

DEGREES OF SUCCESS & FAILURE

ROLL	ATTACK	EVADE	NON - COMBAT
Natural 20 · Critical Hit	Always hits. Roll double the base damage dice, then add Stat Mod and bonuses	Advantage on your next Attack vs that foe	Best possible result
Beat by 10+ · Amazing	Hit, plus bonus damage equal to F	Advantage on your next Attack vs that foe	Quick, quiet, clean; long jobs give back time before collapse
Beat by 0–9 · Standard	Hit; roll damage	Attack avoided	It works, no bonus
Miss by 1–2 · Near Miss	GM announces “Near Miss” — an ally can Intervene (+1d6) to save it		Fail, or succeed with complications
Miss by 3–9 · Standard Fail	Miss	You get hit	Fail, or succeed with consequences
Miss by 10+ · Major Fail	Bad miss: drop an item, need to reload, or Take Down	Hit for +F damage; Minor Injury after combat	Fail and waste time, materials or tools
Natural 1 · Critical Fail	Always misses: hit a friend, break the weapon, or Stunned	Double damage; Major Injury after combat	Worst possible outcome

Crits don’t also trigger ±10 results · Announce the degree, not the margin (except Near Miss) · No retry this scene after a Major or Critical Fail

THE CHECK

d20 + Stat Mod + Rank ≥ Diff.

GMs never roll d20s. Untrained: Disadvantage, no Ranks; Spells can’t be untrained.

DIFFICULTY BY FLOOR

F	OPPOSED	UNOPPOSED	STAT CHECK
	10+mod+F	10+2F	10+F
1	11+mod	12	11
2	12+mod	14	12
3	13+mod	16	13
4	14+mod	18	14
5	15+mod	20	15

Opposed adds the foe’s relevant Stat Mod (or Spell Rank, size...). Call it before the roll.

ADVANTAGE / DISADVANTAGE

Extra d20, keep best / worst. Cancel out; never stack.

Mobs: Adv = +5 to their Difficulty, Dis = –5 and the target gets a free Evade.

TEAMWORK

Help (before roll): +1d2, or +1d6 with Ranks.

Intervene (after roll): +1d6; not on Stat Checks.

Party Check: half or more succeed = all succeed; no aid. Amazing saves one failure; Major Fail spoils one success.

FAIL FORWARD COSTS

A trail others can follow · An item used up · Discovered by a Mob · Lose AI Favor · Lose Health · Lose time

STAT MODS

SCORE	MOD	SCORE	MOD
1–2	+1	50–99	+6
3–5	+2	100–149	+7
6–9	+3	150–199	+8
10–19	+4	200–299	+9
20–49	+5	300+	+10

“Strength” = score, “Str” = mod. Always round down.

AI FAVOR

Humans start with 1. Spend 1 to:

- Reroll a d20 before the result (not a Nat 1)
- Take an extra non-Attack Action (1/round)

Award for heroic, foolish or AI-pleasing stunts.

THE ROUND • 10 SECONDS

- 1 **Mob Action Declaration** — GM states every Mob’s movement, action and target.
- 2 **Crawler Reaction** — crawlers spend Actions on Interrupts.
- 3 **Mob Attack Resolution** — GM rolls damage + Stat Mod; crawler applies DR, marks HB.
- 4 **Crawler Action Phase** — remaining Actions, any order. No initiative.
- 5 **Clean Up** — end-of-round effects and Debuff damage, reset Actions, check for the end.

2 **ACTIONS** per crawler per round; Interrupts spend the same two. Each Action also grants a free **10 ft Step**. No holding Actions.

MOB ACTIONS & SURPRISE

Low-quality Mobs: 1 Move + 1 other Action (usually an Attack), spread evenly over crawlers in range.

Elites & Bosses: 1 Action per crawler, even after crawlers drop.

Surprise: Mobs act first unless ambushed; then crawlers get one free Action, once.

AREA OF EFFECT

Blast from target · **Burst** from caster · **Line** 5 ft wide · **Cone** 60° arc · **+Splash** half damage beyond.

One attack roll; damage rolled once, hits everyone in the area, friends included. Evade halves it (splash: 25%). Explosives still land somewhere on a miss.

INTERRUPTS

Evade	One Evade Check per attack, vs the Mob’s to-hit value. Halves AoE damage.
Intervene	Add 1d6 to an ally’s result after it’s announced. Rescues Near Misses.
Catcher	Take the hit for an adjacent ally (Step into place). Can’t Evade it.
Healing	Heal with a Spell or item before the Mob’s damage lands.
Taunt	Int-Opposed Taunt Check redirects a Mob’s attack to you.

OTHER ACTIONS

Attack	Skill Check vs Evade; swap weapons from the Hotlist free.
Cast	Spell or scroll from the Hotlist; pay Mana (not for scrolls).
Check	Use a non-Attack Skill, e.g. First Aid.
Move	Up to Move (default 20 ft) plus the Step.
Hotlist	Use a consumable (potion, scroll) or ready an item.
Retrieve	Inventory to hand or Hotlist; usable next Action.
Call a Play	Roll 2d6, keep high; add to an ally’s Check doing that plan. If they’d hit anyway, add it to damage.
Look for Clues	Boss fights only: Perception or similar; each success reveals a weakness or tactic.

Free: drop prone (Take Down) · stand or pick up an item for 10 ft of Move · draw/swap weapon with an Attack.

ATTACKS • VS EVADE 10 + DEX + F

Melee	Str to hit and damage; reach 5 ft (Reach 10 ft)
Ranged	Dex to hit; damage per weapon. Disadvantage in melee reach
Spell	Int to hit and damage. Ranged spells: same melee penalty

Damage = base dice + Stat Mod (+ Rank die). Target applies DR first.

MODIFIERS

Disadvantage: target in cover (beyond melee), darkness, severe weather, shifting ground; attacking unseen.

Advantage: high ground; attacker can’t be seen; target Held or prone.

SIZE

1	Tiny · rat	5	Large · horse
2	Small · cat	6	Huge · rhino
3	Petite · goblin	7	Colossal · dragon
4	Medium · human	8	Gargantuan · kaiju

4+ sizes smaller: attack with Disadvantage (big attacker adds its size to melee damage). 4+ larger: Advantage.

RANK DAMAGE DIE

RANK	1	2–3	4–5	6–7	8–9	10–11
Die	+1	d2	d4	d6	d8	d10

Not doubled on a Critical Hit.

TRAPS

Damage Xd6, X = F. Detect Trap: totally hidden needs Amazing; something’s off needs Standard; obvious can be automatic. Never in a stairwell room.

HEALTH BAR



Crawlers have **10 slots**, each worth their **Con Mod** (each slot = 10%). Mark slots off right to left.

DR → Resist ½ → Vulnerable ×2 → Immune 0
→ remove whole slots; leftover is lost

SLOTS LOST

SLOT	3	5	8	10	12	15	20	25	30
1	3	5	8	10	10	10	10	10	10
2	1	2	4	5	6	7	10	10	10
3	1	1	2	3	4	5	6	8	10
4	0	1	2	2	3	3	5	6	7
5	0	1	1	2	2	3	4	5	6
6	0	0	1	1	2	2	3	4	5

Row = slot value, column = damage after DR. Filled = bar emptied.

0% & DYING

Crawler gains **Dying**: no Actions, Move, speech or HUD. Dies after Con Mod rounds; each hit taken costs a round. Healing 1+ slot saves them, and unspent Actions return. Mobs die at 0%.

RECOVERY

Each calm hour	+1 slot, +5 Mana
Short • 2 h	+5 slots, +½ Int Mana
Long • 8 h	Full HB & Mana; clears Fatigued
Full day • 30 h	Full; cures long-term injuries
Heal Spell	2 slots (20%), whatever they're worth

DEBUFFS • A–O

Blood Trail	1d6+F per round. Stackable. Until bandaged or First Aid.
Burned	1d10+F Fire per round; combat or 5 min. Action + Dex Stat Check (10+F) puts it out.
Drowning	1d6+F per round while your head is under.
Dying	At 0% HB. Countdown = Con Mod rounds; –1 per round and per hit.
Enraged	Attack and Move Actions only. 2 rounds.
Fatigued	–1 all Checks, Move halved. Stackable. Until long rest.
Held	No Move or Step; can still Evade. Attacks vs you at Advantage. Escape: Dex vs Str, or Escape Artist.
Injury, Minor	–2 all Checks until short rest. A second → Long-Term (until long rest).
Injury, Major	–5 all Checks until long rest. A second → Long-Term (until full day).
Muted	Can't speak or cast. Combat or 5 min.

DEBUFF RULES

Debuff damage lands at Clean Up and ignores DR. If it would drop a crawler to 0%: free Con Stat Check (10+F) ends the Debuff and the damage. Same Debuff doesn't stack unless marked Stackable.

On Mobs: Disadvantage = their Difficulty –5 (attacks also give a free Evade); a –X penalty lowers their Difficulty by X.

DEBUFFS • P–Z

Paralyzed	No Actions until end of next round.
Poisoned	1d8+F Poison per round. Stackable. Until antidote.
Queasy	Next rolled Action at Disadvantage.
Sepsis	Staggered + 1d10+F Poison per round until healed.
Shit-Faced	Disadvantage on all Checks. 10 min.
Shocked	Lose your next Action.
Sore as Shit	–1 to all rolls for 1 hour.
Staggered	Next Action can't be a Move or Step; an attack is at Disadvantage.
Stiff Legs	No 10 ft Steps. Combat or 5 min.
Stunned	Disadvantage on your next Check.
Take Down	Prone; attacks vs you at Advantage. Stand with your Step.
Terrified	No Move/Step; attacks at Dis. Next round or until you lose a slot.
The Taint	Can't be healed. Combat or 5 min.
Woozy	No Dex Mod on Attack or Evade until end of next round.

HAZARDS

Falling	1d6 Bludgeoning per 10 ft (max 20d6); land prone.
Breath	Hold for Con Mod rounds, then Drowning.
Hunger	30 h unfed: Survival or –3 slots, Fatigued.
Thirst	30 h dry: –3 slots, Fatigued.
Light	Dim: Dis on sight Checks. Dark: Dis + Difficult Terrain.
Potions	1 per 2 rounds, or Poisoned 15 s.

TIME TO COLLAPSE

FLOOR	1	2	3	4	5
Days	5	6	8	10	15

Day = 30 h · Round = 10 s · Recap show every 30 h

ENCOUNTER SIZE · MOBS

PARTY	2	3	4	5	6	7
Weak	1	2	2	3	3	4
Moderate	2	3	4	5	6	7
Strong	3	5	6	8	9	11
Overwhelming	4+	6+	8+	10+	12+	14+

LEVELING

Every 2 h of play: +1 level each · **Quest:** +1 or more
Boss kill (whole party): Neighborhood 1 · Borough 2 · City 3 · Province 4 · Country 5 · Floor 6
Crawler kill: 1d6, + level gap if the victim was higher (max 15), – gap if lower (min 1)
Stat points from levels wait until Floor 3.

SKILL ADVANCEMENT

Mark Skills when rolled. Check marked Skills every 2 h (Rank ≤4) or at floor’s end (Rank 5+): d20 ≥ Rank = +1. Cap 15 on F1–5. F1–2: +1 Rank in one Skill tried untrained each 2 h.

PLAYING TO THE CAMERAS

Declare before rolling; roll with Disadvantage. Once per 2 h session.

RESULT	POPULARITY	AI FAVOR
Amazing / Crit	+2	+2
Standard	+1	+1
Near Miss	0	0
Fail / Major	-1 / -2	-1 / -2
Critical Fail	+1 if it hurts	none today

BUILD A MOB

HB	Slots = Level (max 10); each slot = Con Mod
Stats	Base 1 each + 3 points per Level
Evade	10 + Dex + F · Surprise 10 + Int + F
DR	= F; +1–2 for armor, –1–2 for casters
Actions	1 Move + 1 Action; Bosses 1 per crawler
Attacks	Main attack: full dice below. Area –1d. Debuff attacks can be d4s.

MOB LEVEL, DICE & FLOOR

LEVELS	DAMAGE	FLOORS
1–4	1d	1
5–9	2d	2
10–29	3d	3–4
30–59	5d	5–7
60–99	7d	8–10
100–159	9d	11–13
160–249	12d	14–16
250+	15d	17–18

d6 is the standard die. Bosses use the next row down.

BOSS SEVERITY

TIER	STAT	PTS/LVL	HB	SLOTS
Neighborhood		3		10+F
Borough		4		15+F
City		5		20+F
Province		6		25+F
Country		8		30+F
Floor		10		40+F

Bosses: base 5 per stat. Level: Neighborhood low, Borough mid, City high in range.

GRINDING

Up to 5 h a day is safe. Each extra hour: Unopposed Endurance or no credit + Fatigued. Map +1 h, Field Guide +2 h on 5+ h grinds. Hours in a Skill ≥ its Rank → Advancement Check (each Skill once a day). Total hours = level → +1 level; lowest-level crawler gains 1d2.

GRIND COMPLICATIONS · D20

1–6	Use the Neighborhood’s own table
7	Tax patrol: pay F × 100 gold or face arrest
8	Rival party grinding here; only one gets credit
9	The Mobs’ mothers arrive at double level
10–16	Nothing bad happens
17	Lost: lose 1d4 × 10% of time to collapse
18–19	Stumble into a trap
20	A Mob drops something meant for the Boss

Roll once per grind session.

LOOT TIERS

TIER	BOSS BOX	ROLLS	X VALUE
Bronze	Neighborhood	0	mundane
Silver	Borough	1	+1 Rank / +2 Stat
Gold	City	2	+1–3 / +3–5
Platinum	Province	3	+2–4 / +5%
Legendary	Country	4	+5 / +10%
Celestial	Floor	5	+6 / +20%

Rolls = magic item table rolls. Boss kills always drop a map.