

Roll		Result	Attack Checks	Skill Checks
≤3	Major Failure		Miss, Complications	Fail, Complications
4-7	Minor Failure		Miss	Succeed or Fail, Complications
8-11	Minor Success		Roll Damage	Succeed, Complications
12-14	Moderate Success		Roll Damage, 1 Attack Effect	Succeed
15+	Major Success		Roll Damage, 2 Attack Effects	Succeed, Benefits
All Checks are made by rolling 2d8 and adding any relevant modifiers. Exert - put in extra effort to increase the chance a check succeeds. Strain the Attribute used for the Check, and roll 2d10 instead of 2d8.		Attack! (AW) [NA] {SP} Make an Attack Check . The first time Attack! is used Strain the Attribute associated with your Combat Technique. Each additional Attack! Action during that round increases the Strain by one. <i>On any Successful Attack Check you may forgo Inflicting Damage with the Attack to gain an additional Attack Effect.</i>		Skill Checks are used to determine the outcome of many actions where the result is uncertain. When making a Skill Check you receive a bonus to your Roll determined by your Skill Proficiency Tier with that Skill. <i>For Group or Contested Checks see page XX.</i> <i>For Death Checks see page XX.</i> <i>For Casting Checks see page XX or the Casting Sheet.</i>

Actions		
(PA) Passive	[NA] Normal Action	{ } represents a cost that must be paid.
(AW) At Will	[RE] Reaction	
(xR) x Per Round	[PR] Prepared Action	
Block (AW) [RE] {1Resilience} An Attack Check Targeting you Suffers a -2 penalty. Must be declared before knowing the result, an Attack Check can only be effected by Block once.		
Dash (2R) [NA] {1Physique} Move a distance this Turn equal to your Movement Speed.		
Disengage (AW) [NA] {1Discipline} Prevent one Character from making any Opportunity Attacks against you this Round.		
Opportunity Attack (1R) [RE] {-} You may make an Attack Check against a Character that is leaving your Zone of Control using their own movement.		
Harness Momentum (AW) [RE] {1 Momentum} Select one: 1. Prevent one of the following conditions: Hindered; Frightened; Stuck; Forced Movement. 2. Exert any Check.		

Attack Effects
Consistent Damage {1 Attack Effect} Reroll Damage and take the highest of the results.
Ensnare {1 Attack Effect} Melee Only. Inflict the Stuck Condition on the Target. If the target leaves your ZoC it loses the Stuck Condition.
Hinder {1 Attack Effect} Inflict the Hindered Condition on the Target.
Major Damage {2 Attack Effects} Roll the Damage again and increase the Damage Inflicted by that amount.
Gain Momentum {1 Attack Effect} Gain 1 Momentum.
Reposition {1 Attack Effect} Move up to 2 Spaces. This ignores Difficult Movement and you can move through an Opponent's Space.
Shove {1 Attack Effect} Move the Target up to 2 Spaces, Shove Costs two Attack Effects for Ranged Attacks.

Mechanics
Vigor Damage taken from Vigor before Health. Regained on Quick or Full Rest.
Health If a character's Health is reduced to 0 they are Dying. Regained on a Full Rest.
Straining is used to Exert or to pay the cost of any Ability or Action that specifies a cost.
Inspiration You may spend an Inspiration instead of Straining an Attribute. Gain two at the start of your Turn. Saved Inspiration does not carry over.
Momentum used to perform certain Abilities or perform the "Harness Momentum" action. If a Character Gains Momentum when they already have Momentum they can have an Allied Character gain that Momentum instead.
A Few Moments Less than a minute. In combat this is treated as the initiating Character's next two turns.
Short Time Less than an hour.
Long Time Several hours.
Full Rest An extended period of time during which the Player Characters are relatively safe and have access to any food and supplies they need to survive. At the end, regain Health.
Quick Rest A short period of time during which the Player Characters are relatively safe and not performing any strenuous activity. At the end, regain Vigor.

Conditions
Bloodied Suffer a -1 penalty on all Checks. Any Character with less than half of their Max Health is considered Bloodied
X Drain At the start of your Turn, Suffer Damage equal to your Drain. This Damage ignores Damage Reduction. At the end of your Turn reduce your Drain by 1.
Helpless All sources of Damage inflict their maximum amount of damage possible. To end the Helpless Condition Strain {1 Discipline} as a Normal Action.
Frightened Suffer -1 on all Checks while you can Perceive the source of your fear.
Hindered Suffer a -1 penalty on all Checks. To end the Hindered Condition Strain {1 Resilience} as a Normal Action.
Hobbled All Movement is considered Difficult Movement.
Terrified All Inspiration Gained is reduced by 1.
Stuck Can not be moved except by the source of the Stuck Condition. Strain {1 Physique} and make a Simplified Athletics Skill Check, on any success remove Stuck.
Dying Can only make Death Checks. Additionally, cannot perform any Actions, or gain Health. All Attack Checks Targeting them gain a +1 bonus. Additionally, a Dying Character Suffers the Helpless Condition.
Wounded Suffer a -1 penalty on all Checks and all Inspiration Gained is reduced by 1. Removed at the end of a Full Rest.