fighters, typically specializing in melee and thrown weapons. Although skirmishers that rely on ranged weapons can be another variant. These creatures are generally a bit stronger than a level 2 hero.

- **Aspect Points:** 4 (3 max)
- **Resolve:** 30-50 (average 30)
- **Physical Defense:** 10-14 | **Mental Defense:** 10-12
- **Speed:** 20-30 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** Physicality or Grace (+2)
- **Creature Bonuses:** 2-4
- **Action Points:** 3
- **Combat Options:** Melee/Thrown Attack. +3-5 accuracy and +2-3 damage

SENTRY (C)

Sentries are the strikers of armies. More lightly armored and easier to kill, they deal damage from a distance with their ranged weapons. A single sentry at range can easily kill a level 3 hero.

- **Aspect Points:** 6 (4 max)
- **Resolve:** 60-80 (average 70)
- **Physical Defense:** 12-16 | **Mental Defense:** 10-14
- **Speed:** 20-30 (may climb or swim)
- **Aptitude Bonus:** Grace (+3)
- **Creature Bonuses:** 3-6
- **Action Points:** 4
- **Combat Options:** Melee & Ranged Attacks. +6-8 accuracy and +4-5 damage

ASSASSIN (B)

Assassins are the most powerful single-target damage dealers, trained to wound and kill another creature as quickly as possible. On top of that, they can easily cause status effects, are fast and nimble enough to disengage and re-engage the party. An assassin can easily kill a lone hero up to level 9.

- **Aspect Points:** 9 (5 max)
- **Resolve:** 100-140 (average 120)
- **Physical Defense:** 14-18 | **Mental Defense:** 12-16
- **Speed:** 40-50 (may climb, dig, fly, or swim)
- **Aptitude Bonus:** Grace, Skill (+5)
- **Creature Bonuses:** 4-8
- **Action Points:** 5
- **Combat Options:** Melee & Ranged Attacks. +9-11 accuracy and +5 damage plus status effects.
- **Endurance:** Regains up to 25 resolve at the beginning of each turn.