

BIRTH NAME

PLAYER

HERESY

VOW

START OF COMBAT

- Gain max footing
- Surprised lose half footing

ROUND BEGINS

- Gain 2 action dice

RETREAT

END OF ROUND

SET ACTION DICE

ACTS 1-6

- **AID.** Ready this die. You may spend it to add +1 to an ally's check.
- **DRAW.** Draw or stow up to two pieces of ready gear, or draw one piece of nearby gear.
- **DASH.** Move a short distance (in addition to the free move at the start of the Act).
- **HASTY ACTION.** Perform an open action (DS:91). If it requires a check, it is hasty.
- **LIGHT STRIKE.** Make a hasty [attack] with a non-heavy weapon (DS:96).
- **RECOVER.** Gain +2 footing. +1 if not adjacent to an enemy, +1/2 with useful/perfect trait.
- **STANDARD STRIKE.** Make an [attack] as discussed on page 96 of the Doomsong corebook.
- **STANDARD ACTION.** Perform an open action (DS:91). If it requires a check, it is standard.
- **HEAVY STRIKE.** Make a focused [attack] with a non-light weapon (DS:96).
- **SET UP.** Ready this die and state a trigger. If met, spend to take a free ■ action.
- **FOCUSED ACTION.** Perform an open action. If it requires a check, it is focused.
- **WITHDRAW.** Ready this die. Spend it to make a focused [retreat] in the next phase (DS:101).

EFFECT

STEP 7

Fumble. Something goes wrong (DS:96).

UNDER

You lose -1 footing.

EQUAL

Target loses -1 toughness, you lose -1 footing.

OVER

Target loses -1 toughness. If weapon has a damage type, it may deal additional effects (DS:96).

WEAPON

D

PROPERTIES

ARMOUR

PROPERTIES

READY GEAR

ABILITY

LVL PG

TOUGHNESS

FOOTING

PROTECTION

XP

TRAIT

TRAIT

NICKNAME

GOAL

### Checks

1. SET DIFFICULTY.
2. DETERMINE MODIFIERS.
  - Traits and gear
  - Conditions
  - Allies
3. ROLL.
  - Focused/Hasty/Standard
4. APPLY MODIFIERS.
5. RESULT.
6. DOOM.
7. EFFECT.

EFFECT

UNDER

EQUAL

OVER

Critical fail

Failure with cost

Success with cost

Success

Critical success

7

STOWED  
GEAR

CONDITIONS

NOTES

## Notes