

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

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

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 (and 6 DP becomes reroll 1d).

STEALTH

Roll stealth to **hide** (doesn't take action) with at least partial cover. Others need wits vs result to detect you and may try for free once per turn. Until detected, attackers must guess your space and have -4 accuracy if correct.

Sneaking: Move ½ speed while hiding, creatures get free detect roll when you enter vicinity. Attacks have +1 mastery die size but force a new stealth roll afterward at -2d, and all nearby creatures get a free detect roll before the target tries to counter.

Metal Armor: -5 detect difficulty when sneaking.

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 evade, goes last

Turn Order: Count creatures on smallest side. That many creatures on each side roll wits and add the results together to see which side goes first.

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.

Surprise Attacks: Surprising side goes first, and other side is stuck in neutral stance until round 2.

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 in melee, unarmed mastery otherwise).
- 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.

Non-Lethal: No crits or swing dice, KO d6 minutes at 0 HP

Dodge: Evade by rolling AGI + unarmed mastery.

Parry: Evade by rolling AGI + current melee weapon mastery. Only usable against melee/reach attacks.

Shields: Increase weapon mastery die size by block rating when evading (*dodge* or *parry*). Ex: d6 + 2 block = d10.

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 must *dodge*.

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.

Grappling: Instead of rolling damage on unarmed attack, roll STR vs STR to **shove**, AGI vs AGI to **trip**, hold on to **restrain**, or roll accuracy again vs dodge to **disarm**. See full rules for crits and details.

SPELLS

Deduct MP cost to cast.

Resistible spells roll MAG die vs target's AUR die to see if they succeed.

Thrown spells, roll accuracy vs evade like an attack, but use MAG die + **throwing mastery for accuracy**. Can't use thrown spells to counterattack but may dual-wield.

Wands, scepters, and spellstaves count as free hands for destruction spells that say 1-handed or 2-handed.

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 $-\frac{1}{2}$ 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 $\frac{1}{2}$ 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
- **Haste:** +1 move or action per turn
- **Incorporeal:** Standard gives strong resistance to physical, +2d6 stealth. Full gives immunity to non-magical damage, +3d6 stealth, cannot interact with physical except to speak, can pass through solid objects. Both limit grappling, restricting, and pushing.
- **Mortal Wound:** Damage every turn, roll 4+ on END or d12 first aid, enough successes ends it (like dying), damages even on success, ends 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:** $\frac{1}{2}$ AGI except vs ranged, ranged -4 accuracy vs you, no melee counter, +1d6 stealth to hide, $\frac{1}{2}$ 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:** $\frac{1}{2}$ AGI and DEX; affects speed, accuracy, and evade
- **Tenacity:** +1d to skills, +2 accuracy and evade, +1 to attribute rolls, +5 speed moving toward danger