Mörk Stad Rules
Based on Mörk Borg rules
Tests
Tests are conducted against a specified difficulty rating (DR). To pass, roll a d20 and add or subtract your ability, aiming for a result equal or higher than the DR. Creatures bypass abilities and simply roll a d20 versus the DR. For instance, detecting a bear trap is DR14, while resisting red poison is DR12.

Difficulty Rating (DR)
6: So easy that failure invites ridicule.
8: Ordinary, yet with a risk of failure.
10: Straightforward, yet still requires a roll.
12: Standard difficulty.
14: Challenging.
16: Extremely tough.
18: Bordering on the impossible.

Violence
Initiative
1–3: Enemies act first.
4–6: PCs take the lead. Add Agility + d6 for individual initiative or to establish who acts first in the group.

How long is a round?
A round encompasses sufficient time for launching an attack (or employing a Power) and crossing a room of regular size. Generally, one minute contains about 10 such rounds.
Players handle their own attack and defense rolls. Creatures and foes don't roll during combat encounters.

Attack and defense
DRs adjust like any other test. Melee: Test Strength, DR12. Ranged: Test Presence, DR12. Defense: Test Agility, DR12. Failing means the enemy strikes you. Foes typically attack once per round, except as noted.

Crit (natural 20)
Attack: Double damage, armor/protection is also reduced one tier.
–d6 (3rd tier)
–d4 (2nd tier)
–d2 (1st tier)
Defence: PC gains a free attack.

Fumble (natural 1)
Attack: The weapon breaks or is lost.
Defence: PC takes double damage and armor is reduced one tier.
When armor is damaged penalties to Strength and Agility tests are not modified.
–d6 (3rd tier)
–d4 (2nd tier)
–d2 (1st tier)
Armor reduced below 1st tier is ruined and cannot be repaired. For armor repair costs, see Equipment.

Damage

On hit roll your weapon damage. Roll for your armor tier to reduce damage.

Hit Points
At 0 HP, you're broken (refer to the list below); at negative HP, you're dead.
Broken (D4)
1: Lose consciousness for 1D4 rounds, then regain consciousness with 1D4 HP.
2: Roll a d6. Results 1-5 result in a broken or severed limb, and a 6 indicates a lost eye. Unable to act for d4 rounds, then resume with d4 hp.
3: Hemorrhage: fatal in D2 hours without medical attention. All tests become DR16 in the first hour, DR18 in the second.
4: Deceased.

Rest
Short rest restored D4 Hp.
A full night's rest restores D6 HP
An infected or poisoned character is not healed but on the contrary loses D6 hp daily.

Reaction (2D6)
Use this when encountering creatures with unpredictable responses.
2–3: Hostile, immediate attack!
4–6: Hostile, possibly aggressive.
7–8: Neutral, no immediate reaction.
9–10: Somewhat amicable.
11–12: Friendly and cooperative.

Morale
Enemies typically avoid fighting to their last breath. Morale checks are prompted when:
The leader falls in battle.
Half of their group is defeated.
A lone enemy is reduced to just 1/3 of its total HP.
Should a 2d6 roll exceed the creature's Morale value, it becomes demoralized. Roll a d6 to determine if the foe either (1–3) flees or (4–6) surrenders.

Improvement (or Deterioration)
The Game Master determines when a character should improve, possibly after finishing a scenario, defeating formidable enemies, or acquiring treasure. Upon improvement:
Increased HP: Roll 6d10. If the total equals or exceeds your current max HP, augment it by d6.
Treasures Found in the Ruins: d6 1–3: Nothing. 4: 3d10 silver. 5: A mysterious, unclean scroll. 6: A holy scroll.
Ability Adjustments: Roll a d6 for each ability. Rolls equal to or above the ability increase it by 1 (up to a +6 max). Rolls below reduce it by 1. Abilities between −3 to +1 always rise by 1 unless the d6 roll is a 1, in which case they decrease by 1, but never below -3.