time Units: Duration Perform Unit Round 10 sec Round Rest Stretch 15 min Explore Room / Stretch Rest Shift ttike 15 km / Shift Rest 6 hours Pollina: 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 Is are "Dragons" and are critical success 20s are "Demons" and are citical failures Pushing a Poll a condition of your choice conditions

If you fail, but not critically, you can push the roll; reroll all dice and gain

Each stat has an associated condition. If you have a condition marked then all rolls associted with that stat have a Bane.

If you need to suffer a condition you already have, choose another condition to

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 nest.

on your turn you can move and perform one action. Initiative: card order, lowest first. Flip you card after acting.

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 2ft 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 ttealing skill on downed ally

Grapple - opposed Brawling roll. tackle opponent to ground. Undogeable attacks on later rounds.

ttelp - ttelp 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 - moe any item from 2m into your inventory Pally - use Persuade to keep downed ally going

Panged Attack - Attack a foe within the weapon's range. Can be Dodged or Parried but only with a shield.

Round Rest - recover IDG 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: Poll any die you like, take that as damage and also as WP that must be used

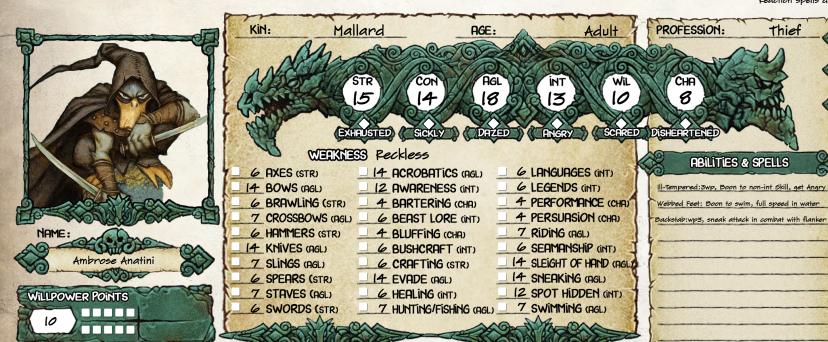
DAMAGE BON. STR

DAMAGE BON. AGL

MOVEMENT

INVENTORY

Reaction spells do not use your turn, unlike Parry and Dodge



RANGE

15m

30m

DAMAGE

DB

DB

DIO

DUR.

HIT POINTS DERUG SUCCESSES ROULS FAILURES

ARMOR Leather

BANE ON SNEAKING EVADE ACROBATICS HELMET BANE ON AWARENESS RANGED ATTACKS

WEAPONS

Dagger

Short Bow

Knife



Pierce

**FEATURES** 

Subtle, Pierce, thrown

Subtle, P/S, thrown

Backpack 2 Grappling hook 3 Rope, hemp lom 4 Lockpicks 5 Quiver of iron arrows 6 4x Ration 7 Crowbar

**ENCUMBRANCE LIMIT** 

MEMENTO

10

SECONDARY SKILLS

An old hand drawn map

TINY OBJECTS tallow candle Flint & tinder

SILVER GOLD COPPER



