

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 your 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 1WP
 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:

Theodora Hedgehopper

WILLPOWER POINTS

9

HIT POINTS

15

DEATH ROLLS SUCCESSSES
 FAILURES



ARMOR Rating 1 **Leather**

BANE ON SNEAKING
 EVADE ACROBATICS

KIN: Halfling **AGE:** Adult **PROFESSION:** Fighter

STR 17 **CON 15** **AGL 14** **INT 13** **WIL 9** **CHA 10**

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

WEAKNESS Haughty

<input type="checkbox"/> 7 AXES (STR)	<input type="checkbox"/> 6 ACROBATICS (AGL)	<input type="checkbox"/> 6 LANGUAGES (INT)
<input type="checkbox"/> 12 BOWS (AGL)	<input type="checkbox"/> 6 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"/> 12 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"/> 12 RIDING (AGL)
<input type="checkbox"/> 6 KNIVES (AGL)	<input type="checkbox"/> 6 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"/> 14 SPEARS (STR)	<input type="checkbox"/> 12 EVADE (AGL)	<input type="checkbox"/> 12 SNEAKING (AGL)
<input type="checkbox"/> 6 STAVES (AGL)	<input type="checkbox"/> 12 HEALING (INT)	<input type="checkbox"/> 12 SPOT HIDDEN (INT)
<input type="checkbox"/> 14 SWORDS (STR)	<input type="checkbox"/> 6 HUNTING/FISHING (AGL)	<input type="checkbox"/> 6 SWIMMING (AGL)

DAMAGE BON. STR +D6

DAMAGE BON. AGL +D4

MOVEMENT 10

ENCUMBRANCE LIMIT

INVENTORY 9

ABILITIES & SPELLS

Hard to catch: 3WP Dodge Boon
 Defensive: 3wp Parry w/o action

- 4x Field Ration
- Quiver iron arrows
- Pope, hemp 10m
- Flint & tinder
- Torch
- Bandages
-
-
-
-

MEMENTO

A letter from an old friend

TINY OBJECTS

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Broadsword	1H	2m	2D6	15	Pierce, Slash
Small Shield	1H	2m	D8	15	Bludgeon
Short Bow	2H	30m	D10	3	Piercing

SECONDARY SKILLS

DURABILITY 15 **SHIELD** Small

REST

ROUND STRETCH

COPPER **SILVER** **GOLD**

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Theodora Hedgehopper

Halfling Fighter

Played By:

NAME