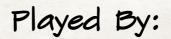
time Units Combat Crits: (choose one) Unit Duration Perform on your turn you can move and perform one action. double damage dice of attack (not bonuses) Pound 10 sec Round Rest Initiative: card order, lowest first. Flip you card after acting. piercing damage: ignore armor melee: second attack on another foe as a free action 15 min Explore Room / Stretch Rest Stretch Shift 6 hours ttike 15 km / Shift Pest magic: double spell range magic: spell cost OWP Activate Ability - Use innate or heroic ability magic: cast again as free action, but with a bane Polling: Break Down Door - Auto hit - just roll weapon damage If you roll less than or equal to your skill value, you succeed Cast Spell - Most spells are an action to cast. Damage / Death: Boon: roll an additional d20 and choose best Dash - move up to your movement (double move) Subtract Armor Rating from damage. If all damage is negated, Bane: roll an additional d20 and choose worst Disarm - opposed weapon skill roll (bane vs 2tt weapon). weapon lands D6 meters in the attacking weapon suffers the damage. multiples are possible and opposites cancel each other out one for one chosen direction. If your HP reaches zero you drop to the ground and start Is are "Dragons" and are critical success Equip/Unequip Armor - Add or remove protective gear making CON saves each turn (like 5th ed). 3 success gain D6 HP, 20s are "Demons" and are citical failures Find Weak Spot - with piercing weapon only, roll with bane and ignore armor if successful First Aid - use tealing skill on downed ally Pushing a Poll Suffering additional damage counts as a failed death saving roll. Grapple - opposed Brawling roll. Tackle opponent to ground. Undogeable attacks on later If you fail, but not critically, you can push the roll; reroll all dice and gain Pally - another player can rally you - you can act as normal, but rounds. a condition of your choice ttelp - ttelp another character - they get a boon to their roll Successful healing rolls will save you from death, you cannot roll Melee Attack - Attack a foe within 2m (4m for long weapons). Can be Dodged or Parried. conditions healing on yourself for this, though. Pick Lock - Sleight of Hands roll to open the lock Each stat has an associated condition. If you have a condition marked then all Pick up Item - moe any item from 2m into your inventory rolls associted with that stat have a Bane. Pally - use Persuade to keep downed ally going Magic: If you need to suffer a condition you already have, choose another condition to Ranged Attack - Attack a foe within the weapon's range. Can be Dodged or Parried but Magic tricks cost IWP gain instead. Spells cost 2WP per power level If you have all 6 conditions and suffer another, lose D6 WP; if you are also out Round Rest - recover IDG WP, only available once per shift When at OWP you can draw from your own body: Poll any die of WP, lose D6 HP. topple - weapons skill vs Evade you like, take that as damage and also as WP that must be used You can heal one condition during a stretch rest and all conditions during a Use Item - Drink potion, or otherwise interact with objects within 2m Peaction spells do not use your turn, unlike Parry and Dodge KIN: PROFESSION: AGE: Wolfkin Merchant DAMAGE BON. STR DAMAGE BON. AGL CHA MOVEMENT **ENCUMBRANCE LIMIT** DAZED ANGRY INVENTORY WERKNESS Vain **ABILITIES & SPELLS** 1 Donkey 5 AXES (STR) 6 ACROBATICS (AGL) 14 LANGUAGES (INT) 2 Cart Hunting Instincts: 3wp, 6 BOWS (AGL) 14 AWARENESS (INT) 7 LEGENDS (INT) Designate creature, track 3 Sleeping pelt 5 BRAWLING (STR) 14 BARTERING (CHA) 14 PERFORMANCE (CHA) 6 CROSSBOWS (AGL) 7 BEAST LORE (INT) 14 PERSUASION (CHA) by scent for one day 4 Large tent 5 HAMMERS (STR) 14 BLUFFING (CHA) 6 RIDING (AGL) 5 Field Kitchen 12 KNIVES (AGL) 7 BUSHCRAFT (INT) 7 SEAMANSHIP (INT) Insight: 2wp, gain a boon 6 4 Pations Belmont De Luca 6 SLINGS (AGL) 5 CRAFTING (STR) 12 SLEIGHT OF HAND (AGL) when using Awareness to 7 Lantern 5 SPEARS (STR) 12 EVADE (AGL) 6 SNEAKING (AGL) detect lies/motives 8 Lamp oil 14 SPOT HIDDEN (INT) 6 STAVES (AGL) 7 HEALING (INT) WILLPOWER POINTS 6 SWIMMING (AGL) 5 SWORDS (STR) 6 HUNTING/FISHING (AGL) MEMENTO A copper coin from a treasure... WEAPONS RANGE DAMAGE DUR. **FEATURES** HIT POINTS TINY OBJECTS IDB Subtle, pierce, Dagger SECONDARY SKILLS slash, thrown Fine Garments Cloak DEFIL! SUCCESSES Flint & tinder ROULS FAILURES ARMOR HELMET SHIELD SILVER GOLD COPPER BANE ON SNEAKING BANE ON AWARENESS REST RANGED ATTACKS **ACROBATICS** ROUND STRETCH



Belmont De Luca

Wolfkin Merchant



NAME