

Time Units:		
Unit	Duration	Perform
Round	10 sec	Round Rest
Stretch	15 min	Explore Room / Stretch Rest
Shift	6 hours	Hike 15 km / Shift Rest

Rolling:
 If you roll less than or equal to your skill value, you succeed
Boon: roll an additional d20 and choose best
Bane: roll an additional d20 and choose worst
 multiples are possible and opposites cancel each other out one for one
 1s are "Dragons" and are critical success
 20s are "Demons" and are critical failures

Pushing a Roll
 If you fail, but not critically, you can push the roll; reroll all dice and gain a condition of your choice

Conditions
 Each stat has an associated condition. If you have a condition marked then all rolls associated with that stat have a Bane.
 If you need to suffer a condition you already have, choose another condition to gain instead.
 If you have all 6 conditions and suffer another, lose D6 WP; if you are also out of WP, lose D6 HP.
 You can heal one condition during a stretch rest and all conditions during a shift rest.

Combat
 On your turn you can move and perform one action.
 Initiative: card order, lowest first. Flip you card after acting.

- Actions:**
 Activate Ability - Use innate or heroic ability
 Break Down Door - Auto hit - just roll weapon damage
 Cast Spell - Most spells are an action to cast.
 Dash - move up to your movement (double move)
 Disarm - opposed weapon skill roll (bane vs 2H weapon). weapon lands D6 meters in chosen direction.
 Equip/Unequip Armor - Add or remove protective gear
 Find Weak Spot - with piercing weapon only, roll with bane and ignore armor if successful
 First Aid - use healing skill on downed ally
 Grapple - opposed Brawling roll. Tackle opponent to ground. Undodgeable attacks on later rounds.
 Help - Help another character - they get a boon to their roll
 Melee Attack - Attack a foe within 2m (4m for long weapons). Can be Dodged or Parried.
 Pick Lock - Sleight of Hands roll to open the lock
 Pick up Item - move any item from 2m into your inventory
 Rally - use Persuade to keep downed ally going
 Ranged Attack - Attack a foe within the weapon's range. Can be Dodged or Parried but only with a shield.
 Round Rest - recover 1D6 WP, only available once per shift
 Topple - weapons skill vs Evade
 Use Item - Drink potion, or otherwise interact with objects within 2m

Combat Crits: (choose one)
 double damage dice of attack (not bonuses)
 piercing damage: ignore armor
 melee: second attack on another foe as a free action
 magic: double spell range
 magic: spell cost OWP
 magic: cast again as free action, but with a bane

Damage / Death:
 Subtract Armor Rating from damage. If all damage is negated, the attacking weapon suffers the damage.
 If your HP reaches zero you drop to the ground and start making CON saves each turn (like 5th ed). 3 success gain D6 HP, 3 fails = death.
 Suffering additional damage counts as a failed death saving roll.
 Rally - another player can rally you - you can act as normal, but still make death saves
 Successful healing rolls will save you from death, you cannot roll healing on yourself for this, though.

Magic:
 Magic tricks cost IWP
 Spells cost 2WP per power level
 When at OWP you can draw from your own body: Roll any die you like, take that as damage and also as WP that must be used immediately
 Reaction spells do not use your turn, unlike Parry and Dodge



Kin: Catfolk **AGE:** Young **PROFESSION:** Mage

STR 17 **CON 12** **AGL 13** **INT 13** **WIL 15** **CHA 10**

EXHAUSTED **SICKLY** **DAZED** **ANGRY** **SCARED** **DISHEARTENED**

WEAKNESS child of the Wild

<input type="checkbox"/> 7 AXES (STR)	<input type="checkbox"/> 12 ACROBATICS (AGL)	<input type="checkbox"/> 6 LANGUAGES (INT)
<input type="checkbox"/> 6 BOWS (AGL)	<input type="checkbox"/> 12 AWARENESS (INT)	<input type="checkbox"/> 6 LEGENDS (INT)
<input type="checkbox"/> 14 BRAWLING (STR)	<input type="checkbox"/> 5 BARTERING (CHA)	<input type="checkbox"/> 5 PERFORMANCE (CHA)
<input type="checkbox"/> 6 CROSSBOWS (AGL)	<input type="checkbox"/> 6 BEAST LORE (INT)	<input type="checkbox"/> 5 PERSUASION (CHA)
<input type="checkbox"/> 7 HAMMERS (STR)	<input type="checkbox"/> 5 BLUFFING (CHA)	<input type="checkbox"/> 6 RIDING (AGL)
<input type="checkbox"/> 6 KNIVES (AGL)	<input type="checkbox"/> 12 BUSHCRAFT (INT)	<input type="checkbox"/> 6 SEAMANSHIP (INT)
<input type="checkbox"/> 6 SLINGS (AGL)	<input type="checkbox"/> 7 CRAFTING (STR)	<input type="checkbox"/> 6 SLEIGHT OF HAND (AGL)
<input type="checkbox"/> 7 SPEARS (STR)	<input type="checkbox"/> 12 EVADE (AGL)	<input type="checkbox"/> 12 SNEAKING (AGL)
<input type="checkbox"/> 6 STAVES (AGL)	<input type="checkbox"/> 6 HEALING (INT)	<input type="checkbox"/> 6 SPOT HIDDEN (INT)
<input type="checkbox"/> 7 SWORDS (STR)	<input type="checkbox"/> 12 HUNTING/FISHING (AGL)	<input type="checkbox"/> 6 SWIMMING (AGL)

DAMAGE BON. STR +D6

DAMAGE BON. AGL +D4

MOVEMENT 14

ENCUMBRANCE LIMIT

INVENTORY 9

NAME: Six Lakes

WILLPOWER POINTS 15

HIT POINTS 12

DEATH ROLLS SUCCESSSES: [] [] [] [] [] [] [] []
 FAILURES: [] [] [] [] [] [] [] []

WEAPONS Unarmed **GRIP** - **RANGE** 2m **DAMAGE** 1D6 **DUR.** - **FEATURES** Bludgeon

ABILITIES & SPELLS

Nine Lives: 2WP boon on death save. 1-3WP reduce fall damage D6 by 1/wp
 Slow fall: 1WP take no damage from fall
 Lock/unlock: 1WP lock/unlock a mundane lock
 Sense Magic: 1WP, sense local magic and type
 Power Fist: 2-6WP, unarmed damage +1D6 per pow level
 Stone Skin: 2-6 WP, gain armor rating 2 + 2 per power level
 Longstrider: 2-6WP, double movement rating. 1 target per pow level

1 Amulet
2 Grimoire
3 Sleeping furs
4 4 Rations
5 Torch
6
7
8
9
10

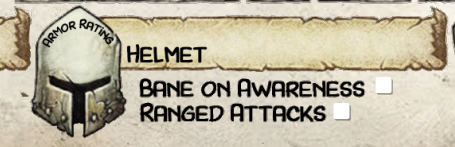
ARMOR RATING ARMOR **ARMOR RATING** HELMET **DURABILITY** SHIELD **REST** ROUND **STRETCH**

BANE ON SNEAKING BANE ON AWARENESS
 EVADE ACROBATICS RANGED ATTACKS

MEMENTO
 A copper coin from a treasure...

TINY OBJECTS
 Flint & tinder

COPPER **SILVER** **GOLD**
 2





Six Lakes

Catfolk Mentalist Mage

Played By:

NAME