

Into Darkness

High-level Heroes Against Evil



Adventurer Creation

LOOKS: Devilspawn, Human, Elf, Orc, ...

ATTITUDE: Brave, Coward, Weird, Wild, ...

ROLE: Knight, Mercenary, Witch, Bard, ...

You are assumed to have pocket money, a tool that symbolizes your **ATTITUDE**, and an ability that shows your **ROLE**.

In danger, roll...

1D6, add **+1D6** if you're *prepared*, add **+1D6** if you're an *expert*. Make shit up!

If you get **HELP** add a max of **+1D6** but, if you fail, who helped you suffers as well.

Once per session, you can add a free **+1D6** to a roll *you* make. It's easier to keep track of a die with a different color.

...then count 🎲 or more

0 You would have succeeded, but something gets in the way. (See right.)

1 You succeed, but there is a problem.

2 You succeed, like the badass you are.

3+ You succeed, and luck is on your side. Refresh your ability to add the free **+1D6**.

If a die shows **6** (one or more times) ask the GM a question. They have to tell you the truth. Negotiate how you find it out.

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Rules For The GM:

The adventurers are competent, so failure is due to external factors (NPCs are also badasses, something epic happens, etc.)

Frequently ask the players what they would like to happen next. Tend to agree.

Don't ask to roll for what you find boring.