

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 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 - mae 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:** Mage

<b>STR</b> 10	<b>CON</b> 11	<b>AGL</b> 10	<b>INT</b> 16	<b>WIL</b> 17	<b>CHA</b> 14
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**EXHAUSTED** **SICKLY** **DAZED** **ANGRY** **SCARED** **DISHEARTENED**

**WEAKNESS** Haughty

<input type="checkbox"/> 5 AXES (STR)	<input type="checkbox"/> 5 ACROBATICS (AGL)	<input type="checkbox"/> 14 LANGUAGES (INT)
<input type="checkbox"/> 5 BOWS (AGL)	<input type="checkbox"/> 14 AWARENESS (INT)	<input type="checkbox"/> 14 LEGENDS (INT)
<input type="checkbox"/> 5 BRAWLING (STR)	<input type="checkbox"/> 12 BARTERING (CHA)	<input type="checkbox"/> 6 PERFORMANCE (CHA)
<input type="checkbox"/> 5 CROSSBOWS (AGL)	<input type="checkbox"/> 7 BEAST LORE (INT)	<input type="checkbox"/> 12 PERSUASION (CHA)
<input type="checkbox"/> 5 HAMMERS (STR)	<input type="checkbox"/> 6 BLUFFING (CHA)	<input type="checkbox"/> 10 RIDING (AGL)
<input type="checkbox"/> 10 KNIVES (AGL)	<input type="checkbox"/> 7 BUSHCRAFT (INT)	<input type="checkbox"/> 7 SEAMANSHIP (INT)
<input type="checkbox"/> 5 SLINGS (AGL)	<input type="checkbox"/> 5 CRAFTING (STR)	<input type="checkbox"/> 5 SLEIGHT OF HAND (AGL)
<input type="checkbox"/> 5 SPEARS (STR)	<input type="checkbox"/> 10 EVADE (AGL)	<input type="checkbox"/> 5 SNEAKING (AGL)
<input type="checkbox"/> 5 STAVES (AGL)	<input type="checkbox"/> 14 HEALING (INT)	<input type="checkbox"/> 14 SPOT HIDDEN (INT)
<input type="checkbox"/> 5 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
- Heat/Chill: alter temperature within 10m
- Ignite: 10m, light or extinguish normal small flame
- Sense Magic
- Fireball: 20m, 2D6 and ignite flammable objects. Dodge/parry as a ranged attack. Pow lv adds 1D6 or +1 target
- Gust of Wind: 10m (cone) objects and creatures up to human size are pushed 2D4m and take the same as bludgeon dam.
- Dispel: 10m, cancel ongoing spell of <= pow lv.

**DAMAGE BON. STR** -

**DAMAGE BON. AGL** -

**MOVEMENT** 8

**ENCUMBRANCE LIMIT**

**INVENTORY** 5

**NAME:** Aenid McCawber

**WILLPOWER POINTS**

17

**HIT POINTS**

11

**DEATH ROLLS** SUCCESSSES  FAILURES

**ARMOR**

BANE ON SNEAKING  EVADE  ACROBATICS

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Knife	1H	2m	1D8	6	Subtle, pierce, thrown

**ARMOR RATING** **HELMET**

BANE ON AWARENESS  RANGED ATTACKS

**DURABILITY** **SHIELD**

**REST**

ROUND  STRETCH

**SECONDARY SKILLS**

Elementalism  14

- Backpack
- 4x Field Ration
- Grimoire
- Wand
- Quill and ink
- Bandages
- Magnifying glass
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- 
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**MEMENTO**

A raged old journal

**TINY OBJECTS**

Chalk  
tallow candles  
Parchment

**COPPER** **SILVER** **GOLD**

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# Aenid McCawber

Mallard Elemental Mage

Played By:

NAME