



LEGENDS

Quick Reference

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Player Quick Reference - Actions & Maneuvers

As a player, you get one main **Action** during your Turn; usually requiring a roll.

- **Attack** - damage a foe (armed, unarmed, grappling, magical, et al.)
- **Recover** - Untap one Trait (roleplay how you do this)
- **Secret** - use a Secret, such as casting a spell or using a special ability
- **Extreme Maneuver** - take a Maneuver that needs a roll, such a leap over a pit

You also get two lesser **Maneuvers** per Round, which you can take at *any* time.

- **Move (5 feet)** - move 5 feet (e.g. walk, hop, sit, stand, kneel, turn around)
- **Double Move (10 feet)** - double move straight ahead (e.g. run, sprint, charge)
- **Item** - ready a weapon, reload, pick up item, put item away
- **Combo** - improve a roll with a dodge, feint, parry, shield block, etc.
- **Cover** - take cover (counts as ASSET)

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 is slowly increased by the GM 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. Describe by roleplaying how your roll succeeded or failed.

THEME	Name a Theme (or Theme Signature) that assists your action. For example, when attacking with a sword, you might name a Theme like "soldier" or a Signature like "veteran swordsman". Downgrade your result if you don't have all necessary specialized knowledge (e.g. alchemy, swordsmithing).
EFFORT	You can optionally 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 (Stage 1+), which you can offset by Tapping an extra Trait.
ASSET	Describe how you are using an Asset to assist your action. For example, a tinderbox aids in starting a fire and a rope is useful for climbing and many other things. In combat the primary Assets are weapons and armor.
COMBO	Declare an Action or Maneuver that creates a "combination" with your current roll, such as a dodge or feint. You can declare a Maneuver at any time, even now, and the other players can also use Maneuvers to help you. Downgrade your result if you're surrounded or attacked multiple times, or at a disadvantage (e.g. unarmed, blind, held, prone, crawling, etc).
ULT	Describe how you are the absolute best at your action, out of anyone in the current scene. Requires player consensus for bonus. If your action directly opposes someone, and they have Ult, then downgrade your natural result.
PREP	Leverage an Action you took in a prior Round to prepare for the current roll. Usually this requires that you paid attention to clues to get ready for what's coming and used your wits to prepare yourself. However, if your foes are better prepared than you (e.g. ambush) then downgrade your natural result.

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 never be found as random Loot, but as part of an Experience Path or planned Reward

THEME	Something related to the main Theme of the owner.
EFFORT	Something exists, but only a thorough search would find it. If the player succeeded on a search roll then roll the Legend Die again. The item will have been well hidden.
ASSET	A tool useful to the owner, such as a weapon or shield.
COMBO	Coin purse, (Crit) gems, or other valuables
ULT	More valuable, unusual, or (Crit) magic trinket.
PREP	A valuable article of clothing

On a Fumble there is "something awful" to find, causing Stress and reinforcing that the characters are people, not loot bots. However, treat 50% of Fumbles as "merit" Crits in cases where the PCs earned a reward. Some awful ideas:

messy blood / wound	trophy scalps / ears	stolen item
gross diseased bits	PC wanted poster	stolen coins
body bugs / lice	gold tooth / piercing	creepy odd lump

Saving Throws

While transitioning to your turn, the GM will call for a Saving Throw if you are attacked by a monster, trap, spell, or other danger. Roll the dice during your turn: if you fail you take **Damage**. If you Fumble you take extra Damage or effects. If you Crit you gain a **Counter**, a bonus Action in the context of your defense. You can use a Maneuver to assist your Saving Throw. You could dodge or parry to gain COMBO, take cover to gain the cover as an ASSET, or help an ally to provide them COMBO.

Damage

You take **Damage** whenever you fail a **Damage Roll** (Saving Throws, Stunts, & Secrets).

- **Tap a Trait to Soak Damage.** Tapping a Trait negates 1 Damage, +1 per important reason why the specific Trait is ideal for opposing the specific Damage. If you do not Soak all Damage you gain a **Doom**.
- **Spend an Action to Un-Tap a Trait.** When you do this, un-Tap one Trait of your choice by erasing the "x" mark you wrote. Describe what you do, e.g. catch your breath, sip water, eat, bind wounds, meditate, taunt foes, or compose haiku.

Dooms

Dooms are life threatening injuries or afflictions. Dooms have three Countdown boxes. The Doom "Stage" describes how far down the Countdown you've gone. If the Countdown ends so do you.

- ☒ Check a box each GM Turn until you receive first aid. You or someone else needs to use an Action to provide first aid as soon as possible after gaining a Doom.
- ☒ Check a box if you roll a Fumble, including the roll causing the Doom.
- ☒ Check a box to combine additional Dooms of the same kind, such as another wound in the same Hit Location, more poison, etc.

Boxes	Doom Stage	Effects	Recovery
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stage 0 - First Symptoms	Un-Tap needs 2 Actions	2d6 days
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Stage I - Full Onset	downgrade on EFFORT	2d6 weeks
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	Stage II - Incapacitated	cannot take Actions	2d6 months
<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>	Stage III - Death	death/retirement	n/a

Effects are cumulative. The GM may waive effects when appropriate, e.g. a "wounded leg" does not hinder listening.

Recovery typically requires the amount of resting time indicated above. The GM will decrease or increase time for special circumstances, such as special healing (e.g. magic healing spells, potions, etc) or unsanitary/stressful conditions.

GM Quick Reference - Encounters

As the GM, roll a random Encounter each round to jump start your turn.

	WEAL (020 15+)	WOE (020 14-)
THEME	Describe the scene, a location, or an NPC. Provide an opportunity by revealing information. Describe how a Doomed monster fails an attack.	Introduce an NPC or monster using a Theme. In combat, highlight a Theme of a foe, trap, or monster that raises Hazard. Describe how a Doomed monster takes a final Action and dies.
EFFORT	Describe an opportunity to make sudden progress, at the expense of spending Effort. Or have an NPC take initiative in an area of expertise to move the group ahead. Describe how a Doomed monster mutters and makes a leaky mess, and dies.	Highlight aspects of the scenario which expend effort or resources. An NPC does something to set the group back. In combat describe how PCs are fighting hard and getting tired, and must downgrade natural rolls of EFFORT this round. Describe how a Doomed monster attacks and dies.
ASSET	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, and spent arrows. On a Crit they might find "magic healing berries". Only provide a clue.	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, or light. In combat a PC has a gear mishap or attracts an attack due to subpar Asset/armor.
COMBO	Encounter a group of possibly friendly NPCs, or describe an opportunity to use teamwork, or an NPC helps a PC teammate.	Encounter a team of likely hostile NPCs, or a challenge that needs teamwork (e.g. auto-closing door, two-person puzzle). In combat describe how monsters use teamwork, which downgrades rolls of COMBO unless PCs use teamwork.
ULT	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 someone tailing, the "ranger" finds tracks, the "archer" sees a target.	Highlight a Dark Secret of a PC or NPC, or highlight the threat of an NPC boss. Describe how players will need to downgrade rolls of ULT if related to a Dark Secret or boss ability.
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". Or an NPC does something which will count as PREP for a PC Action.	Surprise encounter, ambush, trap, or jump scare. Can reveal something a foe did to prepare. In combat describe how the foes were better prepared, and players downgrade natural rolls of PREP.

NPC OCCUPATIONS

acolyte advocate alchemist apothecary arbiter armorer assassin assayer astrologer baker bard banker blacksmith bodyguard bounty hunter brewer butcher butler candlemaker carpenter cartographer chamberlain chef clerk cobbler/shoemaker concubine cook dancer druid. dyer engineer executioner falconer farmer fisherman ferryman fishmonger furrier gardener gemcutter prospector goldsmith groom guard guide healer herald/crier herbalist hunter inquisitor jongleur knight landlord leatherworker longshoreman maid mapmaker mercenary midwife merchant minstrel miller milkman miner monk mortician musician page painter panhandler peddler potter priest prostitute sage sailor scholar scout scribe sculptor shaman shipwright shopkeeper silversmith servant serving wench shepherd singer slave slave trader soldier sorcerer spinster squire stable boy/girl stonecutter tailor tax collector teacher thatcher thief town guard tracker urchin vintner wagon driver weaponsmith weaver woodsman wizard

QUIRKS /FLAWS

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 conspiracy-theorist creep decadent ditz egomaniac exquisite dresser extravagant loyal fast-talker femme-fatale fiercely ambitious fits of melancholy flamboyant folksy wisdom gossip hard-boiled hears voices hillbilly hothead iconoclast idealistic illiterate incredibly persistent insightful observer jack of all trades jerk klutz love-struck mad genius manic master orator miser mopey naïve no-nonsense obsessive old fart overeducated 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 bully abused scarred tortured embarrassed vengeful cultist zealous obsessed liar cheat

NPC NAMES

Northman: Sigfi Horgi Iwar Asbralson Scandlo Odik Sturlison Ognin Thorki Bjarieson Hrike Agingrson Tholmfi Alldolfr Axir Herison Orken Fasti Artmav Saxe Geirla Idin Leido Artlidson Edil Mundi Leikrison Hugi Horhi Arnkend Axek Hallki Berdi Mundi Summi Gudmi Arar Knute Sokki Loomis

Southmaren: Thorkell Talin Fay Thaxas Jakartai Than Pax Thoren Thorin Falkar Thorkar Avar Pulgh Basharat Rezz Seco Ansus Sabe Rento Tiusio Garso Mundi Anez Venó Zaido Guiró Arin Ruenzo Vadi Garceo Rila Duso Luadio Miro Cuso Reiala Tero Sesme Video Nando Andos Mara Cemía Sesa Aurol Sendia Female: Killian Thraxa Talya Thorka Thorliá, Avaxa Ava Vlana Vlasha Eildinda Iuatrel Gila Berta Gelvan Vico Viso Ardon Valdo Mundo Afin Crono Alid Lupe Faxx Thaxas Brax

Elven: Anar Sumar Delore Lebre Galmili Edhror Elweleth Caronwe Finerdhil Lominor Elror Lothelye Ilmindis Alwen Earwel Nerdanye Ealotel Eldariel Ebriarel Arweldas Ithir Finasaer Engophel Enegnor Elror Finare Edrarar Carosaer Angror Aladar Celebrin Aerandire

Avathar: Ctana, Bora, Drada, Mira, Lavoí, Beko, Sticek, Blata, Rada, Veko Zlava Vleko Bosek Jara Drosła Lava Ziva Vela Alan Dani Dmitri Ivan Pavel Vlad Misha Female: Natasha Sonja Nadja Pavlina Anna Family: Tepsh Snagov Cragov

Vozen: Azog Azgor Azuth Azroth Azgoth Azor Azgor Uzog Uzor Uzogog Uzgor Uzath Uzog Vuzog Vazroth Vazuth

Eldar: Shimtar. Alion Aashok Ututhra Assaz Asas Nabyz Riexas Ammon Surgo Ligo Gatu Shista Hasa Alphan Mono Sama Napha Gara Akis Sago Marbach Yesan Abubar Ninu Sema Asaz Asat Amis Balbelp Gammaz Sama Choma Amon Alphas Aksham Mora Bera Azzanuh Daadusu Bazzu Bumula Nergal Enki Nunni Gonidi Baaliita Beluni Sumuba Ergamum Ningilga Nabazzi Inurrum Amus Inmugar Sadaru Arar Nunnusu Buru Reshek Baresu Ardurnal Nunnaba Aburnam Amusus Naki Agossum Sumutu Hazaru Sisuma Gudita Bilika Azzamuk Samardea Namzaba Abirsuk Sumaama Berabu Nezzera Kuuzzu Eretu Nisil Lisid Ammeshki Lith Nocri Ninki

Eldar Nobles: Combine names & titles, e.g. Arar'Kel Er'Alion Ammon'Mot Ninu'Sumutu'Kel Namha'Eretu'Shem Arar'Kel Nezzera'Kuuzzu'Mot Rhi'Ammon Na'Ututhra

HOMELANDS

Algondor Kitania Harnendor Rohir Belerion Hrivliggdor Uruinen Nan-Avathar Forandol Ashenrise Aquila Aegis Vokrazum wanderer/nomad

GM Quick Reference - Monsters

Theme - Traits - Encounter

- **Ant, giant** - giant warrior ant with deadly bite - COMBO swarm attack
- **Dragon** - ancient winged reptilian beings whose breath is death, covered in hard scales, known and feared for their size, physical prowess, and magical abilities - THEME ancient, intelligent, greedy, EFFORT wing buffet causes winds, ASSET deadly bite, scales immune to fire and most weapons, COMBO claw/bite/tail, PREP roaring wind heralds approach, ULT dragonflame from above
- **Elemental, fire** - aggressive chaotic spirit of fire and ash - THEME smoke and heat, EFFORT ignites flammable surroundings, ASSET immune to fire, touch sets opponents on fire (Doom), ULT burning things
- **Manticore** - huge deadly man-headed lion with bat wings, barbed tail, horns, and thick wiry fur - ASSET fling dart-like spikes from tail; bite/claws are Heavy weapons; ULT ambushing and hunting prey
- **Orc** - aggressive tribal warrior - EFFORT may lose morale and flee, ASSET 2H polearm, bow, weapon & shield, COMBO coordinated attack
- **Ogre** - giant feral brute of the cold northern wastes with legendary strength and toughness - ASSET 2H giant club (+2 damage), sack of rocks/heads, heavy cleaver, ULT feats of strength and hardness
- **Gorgon** - evil cursed woman with hideous face and head of writhing snakes (and possibly a snake lower body) - THEME rattlesnake sounds, EFFORT she tries to establish a gaze, ASSET dagger and bow, COMBO her snakes are venomous, ULT petrify any creature that meets her gaze
- **Snake, asp** - small venomous serpent - ULT venomous bite
- **Wraith** - powerful cursed evil undead spirit, feeds on souls - THEME passes through physical objects, EFFORT touch bypasses non-magic armor and chills, ASSET unaffected by non-magical items, COMBO flies through several foes and chills them, ULT drains life (a special Doom)

Monster Doom

Your monsters will Tap Traits to **Soak** Damage, just like PCs do. When a monster can't soak damage from an attack it gains a **Doom**. Describe the monster as "Doomed", bloodied and broken.

A PC can dispatch a Doomed monster as a Maneuver, such as by sticking a sword into its eye. A Doomed monster is incapacitated, but might make awful noises, make a mess, and take actions haphazardly. Use your Encounter roll for inspiration, and add visceral detail (noises, messes, etc) so monsters are scary even in defeat.

	WEAL (ð20 15+)	WOE (ð20 14-)
THEME	monster menaces PCs	monster makes a Counter attack.
EFFORT	monster messily dies	monster makes a Counter attack, then dies
PREP	monster plays dead	monster prepares for a Counter attack

NPC Voices

Sniffly, Nasally	Why ask me? 'sniffle'. I was just minding my own..
High Pitched Panic	I saw it, I saw it!. It was huge and large and big and..
Whisper, Trail Off	And that's all I saw...
Curious, Nosey	First answer me this: where'd you get them nice boots?
Smacks Lips	And so I told 'em I says 'smack' they better not..
Low Angry Growl	Now listen, I already answered your question and I don't much like..
Uhm, Uh What?	Oh, uh, yeah. He had a tall, um...headpiece thing? With, uhh...
Curt, Short	Sure. Nope. Uh-uh.
Slick Salesman	Hey friend! I can definitely help you out..I know a guy..
Aged, Wizeden	Eh? Wassat? I remember it so clearly...who are you?
Repeats Last Word	You want me to say that again again? I can repeat myself myself.
Spits Often	Why you asking me? 'spit' I'm nobody special..
Haughty & Proud	How dare you! I am daughter of the third house of Betazed!
Listhp	Let me just thsay, you won't sthee anything like thisth again..
Booming Baritone	Ho ho! Welcome to my bar. Grab a drink and have a seat!
Monotone Bored	Yeah. There was a Lady here early, but it's no business of yours..
Rambles, Tangents	Oh yes that reminds me of something my mother often said..
Wubble-U's	We don't apweciate stwangers around here...Weave Now!
Svave, Svltry	Come now, my good friend. How can I help you if you don't help me?
Confident Braggart	Well if I'd been there this never would have happened!