

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 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 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



NAME:
 Yralissa the Stone Witch

WILLPOWER POINTS

18

HIT POINTS

12

DEATH ROLLS
 SUCCESSES
 FAILURES



ARMOR RATING 1
 ARMOR Leather

BANE ON SNEAKING
 EVADE ACROBATICS

KIN: Elf AGE: Adult PROFESSION: Mage

STR 8 CON 12 AGL 16 INT 14 WIL 18 CHA 10

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

WEAKNESS Haughty

4 AXES (STR)	14 ACROBATICS (AGL)	6 LANGUAGES (INT)
14 BOWS (AGL)	12 AWARENESS (INT)	12 LEGENDS (INT)
4 BRAWLING (STR)	5 BARTERING (CHA)	5 PERFORMANCE (CHA)
7 CROSSBOWS (AGL)	6 BEAST LORE (INT)	5 PERSUASION (CHA)
4 HAMMERS (STR)	10 BLUFFING (CHA)	7 RIDING (AGL)
7 KNIVES (AGL)	6 BUSHCRAFT (INT)	6 SEAMANSHIP (INT)
7 SLINGS (AGL)	3 CRAFTING (STR)	14 SLEIGHT OF HAND (AGL)
4 SPEARS (STR)	14 EVADE (AGL)	7 SNEAKING (AGL)
14 STAVES (AGL)	6 HEALING (INT)	14 SPOT HIDDEN (INT)
4 SWORDS (STR)	7 HUNTING/FISHING (AGL)	7 SWIMMING (AGL)

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Staff	2H	2m	D8	9	Bludgeon, topple
Short Bow	2H	30m	D10	3	Piercing



ARMOR RATING
 HELMET

BANE ON AWARENESS
 RANGED ATTACKS



DURABILITY
 SHIELD

REST
 ROUND STRETCH

ABILITIES & SPELLS

Inner peace: stretch rest bonuses
 Flick: 10m 1pt damage
 Sense Magic
 Light: touch, target sheds 10m light
 Pillar: 10m, 3m pillar per pow lv
 Shatter: touch, 2D10 to object
 Protector: touch, -pow lv to spell

SECONDARY SKILLS

Elementalism 12

DAMAGE BON. STR -

DAMAGE BON. AGL +D4

MOVEMENT 14

ENCUMBRANCE LIMIT

INVENTORY 4

- Backpack
- 4x Field Ration
- Grimoire
- Quiver wooden arrows
-
-
-
-
-
-
-

MEMENTO
 A bone whistle

TINY OBJECTS

COPPER SILVER GOLD

3

Yralissa the Stone Witch

Human Elementalist Mage

Played By:

NAME

