

PLAYING ONLINE

Due to recent global events, being able to play Tabletop RPGs online has become a lot more important. Here you will find a guide to playing Legends of Avallen online using a playing card emulator or Roll20.

PLAYING CARD EMULATOR

This is our preferred method to play online! You can quickly and easily share a deck of cards on a virtual table top with your players using PlayingCards.io:

1. Download the *Legends of Avallen* custom room file, "LoA-Playroom.pcio":
<https://drive.google.com/file/d/1LFMF2ViACnew9RH7Kggh958IxgfPbs6f/view?usp=sharing>
2. Go to: <http://playingcards.io/>
3. Pick any game to create a room.
4. Click **Start Game**.
5. Click **Enter**.
6. Click the toolbox on the menu bar that says **Edit Table**.
7. Click **Room Options** and then **Import From File**.
8. Load in the Legends of Avallen custom room file downloaded from the link above.
9. Close the **Edit Table** menu by clicking the grey bar at the top.
10. Click the toolbox on the menu bar again to return to play mode.
11. You should see the *Legends of Avallen* card deck and a number of slots for players to store their Edge. Players can rename their slots. You can drag cards from the deck and flip them by clicking on them.
12. Share the room with your players using its URL. You can reuse the room again if you bookmark the URL.

ROLL20

After loading into your game, look in your collection where you'll find a deck of playing cards.

1. Click **Show** to have the deck appear in the play space.
2. Click **Playing Cards** to edit the deck.
3. Ensure the following options are checked:
 - Show deck to players?
 - Players can draw cards?
 - Cards in deck are infinite?
 - Always a random card
4. Scroll down to change **Played Facing:** to **Face Down**.

This way, players can draw out cards from the deck without seeing them, allowing them to collect Edges or count advantages before revealing them.

Players can drag over cards to highlight them, right click and select **Flip** to turn them over. Players can highlight used cards and press Backspace or Delete on their keyboards to get rid of them.

5. Finally scroll down to the cards in the deck and find the Jokers. Click on them and scroll down in their pre-view window and click the red **Delete Card** button to remove them from the deck.

You can read more about using cards in Roll20 from the official Roll20 wiki here: <https://wiki.roll20.net/Cards>

LEGENDS OF AVALLEN

CHARACTER NAME

Level ☐ Attribute ☐

MOTIVATION

VIRTUE

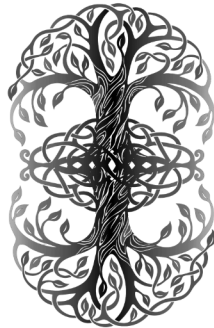
FLAW



VIGOUR



SPIRIT



AGILITY



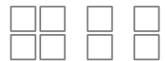
WIT



Charmed ☐ ☐ Terrified ☐
Enraged ☐



-2 all Attributes
Treated ☐ +1 Phys. or Ment.
Recovering ☐ +1 All Attributes



Ammo ☐ ☐ ☐ ☐ ☐

() [] ☐ Attb. Dmg.

Ammo ☐ ☐ ☐ ☐ ☐

() [] ☐ Attb. Dmg.

Ammo ☐ ☐ ☐ ☐ ☐

() [] ☐ Attb. Dmg.

LEGENDARY PATH

ABILITY SCHOOLS



INVENTORY

WORN ☐

CLOAK ☐

	EQUIPPED	BACKPACK
L	<input type="checkbox"/>	<input type="checkbox"/>
M	<input type="checkbox"/>	<input type="checkbox"/>
M	<input type="checkbox"/>	<input type="checkbox"/>
S	<input type="checkbox"/>	<input type="checkbox"/>
S	<input type="checkbox"/>	<input type="checkbox"/>
Other

	MOUNT
L	<input type="checkbox"/>

STORY

RELATIONSHIPS

Homes:

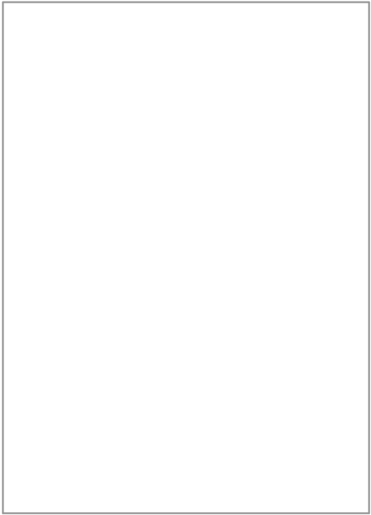
Friends & Family:

Allies:

Enemies:

Other:

APPEARANCE



ACCOMPLISHMENTS

Goals:

Quests:

Legendary Trials:

NOTES











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<div> Alchemist <i>Profession school. Requires Alchemist's kit. Expertise: Brewing, Herbalism, Chemistry.</i></div> <div><div><input type="checkbox"/> I. Concoct Potion</div><div>Concoct [2] small Potions that when consumed advantage the task they were concocted for until next rest. Expend 1 supply and check Wit ♣ or Vigour ♥.</div></div> <div><div><input type="checkbox"/> II. Monster's Extract</div><div>Concoct [2] small Flasks that use a monster's ability on a space they are thrown in with a range of 2 spaces. Expend a monster trophy, 1 supply, and check Wit ♣ or Vigour ♥.</div></div> <div><div><input type="checkbox"/> III. Distil Poison</div><div>Concoct [1] small Poison that inflicts a non-wounded condition when ingested or a weapon coated with it first breaks a foe's armour or wounds them. Expend 2 supply and check Wit ♣ or Vigour ♥.</div></div>	<div><div> Bard <i>Profession school. Requires Bard's kit. Expertise: Legends, Performance, Music.</i></div><div><div><input type="checkbox"/> I. Perform</div><div>Once in a scene, draw and hold people's attention. You may change how they feel about people in the scene. Expend 1 supply and check Agility ♦ or Wit ♣.</div></div><div><div><input type="checkbox"/> II. Inspiring Tale</div><div>Tell a tale related to your circumstance to grant an Edge to [2] other characters. Check Agility ♦ or Wit ♣. If this is not the first you used this today, become Overwhelmed.</div></div><div><div><input type="checkbox"/> III. Bard's Leverage</div><div>You can exert yourself during a Parley with those you have recently used your Perform ability in front of successfully.</div></div></div>	<div><div> Crafter <i>Profession school. Requires Crafter's kit. Expertise: Smithing, Engineering, Artistry.</i></div><div><div><input type="checkbox"/> I. Tinker</div><div>Repair a broken item of a large or any smaller size. Expend 1 supply and check Vigour ♥ or Agility ♦.</div></div><div><div><input type="checkbox"/> II. Invent</div><div>Invent a medium-size Tool and explain how it advantages a task it is designed for. Expend 2 supply and check Vigour ♥ or Agility ♦.</div></div><div><div><input type="checkbox"/> III. Construct</div><div>Construct a large-size Contraption and explain how it prevents failing or suffering harm for the task it is designed. In abnormal conditions, it acts as an advantaging Tool. Expend 3 supply and check Vigour ♥ or Agility ♦.</div></div></div>	<div><div> Merchant <i>Profession school. Requires Merchant's kit. Expertise: Business, Appraisal, Trade Routes.</i></div><div><div><input type="checkbox"/> I. Barter</div><div>Change the cost of an item or service by [1] coin in your favour, but to no less than 1. Gift them an item worth coins of the next lowest type and check Wit ♣.</div></div><div><div><input type="checkbox"/> II. Negotiate</div><div>You are advantaged with checks made to make an agreement or deal.</div></div><div><div><input type="checkbox"/> III. Acquire</div><div>Find a service worth one wealth tier higher than a service available in a settlement or find a service of the same tier as the settlement that is not available. Spend 1 coin of the appropriate type and check Wit ♣.</div></div></div>
<div><div> Priest <i>Profession school. Requires Priest's kit. Expertise: Health, Theology, Ceremonies.</i></div><div><div><input type="checkbox"/> I. Heal</div><div>Recover Exhausted, Sick, Withering, or Unconsciousness from a character if you know the cause. Expend 1 supply and check Agility ♦ or Spirit ♠.</div></div><div><div><input type="checkbox"/> II. Consult</div><div>You're advantaged with checks to change how characters feel about a character or group not present in the scene.</div></div><div><div><input type="checkbox"/> III. Mend</div><div>Recover one stage of a Wound that you have not yet successfully used this ability for. Expend 2 supply and check Agility ♦ or Spirit ♠.</div></div></div>	<div><div> Scavenger <i>Profession school. Requires Scavenger's kit. Expertise: Cooking, Survival, Nature.</i></div><div><div><input type="checkbox"/> I. Salvage</div><div>Make 1 supply and grant 1 Edge to a character. Expend a creature trophy or break a medium- or large-size item, and check Vigour ♥.</div></div><div><div><input type="checkbox"/> II. Skin</div><div>Make a medium-size Cloak from a creature trophy. If you use a monster trophy, the cloak will have one of the monster's abilities. Expend a creature trophy, 3 supply, and check Vigour ♥.</div></div><div><div><input type="checkbox"/> III. Wild Sight</div><div>Exert yourself and spend ten minutes studying a scene. You read the events that transpired within the scene over the last 24 hours and spot anything hidden or shrouded by illusion.</div></div></div>	<div><div> Scribe <i>Profession school. Requires Scribe's kit. Expertise: History, Philosophy, Languages.</i></div><div><div><input type="checkbox"/> I. Calligraphy</div><div>Alter, copy, or write a document or design. Expend 1 supply and check Spirit ♠ or Wit ♣.</div></div><div><div><input type="checkbox"/> II. Study</div><div>Realise [1] fact about something you can see. Check Spirit ♠ or Wit ♣. If this is not the first you used this today, become Overwhelmed.</div></div><div><div><input type="checkbox"/> III. Transcribe Spell</div><div>Create a small Spell Scroll which allows anyone to attempt once to cast a spell from it with 1 advantage. The spell must be one either you or an ally that is with you knows. Expend 2 supply and check Spirit ♠ or Wit ♣.</div></div></div>	<div><div> Socialite <i>Profession school. Requires Socialite's kit. Expertise: Politics, Etiquette, Courtship.</i></div><div><div><input type="checkbox"/> I. Introduce</div><div>Make a formal introduction to increase the Patience of those you Parley with by 1 and uncover a Personal Aspect of theirs. Check Spirit ♠.</div></div><div><div><input type="checkbox"/> II. Read Countenance</div><div>You are advantaged for checks made to uncover a Personal Aspect, including when you use your Introduce ability.</div></div><div><div><input type="checkbox"/> III. Influence</div><div>Whenever you gain an Edge during a Parley, you may look at it.</div></div></div>
<div><div> Tamer <i>Profession school. Requires Tamer's kit. Expertise: Farming, Animal Behaviour and Care.</i></div><div><div><input type="checkbox"/> I. Command</div><div>Command a wild animal to <i>Quiet</i>, <i>Attack</i>, <i>Go</i>, or <i>Stay</i>. A hostile animal must first be calmed with <i>Quiet</i>. Expend 1 Supply and check Vigour ♥ or Spirit ♠.</div></div><div><div><input type="checkbox"/> II. Bond</div><div>You have a small Pet animal with a Nature: <i>Fight</i>, <i>Magic</i>, or <i>Explore</i>. It may exert itself. Use your Command ability with it to: <i>Fetch</i>, <i>Watch</i>, <i>Play Dead</i>, or <i>Help</i> you during a scene with a task related to its nature once per round.</div></div><div><div><input type="checkbox"/> III. Beast Whispering</div><div>Your Pet has a second Nature. You can use Command with monsters that are the same size as you or smaller by expending an extra supply.</div></div></div>	<div><div> Thief <i>Profession school. Requires Thief's kit. Expertise: Crime, Gambling, Security.</i></div><div><div><input type="checkbox"/> I. Trick</div><div>Subtly manipulate a small item to cheat a game with it, pickpocket it, or disable it. Expend 1 supply and check Agility ♦.</div></div><div><div><input type="checkbox"/> II. Deceive</div><div>You are advantaged for checks made to lie, hide yourself, or hide anything on yourself.</div></div><div><div><input type="checkbox"/> III. Skulduggery</div><div>Whenever you gain an Edge while using your Trick or Deceive abilities, you may look at it.</div></div></div>		

<div>Athletics <i>Warrior school. No requirements.</i></div> <div><input type="checkbox"/> I. Body Conditioning Give up your Edge to ignore the effects of all non-Exerted conditions you have until your next turn.</div> <div><input type="checkbox"/> II. Horse's Prowess You get +1 to checks made to Exploit a foe. You get +1 to Vigour♥ checks made on foot against the environment when running, climbing, etc.</div> <div><input type="checkbox"/> III. Battle Fervour Once in a Conflict, you may become Enraged at your foes to gain an additional action during your turn. You cannot use this ability if you are already Enraged.</div>	<div><div></div>Great-Weapon <i>Warrior school. Requires a large melee or throwing weapon.</i></div> <div><input type="checkbox"/> I. Tremendous Blow Give up your Edge to have an attack Push the foe up to [1] space if it hits.</div> <div><input type="checkbox"/> II. Boar's Prowess Once in a scene, you may check Vigour♥ against Spirit♠ with a target character about the same size as you, or a group of characters much smaller than you, to make them Terrified of you.</div> <div><input type="checkbox"/> III. Cleave When you critically hit a foe, instead of dealing double damage, you may hit another foe in the same space as them without checking.</div>	<div><div></div>Guardian <i>Warrior school. No requirements.</i></div> <div><input type="checkbox"/> I. Counterstrike When a foe fails or critically fails a check against you while you Protect something, you may Exploit them without using your once per round Exploit.</div> <div><input type="checkbox"/> II. Owl's Prowess You may call out to prevent foes being advantaged by acting out of sight against you or your allies. You may also call out to allow you and your allies to Exert when ambushed.</div> <div><input type="checkbox"/> III. Ever Ready Skip your turn. Then once before your next turn, you may Attack or Protect in response to any declared action.</div>	<div><div></div>Shield-Bearer <i>Warrior school. Requires a medium- or large-size shield.</i></div> <div><input type="checkbox"/> I. Shield Wall You may give up an Edge on your turn to use your shield advantage against all attacks on you and a chosen ally in your space until your next turn.</div> <div><input type="checkbox"/> II. Wolf's Prowess Whenever you use or give up an Edge while helping an ally in a Conflict or Parley, give them an additional +1 to the next check made by or against them.</div> <div><input type="checkbox"/> III. Shield Throw Give up your Edge to throw a shield or broken shield at a foe with Vigour♥ and a range of 2 spaces to deal [4+Vigour+Vigour] damage.</div>
<div><div></div>Wrestling <i>Warrior school. Requires a free hand.</i></div> <div><input type="checkbox"/> I. Clinch As you successfully begin or end a grapple, you may also Push your foe [1] space.</div> <div><input type="checkbox"/> II. Bear's Prowess You may use Vigour♥ for all Grapple or Push checks made by or against you. You get +1 to Vigour♥ checks made with your hands against the environment when lifting, climbing, etc.</div> <div><input type="checkbox"/> III. Savage Suplex When you Push a foe during a grapple, you also deal your unarmed [damage] to them.</div>	<div><div></div>Acrobatics <i>Reaver school. No requirements.</i></div> <div><input type="checkbox"/> I. Tumble You may disadvantage a Rush check you make to ignore all Difficult Terrain until your next turn.</div> <div><input type="checkbox"/> II. Cat's Prowess You get +1 to checks made to Exploit a foe. You get +1 to Agility♦ checks made on foot against the environment when running, climbing, etc.</div> <div><input type="checkbox"/> III. Uncanny Reactions Skip your turn. Then once before your next turn, you may attack or make 1 move in response to any declared action. If you move out of range of an action it will not affect you.</div>	<div><div></div>Archery <i>Reaver school. Requires a ranged weapon.</i></div> <div><input type="checkbox"/> I. Snap Shot You can Exploit foes outside of your space within your weapon's listed range. Whenever you move to a space with no foes in it without Rushing, you may Exploit a foe.</div> <div><input type="checkbox"/> II. Hawk's Prowess You get +1 to checks made to spot things, such as finding someone, tracking, foraging etc. You also add this bonus whenever you use an Edge for a ranged attack.</div> <div><input type="checkbox"/> III. Hail of Arrows Expend 1 ammo and give up your Edge to attack a space with your ranged weapon. Foes are not advantaged by cover or lying prone against this attack.</div>	<div><div></div>Boxing <i>Reaver school. Requires a free hand.</i></div> <div><input type="checkbox"/> I. Sudden Jap As you successfully begin or end a grapple, you may Exploit your foe with an unarmed attack without using your once per round Exploit.</div> <div><input type="checkbox"/> II. Adder's Prowess Whenever a character gains an Edge against you in a Grapple or Parley, you also gain an Edge. You may use Agility♦ instead of Vigour♥ for your unarmed attack damage and defence against grappling.</div> <div><input type="checkbox"/> III. Knockout Punch When you would Wound a foe with an unarmed attack, you may have them fall unconscious instead.</div>
<div><div></div>Skirmisher <i>Reaver school. No requirements.</i></div> <div><input type="checkbox"/> I. Cunning Strike Give up your Edge for a melee or ranged attack. If it hits, an ally may Exploit that foe.</div> <div><input type="checkbox"/> II. Fox's Prowess Once in a scene, you may check Agility♦ against Wit♣ with a target character, or a group of characters much smaller than you, to make them Enraged at you.</div> <div><input type="checkbox"/> III. Precise Attack You may Exert yourself, but not your equipment, to treat a successful attack as a critical success.</div>	<div><div></div>Two-Weapon <i>Reaver school. Requires a main weapon and a small off-hand weapon.</i></div> <div><input type="checkbox"/> I. Double Strike Give up your Edge and off-hand weapon advantage to attack with both your weapons with the same check. You may try to hit the same target twice or two targets once.</div> <div><input type="checkbox"/> II. Crab's Prowess You deal [+2] damage with small melee weapons. You get +1 to Agility♦ checks made with your hands against the environment when climbing, sailing, etc.</div> <div><input type="checkbox"/> III. Deadly Flurry When you critically hit a foe, instead of dealing double damage, you may also hit them with your off-hand weapon without checking.</div>		

<div></div> <div>Blood <i>Mystic school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Blood Boil (0) The target becomes Enraged at their nearest non-ally and you deal them [4+Spirit+Spirit] damage.</div><div><input type="checkbox"/> II. Blood Rite (1, Conc.) The target is your choice of advantaged or disadvantaged for all physical checks made by and against them.</div><div><input type="checkbox"/> III. Blood Bind (2, Conc.) The target gains the same conditions as a willing character that you touch. Whenever the willing character gains any other conditions the target gains them as well.</div></div>	<div></div> <div>Divination <i>Mystic school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Second Sight (0, Conc.) The target can see in all directions through darkness and obscurity. Also choose one: they can see the aura and school of magics; or they become Overwhelmed as well as Vulnerable to an Exploit when this spell begins.</div><div><input type="checkbox"/> II. Scry (2) The target reveals [2] cards from the deck and chooses 1 to gain as an Edge.</div><div><input type="checkbox"/> III. Divine (3) Ask [1] question about a target you have never in this way before. The GM will answer truthfully with <i>Yes</i> or <i>No</i> and may present you a vision.</div></div>	<div></div> <div>Elemental <i>Mystic school. Requires voicing and motions. Earth-Vigour, Fire-Agility, Water-Spirit, Air-Wit.</i></div> <div><div><input type="checkbox"/> I. Elemental Blast (0) Deal 6+Attribute+Spirit [damage].</div><div><input type="checkbox"/> II. Imbue Element (1, Conc.) Choose one for your target: they get +2 armour rating and cannot become Withering, be harmed by falling, or drown; or a weapon of theirs deals +2 damage and they may give up an Edge when they hit a foe to inflict Withering (seconds) if the foe isn't already.</div><div><input type="checkbox"/> III. Elemental Mastery (2, Conc.) Choose one: move and reshape a target element in the environment, then maintain its new form for as long as you concentrate; or each of your turns Push the target 1 space and inflict Withering (seconds) if they do not already have it.</div></div>	<div></div> <div>Lunar <i>Mystic school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Moon's Touch (0) Choose one for the target: until next sunrise, it emanates a pitch black darkness into its space that also wilts plants; or it becomes Exhausted.</div><div><input type="checkbox"/> II. Lunacy (1, Conc.) The target is your choice of advantaged or disadvantaged for all mental checks made by and against them.</div><div><input type="checkbox"/> III. Slumber (3, Conc.) The target falls asleep for as long as you concentrate or until they are severely disturbed.</div></div>
<div></div> <div>Solar <i>Mystic school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Sun's Touch (0) Choose one for the target: until next sunrise, it illuminates its space with light that also blooms plants and ripens fruits; or recover its Exhausted, Sick or Withering that you know the cause of.</div><div><input type="checkbox"/> II. Rapid Roots (1, Conc.) Choose one for the target: it treats all regular terrain as difficult terrain; or it treats all walls and gaps as difficult terrain.</div><div><input type="checkbox"/> III. Regenerate (3, Conc.) At the beginning of each of their turns, the target treats or recovers their least severe non-Exerted condition until they recover Wounded once.</div></div>	<div></div> <div>Illusion <i>Mage school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Blur (0, Conc.) Advantage checks the target makes to hide and disadvantage attempts made to attack or target them.</div><div><input type="checkbox"/> II. Phantom (1) The target is Overwhelmed. They also are Charmed, Terrified, or Enraged by an illusion you create until they touch it or leave the place it is in. Only those targeted by the illusion see it.</div><div><input type="checkbox"/> III. Veil Reality (2, Conc.) You create an illusion that alters the target's appearance to anything of your choice, even to nothing. Others can only naturally identify the target's illusory nature by physically interacting with it.</div></div>	<div></div> <div>Psychic <i>Mage school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Telekinesis (0) Interact once with a target using your mind as if you were using your hand. You may Push a large object or foe [2] spaces. If a foe hits or is hit by an object larger than them, deal that foe [5+Wit+Wit] damage.</div><div><input type="checkbox"/> II. Telepathy (1, Conc.) Hear the surface thoughts of the target and see what they see. You can share your own thoughts and vision too.</div><div><input type="checkbox"/> III. Command Mind (3, Conc.) The target does a task of your choice while you concentrate on this spell. The command is not be followed if the target knows it will harm them or others it would not want to harm.</div></div>	<div></div> <div>Sigil <i>Mage school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Ward (0, Conc.) Protect the target using your Wit ♣. Damage you take while protecting your target is reduced by 5 when wearing light armour, by 3 with medium armour, and by 1 with heavy armour.</div><div><input type="checkbox"/> II. Dispel Magic (1) End [1] target concentration spell or bound Unshapen that you know of and give an Edge to you or an Ally in range</div><div><input type="checkbox"/> III. Forbid (2, Conc.) The target will not do something of your choice while you concentrate on this spell. This command is not followed if the target knows it will harm them or others it would not want to harm.</div></div>
<div></div> <div>Time <i>Mage school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Adjust Entropy (0, Conc.) You repair or break a target type of item of your choice, of size large or smaller, for as long as you concentrate on this spell.</div><div><input type="checkbox"/> II. Rewind (1) Return the target to the condition and position it was in at the beginning of its previous turn.</div><div><input type="checkbox"/> III. Time Torrent (2, Conc.) Choose one: the target is advantaged with all checks and on each of their turns can make 1 movement without an action; or the target is disadvantaged with all checks and on each of their turns their movement is reduced by 1.</div></div>	<div></div> <div>Void <i>Mage school. Requires voicing and motions.</i></div> <div><div><input type="checkbox"/> I. Rift (0, Conc.) When you stop concentrating on this spell, deal the target [Wit+Wit] damage plus an additional [4] damage for each turn you expended an advantage to concentrate on it.</div><div><input type="checkbox"/> II. Teleport (1) You instantly move the target to another surface that can support it which you can see or feel up to 6 spaces away.</div><div><input type="checkbox"/> III. Exile (3, Conc.) You cause the target to disappear into its own empty world where it still experiences time. When you stop concentrating, the target returns to where it disappeared from.</div></div>		

<div><div>Druid <i>Legendary Path for Mystics.</i> <i>Expertise: Worship, Nature.</i></div></div>				<i>Shapeshifting</i> — Use your action and consume a supply to shapeshift into one of your known forms. Shapeshift back without consuming supply. As you shapeshift your possessions drop to the ground.	While shapeshifted your armour rating becomes 5+Spirit+Spirit and you cannot talk or cast spells. You are indistinguishable from a regular animal unless you choose to have unusual colourations of your liking.
<div><input type="checkbox"/> I. Rodent's Form Shapeshift into a small-size rodent. Your Agility ♦ is equal to your Spirit ♣. Climb, swim, and hide with two advantages. You can only carry small items.</div>	<div><input type="checkbox"/> II. Predator's Form Shapeshift into a medium-size predator. Your Vig. ♥ is equal to your Spirit ♣. Attack and defend using Vig. ♥ with advantage and deal 6+Vig.+Vig. [damage]. Break your hide as if it were armour.</div>	<div><input type="checkbox"/> III. Bird's Form Shapeshift into a small-size bird. Your Wit ♠ is equal to your Spirit ♣. You can fly, see clearly at long distances, and whenever you move you can move +1.</div>	<div><input type="checkbox"/> Tree's Form / Pack's Form</div>		
<div><div>Fae Touched <i>Legendary Path for Reavers and Mages.</i> <i>Expertise: Fae, Tricks.</i></div></div>				<i>Fae Tricks</i> — You use your Fae Touched abilities by spending a number of Fae Tricks. Whenever you finish a long rest you lose any unspent Fae Tricks and then gain 2. You gain more Fae Tricks with more abilities.	You gain 3 when you learn Fae's Heart, 4 when you learn Fae's Touch, and 6 when you choose your mastery.
<div><input type="checkbox"/> I. Fae's Luck Spend 1 Fae Trick to look at and keep the deck's top card face down. Only keep one card like this. For a check made by or against you, you may replace a revealed card with this face-down card.</div>	<div><input type="checkbox"/> II. Fae's Heart Spend 1 Fae Trick to cast a spell with 1 advantage while ignoring its complexity and your equipment. The spell affects only yourself and no one will notice you cast it.</div>	<div><input type="checkbox"/> III. Fae's Touch Spend 2 Fae Tricks to use Fae's Heart on any single target you touch. Note that they cannot disadvantage your spell with equipment as they do not know you are casting.</div>	<div><input type="checkbox"/> Fae's Stare / Fae's Guile</div>		
<div><div>Fili <i>Legendary Path for Mystics and Mages.</i> <i>Expertise: Legends, Music.</i></div></div>				<i>Fili's Song</i> — You can cast spells using music as a Fili's Song. To perform a Fili's Song you must sing and use both of your hands to play an instrument. While doing so your magic is indistinguishable from song but you cannot speak.	You can also use a medium-size instrument as an icon and a large-size instrument as a greater icon.
<div><input type="checkbox"/> I. Fili's Melody While performing a Fili's Song, you can concentrate on one spell without giving up an advantage.</div>	<div><input type="checkbox"/> II. Fili's Harmony While you are concentrating on at least two spells, add 1 to checks you make, your armour rating, and your weapon damage.</div>	<div><input type="checkbox"/> III. Fili's Crescendo Whenever you choose to stop concentrating on a spell at the beginning of your turn, you grant yourself an advantage to casting a spell or making an attack that turn.</div>	<div><input type="checkbox"/> Fili's Choir / Fili's Solo</div>		
<div><div>Gladiator <i>Legendary Path for Warriors and Reavers.</i> <i>Expertise: Showmanship, Injuries.</i></div></div>				<i>Flourishes</i> — During a Conflict you use your Gladiator abilities by spending Flourishes. You earn 1 Flourish whenever you declare an action against a different foe since last round, or when you succeed on a check.	You may spend your Flourishes at any time, even after an action has been declared, but not during a check. Your Flourish counter resets to 0 at the start of your next turn. You also lose all your Flourishes if you fail a check.
<div><input type="checkbox"/> I. Deadly Dance Spend 1 Flourish to draw a card. If it is red, add its rank to your weapon damage and armour rating until your next turn. Spend 2 Flourishes to make 1 move.</div>	<div><input type="checkbox"/> II. Brilliant Disarm Gain 1 Flourish when a foe fails a check against you. Spend 3 to make an Agility ♦ check against a foe in your space to disarm an item from their hand and send it flying across the scene.</div>	<div><input type="checkbox"/> III. Stylish Strike Gain 1 Flourish when you use an ability from a different martial school since last round. Spend 4 to make an attack.</div>	<div><input type="checkbox"/> Rudarius / Lanista</div>		
<div><div>Magister <i>Legendary Path for Mages.</i> <i>Expertise: Spells, Philosophy.</i></div></div>				<i>Study Points</i> — After a long rest you have 5 Study Points to set or lose. To set Study Points, choose a spell and raise its complexity in a particular way by how many Study Points you set for it. Note the spell and how you raised its complexity.	Do this until you have no Study Points left. The number of study points you have increases as you learn new abilities—you have 6 with Silent Spell, 7 with Split Spell, and 8 with Weave Spells but is reduced to 6 with Signature Spell.
<div><input type="checkbox"/> I. Studied Spells You may cast each of your set spells once with no disadvantages from the raised complexity you noted for it. You are only disadvantaged by its listed complexity.</div>	<div><input type="checkbox"/> II. Silent Spell You can raise the complexity of a spell by 1 to cast it without needing to make a sound or move.</div>	<div><input type="checkbox"/> III. Split Spell You can raise the complexity of a spell by 2 to give it a second target within range. If the spell targets a space, it will target a second space.</div>	<div><input type="checkbox"/> Weave Spells / Signature Spell</div>		
<div><div>Maleficus <i>Legendary Path for Reavers and Mystics.</i> <i>Expertise: Unshapen, Curses.</i></div></div>				<i>Bind</i> — You can Bind a limited number of Unshapen to target creatures or items until you Unbind them, after which you can bind them again. If the target of the binding is not willing, their CD is set by their Spirit ♣.	You can use your action to Unbind an Unshapen. The Mage spell "Dispel" from the Sigil magic school can also Unbind Unshapen. You can Bind 1 Unshapen when you have learnt Jynx, 2 with Hex, 3 with Spirit Trap, and 4 with a Mastery.
<div><input type="checkbox"/> I. Jynx Make an Agi. ♦ check to Bind a Jynx to a target. While Jynxed, you change by 1 an attribute rank of the target or its user. You are Overwhelmed if you fail and Wounded if you critically fail.</div>	<div><input type="checkbox"/> II. Hex Cast a concentration spell with Agility ♦ to Bind it to a target character, item, or space. The bound Unshapen concentrates on the spell instead of you. Unshapen do not rest.</div>	<div><input type="checkbox"/> III. Haunt Cast a spell with Agi. ♦ to Bind it to a target. Once per sunrise, with a noted condition, the Unshapen recasts the spell with your Agi. ♦. A conc. spell remains until a second condition.</div>	<div><input type="checkbox"/> Spirit's Form / Astral Projection</div>		
<div><div>Primus <i>Legendary Path for Warriors and Mages.</i> <i>Expertise: Warfare, Geography.</i></div></div>				<i>Tactics</i> — Your Primus abilities grant you Tactics that are named in italics. You can use each Tactic you know once per Conflict. You use a Tactic by giving up an Edge on your turn.	
<div><input type="checkbox"/> I. Tactical Positioning <i>Make Haste:</i> Characters of your choice in a space may make 1 move together. <i>Create Space:</i> Target foe becomes Vulnerable to an Exploit from a character of your choice.</div>	<div><input type="checkbox"/> II. Tactical Magic You can use a Tactic as you cast a spell without giving up an Edge. If the spell fails your Tactic still happens. <i>Raise Guard:</i> You or an ally can use Protect.</div>	<div><input type="checkbox"/> III. Tactical Standard You are advantaged with spells you cast with a Tactic. <i>Rally:</i> You and allies in your space recover from Exerted or Overwhelmed.</div>	<div><input type="checkbox"/> Tactical Mind / Tactical Prowess</div>		
<div><div>Slayer <i>Legendary Path for Reavers.</i> <i>Expertise: Subterfuge, Fiends, Wyrd.</i></div></div>				<i>Openings</i> — Your Slayer abilities are fueled by Openings that you can expend without using an action. During a Conflict you may use your action to create [2] Openings by becoming Vulnerable and making an Agility ♦ check.	You lose all your openings once the Conflict ends.
<div><input type="checkbox"/> I. Slayer's Speed Expend 1 Opening to make 1 move on your turn. Expend 2 Openings to make an attack on your turn.</div>	<div><input type="checkbox"/> II. Slayer's Defence Expend 1 Opening to gain an advantage against an attack. Expend 2 Openings in a space with cover and no foes, to hide without anyone noticing.</div>	<div><input type="checkbox"/> III. Slayer's Strike Expend 1 Opening to advantage your attack. Expend 3 Openings to make an attack that bleeds your foe, inflicting Withering (seconds) if it hits.</div>	<div><input type="checkbox"/> Assassin / Apex Predator</div>		
<div><div>Swyn-Pict <i>Legendary Path for Warriors and Mystics.</i> <i>Expertise: Ffieidd-Dra, Art.</i></div></div>				<i>Adorn Dyes</i> — To use your Swyn-Pict abilities you must Adorn Dyes on your body attuned to a magic school of your choice. Spend 10 minutes and expend 1 supply to Adorn Dyes. They have an armour rating of 4+Spirit on top of your Vigour.	They advantage spells like light armour for as long as you wear nothing that covers them. You may still wear a cloak. If you Exert your dyes or any item summoned with them, you cannot use them again until you reapply your dyes.
<div><input type="checkbox"/> I. Summon Weapons As you Adorn Dyes note two melee weapons, a shield, and muse. Summon them at any time. Medium-size weapons deal 5+Vigour+Spirit damage, small deal 2 less, and large deal 2 more.</div>	<div><input type="checkbox"/> II. Enchanted Designs You can give up an Edge in response to any declared action to cast a spell you know from your attuned school to affect only yourself without making a check.</div>	<div><input type="checkbox"/> III. Enchanted Weapons When you successfully hit a foe with a melee weapon, you may give up an Edge to cast a spell you know from your attuned school to only affect that foe without a check.</div>	<div><input type="checkbox"/> Power Surge / Shifting Dyes</div>		
<div><div>Teulu <i>Legendary Path for Warriors.</i> <i>Expertise: Warfare, Politics.</i></div></div>				<i>Fury</i> — Your Teulu abilities are unlocked as your Fury rises in battle. Once per round, when you hit a foe you gain 1 Fury. Once per round, when you are hit by a foe you gain 1 Fury.	You lose your Fury when a Conflict ends or you fall unconscious.
<div><input type="checkbox"/> I. Bastion 2+ <i>Fury:</i> Give up an Edge in response to any declared action to use Protect on an ally. 4+ <i>Fury:</i> You have +2 armour rating.</div>	<div><input type="checkbox"/> II. Champion 3+ <i>Fury:</i> Make attacks with advantage. 6+ <i>Fury:</i> You can make an extra attack on your turn.</div>	<div><input type="checkbox"/> III. Indomitable When you first reach 5 Fury in a Conflict, you treat Exerted. 5+ <i>Fury:</i> Cannot be Pushed and are not affected by Overwhelmed, Charmed or Terrified.</div>	<div><input type="checkbox"/> Heart of Fury / War Cry</div>		

<div> Adapted <i>Creature school.</i></div> <div><input type="checkbox"/> I. Stomping Ground This creature ignores difficult terrain and disadvantages it is Adapted to. Instead it is advantaged when in its adapted terrain.</div> <div><input type="checkbox"/> II. Pounce This creature can Prepare an attack with a range of 2 spaces. Next round if it hits, it also then grapples, inflicts Withering (hours), and pushes the foe into its space.</div> <div><input type="checkbox"/> III. Dive This creature can move impossibly into, and through, obstacles it is Adapted to. It also can push foes it is grappling with it through those obstacles and can Pounce from there.</div>	<div> Cunning <i>Creature school.</i></div> <div><input type="checkbox"/> I. Magical Nature This creature knows a spell for each Cunning ability. It casts them without risk but only on touched targets. It is advantaged with and against spells but disadvantaged against metal weapons.</div> <div><input type="checkbox"/> II. Cunning Nature If this creature ends a Parley, those that failed it do something it values, or this creature and its allies have +2 to checks, damage, and armour against them.</div> <div><input type="checkbox"/> III. Shifting Nature This creature can use its action to shapechange itself or a wounded foe it touches into an animal or human of its choice with no abilities. This lasts for as long as it likes or lives.</div>	<div> Destructive <i>Creature school.</i></div> <div><input type="checkbox"/> I. Ruining Strike This creature can Prepare an attack. Next round if it hits, it also breaks a medium or large equipped item of the foe's choice.</div> <div><input type="checkbox"/> II. Ruining Form Whenever a foe critically fails a melee attack or grapple against this creature, their weapon breaks.</div> <div><input type="checkbox"/> III. Ruining Gaze This creature can attack with its Ruining Strike ability against any foe it can see in the scene.</div>	<div> Elemental <i>Creature school.</i></div> <div><input type="checkbox"/> I. Invulnerable This creature is immune to damage, conditions, and disadvantages related to its Element. However, its armour cannot prevent damage from a second substance of your choice.</div> <div><input type="checkbox"/> II. Elemental Burst This creature can Prepare an attack with a range of 2 spaces. Next round if it hits, it also causes Withering (seconds).</div> <div><input type="checkbox"/> III. Embodiment Foes are disadvantaged with actions taken against this creature in its space. Foes that critically fail a melee attack or grapple against it in its space gain Withering (seconds).</div>
<div> Ethereal <i>Creature school.</i></div> <div><input type="checkbox"/> I. Vanish This creature may use its action to become invisible until it next acts against a foe, which it does with advantage.</div> <div><input type="checkbox"/> II. Haunting Strike This creature can Prepare an attack when it uses its Vanish ability. Next round if it hits, it also makes the foe Terrified of it.</div> <div><input type="checkbox"/> III. Ghostly Form This creature is immune to grapples and weapon attacks and its attacks are magical. <i>(Its attacks are advantaged against heavy armour, disadvantaged against light armour, ignore shields, and are affected by muses.)</i></div>	<div> Horde <i>Creature school.</i></div> <div><input type="checkbox"/> I. Pack Hunger This creature is advantaged attacking and grappling if the number of swarms, minion pairs, grunts, or elites with this ability outnumber foes in that space.</div> <div><input type="checkbox"/> II. Overrun This creature can Prepare an attack. Next round if it hits, it deals [+3] damage if the number of swarms, minion pairs, grunts, or elites with this ability outnumber foes in that space.</div> <div><input type="checkbox"/> III. Swarm This creature reduces the movement of foes moving in or out of its space by 1. This ability does not stack with other creatures with the same ability.</div>	<div> Parasitic <i>Creature school.</i></div> <div><input type="checkbox"/> I. Leech This creature has Exhausted, Sick, and Withering (days). It makes grapple checks with its primary attribute. When it ends its turn grappling a character, it transfers a condition to them.</div> <div><input type="checkbox"/> II. Mesmeric This creature can Prepare a check against any foe it can see. Next round if it succeeds, it either Charms the foe or Enrages the foe at their own allies.</div> <div><input type="checkbox"/> III. Enthral When this creature kills a foe that has one of its conditions, that foe instead recovers all conditions and awakens as Thrall of this creature, doing whatever it commands until either of them dies.</div>	<div> Swift <i>Creature school.</i></div> <div><input type="checkbox"/> I. Skitter This creature can move 1 space on its turn without an action and treats walls as difficult terrain but its armour rating is reduced by 2.</div> <div><input type="checkbox"/> II. Flash Attack This creature can Prepare an attack. Next round if it moves through at least 2 different spaces before it attacks, it attacks with 2 advantages.</div> <div><input type="checkbox"/> III. Hard to Hit When this creature makes at least 2 moves in a turn, it disadvantages attacks made against it until its next turn.</div>
<div> Trampling <i>Creature school.</i></div> <div><input type="checkbox"/> I. Hefty This creature has +2 weapon damage and armour rating, but it cannot Rush.</div> <div><input type="checkbox"/> II. Trampling Charge This creature can Prepare an attack. Next round it moves 2 spaces in a line and its attack is made against one foe in each of the three spaces it occupied this turn.</div> <div><input type="checkbox"/> III. Crippling Charge Hits from this creature's Trampling Charge ability also inflict Exhausted.</div>	<div> Undying <i>Creature school.</i></div> <div><input type="checkbox"/> I. Regeneration This creature recovers Exhausted, Sick, or Withering at the end of its turn. When it becomes Wounded, instead of losing attributes, it loses this ability and becomes Exhausted.</div> <div><input type="checkbox"/> II. Diseased Strike This creature can Prepare an attack. Next turn if it hits, it also inflicts Sick and Withering (days).</div> <div><input type="checkbox"/> III. Rapid Regrowth This creature's Regeneration ability can repair its armour instead of recovering a condition.</div>		

LEGENDS OF AVALLEN

RULES REFERENCE SHEET

MAKING A CHECK

Check: Make a check with an attribute to beat the Check Difficulty.

- Reveal a card from the deck plus an additional card for each remaining advantage or disadvantage you have after they cancel out.
- Use the best card if advantaged, the worst if disadvantaged.
- Add 1 to your attribute rank if the card matches its colour, subtract 1 if it's the opposite colour. Add or subtract double if it's a Court Card and/or if it's your attribute's matching or opposite suit.
- Get a Critical Success by succeeding with a Court Card or a card of the opposite colour to earn an Edge or double values in [...].
- Fail and gain an Edge.
- Get a Critical Failure by failing with a Court Card and your opposition gains your Edge instead.

PERSONAL ASPECTS

	Motivation	Flaw	Virtue	Flaw
	Challenge	Timid	Valiant	Reckless
	Devotion	Callous	Just	Vengeful
	Discovery	Foolish	Wise	Dogmatic
	Impulse	Shameless	Dignified	Vain
	Influence	Greedy	Benevolent	Servile

TREATABLE CONDITIONS

Exerted: You cannot exert yourself to change the result of a check.

Overwhelmed: You cannot help allies.

Charmed—You must also help the object of your charm.

Enraged—You must also attack the object of your rage.

Terrified—You must also flee from the sight of the object of your terror.

RECOVERABLE CONDITIONS

Exhausted: You cannot take short rests and your moves are reduced by 1 during conflicts and journeys.

Sick: You cannot earn Edges from checks.

MORTAL CONDITIONS

Withering: You become Exhausted, Sick, Wounded, or Dying when it triggers.

Seconds—It triggers on your turn when in a conflict or exploring.

Hours—Triggers after multiple rounds while exploring.

Days—Triggers after a long rest—or lack thereof. It also spreads to a random character you spent the day with.

Wounded: Your attribute ranks have -2.

1. *Treat*—Gain +1 to both of either your physical or mental attributes.

2. *Recover*—Gain +1 to all attributes.

3. *Recover*—Attributes return to normal and you are no longer Wounded.

Dying: If you become Wounded whilst already having an untreated Wound, fall unconscious and begin dying instead. You will die in 10-20 minutes unless someone treats your wound, in which case you will wake up instead.

REST & RECOVERY

Short Rest: Treat all Treatable conditions.

- Consume 1 supply and relax for 10-20 minutes.
- Give up any Edges and concentration spells you have.

Long Rest: Treat all Treatable conditions. If you have a recoverable or mortal condition also make a Recovery Check.

- Consume 1 supply and sleep for 8 hours.
- Give up any Edges and concentration spells you have.
- If you don't take a long rest between days you become Exhausted.

Recovery Check: Check Vigour or Spirit, you cannot exert for this check.

Crit. Success—Recover any one condition and gain an Edge.

Success—Recover your least severe condition.

Failure—Become Exerted but gain an Edge.

Crit. Failure—Become Exhausted.

SPECIAL ACTIONS

Set-up: Make a check to help or hinder another character's check.

Crit. Success—As a success and you can give your earned Edge.

Success—Create two advantage or disadvantages.

Failure—Earn an Edge but can't use it for the check you failed to Set-up.

Crit. Failure—As a failure and give the opposition an Edge for the check!

Protect: You oppose actions that would affect or involve what you Protect. If the action targets, it targets you instead unless it critical succeeds.

MOVEMENT

Move: You can use your action to make a move. You can also use moves to take simple actions instead.

Rush: Check against the environment to make [1]+1 moves. If you critically fail, you cannot move.

Push: Check against a foe or large object to move them [1] space. You can move with them.

Difficult Terrain: Requires two moves—from one or two turns—to enter.

Mounts: Grant you +1 move without an action and a height advantage but cannot move through difficult terrain.

ATTACKS

Attack: Check weapon's attack attribute, deal [damage] equal to weapon's damage plus damaging attribute. If damage doesn't beat foe's armour rating, gain an Edge.

Grapple: To begin or end a grapple, check Agility against a foe. If you fail to begin one, your foe can Exploit you. While grappling you can only:

- Use small items (armour is useless).
- Target others in the grapple, unless you're a much larger than them.
- Move by Pushing a grappler with you, unless you're much larger than them.

Exploit: Once per round, at any time, you can make a melee attack or grapple against a Vulnerable foe. A foe is Vulnerable if:

- You begin a turn in a space with no foes and you move into their space.
- They take an action that prevents them from keeping up their guard.
- They fail to begin a grapple with you.

SPECIAL ATTACK RULES

Friendly Fire: When you critically fail a ranged attack against a foe in the same space as an ally, you critically hit that ally instead.

When you critically fail a weapon attack against a foe an ally is grappling, you critically hit that ally instead.

Ambush: Attack a foe while they are unaware. Your attacks and grapples are advantaged. Foes cannot use Edges, exert themselves, or exert their equipment—a successful attack that beats their armour will wound them.

Check Wit to determine which group acts first after the ambush.

Sneak Attack: Successfully sneak up to a foe, then ambush them with a small melee weapon. You automatically begin grappling so your attack will ignore their armour. If you critically hit, you can forgo your Edge to ensure your sneak attack is silent.

SPELLCASTING

Spells: Effect a single target you touch. You are disadvantaged by the spell's listed complexity. If you fail to cast it, you become Overwhelmed. If you critically fail, you become Wounded.

Raise Complexity: Gain disadvantages to casting a spell to increase its range or scope.

+1 *Complexity*—Range of 2 spaces.

+2 *Complexity*—Range of anywhere in scene.

+3 *Complexity*—Affects a space, except yourself and others in the spell's ritual if you prefer.

+6 *Complexity*—Affects up to three adjacent spaces, except yourself and others in the spell's ritual if you prefer.

Ritual: You and allies can use the Set-up action to help cast a spell. Make the Set-up check against the spell's listed complexity (not raised complexity). If you fail, you suffer the same consequences as if you failed to cast it.

LEGENDS of AVALLEN

GAMEMASTER'S REFERENCE SHEET

FATE CARDS

Tempt Fate: Use Fate Cards to add extra tension to risky scenes.

- Draw a card face down as a Fate Card after each round of significant actions or whenever significant time passes.
- When you draw the fourth Fate Card reveal them all one by one.
- A **complication** arises if a Joker or two Court Cards are revealed.
- Discard the revealed cards and then start again by drawing another Fate Card.

Making Matters Worse: When a character severely aggravates the situation, Tempt Fate with four extra cards.

Making Matters Better: When a character significantly eases the risk in a situation, discard some Fate Cards. If a character eliminates the cause of a complication then ignore it when it arises.

STEALTH

Awareness: Increase an NPC's awareness by 1 when a character fails to sneak. Increase by 2 when a character critically fails.

Awareness 0—Asleep or very distracted.

Awareness 1—Alert but not suspicious.

Awareness 2—Aware of disturbance, will investigate, then return to 1.

Awareness 3—Catches them sneaking!

CHASES

Escape: If a flier chooses a route at a crossroads while out of line of sight from a chaser, the chaser makes a Wit check to spot the route or loses the chase.

Hide: If a flier enters a space that breaks line of sight with a chaser, they can hide. A chaser that reaches that space must decide whether to spend a turn searching it or continue on.

Generate Chase: Each card represents a space. Keep one card ahead of the fliers revealed. Court cards have features.

♥ **Hazard**—Breaks line of sight and is dangerous.

♦ **Difficult**—Breaks line of sight and is difficult terrain.

♠ **Obstructive Crossroads**—Go left, right, or try to overcome it.

♣ **General Crossroads**—Go left, right, or straight ahead.

Red Joker, Dead End—Double back to a crossroads.

Black Joker, Covered Crossroads—Breaks sight, go left, right, or straight.

JOURNEYS

While journeying, a character that exerts themselves also becomes Exhausted. An Overwhelmed character cannot take on a Journey Role (see table below).

Day Procedure:

1. Choose an action for the day, no action, or a Journey Role to fulfil.
2. Decide Pace. Make any checks needed to move.
3. Tempt Fate for the day. A complication is a Danger, Opportunity, or Hazard.
4. Describe progress, introduce any other scenes, take a long rest.

Normal Pace—Move 1 region a day.

Fast—Rush to move 1+[1] regions. Players can share successes.

Slow—Rush to move [1] regions stealthily. Players can share successes.

Forced March—Move +1 but do not take a long rest.

PARLEY

Patience: 5—Allied, 4—Friendly, 3—Neutral, 2—Unfriendly, 1—Enemy.

Lose 1 patience with a check failure against the NPC.

Lose 2 patience with a check critical failure against the NPC.

At 0 patience the NPC makes a check against the players.

Crit. Success—End the parley and reaffirm an eliminated objection.

Success—End the parley, the NPC's mind is made up.

Failure—Resume the parley with one less than last starting patience.

Crit. Failure—Resume parley with last starting patience.

Motivation	Flaw	Virtue	Flaw
Challenge	Timid	Valiant	Reckless
Devotion	Callous	Just	Vengeful
Discovery	Foolish	Wise	Dogmatic
Impulse	Shameless	Dignified	Vain
Influence	Greedy	Benevolent	Servile

NPC STATS

	Tier (Levels)	Attribute Ranks	Abilities	Equipment Quality	Armour Rating	Weapon Damage
	Apprentice (1-3)	1,0,0,0	1	Basic (+0)	4	[5]
	Adventurer (4-6)	2,1,1,0	2	Basic (+1)	5	[6]
	Veteran (7-9)	3,2,1,1	3	Fine (+2)	6	[7]
	Heroic (10-12)	4,3,2,1	4	Fine (+3)	7	[8]
	Legendary (13-15)	5,4,3,2	5	Masterwork (+4)	8	[9]

Type	Slot	Size	Attributes	Abilities	Equipment	Exert Self	Exert Armour	Wounded
Swarm	1/4	Tiny-small	-1	-1	-1	No	No	No
Minion	1/2	Small-medium	-1	-1	-1	No	No	Yes
Grun	1	Medium	+0	+0	+0	No	Yes	Yes
Elite	2	Medium-large	+1	+1	+1	Yes	Yes	Yes

BASIC PRICES

Time, Size, or Complexity	Examples	Price
Consumed Goods		
Minutes or Simple	Bard's song, Meal	1-3c
Hours or Specialist	Room to sleep, 4 Supply	4-6c
Days or Expert	Caravan ride, Priest's healing	7-9c
Owned Goods		
Simple or Small	Backpack, Dagger	1-3s
Specialist or Medium	Profession kit, Round shield	4-6s
Expert or Large	Otherworldly plant, Horse	7-9s

Coin Tier Values: Coppers, Silvers, Golds, Everstones.

Prices: Players sell at half price. Raise tier of the coin by one for Fine goods and one again for Masterwork. Raise tier of coin by one to buy in bulk.

Rewards: Players can loot and scrounge values of coppers, and earn or steal values of silvers. These increase a tier of coin value at the Veteran tier and again at Legendary tier.

Roles	Benefit	Danger (J, Q, K)	Failure	Critical Failure	Opportunity (Ace)	Success	Failure	Critical Failure
Guide (Wit ♠)	Follow directions and tracks	Lost	Cannot move	+ Overwhelmed next day	Shortcut	Extra move	Overwhelmed next day	+ Wounded
Scout (Vigour ♥)	Advantage other roles' complication checks	Shoddy Shelter	Half party exhausted	+ Overwhelmed next day	Discovery	Critical succeed recovery and a large valuable	Overwhelmed next day	+ Wounded
Gatherer (Agility ♦)	Finds 1 supply or 2 with no complications	Spoiled Supply	No supply, half party sick	+ Overwhelmed next day	Hunt	Gain 3 supply and trophy	Overwhelmed next day	+ Wounded
Lookout (Spirit ♣)	Advantage recovery and watch for foes	Scavengers	Lose supply and coin	+ Overwhelmed next day	Fae	Gain 2 supply and a small valuable	Overwhelmed next day	+ Wounded
Whole Party (Red Joker)	—	Land Hazard	Wounded	+ Overwhelmed next day	—	—	—	—
Whole Party (Black Joker)	Stop to advantage check, continue to disadvantage it.	Weather Hazard	Withering (days)	+ Overwhelmed next day	The next day, when you Tempt Fate, if a complication is revealed, it is ignored; instead, this complication continues again as it did the day before.			