

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 (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 ID6 WP, only available once per shift

Toggle - 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 1WP

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.

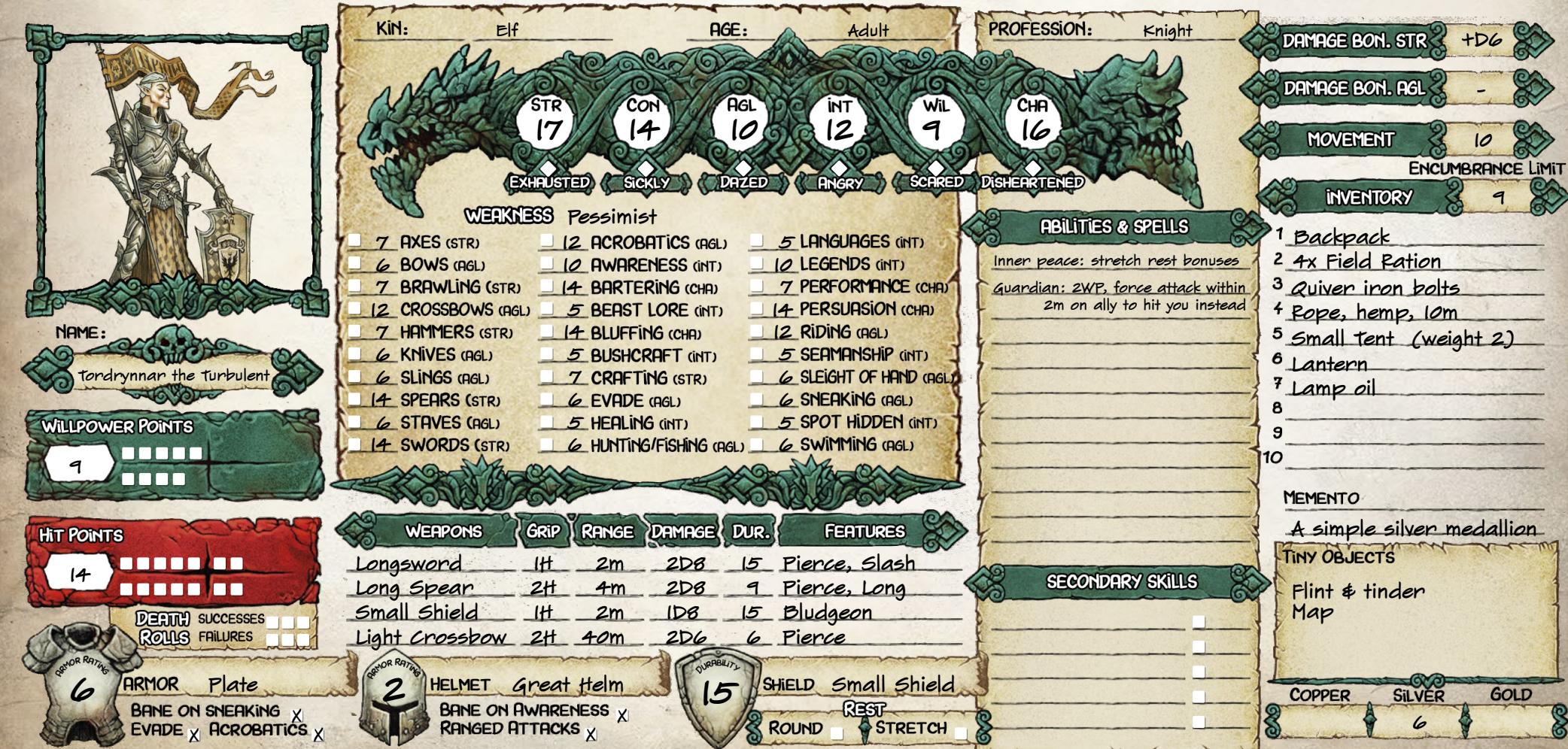
Magic:

Magic tricks cost 1WP

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





Tordrynnar the Turbulent

Elven Knight

Played By:

NAME