

# PLAYER CHEAT SHEET

## ATTRIBUTES

- **STR:** Strength, how strong you are
- **END:** Endurance, how tough you are
- **DEX:** Dexterity, how coordinated and accurate you are
- **AGI:** Agility, how fast and agile you are
- **MAG:** Magic, how good you are at casting spells
- **AUR:** Aura, how good you are at resisting spells and how far yours can reach

**Attribute Rolls:** You and the opposition both roll the attribute's die, and the acting party win's ties.

Attribute Value	Die Size
10-19	d6
20-29	d8
30-39	d10
40-49	d12
50-59	d12+1

**Attribute Dice:** Determined by how high the attribute is. The die size goes up every 10.

**HP:** Each point of STR or END gives 5 HP. Lose it when you get hurt. If you run out, you start dying.

**MP:** Each point of MAG or AUR gives 10 MP. Spend it to cast spells. If you run out, you can't cast spells.

## SKILLS

If you don't know a skill, you have 1d6. If you learn it, you get 2d6. Upgrade it to add more **d6s**. Ex: If you have 4 learning, roll 4d6 to see if you know things.

Roll your skill dice, add them together. You need 5 for easy things, 10 for medium, 15 for challenging, 20 for hard.

Some skills let you spend **DP** to add dice (7 DP), swap a die with DEX die (3 DP), add +1 (2 DP). Costs double if you wait until after the roll.

## MONTAGES

During a montage, the party has a certain number of rounds to try and get a certain number of successes. You

are free to come up with suggestions for what is happening and how your idea will help. Montage action options:

- Use an **attribute**
- Cast a **spell**
- Use a **skill**
- Use a **class ability**
- **Assist** another character

## COMBAT

At the start of each round, **declare stance:**

- **Aggressive:** +1 accuracy, -1 evade, goes first
- **Neutral:** Standard, goes in the middle
- **Defensive:** -1 accuracy, +1 defense, goes last

**Turn Order:** If Side A goes first, then 1) Aggressive on Side A, 2) Aggressive on Side B, 3) Neutral on A, 4) Neutral on B, 5) Defensive on A, 6) Defensive on B.

**On your turn,** you can pick one:

- Move and then act
- Act and then move
- Run (move twice as far)

**Movement:** Up to your speed each turn. Straight spaces are 5, diagonals 7. **Speed** = AGI.

**Actions:**

- **Attack action** with current weapons
- **Cast a spell**
- **Use a skill**
- Wait to **interrupt**
- **Use an item**, such as a potion
- **Activate** a *store spell* **enchantment**

## Attacking/Defending:

- Roll attacker **accuracy** (DEX die + weapon's mastery) vs defender **evade** (AGI die + weapon's mastery).
- If hit, determine **damage**: roll weapon's swing, ×10, add weapon power. Target subtracts defense, then subtracts result from HP.
- **Critical Hit**: If hit with 6 or higher on attacker mastery die and 5 or lower on defender mastery die, apply weapon's critical effect.

**Swing Dice**: Melee and thrown use STR, archery and throwing launchers use DEX, spells use MAG. Two-handed and crossbows use 2 dice, others use 1.

**Unarmed Evade**: Used when unarmed, defending against ranged, or using a ranged-only weapon (because you can't block with your weapon).

**Shields**: Increase weapon mastery die size by block rating when evading. Ex: d6 + 2 block = d10. Can apply to *unarmed evade*.

**Dual-Wielding**: Minimum d6 mastery, off-hand gets -1 mastery die size.

**Range**: -1 accuracy every X feet, where X is weapon's range class. Enemy uses *unarmed evade*.

**Counterattacks**: 1 per round, reset at the start of your next turn. Can spend for attack action against enemy who just finished attack action or hostile spell against you. Can only use current weapons. Can only use ranged weapons if enemy at range. Cannot use spells.

## RECOVERY

Roll at 12, 3, 6, and 9 a.m. and p.m. 1 die if awake and active, 2 if resting, 3 if asleep.

- **HP**: Roll END and heal that much
- **MP**: Roll MAG and restore 10× that much
- **DP**: Roll DEX and recover that much

**Enchanted items** regain 1 charge each recovery time.

## DYING

At **0 HP**, begin dying and can't move or act. At **-½ max**, lose consciousness. At **-max**, you die. Ex: 150 HP max, -75 unconscious, -150 dead.

**Lose 15 HP + 15 MP every turn**. If out of MP, all 30 comes from HP.

You go last each round. At the start of your turn, **roll END**. **4+** means you don't take damage. Stop dying if you roll **4+ 3 times in a row** (stable but still incapacitated). **Max** die roll counts as 2 successes. **1** doubles HP + MP loss.

**First Aid**: Roll **d12** to help dying friend. **4+** means friend only needs 2 in a row to stop dying. 2 first aid successes means friend only needs 1 good roll to stop dying. If you roll **1**, friend takes 15 HP + 15 MP.

## STATUS EFFECTS

- **Blind**: -4 accuracy and evade, must also roll wits 5+ to guess target location before attack
- **Burn**: Damage every turn, -10 power every turn, END vs d10 for another -10
- **Fear**: Must move at least ½ speed away, -1d to skills, -2 accuracy and evade, -1 to attribute rolls; roll wits to reduce power each turn or charm to help someone else
- **Freeze**: Can't move or act, +50 defense × duration, STR vs d10 for extra -1 duration
- **Mortal Wound**: Damage every turn, roll END or first aid to get enough successes to stop it (like dying), damages even on success, stops if healed to max HP
- **Paralyze**: Can't move, act, or defend; END vs d10 for extra -1 duration
- **Poison**: END vs power every turn, damage and lose action or move on failure, -10 power on success, end on 3 success in a row
- **Prone**: ½ AGI except vs ranged, ranged -4 accuracy vs you, no melee counter, +1d6 stealth to hide, ½ DEX for most ranged attacks, 10' of post-prone movement to stand
- **Sleep**: Can't move, act, or defend; wake up on non-status effect damage or d10 vs power
- **Stun/Restrict**: ½ AGI and DEX; affects speed, accuracy, and evade