

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

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 2Ht 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 1WP
 Spells cost 2WP per power level
 When at 2WP 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:
 Tordrynnar the turbulent

WILLPOWER POINTS

9

HIT POINTS

14

DEATH ROLLS
 SUCCESSSES:
 FAILURES:

ARMOR RATING
 6

ARMOR Plate

BANE ON SNEAKING X
 EVADE X ACROBATICS X

KIN: Elf AGE: Adult PROFESSION: Knight

STR 17 CON 14 AGL 10 INT 12 WIL 9 CHA 16

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

WEAKNESS Pessimist

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

ABILITIES & SPELLS

Inner peace: stretch rest bonuses
 Guardian: 2WP, force attack within 2m on ally to hit you instead

WEAPONS GRIP RANGE DAMAGE DUR. FEATURES

Longsword	1H	2m	2D8	15	Pierce, Slash
Long Spear	2H	4m	2D8	9	Pierce, Long
Small Shield	1H	2m	1D8	15	Bludgeon
Light Crossbow	2H	40m	2D6	6	Pierce

ARMOR RATING
 2

HELMET Great Helm

BANE ON AWARENESS X
 RANGED ATTACKS X

DURABILITY
 15

SHIELD Small Shield

REST
 ROUND STRETCH

DAMAGE BON. STR +D6
 DAMAGE BON. AGL -
 MOVEMENT 10
 ENCUMBRANCE LIMIT
 INVENTORY 9

- Backpack
- 4x Field Ration
- Quiver iron bolts
- Rope, hemp, 10m
- Small tent (weight 2)
- Lantern
- Lamp oil
-
-
-
-

MEMENTO

A simple silver medallion

TINY OBJECTS

Flint & tinder
 Map

COPPER SILVER GOLD

6



Tordrynnar the Turbulent

Elven Knight

Played By:

NAME