Name: _____

Lineage: _____

Class: _____

Stats:

Body ◯ Stam ◯ Mind ◯

AC ◯ Armor: _____

HP ◯/◯

Weapons: _____

Ability:

The success of your actions in the game is determined by the roll of a 6 sided die (d6). Situations in which multiple dice are rolled, use the highest number.

Challenges

When presented with a challenge, the Game Master (GM) may ask for a dice roll. Roll the number of d6 equal to the relevant stat (BODY, STAMina, or MIND). Rolling a number equal to or exceeding the Difficulty Class (DC) specified by the GM results in a success. More difficult challenges will have a higher DC.

Combat

When attacking, roll the number of d6 equal to the stat specified by your weapon. Rolling a number equal to or exceeding the Armor Class (AC) of your enemy results in a successful hit. When a character or creature is hit, they take 1 Health Point (HP1) of damage, regardless of the weapon or ability used. Creatures and characters that reach HP0 are eliminated from the game. Each turn in combat can be used to attack, take a single action, or move.

Initiative

Initiative determines the order of actions in combat. Every participant, including players, creatures, and NPCs in a combat encounter rolls 1d6. Turns are taken in descending order, starting with the highest roll. In the event of a tie, characters with higher Stamina go first. Player characters will go before creatures and NPCs if there is a tie. During their initiative turn, a creature or character may move, attack, or take a single non-combat action.

Equipment & Items

There is no standard currency in MiniMyths. Loot and extraneous items are intentionally sparse, to encourage a faster pace of play, and avoid tedious inventory management.

Each character may only carry one armor, and two weapons at any time. If a PC wishes to equip a new armor, they must discard the old item.