

Time Units:	Duration	Perform
Unit	10 sec	Round Rest
Round	15 min	Explore Room / Stretch Rest
Stretch	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  
Is 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 (tm 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 Evasion
- 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 0WP
- 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 0WP 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



**NAME:**  
Belmont De Luca

**WILLPOWER POINTS**  
10

**HIT POINTS**  
12

**DEATH SUCCESSES ROLLS FAILURES**

**ARMOR**  
BANE ON SNEAKING   
EVADE  ACROBATICS

KIN:	Wolfkin	AGE:	Adult	PROFESSION:	Merchant												
STR	9	CON	12	AGL	13												
INT	17	WIL	10	CHA	17												
EXHAUSTED		SICKLY		DAZED													
ANGRY		SCARED		DISHEARTENED													
<b>WEAKNESS</b> Vain																	
<input type="checkbox"/> 5 AXES (STR) <input type="checkbox"/> 6 BOWS (AGL) <input type="checkbox"/> 5 BRAWLING (STR) <input type="checkbox"/> 6 CROSSBOWS (AGL) <input type="checkbox"/> 5 HAMMERS (STR) <input type="checkbox"/> 12 KNIVES (AGL) <input type="checkbox"/> 6 SLINGS (AGL) <input type="checkbox"/> 5 SPEARS (STR) <input type="checkbox"/> 6 STAVES (AGL) <input type="checkbox"/> 5 SWORDS (STR)																	
<input type="checkbox"/> 6 ACROBATICS (AGL) <input type="checkbox"/> 14 AWARENESS (INT) <input type="checkbox"/> 14 BARTERING (CHA) <input type="checkbox"/> 7 BEAST LORE (INT) <input type="checkbox"/> 14 BLUFFING (CHA) <input type="checkbox"/> 7 BUSHCRAFT (INT) <input type="checkbox"/> 5 CRAFTING (STR) <input type="checkbox"/> 12 EVADE (AGL) <input type="checkbox"/> 7 HEALING (INT) <input type="checkbox"/> 6 HUNTING/FISHING (AGL)																	
<input type="checkbox"/> 14 LANGUAGES (INT) <input type="checkbox"/> 7 LEGENDS (INT) <input type="checkbox"/> 14 PERFORMANCE (CHA) <input type="checkbox"/> 14 PERSUASION (CHA) <input type="checkbox"/> 6 RIDING (AGL) <input type="checkbox"/> 7 SEAMANSHIP (INT) <input type="checkbox"/> 12 SLEIGHT OF HAND (AGL) <input type="checkbox"/> 6 SNEAKING (AGL) <input type="checkbox"/> 14 SPOT HIDDEN (INT) <input type="checkbox"/> 6 SWIMMING (AGL)																	
<b>ABILITIES &amp; SPELLS</b>																	
<b>Hunting Instincts:</b> 3WP, Designate creature, track by scent for one day																	
<b>Insight:</b> 2WP, gain a boon when using Awareness to detect lies/motives																	
<b>SECONDARY SKILLS</b>																	
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<b>TINY OBJECTS</b> Fine Garments Cloak Flint & tinder																	
<b>COPPER</b> 10 <b>SILVER</b> <b>GOLD</b>																	



# Belmont De LUCA

## Wolfkin Merchant

Played By:

NAME