

BIRTH NAME

PLAYER

HERESY

DEATH

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

UNDER

EQUAL

OVER

Fumble. Something goes wrong (DS:96).

You lose -1 footing.

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

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

NOTES CONDITIONS

1. Set Difficulty

2. Determine Modifiers.

3. Roll.

4. Apply Modifiers.

5. Result.

6. Doom.

7. Effect.

8. - Focused/Hasty/Standard

9. - Allies

10. - Conditions  
- Traits and gear

# Checks

A hand-drawn illustration of a 7-sided die and a scroll. The die is a cube with faces labeled: "Critical success", "Success", "Success with cost", "Failure with cost", "Critical fail", "OVER", "EQUAL", and "UNDER". The top face has a bat icon, and the bottom face has a skull icon. A scroll next to the die is labeled "EFFECT".

NICKNAME  
GOAL

## Notes