

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 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:  
Calamity Silverstring

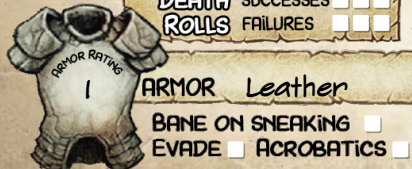
WILLPOWER POINTS

14

HIT POINTS

14

DEATH ROLLS  
SUCCESSES:      
FAILURES:



ARMOR Rating: 1  
Leather  
BANE ON SNEAKING   
EVADE  ACROBATICS

Kin: Halfling      AGE: Young      PROFESSION: Bard

STR 9    CON 14    AGL 17    INT 9    WIL 14    CHA 17

EXHAUSTED    SICKLY    DAZED    ANGRY    SCARED    DISHEARTENED

WEAKNESS Boastful

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

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Knife	1H	9m	D8	6	Subtle, Pierce, Thrown
Knife	1H	9m	D8	6	Subtle, Pierce, Thrown
Knife	1H	9m	D8	6	Subtle, Pierce, Thrown

ABILITIES & SPELLS  
Hard to catch: 3WP Dodge Boon  
Musician: 3wp Boon Allies or Bane Enemies

SECONDARY SKILLS

DAMAGE BON. STR	-
DAMAGE BON. AGL	+D4
MOVEMENT	12
ENCUMBRANCE LIMIT	
INVENTORY	4

- 1 Backpack  
2 Lyre: Musician costs IWP  
3 Rope, hemp 10m  
4 Fine clothes  
5 Bottle of whiskey  
6  
7  
8  
9  
10

MEMENTO  
An old pewter tankard

TINY OBJECTS  
Playing cards  
Lockpicks

COPPER    SILVER    GOLD  
5

# Calamity Silverstring

Halfling Bard

Played By:

NAME

