

# Players' Cheat Sheet

## Before roll

### No turn burn

#### *Instinct (p107)*

- ⊕ Tell the GM when your instinct applies to the test at hand. You'll be allowed to make the test without using up a turn.

#### *Spell or prayer (p43)*

- ⊕ Casting a spell or performing a prayer takes little time and doesn't advance the turn marker.

### Helping

#### *Skill (p66)*

- ⊕ Describe how your character is helping. If the GM says you have an appropriate skill or ability, give +1D to your teammate's roll. If you're helping a beginner, you may also help with Nature, Will or Health. Spend a Check to record a pass/fail for the Skill or Ability you helped with.

#### *Wise (p66)*

- ⊕ Describe how the Wise is helping and give the other player +1D. This insulates you from suffering conditions if they fail. Don't forget to log the use of the Wise on your character sheet.

#### *Nature (p133)*

- ⊕ Describe how your Nature helps. Give +1D if test is associated with your Nature descriptors.

#### *An Instinct test (p66)*

- ⊕ You can help on an Instinct test if you have a similar Instinct or Nature descriptor that applies.

### Earning checks

#### *Traits (p22)*

- ⊕ Describe how the trait is hurting your chances (but not in Town, Camp or player vs player). Take -1D and earn 1 check. Give +2D to your opponent's roll or break a tie in your opponent's favor, earn 2 checks.
- ⊕ Checks allow you: in the Camp Phase to recover from conditions and do things; in the Town phase to gain experience from helping.

### +D

#### *Skill or ability, Beginner's Luck or Nature (p26)*

- ⊕ Roll the appropriate ability or skill rating.
- ⊕ If you lack the skill, you may roll with Beginner's Luck (1/2 dice for ability, wises, help, supplies and gear; full dice from traits, persona, tapped nature, fresh, etc.) or Nature (full dice). If acting against your nature you may be taxed.

#### *Gear (p37)*

- ⊕ Use gear that grants +1D or +1s to your result.

#### *Supplies (p36)*

- ⊕ Spells, prayers and nearly any skills can benefit from supplies. Each supply takes up one slot of inventory, grants +1D to one roll and is expended after use.

#### *Traits (p22)*

- ⊕ Describe how the trait is helping your chances. Once per session, you can use each of your level 1 traits to give yourself +1D on your roll. Higher level traits give other benefits.

#### *Persona (p110)*

- ⊕ Spend up to 3 persona points. Each adds +1D.
- ⊕ Spend a persona point to +D equal to your current Nature rating (except Resources or Circles tests). Your Nature may be taxed if test outside Nature.

#### *Condition: Fresh (p76)*

- ⊕ +1D to all tests.

#### *Town Alignment (p100)*

- ⊕ +1D Circles tests if town alignment matches yours.

### -D

#### *Conditions (p76)*

- ⊕ **Angry:** Can't use wises or beneficial traits.
- ⊕ **Afraid:** Can't help or use Beginner's Luck.
- ⊕ **Injured:** -1D to skills, Nature, Will and Health (not recovery). Failed test involving physical harm allows GM to apply dead condition.
- ⊕ **Sick:** -1D to skills, Nature, Will and Health (not recovery) can't practice or learn. Failed test involving sickness, disease, poison, madness or grief allows GM to apply dead condition.

### In a conflict

#### *Hungry and Thirsty (p76)*

- ⊕ -1 to disposition to any conflict.

#### *Might (p149)*

- ⊕ +1s per order greater than your opponent for all actions in kill, capture and drive off conflicts.

#### *Weapons of steel and wit (p40 & 179)*

- ⊕ Martial weapons and other weapons are listed with a bonus or penalty for conflict actions.
- ⊕ -1D to all action if unarmed in martial conflict.
- ⊕ Outside of a conflict, a martial weapons counts as a tool for Fighter tests and grants +1D to a test.

### After roll

#### *Fate (p110)*

- ⊕ Spend a fate point to roll new die for each 6 rolled.

#### *Wise and Fate/Persona (p110)*

- ⊕ Describe how your Wise applies to the test. Spend a fate point to reroll one scoundrel or spend a persona point to reroll all scoundrels.

#### *In conflict: Armor (p37)*

- ⊕ -1s to opponent's successful or tied Attack or Feint in kill, drive off and capture conflicts.
- ⊕ **Helmet:** -1 s once, can combine with other armor.
- ⊕ **Leather:** -1s once per fight on 4+ on d6.
- ⊕ **Chainmail:** -1s, damaged/destroyed on 1-3 on d6.
- ⊕ **Plate:** -1s, damaged/destroyed on 1-2 on d6.

#### *Tie (p64)*

- ⊕ Use gear that grants +1s to your result.
- ⊕ Use a trait to break a tie in your opponent's favor.
- ⊕ Spend a fate to roll on die for each six you rolled.
- ⊕ Spend a fate to reroll one failed die related to wise.
- ⊕ Spend persona to reroll failed dice related to wise.
- ⊕ Make a tiebreaker roll.

#### *Success (p65)*

- ⊕ Player should briefly describe successful action.

#### *Advancement (p104)*

- ⊕ When you make a test, mark a pass or fail bubble next to the skill or ability used.

# GM's Cheat Sheet

## Before roll

### Good idea (p117)

- ⊕ If you think the players have come up with a good idea—a smart use of their gear, spells or even bodies—then there is no need to roll the dice for test, no need to spend a check and it doesn't cost a turn. Simply say to them, "That's a good idea," then describe the effect of their action.

## +Ob

### Independent skill factors (p136)

- ⊕ When you attempt to use a skill to overcome an obstacle, the GM consults the skill description to determine the obstacle rating. He chooses which categories are applicable to the situation and pick a factor from each appropriate category. The items in each category are listed in order of difficulty.

### Dimness/Darkness (p132)

- ⊕ Characters near a light source but not covered by it are in dim light. Those without light are in darkness. Darkness and dim light counts as a factor in all tests except riddling.

### Condition: Exhausted (p76)

- ⊕ +1 Ob all tests except Circles, Resources and recovery. In a versus test, player suffers -1s to roll, including the disposition roll for a conflict.

### Condition: Angry (p76)

- ⊕ At GM's option, +1 Ob all tests or conflicts requiring precision or social graces (except recovery). except Circles, Resources and recovery. In a versus test, player suffers -1s to roll.

### After a conflict: Armor (p37)

- ⊕ Wearing chain, plate or carrying a shield in a fight adds +1 Ob for recovery from exhausted.

### Gear (p34)

- ⊕ +1 Ob if a character lacks adequate tools for a test.

### Backpack (p35)

- ⊕ +1 Ob for wearing a backpack in Fighter and Dungeoneer tests.

### Environment (Evil GM) factors (p132)

- ⊕ Tight spaces, slippery footing, dangling from a rope, extreme temperatures or improper attire (e.g., fashion at court), etc.

### Town Alignment (p100)

- ⊕ +1 Ob Circles tests if town alignment opposite to player's.

## In a conflict

### Disposition (p149)

- ⊕ If players are engaging a group of monsters, and you're using a listed conflict type for the monster, add one to the conflict disposition for each helper.
- ⊕ For an unlisted disposition, roll Nature plus 1D for each helper. Add successes to monster's base Nature.

### Might (p149)

- ⊕ +1s per order greater than players for all actions in kill, capture and drive off conflicts.

### Weapons (p150)

- ⊕ Each monster has weapons it can use in conflicts that grant a bonus or penalty for conflict actions.
- ⊕ If a monster doesn't have any listed weapons for a particular type of conflict, they do not suffer -1D to all actions for being unarmed in a conflict.

## After roll

### Advance turn marker (p60)

- ⊕ Every fourth turn during the adventure phase, all characters earn a condition.
- ⊕ **Candle:** light for one for four turns.
- ⊕ **Torch:** light for two for two turns.
- ⊕ **Lantern:** light for three for three turns.

### In conflict: Armor (p37)

- ⊕ -1s to opponent's successful or tied Attack or Feint in kill, drive off and capture conflicts.
- ⊕ **Helmet:** -1 s once, can combine with other armor.
- ⊕ **Leather:** -1s once per fight on 4+ on d6.
- ⊕ **Chainmail:** -1s, damaged/destroyed on 1-3 on d6.
- ⊕ **Plate:** -1s, damaged/destroyed on 1-2 on d6.

### Player failure (p65)

- ⊕ GM decides Twist (new challenge to overcome) or Condition (character succeeds, gains a condition).
- ⊕ GM describes.

### New info (p117)

- ⊕ Regardless of success or failure, introduce a new piece of info to the players after every test. Always give information that leads to a new set of choices.

## Thor's tips for light use

### Sharing the light

#### Light-bearer

- ⊕ The bearer of light always benefits from full light.

#### Between turns

- ⊕ You can shuffle around others in the light as it makes sense between Turns.

#### Twist

- ⊕ If a Twist forces a test, there's no reshuffling around in the light. Whoever's in light or not at the time of the Twist remains so for that test.

## Starting a fire in bad conditions

### Monsters

- ⊕ Confrontation with monsters is "bad conditions." Need a light? Test Survivalist to light one, if the GM says you have time. +1D for a Tinderbox.

## In a conflict

### Declare at start of round

- ⊕ In a conflict, declare who is benefitting from light at the top of the round at the same time you declare weapons for the round. It sticks until the top of the next round.

### Light-bearer knocked out

- ⊕ If the light-bearer gets knocked out of a conflict, the light is either snuffed or dropped. If dropped, the GM can snuff at whim.
- ⊕ A dropped Torch gives dim light for two.
- ⊕ A downed Lantern gives dim light for three.