

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 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: Six Lakes

WILLPOWER POINTS 15

HIT POINTS 12

DEATH SUCCESSES ROLLS FAILURES []

ARMOR BANE ON SNEAKING []
EVADE [] ACROBATICS []

KIN: Cattfolk	AGE: Young	PROFESSION: Mage
STR 17	CON 12	AGL 13
EXHAUSTED	SICKLY	DAZED
INT 13	WIL 15	CHA 10
ANGRY	SCARED	DISHEARTENED

WEAKNESS Child of the Wild

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

WEAPONS Unarmed

Grip -

Range 2m

DAMAGE 1D6

DUR. -

FEATURES Bludgeon

HELMET BANE ON AWARENESS []
RANGED ATTACKS []

SHIELD DURABILITY

REST 3 ROUND [] STRETCH []

SECONDARY SKILLS Mentalism

TINY OBJECTS Flint & tinder

COPPER 2 **SILVER** **GOLD**



Six Lakes

Cattfolk Mentalist Mage

Played By:

NAME

