

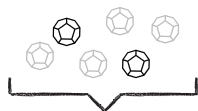
## Rolls Skill dice



More boons | More snags



Roll



Add 2 highest



## Trials

- Select action and roll a skill that makes sense. On success | failure:
  - **Progress:** mark success | failure
  - **Recover:** clear 1 failure | nothing happens
  - **Support:** grant boons to each ally's next roll | mark failure
- Get **total successes** equal to the **Complexity** to overcome the Trial
- Fail after **3 total failures**
  - Roll **each of your skills** only once

# CHEAT SHEET

## Moments

When a conflict breaks out, you start with **0 Moments**. Your Moments **refresh to 5** when your turn starts.

## Actions in Conflicts

### 1-Moment actions

- Dodge / Parry
- Block
- Draw Weapon

### 2-Moment actions

- Move
- Attack w/ standard melee weapon
- Shoot or reload crossbow
- Minor Aid/Hinder (boon/snag)

### 3-Moment actions

- Attack w/ heavy melee weapon
- Shoot bow
- Major Aid /Hinder (specific effect)

You can take **up to 1 Moment** during each other character's turn.

## Readiness

- When a conflict breaks out, roll **Luck** or **Stability** with Difficulty
  - 10, if you have the drop on them
  - 14, if you are prepared
  - 18, if they have the drop on you
- On success, play before the enemies.

## Injuries

- Use **Breaths** or **Steel** to absorb **harm**, and **Wits** to absorb **stress**.
  - You regain all Breaths, Steel and Wits after you rest.
- When you take harm or stress that you can't absorb, you are sent **Reeling**.
  - After you catch your breath for a few minutes, you are no longer Reeling.
- When you take harm or stress that you can't absorb while you are Reeling, **your Wounds or Tension track increases by 1** for each harm or stress you take.
  - **Step 1:** no penalties.
  - **Step 2:** you have a snag where appropriate.
  - **Step 3:** the Ancient can use your injuries against you.


- To **heal**, someone you trust must roll **Succor** with **Difficulty 15**; on success the relevant track **reduces by 1 after 2d12 days**. Treating your own injuries is harder.
- When your Wounds or Tension track increases beyond 3, your character is lost.

## Journeys

Repeat until you reach your destination


## Select traveling pace

Journeying  
Regular pace

 Persistence	
1-3	-1
4-9	-2
10-12	-3

Relaxed


Recover 1 Fatigue

 Persistence	
1-3	-0
4-6	-1
7-9	-2
10-12	-3

Single-minded

Suffer 1 Fatigue

Next Complication is unavoidable

 Persistence	
1-6	-2
7-12	-3

## Roll Travel Die ()

Reduce journey's Persistence

## Check Persistence

Persistence ≤ 0 You reach your destination	Persistence > 0 You face a complication!
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