FAOS Cards

Version 1.2 (2026-10-17)

Printing Instructions

Print the number of copies you want. Give it time to dry. You may want to print each page one at a time and not stack them as they dry. Cut out the cards by cutting the horizontal cut lines first, then cut the vertical cut lines.

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Images

As a free TTRPG, FAOS was created as inexpensively as possible with a lot of love and long hours. All the artwork was created using either artificial intelligence image generators or a combination of many other images.

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Hero Clothing
Tier 0
0 AP
1 GP



Padded Armour
Tier 1
1 Torso AP
3 GP



Leather Armour
Tier 1
2 Torso AP
5 GP



Studded Leather Armour
Tier 1
3 Torso AP
7 GP



Wooden Shield
Tier 1
+1 AP to Torso
3 GP



Hide Armour
Tier 2
4 Torso AP
10 GP



Chain Shirt Armour
Tier 2
5 Torso AP
15 GP



Scale Mail Armour
Tier 2
6 Torso AP
20 GP



Metal Shield
Tier 2
+2 AP to Torso
10 GP



Ring Mail Armour
Tier 3
7 Torso AP
20 GP



Breast Plate Armour
Tier 3
8 Torso AP
30 GP



Mithril Shirt Armour
Tier 3
9 Torso AP
50 GP



Plate Armour
Tier 3
10 Torso AP
100 GP



Vanguard Shield
Tier 3
+1 AP to all body parts
50 GP



Magical Tier 1 Armour
Tier 4
11 Torso AP
300 GP



Magical Tier 2 Armour
Tier 4
12 Torso AP
500 GP



Magical Tier 3 Armour
Tier 4
13 Torso AP
700 GP



Magical Shield
Tier 4
+4 AP to Torso
100 GP



Renowned Armour
Tier 5
14 Torso AP
1000 GP



Artifact Armour
Tier 5
15 Torso AP
1500 GP



Legendary Armour
Tier 5
16 Torso AP
2000 GP



Legendary Shield
Tier 5
+5 AP to Torso
500 GP



Divine Armour
Tier 6
17 Torso AP
5000 GP



Divine Shield
Tier 6
+6 AP to Torso
1000 GP



No Arm Armour
Tier 0
0 Arm AP
0 GP



Leather Bracers
Tier 1
1 Arm AP
5 GP



Metal Bracers
Tier 2
2 Arm AP
20 GP



Mithril Bracers
Tier 3
3 Arm AP
50 GP



Magical Bracers
Tier 4
4 Arm AP
100 GP



Legendary Bracers
Tier 5
5 Arm AP
300 GP



Divine Bracers
Tier 6
6 Arm AP
750 GP



No Leg Armour
Tier 0
0 Leg AP
0 GP



Leather Shin Guards
Tier 1
1 Leg AP
5 GP



Metal Shin Guards
Tier 2
2 Leg AP
20 GP



Mithril Shin Guards
Tier 3
3 Leg AP
50 GP



Magical Shin Guards
Tier 4
4 Leg AP
100 GP



Legendary Shin Guards
Tier 5
5 Leg AP
300 GP



Divine Shin Guards
Tier 6
6 Leg AP
750 GP



No Head Armour
Tier 0
0 Head AP
0 GP



Leather Cap
Tier 1
1 Head AP
5 GP



Metal Helm
Tier 2
2 Head AP
10 GP



Adamantium Helm
Tier 3
3 Head AP
50 GP



Magical Helm
Tier 4
4 Head AP
100 GP



Legendary Helm
Tier 5
5 Head AP
200 GP



Divine Helm
Tier 6
6 Head AP
500 GP



Punch/Kick/Headbutt

0GP

Melee only. You punch, kick or headbutt a target doing 1 point of damage. On an Melee Attack Skill Check of 6 or below, you do 1 point of damage to your attacking limb.



Brass Knuckles

3GP

Melee only. You punch a target doing 1 point of damage. Can wear a brass knuckles in one free hand.



Shuriken

3GP

Ranged only (30'). You throw this sharp pointed throwing star at a target doing 1 point of damage. Can wield a shuriken in one free hand.



Club

3GP

Melee only. You hit a target doing 1 point of damage. Can wield a club in one free hand. You do 2 damage to skeletal creatures.



Dagger

5GP

Melee or Ranged (30'). You throw or stab a target doing 1 point of damage. Can wield a dagger in each free hand.



Mace

10GP

Melee only. You hit a target doing 2 points of damage. Can wield one mace in one free hand. You do 4 damage to skeletal creatures.



Short Sword

10GP

Melee only. You hit a target doing 2 points of damage. Can wield a short sword within each free hand.



Long Sword

15GP

Melee only. You hit a target doing 2 points of damage. Can wield one long sword in one free hand. You get +1 to your Parry Defense Checks.



Great Sword

25GP

Melee only. You hit a target doing 3 points of damage. Can wield one great sword in two free hands. Enemies that are hit lose 1 Mana or 1 Grit Point.



Hand Axe

10GP

Melee or Ranged (30'). You throw or slash at a target doing 2 points of damage. Can wield a hand axe in each free hand.



Battle Axe

25GP

Melee only. You hit a target doing 3 points of damage. Can wield one battle axe in two free hands. Can be used to cut wooden objects such as doors, chests or cutting down trees.



War Hammer

25GP

Melee only. You hit a target doing 3 points of damage. Can wield one war hammer in two free hands. Can be used to smash objects such as doors, chests or break through stone. You do 6 damage to skeletal creatures.



Hand Crossbow & Quiver

10GP, 20 bolts is 5GP

Ranged (30'). You shoot bolts at a target doing 1 point of damage. Can wield a hand crossbow in each free hand. Takes a Free Action to load one hand crossbow on your turn. Takes an Action Token to load two hand crossbows on your turn.



Bow & Quiver

20GP, 20 arrows is 5GP

Ranged (60'). You shoot arrows at a target doing 2 points of damage. Can wield one bow in two hands. Spend one Action to steady your aim and get an Advantage on your Attack Check.



Heavy Crossbow & Quiver

25GP, 20 bolts is 5GP

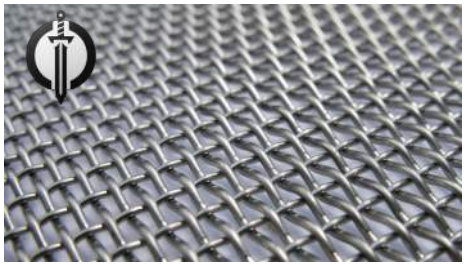
Ranged (60'). You shoot bolts at a target doing 3 points of damage. Can wield one heavy crossbow in two hands. Takes an Action Token to load one heavy crossbow on your turn. Spend one Action to steady your aim and get an Advantage on your Attack Check.



Rope Net

5GP

Ranged (15'). You throw a rope net on a target using two free hands. On a hit, the target is grappled. The Grappled target can spend two Action Tokens to do a Strength Check with a Disadvantage to escape the net or optionally spend three Action Tokens to cut the net and escape the net. A cut net is destroyed.



Wire Net

10GP

Ranged (10’). You throw a wire net on a target using two free hands. On a hit, the target has the Grappled Condition. The Grappled target can spend two Action Tokens to do a Strength Check with Disadvantage to escape the net.



Barbed Wire Net

15GP

Ranged (10'). You throw a barbed wire net on a target using two free hands. On a hit, the target has the Grappled Condition. A target starting their turn in the barbed wire net takes 1 point of damage from the barbed wire. The Grappled target can spend two Action Tokens to do a Strength Check with Disadvantage to escape the net.



Spear

5GP

Melee or Ranged (30'). You throw or puncture a target doing 1 point of damage. Can wield one spear in two hands or throw with one. Your reach extends to 10’.



Staff

3GP

Melee. You hit a target doing 1 point of damage. You wield the staff in one or two hands. Your reach extends to 10’. With two hands on the staff, you can spend 3 Mana or Grit Points prior to the attack to also trip the Target upon a hit.



Trident

15GP

Melee or Ranged (30'). You throw or puncture a target doing 1 point of damage. Can wield one trident in two hands or throw with one. Your reach extends to 10’. A hit to a target pins them to the surface they are on and gives them the Grappled Condition. Strength Check to escape.



Small Bladed Shield

+1 to Arm AP

+1 to Torso AP

20GP

The shields edges are sharpened and can be used as a Melee weapon. You hit a target doing 1 point of damage.

Awakening
Level 7

Your Hero has awakened one special Skill based on its species or description. This could be natural armour, extra limbs, a prehensile tail, special movement (such as flying, burrowing, swimming or climbing), resistances while in certain extreme environments, underwater breathing, natural camouflage, night vision, fangs and claws for unarmed strikes, or any other special Skill your species might be capable of doing. This special Skill must be discussed with and approved by your GM when your Hero reaches level 6 before you gain the Maneuver at Level 7.

Action Surge

Once per Round as a Free Action, you can spend 3 Grit Points or 3 Mana Points to gather your inner fortitude to immediately recover a spent Action token and have it immediately available to spend it.

Backstab

While successfully stealthed, you can spend 3 Grit Points immediately prior to a Melee Attack on a Creature that an active ally or allies is Flanking. Perform the Attack Check with an Advantage (due to Flanking) and another Advantage (due to Stealth) and any damage you deal is doubled for the stealthy backstab.

Berserker

Your Max Torso HP goes up by 5 while you have this Condition. Spend 2 Grit Points and one Action Point to go into Berserker mode for two Rounds where your Melee Attacks are done with an Advantage but any Dodge or Parry Skill Checks you do is done with a Disadvantage. While in Berserker mode, you have an Advantage on your Strength Skill Checks.

Bull Rush

Once per round, spend 2 Grit Points prior to attacking a Creature with a Melee attack and at least 15 feet of straight movement towards the Creature. If you hit the Creature, it is shoved 15’ directly away from you and knocked Prone. If the Creature is up against a structure that prevents the movement, it takes an additional 1 damage but is not knocked Prone.

Camouflage

You can spend 3 Mana or Grit Points to have an Advantage on Stealth Skill Checks until the end of your next turn.

Chemist

Your tinkering skills have allowed you to create potions. You can spend your Max Grit and your Max Mana points to create one potion with by purchasing the potion materials that can be found at any medium sized city or larger. First declare the potion you are making then roll a Handywork Check to see how much GP of potion materials it takes (rounded down) to create the potion in the table below:

2-6	Spend the full gold
7-16	Spend half the gold
17+	Spend 1/4 the gold
Natural 24	Find the ingredients for free in the wild

If you don't have enough gold, the potion fails.

Cleave

Once per Round when you Melee attack with any swinging sharp bladed weapon, you can spend 3 Grit Points prior to your attack to try to hit two Creatures you choose within Melee range. On a hit, you do the same damage to both Creatures.

Commander

Once per Round, you can spend 2 Action Points to give another ally that can see or hear you 1 Action Point. You have an Advantage on Insight Skill Checks.

Distract

You have perfected the art of distracting your enemies. Once per Round, spend Action Tokens on an enemy Creature that can see or hear you. For every Two Action Tokens you spend, you reduce the enemy Creature's Action Tokens by one.

Druidic Circle

You can spend 2 or more Mana Points to draw a 5 foot radius Druidic Circle that glows with Primal Magic. All Heroes within the Druidic Circle have Advantage on Primal Spell Skill Checks. The circle lasts a number of rounds equal to the Mana Points spent beyond 2. For example spending 3 Mana Points allows the Druidic Circle to last 1 round. Spending 5 Mana Points allows the Druidic Circle to last 3 rounds.

Dualist

Once per Round while wielding a Melee weapon, prior to your attack you can spend 3 Action Tokens and 5 Grit Points to try to disarm your opponent of their weapon (unless part of their body). On a successful Melee attack rolled with Disadvantage, you don't deal damage but you disarm the target of their weapon and as a free action, you can step forward and stand on their fallen weapon. They may spend an Action Token to try to regain their weapon in which you will need to do a Strength Skill Check. On a success, the enemy can't get their weapon from under your foot. On a fail, the enemy can spend another Action Token to pickup their weapon.

Dual Weapon

You can wield two one-handed melee weapons at once. Once per round, you can spend 2 Grit Points to do two Melee weapon attacks (one with each weapon in each hand) which will only cost 1 Action Token.

Eagle Eye

The distance of your ranged attacks, ranged spells or ranged psionics are doubled. You can spend 2 Grit Points (for weapon attacks) or 2 Mana Points (for spell or psionic attacks) prior to the ranged attack to get an Advantage on the one Attack Action but your next Dodge or Parry Skill Check is done with a Disadvantage.

Engineer

You have an Advantage on Focus Skill Checks where you are trying to learn or discover something.

Fists of Fury

While not wearing metal armour, once per round you can spend 1 Grit Point to perform two unarmed Melee Attacks on a Creature which will only cost 1 Action Token.

Gymnast

While not wearing metal armour, you have an Advantage on Dexterity Skill Checks and your Climbing Speed is the same as your Movement Speed.

Impale

Once per Round when you Melee attack with any piercing weapon such as a spear, trident or similar weapon, you can spend 3 Grit Points prior to your attack to try to pin the Creature to the structure directly behind and adjacent to it. On a hit, the Creature is considered Grappled in place for two rounds before it escapes.

Inspire

Once per round, spend 2 Action Tokens to give yourself or an ally who can see or hear you an Advantage on their next Skill Check.

Luck

Once per round as a Free Action, you can spend 5 Grit Points or 5 Mana Points to re-roll one of your D12 dice that you just rolled.

Master Craftsman

Your tinkering skills have allowed you to follow specialized recipes to create items. The time it takes to create the item and the cost of materials depends on its complexity and rarity of materials. Recipes can be purchased, discovered or stolen. If you have an idea for a recipe to create your own unique item, discuss it with your GM.

Medic

Once per round, spend 3 Action Tokens to tend to the wounds of one body area of an adjacent ally or yourself. You heal that body part by 3 HP up to it's Max HP.

Mentalist

You can spend 3 Mana Points to have an Advantage on Psionic Skill Checks until the end of your next turn.

Mind Fortress

You can spend 3 Mana or Grit Points to have an Advantage on Willpower Skill Checks until the end of your next turn.

Parkour

While not wearing metal armour, once per round you can spend 1 Grit Point to ignore difficult terrain and you can run on walls and ceilings up to your movement speed on a successful Dexterity Check. If you stop while on walls or ceilings after your movement is done without gripping a secure hold, you will fall and take 1 point of damage for every 10' of height you fall. A successful Focus Skill Check will let you find a secure hold while on a wall or ceiling.

Performer

You can spend 3 Mana or Grit Points to have an Advantage on Charisma Skill Checks until the end of your next turn.

Pierce

Once per Round when you make a Ranged Attack with any piercing weapon such as an arrow, bolt or spear (hilted weapons are excluded), you can spend 3 Grit Points prior to your attack to try to hit two Creatures that are lined up in a row with you and within the weapons range. On a hit, you do the same damage to both Creatures.

Prayers

You can spend 3 Mana Points to have an Advantage on Divine Spell Skill Checks until the end of your next turn.

Pyromancy

Your tinkering skills have allowed you to create bombs. You can spend your Max Grit and your Max Mana points to create one bomb with 5 GP of purchased bomb materials that can be found at any medium sized city or larger. Roll a Handywork Check to see what type of bomb you create per the Pyromancy Bomb Table in the FAOS Rules document.

Rapid Fire

Once per round, with a burst of fast reloading, you can spend 2 Grit Points to do two ranged weapon attacks with the same weapon which will only cost 1 Action Token.

Ricochet

Spend 3 Grit Points to allow a ranged attack, ranged spell, or ranged psionic attack to ricochet off a structure to go around corners and hit a Creature you have previously seen. The range distance of the attack is the total lengths it travels and is restricted to the attack's range restrictions.

Sculpt

Spend 1 Mana Point and change the Area of Effect (AOE) of a spell or Psionic to a controlled line by the caster that can turn and weave horizontally and vertically through a battle field hitting multiple targets. A 30' cone AOE spell now becomes a 30' x 5' wide line. A rectangular or cube spell has the sum of two sides added together for the line's range (example; a 10'x10' cube becomes a 20' x 5' line). The diameter of a sphere becomes the length of the line's range (example; a 20' sphere becomes a 20' x 5' line). The caster's line can turn and weave but the total length of the line cannot exceed the range distance. If a target is not visible to the caster (example behind full cover), there is a 50/50 chance the controlled line will miss the target (Hero rolls 1d12; 1-6 miss, 7-12 hit).

Sentinel

If you hit a Creature with a Melee Attack while it tries to move out of range of your Melee Attack. It's Movement is zero for that Round.

Stunning Strike

While not wearing metal armour, spend 3 Grit Points prior to your weapon or unarmed Attack. On a hit, the Creature takes the damage and is stunned for one Round. On success by 5, the Creature is stunned for two Rounds. On a Critical Success, the Creature is stunned for three Rounds.

Tinkerer

You can spend 3 Mana or Grit Points to have an Advantage on Handywork Skill Checks until the end of your next turn.

Tracker

You can spend 3 Mana or Grit Points to have an Advantage on Survival Skill Checks until the end of your next turn. You ignore difficult terrain produced by nature such as heavy snow, still water such as swamps, rocky terrain, sand dunes, or heavy underbrush.

Trap

Once per round, you can spend 2 Grit or Mana Points and 2 Action Tokens to build an improvised trap for a Creature to spring. Use your Handywork Skill Check to see if it works. A success has the Creature take 1 damage. A success by 5 has the Creature take 1 damage and is Grappled for one Round in the trap. A success by 10 has the Creature take 2 damage and is Grappled for one Round in the trap. A Critical Success has the Creature take 2 damage and is Grappled for two Rounds.

Turtle

Spend 2 Grit Points and one Action Token to go into Turtle mode for two Rounds where your Attack, Spells, or Psionics are done with a Disadvantage but any Dodge or Parry Skill Checks you do is done with an Advantage.



Vanguard

While holding a shield, you can add the Tier # of your shield to any Strength Skill Checks where a Creature is trying to Shove, Grapple or Trip you. As a Reaction, you can spend 1 Grit Point and an Action Token to use your Armour Defense Skill Check on an adjacent ally who is being attacked. As a Reaction, you can spend 2 Grit Points and an Action Point to swap positions with any willing adjacent ally. If you are equipped with a Vanguard shield, you can roll with an Advantage for these Strength Skill Checks or for any Armour Defence Skill Checks.















Baned

A Baned Creature has been mentally distracted by the caster's deity or the psionic's mental interruptions.

A Hero has an Advantage on Skill Checks against a Baned Creature.

A Baned Hero has a Disadvantage on Skill Checks.

Blinded

A Blinded Creature can't see, has no sense of direction, and automatically fails any Skill Checks that requires sight. A Blinded Creature regains its sight after a Rest.

A Hero's Attacks or Defensive Checks against a Blinded Creature is done with an Advantage.

A Blinded Hero's Attack or Defensive Checks are done with a Disadvantage.

Bleeding

A Bleeding Creature has an open wound and takes 1 point of damage at the start of their turn.

Blessed

A Blessed Creature has been enhanced by a caster's deity.

A Hero has a Disadvantage on Skill Checks against a Blessed Creature.

A Blessed Hero has an Advantage on Skill Checks.

Bloody

When any of a Creature's body part HP is half or less of its Max HP.

Brittle

When an item has the Brittle condition, it's older than you realized and you feel the brittleness within it. There could be a chip or a crack in it. If the item takes any more damage, it is destroyed. When a piece of Armour has 1 Armour Point, it has the Brittle condition.

Burning

A Creature on fire is Burning and takes 1 point of damage at the start of their turn. A Creature can spend 1 Action Token to snuff out the fire on themselves or another Creature. A Creature immersed in at least half their height in water can snuff out the fire as part of their Movement.

Charmed

A Charmed Creature can't target the charmer with attacks or use harmful magical effects and considers the charmer a friend. A Charmed Creature is no longer Charmed after a Rest.

A Charmed Creature gives the caster an Advantage on social Skill Checks with it.

A Charmed Hero's social Skill Checks are done with a Disadvantage.

Death's Door

A Creature on Death's Door is Incapacitated. It's spirit has left the body but has not yet left for the spirit world. The body doesn't take any further Damage. The body and spirit can be reunited and Revived if all the body parts are recovered. After 48 hours at Death's Door, the Creature is permanently dead as it's spirit moves on to the next life.

Deafened

A Deafened Creature can't hear and automatically fails any Skill Checks that require hearing. A Deafened Creature takes no damage from a sonic attack. A Deafened Creature regains its hearing after a Rest.

Drained

A Drained Creature cannot think properly and all mental Skill Checks are done with Disadvantage. A Mentally Drained Creature is no longer Mentally Drained after a Rest.

A Hero has an Advantage on all all Magical Attacks, Defensive Checks against Magical Attacks and social interactions with a Drained Creature.

A Drained Hero has a Disadvantage on all Magical Attacks, Defensive Checks against Magical Attacks, and social interactions.

Exhausted

An Exhausted Creature is winded and physical activity is hard and has the Slowed Condition. An Exhausted Creature is no longer Exhausted after a Rest.

A Hero has an Advantage on all Attack, Defensive, and Physical Skill Checks against an Exhausted Creature.

An Exhausted Hero has a Disadvantage on all Attack, Defensive, and Physical Skill Checks.

Flanked

A Flanked Creature has two active enemy combatants around it 180 degrees from each other.

A Hero has Advantage on all Melee Attacks against a Flanked Creature.

A Flanked Hero does Defense Checks with a Disadvantage agains Melee Attacks.

Frightened

A Frightened Creature can't willingly move closer to the source of its fear. A Frightened Creature is no longer Frightened after a Rest.

A Hero has an Advantage on all Skill Checks against a Creature that is Frightened of it.

A Frightened Hero has a Disadvantage on Skill Checks against a Creature it is Frightened of.

Grappled

A Grappled Creature's Movement is 0.

On the Grappled Creature's turn, it must spend an Action Token to force the Hero to succeed on the Skill Check that made the Creature Grappled to keep it Grappled.

A Grappled Hero must spend an Action Token and succeed on a Strength or Dexterity Skill Check to escape a Grapple.

Hasted

A Hasted Creature gets an Additional Action Token each Round. A Creature who has the Hasted Condition for a number of Rounds equal to their Tier Level loses the Haste Condition and gains the Exhausted Condition.

Incapacitated

An Incapacitated Creature cannot spend any Action Tokens and cannot move or speak. Any successful Melee Attacks against an Incapacitated Creature is automatically a Critical Success. An Incapacitated Creature is no longer Incapacitated after a Rest.

Invisible

An Invisible Creature can't be seen without the aid of magic or other special Skills.

A Hero rolling Attack or Defensive Checks against an Invisible Creature is done with a Disadvantage. A Hero trying to find an Invisible Creature does a Focus Check with two Disadvantage.

An Invisible Hero rolling Attack or Defensive Checks is done with an Advantage. An Invisible Hero's Stealth Checks are done with two Advantage.

Madness

A Creature with the Madness Condition feels it is under attack by all Creatures around it. It cannot be reasoned with and will attack and defend against any Creature (GMs choice) it can see using intelligent and strategic reasoning for its attacks.

A Willpower Skill Check by the Hero determines if the Madness continues or ends depending on who the target is.

Obscured

An Obscured Creature has an environmental effect causing them from being seen. Once they leave the environmental effect, the Obscured Condition is removed.

A Hero rolling Attack Checks against an Obscured Creature is done with a Disadvantage.

An Obscured Hero rolling Defensive Checks is done with an Advantage.

Petrified

A Petrified Creature is Incapacitated and transformed, along with all of its belongings into a solid stone substance. The Petrified Creature's weight increases by a factor of 10 and it ceases aging as it survives in a magical suspended animation. A Petrified Creature's has a combined 30 Armour Points. Any successful Attack Checks against a Petrified Creature reduces its combined Armour Points. When the combined Armour Points are reduced to 0, the Creature disintegrates into a cloud of dust and stone pieces and is killed. A Petrified Creature can only be restored to normal with a Restore Spell.

A Hero's Attack Checks against a Paralyzed Creature are done with an Advantage.

A Petrified Hero does Defensive Checks with a Disadvantage.

Poisoned

A Poisoned Creatures takes 1 HP of poison damage at the start of their turn to the Torso until it is cured of the poison. Armour Points cannot be used to reduce poison damage. A Poisoned Creature is no longer Poisoned after a Rest.

A Hero's Defensive Checks against a Poisoned Creature is done with an Advantage.

A Poisoned Hero does Attack Checks with a Disadvantage.

Prone

A Creature in the Prone position is laying on the ground or floor. It takes a Creature half its maximum movement to stand up from the Prone position.

A Hero's Melee Attack Checks or Ranged Attack Checks against an Adjacent or Close Prone Creature is done with an Advantage. A Hero's Ranged Attack Checks against a Prone Creature that is further away than Close is done with a Disadvantage.

A Prone Hero has a Disadvantage when rolling Defense Checks against Melee Attack Checks. A Prone Hero has a Disadvantage when rolling Defense Checks against Ranged Attack Checks that are Adjacent or Close. A Prone Hero has an Advantage when rolling Defense Checks against Ranged Attacks further away than Close. A Prone Hero has a Disadvantage when rolling Melee Attack Checks.

Restrained

A Restrained Creature's Movement becomes 0, they cannot make attacks, and they cannot cast spells that have a Gesture requirement.

A Hero can spend two Action Tokens and do a successful Strength Check to Restrain a Grappled Creature. A Hero's Attack and Defensive Checks against a Restrained Creature is done with an Advantage. On the Restrained Creature's turn, a Hero must spend two Action Tokens and succeed on the Skill Check that made the Creature Restrained to keep it Restrained.

A Creature can Restrain a Grappled Hero on the Creature's turn if the Hero fails a Strength Check. A Restrained Hero does Physical Attack Checks and Defensive Checks with a Disadvantage. A Creature must spend two Action Tokens and the hero must fail on a Strength Check to keep the Restrained Condition.

Silenced

A Silenced Creature cannot make any sounds and also has the Deafened Condition. Silenced casters cannot cast spells that have a Verbal requirement.

A Hero trying to find a Silenced Creature by sound alone does a Focus Check with a Disadvantage.

A Silenced Hero's Stealth Checks are done with an Advantage.

Slowed

A Slowed Creature can only move up to half its maximum movement. A Slowed Creature is no longer Slowed after a Rest. A Slowed Creature must make any Dodge or Dexterity Skill Checks with a Disadvantage.

Stealthed

A Stealthed Creature cannot be seen or heard.

A Hero rolling Defensive Checks against a Stealthed Creature is done with a Disadvantage.

An Stealthed Hero rolling Attack Checks is done with an Advantage.

Stunned

A Stunned Creature loses any remaining Action Tokens for the current Round or next Round if all Action Tokens are spent in the current Round. The Stunned Condition then ends.

A Hero's Attack Checks against a Stunned Creature is done with an Advantage.

A Stunned Hero cannot spend Action Tokens.

Golem

With 500GP in common materials from a large city, Spend your Max Grit & Max Mana to do one Golem tinkering check. Do four successful Golem tinkering checks in a row to successfully create your Golem that you describe. On a fail, the materials are lost. The Golem will automatically and safely attempt to follow within 15’ of it’s creator unless otherwise instructed. The creator must do a successful charisma check to make the golem do any other action. Without a check, The creator can have the Golem record 20 words and describe the conditions for playback.

Basic Healing Potion
10GP

Drinking one of these potions restores 5HP. You can distribute the restored HP to your various body parts up to your HP Max. Any unused HP from the potion are lost.

Improved Healing Potion
50GP

Drinking one of these potions restores 10HP. You can distribute the restored HP to your various body parts up to your HP Max. Any unused HP from the potion are lost.

Greater Healing Potion
100GP

Drinking one of these potions restores 20HP. You can distribute the restored HP to your various body parts up to your HP Max. Any unused HP from the potion are lost.

Cigar of Grit
50GP

Once per day you can store any amount of unused Grit Points into this cigar to a maximum of 10 Grit Points. As an Action, a Hero with the Warrior Maneuver can light the cigar and take a puff on which drains all its Grit Points into you up to your Max Grit Points. Any leftover Grit Points in the cigar that can't transfer are lost. The cigar has a flavourful smell and never wears out. If the cigar is wet, it needs to fully dry out before it can be lit. This item can be flavoured by the user to suit their Hero.

Longpipe of Mana
50GP

Once per day you can store any amount of unused Mana Points into this longpipe to a maximum of 10 Mana Points. As an Action, a Hero with the Caster Maneuver can light the longpipe and take a puff which drains it of all its Mana Points into you up to your Max Mana Points. Any leftover Mana Points in the longpipe that can't transfer are lost. The longpipe has an ancient mysterious smell and never wears out. If the longpipe is wet, it needs to fully dry out before it can be lit. This item can be flavoured by the user to suit their Hero.

Legendary Cigar of Grit
200GP

Once per day you can store any amount of unused Grit Points into this cigar to a maximum of 20 Grit Points. As an Action, a Hero with the Warrior Maneuver can light the cigar and take a puff on which drains all its Grit Points into you up to your Max Grit Points. Any leftover Grit Points in the cigar that can't transfer are lost. The cigar has a flavourful smell and never wears out. If the cigar is wet, it needs to fully dry out before it can be lit. This item can be flavoured by the user to suit their Hero.

Legendary Longpipe of Mana
200GP

Once per day you can store any amount of unused Mana Points into this longpipe to a maximum of 20 Mana Points. As an Action, a Hero with the Caster Maneuver can light the longpipe and take a puff which drains it of all its Mana Points into you up to your Max Mana Points. Any leftover Mana Points in the longpipe that can't transfer are lost. The longpipe has an ancient mysterious smell and never wears out. If the longpipe is wet, it needs to fully dry out before it can be lit. This item can be flavoured by the user to suit their Hero.

Mana Berry
10GP

This rare berry grows on a tree. A Hero with the Caster Maneuver can eat it and gain 5 temporary Mana Points that is added to your current Mana Point total. Temporary Mana Points can exceed your Max Mana Points. Any temporary Mana Points are lost after a Rest. Mana Berries disintegrate after 24 hours. Eating more than one berry a day causes the Exhausted & Drained Conditions.



Grit Gum
10GP

This rare gum grows under the bark on a tree. A Hero with the Warrior Maneuver can eat it and gain 5 temporary Grit Points that is added to your current Grit Point total. Temporary Grit Points can exceed your Max Grit Points. Any temporary Grit Points are lost after a Rest. Grit Gums disintegrate after 24 hours. Eating more than one Grit Gum a day causes the Exhausted & Drained Conditions.



Restoration Potion
50GP

Drinking one of these potions removes any Conditions a Hero may have.











