



GREETINGS, HEROES! – THE IMPOSSIBLE LIBRARY

Rule Sheet

The most important rule of GREETINGS, HEROES! is that the Heroes can do anything, as long as they are able to describe it.

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Each Hero has a character sheet composed of the following –

ATTRIBUTES

These five statistics tell you whether a Hero is GOOD or BAD at certain actions. A Hero clad in armour, for example, may avoid injury (GOOD at Toughness) but may be slow (BAD at Speed) Each Hero is GOOD at two types of action and BAD at one.

EQUIPMENT

Every Hero has their own special equipment they are trained in using.

ABILITIES

Every Hero has certain skills and talents, magic items or spells that they can use. Less powerful abilities can be used many times in a game, but the most powerful abilities can be used only once per game.

WOUNDS

Each Hero can only take a certain amount of damage before they fall unconscious.

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For every action our Heroes take, a twenty-sided dice (known as a D20) is rolled.

The D20 is rolled to determine:

- Whether an ATTACK OR SPELL hits their target.
- If an ACTION of body or mind succeeds or fails.

Heroes that are GOOD at certain actions – a Wizard using their SMARTS to understand a spell, for example – can add 2 to the dice roll.

A Hero that is BAD at an action – an Ogre using their SMARTS on the same spell – must subtract 2 from the dice roll.

The roll has the following results:

01-10: FAIL – the ATTACK misses or the ACTION fails.

11-20: SUCCESS – the ATTACK hits or the ACTION succeeds.

If the roll is a 01 the FAILURE is spectacularly bad!

If the roll is a 20 the SUCCESS is absolutely amazing!

It is the job of the Games Master (the GM) to interpret these rolls. You might decide that the wizard rolling a 9 does not understand the spell, but nothing bad happens as a result. You might decide that an Ogre rolling a 2 does not just not understand the spell, but it transforms him into a baby snapping turtle for the rest of the game.

Positive rolls work the same. Sometimes the Hero will get what they want but with a complication (minor injury, noise that attracts attention, loss of an item.) And, of course, if the Heroes roll a 20, you have to come with something SPECTACULAR to happen.

It's up to you. You are in charge.