

Legends Quick Reference

As a player, you get **one Action** per Round, to use during your turn:

- **Investigate** - examine in detail, appraise, find Weakness, etc
- **Attack** - inflict 1 Damage
- **Prep** - prepare (gain PREP)
- **Mercy** - stabilize or dispatch a mortally wounded creature
- **Cut Hazard** - lower current Hazard by 1 point

You also get **two Maneuvers** per Round, to use at *any* time, even out of turn:

- **Move 10 feet** - walk, sit, stand, kneel, swim, climb, etc.
- **Use Item** - e.g. ready weapon, reload, open/shut door, etc.
- **Dodge** - improve defense
- **Cover** - take cover
- **Called Shot** - choose hit location for one attack

Roll the Dice

Roll a **d20** and a **Legend Die**. Your **d20** is an unmodified "natural" roll which succeeds on 15+. You Crit on 20. You Fumble if you roll equal to or less than the **Hazard**, which **starts at 1** but raises as the danger and tension grows. Your **Legend Die** is a custom d6 (faces below) which may upgrade or downgrade your natural result by one step.

THEME	Name a Theme or Theme Signature that assists your action. Downgrade if you don't have all necessary specialized knowledge (e.g. alchemy, swordsmithing).
EFFORT	Push yourself and upgrade your natural result by Tapping a Trait. Downgrade your natural result if your roll is hindered by a Dark Secret or Doom, which you can offset by Tapping an extra Trait.
ASSET	Downgrade if you are not using an Asset (an item you have). Upgrade if you can declare an Asset Signature or Asset Tag that is ideal for your roll.
COMBO	Upgrade if you have used a Maneuver that combines with your current roll to create an advantage. For example, you might have taken the high ground, moved to optimal weapon range, dodged, or parried. Downgrade if you are at a disadvantage (e.g. blinded, prone) or opponents have outmaneuvered you (e.g. flanking, high ground, etc). You can also leverage Maneuver of allies.
ULT	Upgrade if you are an expert at your action, and more expert than anyone nearby. Requires player consensus for bonus. Downgrade if your action directly opposes someone who has ULT, e.g. a monster special attack.
PREP	Leverage a Prep Action you or an ally previously took to prepare for the current roll. Usually this required you paid attention to foreshadowing or clues and used your wits to make ready. However, if your foes are better prepared than you (e.g. ambush, swarm) then downgrade your natural result.

Saving Throws

The GM will call for a Saving Throw if you are attacked by a monster, trap, spell, or other danger. Roll dice for your Saving Throw during your turn: if you fail you take Damage (see below). If you Fumble you take extra Damage and the GM rolls a Surprise. If you Crit you gain a Counter, a bonus Action for a counterattack.

Damage

Attacks inflict 1 Damage, or 2 for a Crit/Fumble, or 3 for a Super Crit/Fumble.

Compare Weapon Class and Armor Class in the Hit Location: add 1 Damage if Weapon Class is higher or subtract 1 Damage if Armor Class is higher.

Class	Weapon	Armor & Shields
0	cane, whip	clothing
1	knife, club, sickle, self bow	cold clothing, soft leather
2	dagger, rondel, sidesword, longsword (1H), javelin, club (2H), warbow, small ax	light gambeson, cuir-boulli, arming jack, buckler, round shield
3	mace, battle axe (2H), falchion, javelin, crossbow, longsword (2H), longbow, warbow (bodkin), flail	gambeson (30 layers), mail, jazeraint, coat of plates, rotella, kite shield
4	greatsword, lochaber ax, military pick	transitional plate, munition plate, tower shield, aspis
5	halberd, poleax, polearm, pistol, arbalest, flintlock blunderbuss	full plate, pavise, a young dragon
6	mounted lance, flintlock rifle, arquebus, ogre club	jousting plate, a young dragon
7	giant club, handgonne, ballista, Thaumacannon	an old dragon
8	siege weapon	an ancient dragon

Tap a Trait to Soak the Damage, otherwise you gain a Doom. You may only Tap ONE Trait per Saving Throw. Any Trait can Soak 1 Damage. A Trait that is worded to be defensive against this specific kind of attack Soaks +1 Damage. Any unsoaked Damage rolls over into a Doom!

Roleplay your Trait blocking the Damage to Soak +1 Damage, if your group is playing in "heroic mode".

Armor Coverage

Armor Tag	Example	Hit Locations	Maneuvers
Body-Armor	cuirass	Head, Torso	3
Half-Armor	mail hauberk	Head, Torso, Arm, Groin	2
3Qtr-Armor	three-quarter plate	Head, Torso, Arm, Groin, Knee	2
Full-Armor	plate armor	Head, Torso, Arm, Groin, Knee, Leg	1

Dooms

Dooms are very serious life threatening injuries or afflictions. You gain a Doom whenever you do not Soak Damage. Dooms have three Damage boxes; check one box for each point of Damage you do not Soak. Once all three are checked you are expected to die, and any further damage results in immediate death.

Damage Boxes	Doom Stage	Effects
☒ ☐ ☐	1 - Wounded	Downgrade rolls of EFFORT
☒ ☒ ☐	2 - Disabled	Cannot use Hit Location
☒ ☒ ☒	3 - Death's Door	Expectant, near death
☒ ☒ ☒ +	Dead.	Immediate death

New Dooms are Unstable, and take 1 Damage any time you or the GM rolls EFFORT. You or someone else can use an Action to stabilize you; this requires a roll if the Doom is greater than 1 Damage.

Combine Damage of the same kind, such as another wound in the same Hit Location, more poison, etc.

Recovery & Healing

Recover all Traits when the story fast-forwards. Un-tap all your Traits whenever the story narratively fast-forwards, such as during travel, making camp, sleeping in an inn, or other narrative cut scenes. If you want to add roleplaying flavor to your downtime you can describe something appropriate for some of your Traits, such as meditation, playing music, sword training, etc.

You heal 1 Damage per week, or per full day of medical bed rest, or an hour after magical healing such as a potion of healing. This reduces one Doom by one Stage. Unstable Dooms cannot be healed, although magical healing will make a Doom stable.

NPC Personas & Voices

As the GM, you can choose from these suggestions or roll. Failures are annoying or suggest dishonesty.

	Failure (d20 1-14)	Success (d20 15-20)
THEME	Arrogant, haughty, self-important, overly proud and overconfident	A voice used to giving orders and having them obeyed
EFFORT	Starts off quiet and then fades to inaudible, causing you to lean forward to hear better	Brash and bold, often twice as loud as necessary. A booming baritone: "Ho ho my friend!"
ASSET	Sounds like he starts the day gargling hot coals; Like a cat bringing up a hairball	Smooth and dark, like treacle (molasses) poured into black coffee
COMBO	Has friends in low places, like an east end gangster	Everybody's friend. Hey friend! I can definitely help you out...I know a guy...
ULT	Dripping with false sincerity	A voice that makes belts unbuckle themselves
PREP	Every word a sneer, every pause a lie	A sensible, reasonable voice. "I think we can come to an arrangement"

Personality Quirks: always bored, angry drunk, annoyingly cryptic, avant-garde, bigoted, bloody-minded, boastful, bookworm, bossy, bully, calculating, can-do attitude, chatterbox, chirpy, collects small animals, compulsive liar, condescending, conniving, creep, decadent, egomaniac, exquisite dresser, extravagant, loyal, fast-talker, femme-fatale, fiercely ambitious, fits of melancholy, flamboyant, folksy wisdom, gossip, hard-boiled, hears voices, hothead, idealistic, incredibly persistent, insightful observer, jack of all trades, jerk, klutz, love-struck, mad genius, manic, master orator, miser, mopey, naïve, no-nonsense, obsessive, paranoid, perfect manners, pouty, power-hungry, prickly, ruthless, sadist, self-destructive, self-important, self-pitying, senile, serene, shameless flirt, slacker, slimy, slovenly, snarky, snitch, snob, social butterfly, sophist, terrible memory, thick, toady, totally unreliable, twitchy, vain, vengeful, village idiot, well-travelled, whiner, wild child, wisecracking, world weary, debtor, drunk, blackmailed, occultist, murderer, bastard, coward, weak, unfaithful, scapegoat, ex-slave, blackmailer, broke/bankrupt, sole survivor, deserter, angry fits, hears voices, possessed, Kha'din tainted, thief, untrustworthy, selfish, cruel, abused, scarred, tortured, embarrassed, vengeful, cultist, zealous, obsessed, liar, cheat

Surprise Table

Roll for a **Surprise** when a player rolls a Fumble or does something ambitious, greedy, or reckless.

Surprises are natural consequences that can't always be predicted or controlled. There are good surprises and bad surprises. When the PCs swing from ropes, trick off walls, or slide under the feet of giants, give the players a Surprise, taking the already exciting action over the top, turning it up to 11.

	Failure (d20 14-)	Success (d20 15-20)
THEME	Describe how a foe or terrain hindered the action. On a Fumble the action fails, regardless of player roll.	Describe how an ally or terrain assists or enhances the action. On a Crit the action succeeds, regardless of player roll.
EFFORT	Take 1 Damage from exertion. Extra +1 Damage on Fumble.	Highlight an asset used for the action, e.g. +1 Damage, or negate an opposing asset.
ASSET	An asset is dropped or jammed, but recoverable with a Maneuver. On Fumble the asset is lost or broken.	Drain an enemy resource, or cause 1 Damage to an enemy
COMBO	Roll a Saving Throw, e.g. from an attack during or after the stunt. No Save on Fumble.	Allies take heart and morale improves, which Cuts Hazard.
ULT	If a foe or terrain has ULT, assign a severe consequence.	If the PC has ULT, enhance or upgrade the result.
PREP	Unless the PC was well prepared, describe a major side effect.	If the PC was well prepared then upgrade their result. Otherwise describe a minor side effect.

Surprises are similar to **Encounters**, so you can use the tables interchangeably, or create custom Surprise tables, e.g. for magic.

I Loot the Body!

Players can ask for the items they can see at any time, and use a Maneuver to take an unattended item. They can use an Action to quickly loot a body or similarly sized area, and take one item. Finding concealed items requires players to state they are actively searching, including the method (visual, patdown, or strip), and roll.

Roll to determine what might be found. On a Crit the item is significantly nicer, more valuable, possibly even a magic trinket. However, truly valuable, powerful, or rare items should not be found as random Loot, but as an Experience Path or planned Reward.

	Failure (d20 14-)	Success (d20 15+)
THEME	Something useless related to the main Theme of the owner.	Something useful related to the main Theme of the owner.
EFFORT	Something exists, and can be found via an invasive (gross) search.	Something exists, and can be found via a thorough search.
ASSET	A tool useful to the owner, but broken or not useful to the PCs.	A tool useful to the owner, such as a weapon or shield.
COMBO	Empty coin purse, no loot.	Coin purse, (Crit) gems, or other valuables
ULT	Burned out item	More valuable, unusual, or (Crit) magic trinket.
PREP	Ruined clothing, once valuable	A valuable article of clothing

Something Awful - On a Crit or Fumble there is also "something awful" to find...something disturbing and gross, or possibly horrifying. If found, Raise the Hazard due to the stress this causes.

messy wound	bounty note	chaos sign
gross diseased bits	gold tooth	mummified part
body bugs / lice	piercing(s)	he's not dead yet
trophy scalps	stolen item / coins	lock of hair
string of ears	creepy odd lump	cursed trinket
wanted poster	worms / maggots	Eldritch sign

Hit Locations

As the GM, include the **Hit Location** along with each attack, e.g. "The goblin falchion slices wickedly at your knee". Make a roll and use the Legend Die for Hit Location, but adjust based on the situation or monster, e.g. a giant rat can only reach low or a scything blade trap might only hit high.

Hit Location Sub-locations

Head	neck, chin, nose, face, forehead, skull	THEME
Torso	abdomen, ribs, sternum, chest, clavicle	EFFORT
Arm	fingers, hand, wrist, forearm, elbow, upper arm, shoulder	ASSET
Groin	outer thigh, inner thigh, genitals, hip, pelvis	COMBO
Knee	patella, outer knee, inner knee, back of knee	ULT
Leg	shin, calf, ankle, foot, heel, instep, toes	PREP

Use the d20 to add details

Gap (Crit) - On a 20, hit a Sub-location with weak armor, if any, such as the face, joints, groin, hand, foot, etc. Closed helms prevent this for Head.

Priority Target (Fumble) - On a Fumble, change Hit Location to the "priority target" for the attack, which is Head for melee and Torso for ranged. However, in melee the normal location is the Arm in melee hits the hand (a "hand snipe").

Sub-location - Otherwise, map the d20 to a Sub-location low-high, and odd/even as left/right, e.g. Arm 7 is left forearm and Arm 18 is right shoulder.

Death Throes

As the GM, describe "death throes" of dying monsters to make dying messy and scary. This is a simple add-on to your existing Encounter and Surprise rolls.

	Failure (d20 14-)	Success (d20 15+)
THEME	Attacks	Mutters, menaces, and curses
EFFORT	Attacks and then dies	Messily dies, ew, gross!
ASSET	Clutches a precious item	Hides loot - you can't have it!
COMBO	Gets hold of a weapon	Fingers and hands wriggle
ULT	Uses special attack or spell	Thinks of what it's good at
PREP	Prepares for a counterattack	Plays dead

Encounter Table

As the GM, roll 1d20 + Legend Die at the start of your turn each round.

	Failure (d20 1-14)	Success (d20 15-20)
THEME	Describe a hazard, e.g. terrain, weather, monster, etc. Or introduce a new monster or NPC.	Describe the scene, a location, or an NPC. Provide an opportunity by revealing information.
EFFORT	Check the status of Dooms, and Raise Hazard if PCs are not getting enough rest, are hunted, or are getting winded in combat. Describe how the PCs must expend effort or resources.	Provide an opportunity to rest or find shelter, and cut Hazard if the PCs rest. Provide an opportunity to make sudden progress if the PCs spend Effort.
ASSET	Present a challenge caused by superior gear on a foe, poor gear on PC, or special gear for the situation. Check on resources such as food, water, light, or fuel. In combat a PC has a gear mishap or attracts an attack due to arms & armor.	Highlight how a PC/NPC Asset is useful (e.g. armor blocks an attack). Or provide a clue to find a new Asset. For example, they might find food, water, light sources, or arrows. On a Crit they might find "magic healing berries". Only provide a clue.
COMBO	Encounter a team of hostile NPCs or challenge that needs teamwork (e.g. auto-closing door, 2-person puzzle). An NPC mistake sets the group back. Foes use teamwork, tactics, and maneuvers to downgrade COMBO.	Encounter a group of possibly friendly NPCs, or describe an opportunity to use teamwork, or an NPC helps a PC teammate. Provide an opportunity to show teamwork or describe how an ally proves helpful. Possibly Cut Hazard.
ULT	Advance the plans of a major villain, or foreshadow a major threat. Or highlight an unusual risk (e.g. evil magic, spirits, etc). Or highlight a Dark Secret of a PC or NPC.	Highlight an ULT of a PC or NPC, e.g. the "scout" finds a hidden trail; the "wizard" finds a Ley Line, the "thief" spots a tail, the "ranger" finds tracks, the "archer" sees a target.
PREP	Punish recklessness, especially if clear dangers are ignored. Surprise encounter, ambush, trap, jump scare, etc. In combat describe how the foes were better prepared, and players downgrade rolls of PREP.	Drop a clue to help players prepare for what's coming, e.g. "the air coming down the corridor is warm and smoky like brimstone". Provide an opportunity to Cut Hazard.