

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 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 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



Kin: Mallard **AGE:** Adult **PROFESSION:** Fighter

STR 18 CON 17 AGL 13 INT 11 WIL 9 CHA 10

EXHAUSTED SICKLY DAZED ANGRY SCARED DISHEARTENED

WEAKNESS Foolhardy

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

ABILITIES & SPELLS

- Ill-Tempered: 3wp, Boon to non-int Skill, get Angry
- Webbed Feet: Boon to swim, full speed in water
- Berserker: 3wp, Become Angry, gain a boon to all fight rolls, must keep fighting until all opponents are down or you reach OHP.
- Can't parry or dodge.
- Become Exhausted after the fight

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Greatsword	2H	2m	2D10	15	Pierce, Slash
Handaxe	1H	18m	2D6	9	Topple, Slash, Throw
Handaxe	1H	18m	2D6	9	Topple, Slash, Throw

NAME:
Saxon the Bold

WILLPOWER POINTS

9

HIT POINTS

17

DEATH ROLLS
 SUCCESSES:
 FAILURES:

ARMOR Chainmail
 BANE ON SNEAKING
 EVADE ACROBATICS

HELMET
 BANE ON AWARENESS
 RANGED ATTACKS

SHIELD
 DURABILITY:
 REST:
 ROUND:
 STRETCH:

DAMAGE BON. STR +D6

DAMAGE BON. AGL +D4

MOVEMENT 10

ENCUMBRANCE LIMIT

INVENTORY 9

- Backpack
- 4x Field Ration
- Sleeping furs
- Rope, hemp 10m
- Flint & tinder
- Torch
-
-
-
-
-

MEMENTO
A griffin feather

TINY OBJECTS

COPPER
SILVER
GOLD

6



Saxon the Bold

Mallard Fighter

Played By:

NAME