Every Roll Matters

In Open Legend, every action roll should drive the story in a new direction, for better or worse. A failed roll should not let the story stagnate, nor should a failure be easily negated by another character's successful roll.

The Action Roll
Roll 1d20 + attribute dice (all dice explode)

If the action roll...	then the result is...
equals or exceeds the Challenge Rating,	the player succeeds.
is less than the Challenge Rating (GM's Choice),	the player succeeds with a twist. - OR - the player fails, but the story progresses.

Interpreting Success with a Twist

When a player fails an action roll, the GM may allow the player to succeed with a twist. The player gets what they wanted originally, but there is an unintended consequence or unexpected cost. Example twists include:

- Put a character in danger
- Expend a resource
- Make an enemy or lose a friend
- Overlook an important detail
- Waste time
- Attract attention
- Find something you weren't looking for

Challenge Ratings by Difficulty

Difficulty	Challenge Rating	Example Actions
Everyday	10	leap a 5' gap, climb a surface with ledges, break down a household door, haggle a simple merchant for a discount
Challenging	15	climb a rough surface, catch the drift of a text in an unfamiliar language, break down a strong wooden door
Heroic	20	climb a smooth surface, leap a 15' gap, translate a text in an unfamiliar language, convince a neutral party to take a risk for you
Epic	25	translate a text in an alien language, break down an iron door
Legendary	30	leap a 25' chasm, climb a flat surface, befriend an enemy with a vendetta against you

The Core Mechanic in Combat

The core mechanic of Open Legend is meant to inspire creativity in players and GMs so that the story always moves forward and so that no dice roll ever feels wasted. However, in combat, players typically make many more action rolls than usual, so the GM may feel overwhelmed if they are constantly trying to come up with new interpretations of a failed roll on the fly.

Some GMs might love that kind of challenge, and for

them, **the core mechanic can be used in combat in the same way it is in every other part of the game**. GMs who want something a little more streamlined **may use the following modification** to the usual core mechanic in combat:

The Action Roll for Attacks
Roll 1d20 + attribute dice (all dice explode)

If the action roll...	then the result is...
equals or exceeds the Challenge Rating,	the player succeeds.
is less than the Challenge Rating,	The GM and the PC both choose 1: • Deal 3 damage • Inflict 1 bane of power level <= 3 • Move 10' w/o opportunity attacks

Taking Your Turn

On their turn, each character is allowed one major action, one move action, and any number of minor actions (though only one minor action of the same type). In lieu of taking any of these actions, a character may choose to take one focus action on their turn.

Each turn, characters may take...	Or...
• 1 Major Action* • 1 Move Action • Any number of minor actions	• 1 Focus Action

Major Actions

- Make a damaging attack
- Make a bane attack
- Invoke a boon
- Assist an Ally
- Take an extra move action

Move Actions

- Move your speed
- Take special movement
- Resist banes

Focus Actions

- Superior Action - Make any one action roll with advantage 1
- Charge - Move up to double speed and make one melee attack at disadvantage 1

Minor Actions

A character may take any number of minor actions on their turn, but cannot take more than one of the same type of minor action. Minor actions include the following:

- Make an opportunity attack
- Sustain a boon
- Draw or sheathe a weapon
- Retrieve an item stored on your person
- Make a Perception roll to observe your surroundings
- Make a Learning roll to recall useful information
- Open a door, chest, drawer, etc.

Make a Damaging Attack

A damaging attack aims to reduce a foe's hit points.

1. **Determine attribute vs. defense.** Every attack consists of a single attribute roll that is compared to one of the target's defenses.
2. **Choose a target.** The range of an attack depends on whether it is melee, ranged, or non-physical.
3. **Roll the attack.** Make an attribute roll. Deal damage equal to the amount that the roll exceeds the target's defense. If the attack meets or exceeds the target's defense, it deals a minimum of three damage.

> **Attack Roll Total** - **Target Defense** = **Damage Dealt**
> *(minimum of 3 on success)*
>
> *(**Exceptional Success** - trigger a bane or disrupt concentration if total is 10 or more over defense)*

Make a Bane Attack

Instead of damaging a target, a bane attack can instead inflict a target with a bane. To inflict a bane, the attacker must have an appropriate attribute of at least the bane's power level, as detailed in the bane descriptions. While targets may be affected by multiple different banes, a target cannot be inflicted with a bane already in effect on it, unless specified in the bane's effect (*e.g. fatigued*).

1. **Determine attribute vs. defense.** The bane descriptions indicate which attributes can be used to inflict a bane as well as the targeted defense.
2. **Choose a target.** Choosing targets and determining range for bane attacks is no different from damaging attacks, including multi-targeting options. Note that banes invoked with Agility or Might require a weapon or natural attack, and their range is thus limited.
3. **Roll the attack.** Make an action roll using the appropriate attribute. If the total equals or exceeds the target's defense score, the target suffers the bane.

Invoke a Boon

Boons can be invoked in order to aid allies. To invoke a boon, the acting character must have an attribute of at least the boon's power level, as detailed in the boon descriptions.

1. **Choose a target.** Choosing targets and determining range for boon invocations is identical to the process for damaging attacks, including multi-targeting options. If a boon is later sustained, that use of the sustain action persists the boon for all targets affected by the original invocation.
2. **Roll to invoke.** Make an action roll using the appropriate attribute, as determined by the boon description.
3. **Determine power level.** Some boons only possess a single power level, while others can be invoked at multiple power levels. The Boon Challenge Rating Table indicates the highest power level at which the boon can be invoked based on the action roll total. Regardless of the roll, a character cannot invoke a boon at a power level greater than the attribute used to invoke the boon. The roll fails if it does not meet the Challenge Rating of the boon's lowest power level.

Attribute Dice

Attribute Score	Cost	Dice
0	0	-
1	1	d4
2	3	d6
3	6	d8
4	10	d10
5	15	2d6
6	21	2d8
7	28	2d10
8	36	3d8
9	45	3d10
10	-	4d8

Defenses and Hit Points

Toughness = 10 + Fortitude + Will

Toughness protects you from attacks that test your endurance, bodily health, sturdiness, and survivability. For example, foes attempting to poison you, drain your life force, or stun you will target your toughness.

Guard = 10 + Agility + Might + Armor

Guard protects you from attacks that can either be dodged, deflected, or directly withstood via raw physical power. Your enemies would need to overcome your guard in order to hit you with a grenade, shoot you with an arrow, or smash you with a maul.

Resolve = 10 + Presence + Will

Resolve represents your character's ability to resist mental domination and stand brave in the face of danger. Enemies who wish to charm you, deceive you with illusions, or frighten you must target your resolve.

Hit Points = 2 x (Fortitude + Presence + Will) + 10

Boon Challenge Ratings

Power Level	0	1	2	3	4	5	6	7	8	9
Challenge Rating	10	12	14	16	18	20	22	24	26	28

Multi-Targeting Summary

Melee Attacks	Disadvantage = number of targets.
Ranged Attacks	Disadvantage = number of targets. Max 5 targets. Must be within a 25' square.
Cube	Disadvantage = 1 per 5' of length of cube.
Line	Disadvantage = 1 per 5'x10'x10' line.
Cone	Disadvantage = 1 per 5' length of cone.

Non-Physical Attack Range

Attribute Score	1 - 3	4 - 6	7 - 9
Range	25 feet	50 feet	75 feet

Wealth Overview

Wealth Score	Example Lifestyles	Example Expenditures
0	beggar, street urchin	3 square meals and a warm bed
1	unskilled laborer	a night on the town, leather armor, simple weapons
2	skilled laborer, town guard, 1st level hero	martial weapons, all-terrain vehicle, chainmail armor, a good horse
3	master artisan, village mayor	armored trench coat, silver bullets, a small boat, a fine horse, a nice car
4	4th level hero, noble, city mayor	elven full plate, a light tank, a small ship, a siege engine
5	lord of a realm, mob boss in a large city	a large cargo ship, a city wall, a heavily armored tank, weapons to outfit a small militia
6	7th level hero, Federation Chancellor	a large warship, a groundbreaking prototype, the workforce of a medium-sized business
7	king, president	a stronghold, a jet fighter, an elite covert task force
8	intergalactic ruler, 10th level hero	a sprawling estate, a large corporate buyout, an army of 10,000
9	supreme emperor	a castle, a space station, an army of 50,000, a fleet of warships

Ad Hoc Damage

Severity Level	Damage	Examples
1	1d4	Falling 10', falling into a small campfire
2	1d6	Falling 20', 24 hours exposure to extreme temperature
3	1d8	Falling 30', spiked pit trap
4	1d10	Falling 40', catching on fire
5	2d6	Falling 50', a small cave-in
6	2d8	Falling 60', a car crash
7	2d10	Falling 70', falling into acid
8	3d8	Falling 80', a plane crash
9	3d10	Falling 90', falling into lava
10	4d8	Falling 100'+, being completely crushed between two hard surfaces

Encounter Difficulty

When designing a combat encounter, decide if it will be easy, moderate, or hard. The table below indicates how many total enemy NPC levels to include in a combat of that difficulty level.

Encounter Difficulty	Total NPC Level
Easy	Total Party Level x .5
Moderate	Total Party Level x 1
Hard	Total Party Level x 2

NPC Simple Build

NPC Level	Hit Points	Defenses	Primary Attributes	Secondary Attributes
1	10 - 22	10 - 16	4	3
2	12 - 24	11 - 17	5	3
3	14 - 26	12 - 18	5	4
4	16 - 28	13 - 19	6	4
5	18 - 30	14 - 20	6	5
6	20 - 32	15 - 21	7	5
7	22 - 34	16 - 22	7	6
8	24 - 36	17 - 23	8	6
9	26 - 38	18 - 24	8	7
10	28 - 40	19 - 25	9	7
11	30 - 42	19 - 25	9	8
12	32 - 44	20 - 26	10	8
13	34 - 46	20 - 26	10	9
14	36 - 48	21 - 27	10	9
15	38 - 50	21 - 27	10	9
16	40 - 52	22 - 28	10	9
17	42 - 54	22 - 28	10	9
18	44 - 56	23 - 29	10	9
19	46 - 58	23 - 29	10	9
20	48 - 60	24 - 30	10	9

Boss NPC Build

Boss Level	Hit Points	Defenses	Primary Attributes	Secondary Attributes	Boss Edge
1	40	12 - 17	6	4	1
2	50	13 - 18	6	4	1
3	60	14 - 19	7	5	2
4	70	15 - 20	7	5	2
5	75	16 - 21	8	6	2
6	80	17 - 22	8	6	3
7	85	18 - 23	9	7	3
8	90	19 - 24	9	7	3
9	95	20 - 25	10	8	4
10	100	21 - 26	10	8	4
11	100	21 - 26	10	9	4
12	105	22 - 27	10	9	5
13	105	22 - 27	10	9	5
14	110	23 - 28	10	9	5
15	110	23 - 28	10	9	6
16	115	24 - 29	10	9	6
17	115	24 - 29	10	9	6
18	120	25 - 30	10	9	7
19	120	25 - 30	10	9	7
20	125	26 - 31	10	9	7