

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 0WP  
 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 0WP 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



**NAME:**  
 Yokhan Greymantle

**WILLPOWER POINTS**

14

**HIT POINTS**

15

**DEATH ROLLS**  
 SUCCESSES:          
 FAILURES:

**ARMOR RATING**

2

**ARMOR** Studded Leather

BANE ON SNEAKING   
 EVADE  ACROBATICS

**KIN:** Dwarf **AGE:** Adult **PROFESSION:** Hunter

STR 14 CON 15 AGL 17 INT 10 WIL 14 CHA 8

EXHAUSTED  SICKLY  DAZED  ANGRY  SCARED  DISHEARTENED

**WEAKNESS** Monster Slayer

- |   |   |  |
|---|---|--|
| <input type="checkbox"/> 12 AXES (STR)      | <input type="checkbox"/> 7 ACROBATICS (AGL)       | <input type="checkbox"/> 5 LANGUAGES (INT)       |
| <input type="checkbox"/> 7 BOWS (AGL)       | <input type="checkbox"/> 10 AWARENESS (INT)       | <input type="checkbox"/> 5 LEGENDS (INT)         |
| <input type="checkbox"/> 6 BRAWLING (STR)   | <input type="checkbox"/> 4 BARTERING (CHA)        | <input type="checkbox"/> 4 PERFORMANCE (CHA)     |
| <input type="checkbox"/> 14 CROSSBOWS (AGL) | <input type="checkbox"/> 10 BEAST LORE (INT)      | <input type="checkbox"/> 4 PERSUASION (CHA)      |
| <input type="checkbox"/> 12 HAMMERS (STR)   | <input type="checkbox"/> 4 BLUFFING (CHA)         | <input type="checkbox"/> 7 RIDING (AGL)          |
| <input type="checkbox"/> 7 KNIVES (AGL)     | <input type="checkbox"/> 10 BUSHCRAFT (INT)       | <input type="checkbox"/> 5 SEAMANSHIP (INT)      |
| <input type="checkbox"/> 7 SLINGS (AGL)     | <input type="checkbox"/> 6 CRAFTING (STR)         | <input type="checkbox"/> 7 SLEIGHT OF HAND (AGL) |
| <input type="checkbox"/> 6 SPEARS (STR)     | <input type="checkbox"/> 14 EVADE (AGL)           | <input type="checkbox"/> 7 SNEAKING (AGL)        |
| <input type="checkbox"/> 7 STAVES (AGL)     | <input type="checkbox"/> 10 HEALING (INT)         | <input type="checkbox"/> 10 SPOT HIDDEN (INT)    |
| <input type="checkbox"/> 6 SWORDS (STR)     | <input type="checkbox"/> 14 HUNTING/FISHING (AGL) | <input type="checkbox"/> 7 SWIMMING (AGL)        |

**ABILITIES & SPELLS**

Unforgiving: 3wp, Boon to attack grudge target  
 Dragonslayer: 3wp +D8 damage to monster

**WEAPONS** **GRIP** **RANGE** **DAMAGE** **DUR.** **FEATURES**

Heavy Crossbow	2H	60m	2D8	9	Pierce, no bonus
Battleaxe	1H	2m	2D8	9	Topple, Slash
Warhammer	1H	2m	2D6	12	Topple, Bludgeon

**ARMOR RATING**

3

**HELMET**

BANE ON AWARENESS   
 RANGED ATTACKS

**DURABILITY**

3

**SHIELD**

ROUND  REST   
 STRETCH

**DAMAGE BON. STR** +D4

**DAMAGE BON. AGL** +D6

**MOVEMENT** 12

**ENCUMBRANCE LIMIT**

**INVENTORY** 7

- 1 Backpack
- 2 4x Field Ration
- 3 Quiver iron bolts
- 4 Quiver iron bolts
- 5 Quiver wooden bolts
- 6 Small tent
- 7 Lantern
- 8 Lamp oil
- 9 Bandages
- 10

**MEMENTO**

A horn trophy from a monster

**TINY OBJECTS**

Flint & tinder

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

3



# Yokhan Greymantle

Dwarven Hunter

Played By:

NAME