FAOS Cheat Sheet

V1.2 (2026-10-17)

Skill Checks

Skill Check: 2d12 + Skill Modifier - (Half Creature Tier rounded down)
Skill Check Success: Meet or beat the DC.
>=DC14: Success
=DC13: Miss but distraction. Next attack against that Creature by an Ally is done with an Advantage
>=DC21: Extraordinary success with boon
Natural 24: Critical success. Player chooses boon and gain an Action Token
<DC13: Failure
<DC6: Catastrophic failure with a bane
Natural 2: Critical failure. GM chooses bane and player loses an Action Token
Matching Dice: Regain all your Grit and Mana points

Reactions

Parry, Dodge, Opportunity Attack, Some Maneuvers, Spells, or Psionics

Armour Skill Check

Free Action. A successful Armour Check deflects or absorbs the attack. A failed Armour Check takes HP damage or can spend Armour Points to absorb the damage.

Free Actions

Speaking (except spells, action words for scrolls, Persuasion or Intimidation), Disengaging a Maneuver, going Prone or taking Cover, dropping a weapon, shield or hand-held item, removing or donning a helm armour, equipping a weapon, shield or hand-held item from inventory into a free hand, eating or drinking for yourself, GMs discretion.

Distances for Target Range

Adjacent (within 5')
Close (within 15')
Near (within 30')
Far (within 60')
Away (beyond 60')

Prone & Cover

Melee Attack on Prone Adjacent Creature: Hero attacker has an Advantage. Hero defender has Disadvantage
Ranged Attack on a Prone, Adjacent, or Creature behind Cover: Hero attacker has Disadvantage. Hero defender has Advantage
A Prone Creature behind Low Cover or Creature behind Full Cover: Cannot be hit with a Ranged Attack
AOE Attacks Spells, Psionics or Maneuvers: Ignore if a Creature is Prone.

High Risk High Reward

Spend # Armour Points: Gain # Mana or # Grit Points up to your max or gain a +# on your next Skill Check
Spend 5 Armour Points: Disengage or Dash as an extra Action
Spend 8 Armour Points: Double damage on your next attack
Spend 10 Armour Points: Receive a Legendary Token

Combat Tactics

Flanking: A minimum of two active allies are 180 degrees from a Creature gives that creature the Flanked Condition. Melee Attacks against a Flanked Creature are done with an Advantage. A Flanked Hero does Defense Checks with a Disadvantage against Melee Attacks.
I Have the High Ground: An attacking Creature is 5' or higher than the target. Heroes attacking get an Advantage. Heroes defending get a Disadvantage.

Armour Repair

Armour can be repaired by someone with blacksmith or leather working tools and access to repair materials. You can repair the same amount of Armour Points as your Handywork Skill Check above 16. For example, if your Hero roll an 18 Handywork Skill Check, you repair 2 armour points (18 - 16) on any of your armour. If you roll a 17, you repair 1 armour point on any of your armour. An armour repair Handywork check takes 1 hour of uninterrupted game time and 5GP of material for each armour point. A blacksmith or leather-maker NPC will charge you approximately 10GP to repair each armour point but will supply all the materials and labour. Armour can only be repaired up to its Max Armour Points.

Resting & Sleeping

Rest: 6 hours uninterrupted rest (no physical effort) plus eating and drinking that day. Regains all Mana and Grit points.
Sleep: 6 hours uninterrupted sleep or 3 hours sleep then 3 hours watch then 3 hours sleep. Regains all Mana and Grit points. Regain hit points by rolling #d12 where # is the Hero's Tier.

Lodging, Food & Drink / Day

Basic lodging, food, water and ale: 2GP
Nicer lodging, food, water, drinks: 3GP
Fancy lodging, any food, any drinks: 5GP
5 Days Travel Rations: 1GP

Casting Spells or Psionics

Some Spells or Psionics require **Gestures (G)** or **Verbal (V)** incantations (see spell list).
Subtlety: Spend +2 Mana Points to Cast spell or psionic without a gesture or verbal incantations
Duration: A Spell or Psionic and their effects last as per the description. You can spend Mana Points to alter a Spell's or Psionic's duration on a Creature by keeping it maintained with your Willpower. If a spell or psionic's Duration is noted as Continual, it lasts until dismissed as a Free Action or Dispelled. You can only keep one spell or psionic maintained at a time with your Willpower.

Spell or Psionic Delivery

A Spell's or Psionic's starting point is always at the center of the caster.
Aura: +2 Mana increases radius by 5 feet
Cone: +2 Mana increases cone length by 5 feet
Cube: +1 Mana adds one additional 5 foot cube
Glyph: +2 Mana leaves a glyph trigger with certain conditions
Remote: +1 Mana adds 10 feet to the starting point away from the caster
Self: Yourself
Touch: A Creature you can touch

Spells & Psionics

Acid Slime: Arcane (GV), Primal (G) - 2 Mana
Amplify: Arcane (GV), Divine (V), Psionic - 1 Mana
Animate: Arcane (GV), Psionic - 2 Mana
Bane: Divine (V), Psionic - 2 Mana
Bless: Divine (V) - 2 Mana
Blink: Arcane (GV), Divine (V), Primal (G), Psionic - 2 Mana
Charm: Arcane (GV), Divine (V), Primal (G), Psionic - 3 Mana
Command: Arcane (GV), Divine (V), Primal (G), Psionic - 5 Mana
Communicate: Arcane (GV), Divine (V), Primal (G), Psionic - 3 Mana
Communicate with Beasts or Plants: Primal (G), Psionic - 5 Mana
Create Item: Arcane (GV), Divine (V), Primal (G) - 3 Mana
Create Trinket: Arcane (GV), Divine (V), Primal (G) - 1 Mana
Darkness: Arcane (GV), Primal (G), Psionic - 2 Mana
Destiny: Arcane (GV), Divine (V), Primal (G), Psionic - 8 Mana
Detect: Arcane (GV), Divine (V), Primal (G), Psionic - 3 Mana
Disintegrate: Arcane (GV), Divine (V), Primal (G), Psionic - 3 Mana
Dispel: Arcane (GV), Divine (V), Primal (G) - 5 Mana
Enchant: Arcane (GV), Divine (V) - 3 Mana
Fireball: Arcane (GV), Primal (G) - 5 Mana
Flames: Arcane (GV), Primal (G) - 1 Mana
Float: Arcane (GV), Primal (G), Psionic - 2 Mana
Fly: Arcane (GV), Primal (G), Psionic - 8 Mana
Fog Cloud: Arcane (GV), Divine (V), Primal (G), Psionic - 1 Mana
Freeze: Arcane (GV), Divine (V), Primal (G), Psionic - 1 Mana
Haste: Arcane (GV), Divine (V), Primal (G), Psionic - 5 Mana
Heal: Divine (V), Primal (G) - 1 Mana
Identify: Arcane (GV), Divine (V), Primal (G) - 5 Mana
Light: Arcane (GV), Divine (V), Primal (G), Psionic - 1 Mana
Lightning: Arcane (GV), Primal (G) - 5 Mana
Locate Item: Arcane (GV), Divine (V), Primal (G), Psionic - 5 Mana
Lock: Arcane (GV), Psionic - 3 Mana
Madness: Psionic - 5 Mana
Paralyze: Arcane (GV), Divine (V), Primal (G), Psionic - 3 Mana
Pathway: Primal (G), Psionic - 5 Mana
Poison Gas Cloud: Arcane (GV), Primal (G) - 5 Mana
Polymorph: Primal (G) - 10 Mana
Portal Gateway: Arcane (GV), Divine (V), Primal (G) - 20 Mana
Psychic Lance: Psionic - 3 Mana
Puppeteer: Psionic - 8 Mana
Remove Curse: Divine (V) - 8 Mana
Restore: Divine (V) - 1 Mana
Revive: Divine (V) - 1 Mana
Shield: Arcane (GV), Divine (V), Psionic - 5 Mana
Silence: Arcane (GV), Divine (V), Psionic - 5 Mana
Sleep: Arcane (GV), Divine (V), Primal (G), Psionic - 5 Mana
Sonic Blast: Arcane (GV), Divine (V), Primal (G), Psionic - 5 Mana
Sticky Slime: Arcane (GV), Divine (V), Primal (G) - 1 Mana
Teleport: Arcane (GV), Divine (V), Primal (G), Psionic - 3 Mana
Truth: Divine (V), Psionic - 10 Mana
Turn Undead: Divine (V) - 3 Mana
Unlock: Arcane (GV), Psionic - 3 Mana
Vines: Primal (G) - 2 Mana
Water: Primal (G) - 1 Mana

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Conditions

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

Blinded: Hero has Advantage on Attacks or Defensive Checks agains a Blinded Creature. A Blinded Hero has Disadvantage on Attacks or Defensive Checks

Bleeding: Takes 1 point of damage at the start of their turn

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

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

Brittle: A Brittle item that takes any more damage is destroyed. A piece of Armour that has 1 Armour Point has the Brittle Condition

Burning: Takes 1 point of damage at the start of their turn. Spend 1 Action Token to snuff out the Burning Condition on yourself or another Creature

Charmed: A Hero has an Advantage on social Skill Checks for Creatures that is Charmed by the Hero. A Charmed Hero has a Disadvantage on social Skill Checks against a Creature that has Charmed it

Death's Door: Incapacitated but dies permanently 48 hours later if not Revived.

Deafened: A Deafened Creature fails any Skill Checks that requires hearing. A Deafened Creature is immune to sonic attacks. Regains hearing after a Rest.

Drained: A Hero has an Advantage on 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: 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 Hero does Melee Attacks against a Flanked Creature with an Advantage. A Flanked Hero does Defense Checks with a Disadvantage against Melee Attacks.

Frightened: A Hero has an Advantage for all Skill Checks against a Frightened Creature. A Frightened Hero has a Disadvantage for all Skill Checks against a Creature it is Frightened of.

Grappled: A Grappled Creature's Movement is 0. On a 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 Creatures 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 Creatures 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.

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 agains 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 Stealthed and Silenced Creature 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.

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

Roll	Attack Boon	Attack Bane
2	-	Critical Failure. GM chooses the Bane (or makes up a new one) and you lose an additional Action Token. If all tokens are spent, you lose a token on your next turn. The targeted Creature regains a Fate Dice.
3	-	The next attack hit against you can target your head, arms, legs or torso
4	-	The next attack hit against you can target your arms, legs or torso
5	-	The next attack hit against you can target your legs or torso
6	-	You lose an additional Action Token. If all tokens are spent, you lose a token on your next turn
7	-	You give a random ally or yourself (roll a dice to determine) Disadvantage on their next Skill Check
8	-	You gain Disadvantage for yourself for your next Skill Check
9	-	An enemy can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures
10	-	The enemy kicks up some dust in your eyes causing you to have the Blind Condition until the end of your next turn
11	-	Your low performance causes you to lose 5 Mana or Grit Points
12	Your heroics inspires you or an ally of your choice that can see you to perform their next *Parry*, *Dodge* or *Armour* check with *Advantage*	Your low performance causes you or a random ally (roll a dice to determine) to not trust you in battle. Their next Parry, Dodge or Armour roll is at Disadvantage
13	Your heroics causes the enemy *to lose 5 Mana or Grit Points*	-
14	You kick up some dust or other particles that get in an adjacent enemy's eyes causing them to have the *Blind Condition* until the end of their next *Turn*	-
15	You can immediately spend an *Action Token* to move without provoking an *Opportunity Attack* from any Creatures	-
16	You or an ally you can see can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures	-
17	You gain Advantage for yourself for your next Skill Check	-
18	You gain Advantage that you can give to yourself or an ally that you can see for yours or their next Skill Check	-
19	You cause the targeted Creature to lose an Action Token. If all the Creature's tokens are spent, they lose a token on their next turn	-
20	You can target the Creature's legs or torso	-
21	You can target the Creature's arms, legs or torso	-
22	You can target the Creature's head, arms, legs or torso	-
23	You do double damage to the Creature's torso	-
24	Critical Success. Player chooses a Boon, you gain a Legendary Token, and you regain 5 Mana or Grit Points up to your max	-

Roll	Defense Boon	Defense Bane
2	-	Critical Failure. GM chooses the Bane (or makes up a new one) and you lose an additional Action Token. If all tokens are spent, you lose a token on your next turn. The attacking Creature regains a Fate Dice.
3	-	The attack hit against you can target your head, arms, legs or torso
4	-	The attack hit against you can target your arms, legs or torso
5	-	The attack hit against you can target your legs or torso
6	-	You lose an additional Action Token. If all tokens are spent, you lose a token on your next turn
7	-	You give a random ally or yourself (roll a dice to determine) Disadvantage on their next Skill Check
8	-	You gain Disadvantage for yourself for your next Skill Check
9	-	An enemy can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures
10	-	The enemy kicks up some dust in your eyes causing you to have the Blind Condition until the end of your next turn
11	-	Your low performance causes you to lose 5 Mana or Grit Points
12	Your heroics inspires you or an ally of your choice that can see you to perform their next *Parry*, *Dodge* or *Armour* check with *Advantage*	Your low performance causes you or a random ally (roll a dice to determine) to not trust you in battle. Their next Parry, Dodge or Armour roll is at Disadvantage
13	Your heroics causes the enemy *to lose 5 Mana or Grit Points*	-
14	You kick up some dust or other particles that get in an adjacent enemy's eyes causing them to have the *Blind Condition* until the end of their next *Turn*	-
15	You can immediately spend an *Action Token* to move without provoking an *Opportunity Attack* from any Creatures	-
16	You or an ally you can see can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures	-
17	You gain Advantage for yourself for your next Skill Check	-
18	You gain Advantage that you can give to yourself or an ally that you can see for yours or their next Skill Check	-
19	You cause the targeted Creature to lose an Action Token. If all the Creature's tokens are spent, they lose a token on their next turn	-
20	You regain 5 Mana or Grit Points up to your max	-
21	You trip a magical glyph and immediately regain 5 HP	-
22	You damage the Creature's Attack. All other Heroes get Advantage on all Defense Attacks against that particular attack from this particular Creature	-
23	You can perform an immediate attack on the Creature that attacked you as a Free Action	-
24	Critical Success. Player chooses a Boon, you gain a Legendary Token, and you regain 5 Mana or Grit Points up to your max	-

Roll	Non-Combat Boon	Non-Combat Bane
2	-	Critical Failure. GM chooses the Bane (or makes up a new one) and you lose an additional Action Token. If all tokens are spent, you lose a token on your next turn. The attacking
3	-	The attack hit against you can target your head, arms, legs or torso
4	-	The attack hit against you can target your arms, legs or torso
5	-	The attack hit against you can target your legs or torso
6	-	You lose an additional Action Token. If all tokens are spent, you lose a token on your next turn
7	-	You give a random ally or yourself (roll a dice to determine) Disadvantage on their next Skill Check
8	-	You gain Disadvantage for yourself for your next Skill Check
9	-	An enemy can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures
10	-	The enemy kicks up some dust in your eyes causing you to have the Blind Condition until the end of your next turn
11	-	Your low performance causes you to lose 5 Mana or Grit Points
12	Your heroics inspires you or an ally of your choice that can se *Dodge* or *Armour* check with *Adva*	Your low performance causes you or a random ally (roll a dice to determine) to not trust you in battle. Their next Parry, Dodge or Armour roll is at Disadvantage
13	Your heroics causes the enemy *to lose 5 Ma*	-
14	You kick up some dust or other particles that get in an adjace have the *Blind Condition* until the end of t	-
15	You can immediately spend an *Action Token* to move without from any Creatures	-
16	You or an ally you can see can immediately spend an Action Token to move without provoking an Opportunity Attack from any Creatures	-
17	You gain Advantage for yourself for your next Skill Check	-
18	You gain Advantage that you can give to yourself or an ally that you can see for yours or their next Skill Check	-
19	You cause the targeted Creature to lose an Action Token. If all the Creature's tokens are spent, they lose a token on their next turn	-
20	You regain 5 Mana or Grit Points up to your max	-
21	You trip a magical glyph and immediately regain 5 HP	-
22	You damage the Creature's Attack. All other Heroes get Advantage on all Defense Attacks against that particular attack from this particular Creature	-
23	You can perform an immediate attack on the Creature that attacked you as a Free Action	-
24	Critical Success. Player chooses a Boon, you gain a Legendary Token, and you regain 5 Mana or Grit Points up to your max	-