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 citical 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. Undogeable 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 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

KIN: Wolfkin **AGE:** Adult **PROFESSION:** Knight

STR	CON	AGL	INT	WIL	CHA
17	14	15	12	10	10
EXHAUSTED	SICKLY	DAZED	ANGRY	SCARED	DISHEARTENED

DAMAGE BON. STR +D6
DAMAGE BON. AGL +D4
MOVEMENT 14
ENCUMBRANCE LIMIT
INVENTORY 9

WEAKNESS Gullible

7 AXES (STR)	6 ACROBATICS (AGL)	10 LANGUAGES (INT)	
6 BOWS (AGL)	10 AWARENESS (INT)	10 LEGENDS (INT)	
7 BRAWLING (STR)	5 BARTERING (CHA)	5 PERFORMANCE (CHA)	
12 CROSSBOWS (AGL)	10 BEAST LORE (INT)	5 PERSUASION (CHA)	
7 HAMMERS (STR)	5 BLUFFING (CHA)	12 RIDING (AGL)	
6 KNIVES (AGL)	5 BUSHCRAFT (INT)	5 SEAMANSHIP (INT)	
6 SLINGS (AGL)	7 CRAFTING (STR)	6 SLEIGHT OF HAND (AGL)	
14 SPEARS (STR)	12 EVADE (AGL)	6 SNEAKING (AGL)	
6 STAVES (AGL)	10 HEALING (INT)	5 SPOT HIDDEN (INT)	
14 SWORDS (STR)	6 HUNTING/FISHING (AGL)	6 SWIMMING (AGL)	

NAME:
Endwyr the Valiant

WILLPOWER POINTS
10

HIT POINTS
14

DEATH ROLLS SUCCESSES
FAILURES

WEAPONS

WEAPONS	GRIP	RANGE	DAMAGE	DUR.	FEATURES
Longsword	1H	2m	2D8	12	Topple, Bludgeon
Small Shield	1H	2m	1D8	15	Bludgeon
Light Crossbow	2H	40m	2D6	6	Pierce, no bonus

ARMOR
ARMOR RATING 4 ARMOR Chainmail
BANE ON SNEAKING [X]
EVADE [X] ACROBATICS [ ]

ARMOR RATING 1 HELMET Open Helmet
BANE ON AWARENESS [X]
RANGED ATTACKS [ ]

DURABILITY 15 SHIELD Small Shield
REST
ROUND [ ] STRETCH [ ]

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

Battle Cry: 3wp, As an action in combat, inspire friends to heal 1 condition

SECONDARY SKILLS

Inventory
1 Backpack
2 4x Field Ration
3 Quiver iron bolts
4 Rope, hemp 10m
5 Grappling hook
6 Small tent
7 Lantern
8 Lamp oil
9 Bandages
10

MEMENTO
A simple silver medallion

TINY OBJECTS
Flint & tinder

COPPER	SILVER	GOLD
	9	

Endwyr the Valiant

Wolfkin Knight

Played By:

NAME