

## REFERENCE TABLES

### HERO CREATION SUMMARY

1. Choose your **name** and **lineage**. If you are mortal, your name die is d6. If you are half-divine, your name die is d8, and you start with eight levels of Fate.
2. Choose your **heroic trait**. Make a note of the bonuses you get on your hero sheet.
3. Determine your starting **ability** ratings. Each ability starts at d6. You may raise the die size of one ability by lowering the die size of another ability in the same group. You also get two bonus levels to place where you want.
4. Choose your **god** and note his or her favored abilities. You start with 7 boxes of divine favor. Put an X mark in the remaining boxes.
5. Choose your **weapons**. Choose one missile weapon and three melee weapons. Write down the dice and range for each weapon on your hero sheet.
6. Choose your **armor**. If you wear a piece of armor, put an 'x' in the little box for that piece of armor on your sheet. Write your armor die in the space provided. (1 piece = d6. 2 pieces = d8. 3 pieces = d10.)

### BATTLE SUMMARY

#### CHOOSE BATTLE DICE

Weapon dice + Ability die + Name die.  
Divide between left and right hands.

#### POSITION

Roll Name + Athletics. Act lowest roll to highest. Move yourself or one enemy that rolled lower than you by one range band.

#### ORDER OF ACTION

Swords > Spears > Javelins > Bows.  
For each group: Position > Ability.

#### ATTACK

Roll right hand dice. Equal or exceed defense result = hit.  
Each victory = 1 wound or +1 to next position roll or -1 to target armor roll.

#### RANGE

Optimal: no penalty.  
+/-1 range: -2 to attack.  
+/-2 range: -4 to attack.

#### DEFENSE & ARMOR

Roll left hand dice. Must exceed attack result to avoid attack. Each defensive victory gives +1 bonus to next position roll.

If you're hit, you may roll your armor die. 4+ on armor = no damage taken. If the armor die succeeds, it's impaired by one level.

#### WOUNDS

1 wound per victory of attack roll. Mark the wound box that corresponds to the number of wounds taken. If that box is marked, mark the next higher box. If you mark your '6' box, you are defeated.

#### SPECIAL MANEUVERS

**Tactics:** Cunning vs. Insight. -2 to target's next roll per victory. Replaces attack roll.

**War-Cry:** Orate vs. Spirit. -2 to target's next roll per victory. Replaces attack roll.

**Battle-Wise:** Lore vs. Grace. -2 to target's next roll per victory. Replaces attack roll.

**Disarm:** Might vs. Might. Range 2. Target loses one weapon for 1 exchange per victory.

**Left Hand Attack:** Roll left hand dice for second attack with -2 penalty. Cannot use attack dice for defense.

#### DURING BREAKS

1. Change weapons/battle dice
2. Give up
3. Flee
4. Call truce

## WEAPONS

**Bow** ID8+I RANGE: 5, 6  
Put the bow die in your right hand. If you use a bow, you cannot have any weapon dice in your left hand.

**JAVELIN** ID6+I RANGE: 2-4  
The javelin is the least powerful weapon but it is useful at many different distances, making it very versatile. The javelin die can be used in either hand.

**SHIELD** ID8  
You hold your shield die in your left hand.

**SPEAR** ID8 ID6 RANGE: 2  
You hold your spear in both hands. Put the d8 in one hand and the d6 in the other (left for defense, right for offense). You may swap the positions of the dice at any time before you roll. You may use a spear and shield at the same time.

**SWORD** 2D6 RANGE: I  
You hold your sword in one hand. Put the 2d6 in the hand that holds the sword. One of your sword dice may be moved to your other hand. You may decide to combine or split your sword dice at any time before you roll.

## STARTING RANGE TABLE

	Bright	Dim	Dark
Open exterior	7	6	5
Rugged exterior	6	5	4
Dense exterior	5	4	3
Large interior	4	3	2
Small interior	3	2	1
Cramped interior	2	1	0

## STRIFE COSTS/GLORY REWARDS

Opposition Dice	Strife	Glory
2d6	0	1
1d6 1d8	1	2
2d8	2	3
1d8 1d10	3	4
2d10	4	5
1d10 1d12	5	6
2d12	6	7

Harmful Contest: +1 Strife/Glory

## ADVANTAGE DIE SIZE

Victories	Advantage Die
1	1d6
2	1d8
3	1d10

## QUEST STRIFE POOL

(Number of Heroes x Objectives) x 5

## SINGLE NPC STRIFE LIMIT

(Highest Hero Name Die + 2) x 2

## EARNING STRIFE

Interlude	4
Beat hero in simple contest	1
Defeat hero (Hero's Name Die)	

## QUEST REWARDS

1 box of divine favor  
1 Glory per objective completed  
1 god oath