

## 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

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** - moe 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

**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 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 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



**NAME:** Melody Shadowmend

**WILLPOWER POINTS:** 17

**HIT POINTS:** 13

**DEATH ROLLS**: SUCCESSES [ ] FAILURES [ ]

**ARMOR**: Leather (BANE ON SNEAKING: [ ] EVADE: [ ] ACROBATICS: [ ])

KIN:	Human	AGE:	Adult	PROFESSION:	Mage						
STR	16	CON	13	AGL	10	INT	13	WIL	17	CHA	9
EXHAUSTED		SICKLY		DAZED		ANGRY		SCARED		DISHEARTENED	

**WEAKNESS**: Violent

7 AXES (STR)	5 ACROBATICS (AGL)
5 BOWS (AGL)	12 AWARENESS (INT)
14 BRAWLING (STR)	5 BARTERING (CHA)
5 CROSSBOWS (AGL)	12 BEAST LORE (INT)
7 HAMMERS (STR)	6 BLUFFING (CHA)
5 KNIVES (AGL)	12 BUSHCRAFT (INT)
5 SLINGS (AGL)	7 CRAFTING (STR)
7 SPEARS (STR)	10 EVADE (AGL)
14 STAVES (AGL)	12 HEALING (INT)
7 SWORDS (STR)	5 HUNTING/FISHING (AGL)

**ABILITIES & SPELLS**

- Adaptive: 3WP, with good reason, swap skill used
- Cook food: auto success w/o bushcraft roll
- Floral trail: flowers sprout where you walk
- Light: touch, target sheds 10m light
- Treat wound: touch, heal ID6 + ID6 per power level
- Animal Whisperer: talk to a bird or mammal. Ask one question per pow lv. Get animal point of view, but no lies.
- Banish: 10m, 2DB to undead and demons. Ignores armor and natural armor. Cannot be dodged or parried.

**SECONDARY SKILLS**

Animism: 12

**TINY OBJECTS**

Chalk, Amulet

**WEAPONS**

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Staff	2H	2m	ID6	9	Bludgeon, topple

**ARMOR**

Leather

**BANE ON SNEAKING**: [ ]

**EVADE**: [ ] **ACROBATICS**: [ ]

**HELMET**

**SHIELD**

**REST**

ROUND: [ ] STRETCH: [ ]

**DURABILITY**

**COPPER**: 5 **SILVER**: **GOLD**:



# Melody Shadowmend

Human Animist Mage

Played By:

NAME