

Action strip

First Panel

Brawler card(randomly picked the moment your character is ready):

Punch

(Heavy punch)

(Moderate punch)

(Light Punch)

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Kick

(Heavy kick)

(Moderate kick)

(Light kick)

The GM is allowed to give the picker advantage(if they don't like the consequence card they can roll a dice to pick a new at random) if they do a strong description when using an Action Card.

Magic cards(Whenever your DM find their players exposed enough to magic):

Plant Magic

Fire Magic

Water Magic

Light Magic

Dark Magic

Second Panel

Hit or miss card – roll a dice to pull a random card out of the pile.

Hit: Roll dice - deal the damage of the dice on the opponent – pick a hit consequence card

Miss: no rolling, just pick a miss consequence card.

Third Panel

Hit consequences (can be good and bad)

Miss consequences (can be good and bad)

Examples:

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Hit But: you're prone – roll with disadvantage on the next hit or miss card. (if you get a hit card, roll again to see if changes.) Roll a D6 for damage

Hit But: You only scrape it. Roll a D4 for damage

Hit But: You create an environmental effect (magic only)

Hit And: you knock the opponent down – Roll with advantage on the next hit or miss card against it. (you can roll again if you get a miss card) roll a D8 for damage

Hit And: You hit it right in a deadly spot and it falls over dead.

Hit: roll a D6 for damage.

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Miss But: you manage to distract the opponent – giving them disadvantage on hit or miss

Miss And: you hurt yourself, roll a D4 for damage.

Miss And: you're prone, Roll with disadvantage

Miss And: You create an environmental effect (magic only)

Miss: Your attack miss.

You as player describe what happens in detail through these cards for inspiration points/exposure point which you can use to rearrange a bad situation and try again to see if it gets a better outcome(worse outcome may occur)

Exploration Strip

An exploration strip is something the GM can decide when happens. It's to cause random events during exploring the ruins. Where you can meet both good and bad. It is encourage to having the DM be prepared for random occurrence such as enemies, clues, treasures or traps.

And exploration strip does not give inspiration point.

First Panel

Exploration Card (EC)

And exploration card is when you find yourself in close quarters and want to know what lies ahead.

Examples:

A corridor

A split end – roll a D4 for new EC

A door

Stairs down

Stairs up

Two doors – put two obstacle cards down left and right and let the players choose.

Dead End

Second Panel

Obstacle Card (OC)

An obstacle card is something that can be in the way. It can be small like no light or a small rock, or it can be big like an opponent or broken down wall. Often the players need to do something before they can reach the end card/consequence card. Fight, walk, turn on the lights.

The GM is allowed to deny an obstacle card and continue to a consequence card if they choose.

Examples:

Opponent/Monster

Broken down wall

It's pitch black

Traps

Flooded

Third Panel

End card (ENC)

this may sound bad but it's actually not always. It is just the end of your exploration strip. The GM can choose if they want to make up their own consequence if they have something very specific in mind or let the players pick an ENC

examples:

Small room with a key

Room with a chest

Important room of the story

Dungeon

Back outside

And item on the ground

Treasure room