

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 - 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 ZWP 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: Wolfkin **AGE:** Adult **PROFESSION:** Merchant

STR 9	CON 12	AGL 13	INT 17	WIL 10	CHA 17
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EXHAUSTED **SICKLY** **DAZED** **ANGRY** **SCARED** **DISHEARTENED**

WEAKNESS Vain

<input type="checkbox"/> 5 AXES (STR)	<input type="checkbox"/> 6 ACROBATICS (AGL)	<input type="checkbox"/> 14 LANGUAGES (INT)
<input type="checkbox"/> 6 BOWS (AGL)	<input type="checkbox"/> 14 AWARENESS (INT)	<input type="checkbox"/> 7 LEGENDS (INT)
<input type="checkbox"/> 5 BRAWLING (STR)	<input type="checkbox"/> 14 BARTERING (CHA)	<input type="checkbox"/> 14 PERFORMANCE (CHA)
<input type="checkbox"/> 6 CROSSBOWS (AGL)	<input type="checkbox"/> 7 BEAST LORE (INT)	<input type="checkbox"/> 14 PERSUASION (CHA)
<input type="checkbox"/> 5 HAMMERS (STR)	<input type="checkbox"/> 14 BLUFFING (CHA)	<input type="checkbox"/> 6 RIDING (AGL)
<input type="checkbox"/> 12 KNIVES (AGL)	<input type="checkbox"/> 7 BUSHCRAFT (INT)	<input type="checkbox"/> 7 SEAMANSHIP (INT)
<input type="checkbox"/> 6 SLINGS (AGL)	<input type="checkbox"/> 5 CRAFTING (STR)	<input type="checkbox"/> 12 SLEIGHT OF HAND (AGL)
<input type="checkbox"/> 5 SPEARS (STR)	<input type="checkbox"/> 12 EVADE (AGL)	<input type="checkbox"/> 6 SNEAKING (AGL)
<input type="checkbox"/> 6 STAVES (AGL)	<input type="checkbox"/> 7 HEALING (INT)	<input type="checkbox"/> 14 SPOT HIDDEN (INT)
<input type="checkbox"/> 5 SWORDS (STR)	<input type="checkbox"/> 6 HUNTING/FISHING (AGL)	<input type="checkbox"/> 6 SWIMMING (AGL)

WEAPONS **GRIP** **RANGE** **DAMAGE** **DUR.** **FEATURES**

Dagger 1H 2m 1D8 1 Subtle, pierce, slash, thrown

ABILITIES & SPELLS

Hunting Instincts: 3wp,
 Designate creature, track by scent for one day

Insight: 2wp, gain a boon when using Awareness to detect lies/motives

SECONDARY SKILLS

DAMAGE BON. STR -

DAMAGE BON. AGL +D4

MOVEMENT 14

ENCUMBRANCE LIMIT

INVENTORY 5

1 Donkey
 2 Cart
 3 Sleeping pelt
 4 Large Tent
 5 Field Kitchen
 6 4 Rations
 7 Lantern
 8 Lamp oil
 9
 10

MEMENTO
 A copper coin from a treasure...

TINY OBJECTS
 Fine Garments
 Cloak
 Flint & tinder

COPPER **SILVER** **GOLD**

10

NAME: Belmont De Luca

WILLPOWER POINTS
 10

HIT POINTS
 12

DEATH ROLLS **SUCCESSES** **FAILURES**

ARMOR **HELMET** **SHIELD**

BANE ON SNEAKING
EVADE **ACROBATICS**

BANE ON AWARENESS
RANGED ATTACKS

REST
ROUND **STRETCH**

Belmont De Luca

Wolfkin Merchant

Played By:

NAME

