

PLAYER SUMMARY

Skills requiring training	Combat magic (kn), control magic (kn), element magic (kn), heal magic (kn), protection magic (kn), beast affinity (se), builder (co), craft (kn), herbalist (kn), mystic (se), sail (co), scholar (kn), swim (st), war (co), war machines (co)
Skills can be used untrained but with limitations	Body (st), dodge (st), hand to hand (st), ranged (st), thrown (st), athletics (st), awareness (se), climb (st), endurance (st) investigation (se), manipulation (co), resourcefulness (kn), ride (st), stealth (se), survival (kn)
Determine surprise	Roll awareness or stealth against the story teller's set difficulty, if not surprised roll initiative, if surprised attacker has 1 free round to act, target cannot reflexively (out of their initiative) deflect using body/hand to hand or dodge during the attacker's free round, shield damage reduction score is negated
Roll to determine order (initiative)	Roll speed; magic and body standard difficulty, non-attacking actions standard difficulty, weapons challenging/extreme difficulty, highest number of successes goes first, if tied add your dice numbers together, highest number goes first (roll again if numbers are tied)
1 action	Attack or deflect target less than 5m/15ft with body Attack or deflect target less than 5m/15ft with hand to hand Dodge an attack Attack target with thrown weapon Attempt a special attack (crippling attack, damage/destroy item, disarm, knock back, restrain) Move 5m/15ft (halved in difficulty conditions, quartered in extreme conditions) Aim to reduce target's damage reduction score by 2 Charging into a melee on a steed doubles the hand to hand weapon's damage for first attack Vertical or horizontal jump (distance depends on athletics), limited to 1 jump per round Any other quick action
2 actions	Attack target with ranged weapon Use a 5m/15ft run up and jump 1.5x further
1 round	Use magic Sprint 12m/36ft +6m/18ft per round for each speed ability ■ (14.4km/9.6mi per speed ability ■ per hour) (halved in difficulty conditions, quartered in extreme conditions) Swim 2m/6ft per round for each speed ability ■ (2.4km/1.6mi per speed ability ■ per hour), need swim secondary skill to swim (halved in difficulty conditions, quartered in extreme conditions) Climb 1m/3ft per round (1.2km/0.75mi per hour) (halved in difficulty conditions, quartered in extreme conditions), double with rope
Damaging target with magic	If any successes rolled exceed the target's dodge roll (minimum ■■■■ dodge required) or protection magic total, the target loses that amount of health points
Damaging target with melee	If any successes rolled exceed the target's dodge roll, deflect roll or protection magic total, add weapon damage (if applicable) to the successes, subtract the target's damage reduction score from the total, the target loses that amount of health points
Injured	Health points less than half, all rolls are at a challenging difficulty
Wearry	Endurance limit exceeded, all rolls are at an extreme difficulty
Natural healing rate	1 health point/full day of rest in a sheltered environment, 1 health point/2 full days of rest when outdoors, 0 when taking damage or wearing armour
Magic allowance points	1 magic allowance point recharged for every hour of rest, or every 2 hours while wearing armour, 0 when taking damage