

# FAR AWAY LAND - CHEAT SHEETS

## CORE RULE

- 1) Roll d6s equal to BRT, DEX or WIT plus appropriate Boon/minus Flaw if appropriate  
If score is 0, roll only 1d3
- 2) Keep the highest single dice.  
If more than one 6 is rolled, add +1 to the kept 6 for each extra 6
- 3) Compare result vs. Target Number (TN) or Opposed Roll
  - a) **Target Number.** Equal or higher is success.

Difficulty Rating	TN
Simple	2-3
Easy	4
Tricky	5
Hard	6+

- b) **Opposed Roll.** Highest result wins. Ties go to PCs. If two PCs are in contest, tie goes to defender/non-aggressor.

## MAGIC USE

<b>Spellcasting</b>	WIT + Arcane check vs. WIT + Arcane (if Opposed). If unopposed (no TN or casting roll needed), spell is automatically cast.
<b>Learning Spells</b>	Requires study for spell's LVL in days.
<b>Spell Duration</b>	Lasts caster's LVL x spell duration type, e.g. Rounds, Days, etc.
<b>Summoned Creatures</b>	Always obey caster. If summoner is killed so are their summoned creatures. A killed summoned creature dematerialises.

## CHARACTER IMPROVEMENT

Improvement	XP Cost	Improvement	XP Cost
Increase Boon	Boon x5	Gain a Boon	10
Increase Stat	Stat x10	Increase Flaw	5

<b>Gaining Levels</b>	Gain a Level whenever they reach an XP total equal to their current Level x 10.
<b>Level Gain Benefits</b>	+1 Luck, +1 HP, and +1 level of Severe Damage. <i>Every 5<sup>th</sup> Level:</i> +1 Action.

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## COMBAT

### 1) Determine **Initiative**

All involved make a DEX check.

PCs/NPCs go in order, highest to lowest. Ties go to PCs.

\* If one party **Surprises** other, automatically win Initiative and gain +1 die to all attacks for first round.

### 2) On turn, character spends ACT (Actions) to perform tasks until out of Actions/decides to stop.

Action	ACT Cost	Action	ACT Cost
Bluff	2	Melee Attack	3
Crawl	2	Move	2
Delay Turn	3	Ranged Attack	3
Disarm	3	Ready Self	3
Draw/Sheath Weapon	1	Shove	3
Grapple/Hold	3	Spell/Ability	4
Load Weapon	2	Use Skill (Boon)	3

### 3) If attacking, make an Opposed check vs. the defender:

	Attacker	Defender
<b>Melee Attack</b>	BRT + Melee	BRT + Melee
<b>Ranged Attack</b>	DEX + Ranged	DEX + Ranged
<b>Spell</b>	WIT + Arcane	WIT + Arcane
<b>Mental Attack</b>	WIT + varies	WIT + Alert

\* **Average sized creatures trying to use giant weapons:** -2 dice penalty to attack.

### 4) If attack was a success, apply results. Damage is calculated and deducted from HP if appropriate:

$$((\text{Attack check} - \text{Defense check}) + \text{Weapon Damage}) - \text{Armor Class}$$

### 5) Repeat steps 1-4 for each PC/NPC involved in the round, in Initiative order.

### 6) Once all involved have had a turn, start from step 1 again.

## COMBAT OPTIONS

<b>Bluff</b>	Opposed WIT check. Success grants +1 die to attack rolls vs. the opponent for rest of fight. Only use once per opponent, per encounter.
<b>Defensive Position</b>	Give up all attacks/movement/actions, gain +1 die all defense checks for round
<b>Disarm</b>	Opposed BRT + Melee check. Success with Margin of Success 3+ knocks weapon 5' away. Causes no damage
<b>Grapple/Hold</b>	Opposed BRT + Melee check. Success holds opponent. Make a check each round to maintain. Only use vs. opponents same size or smaller
<b>Mounted Combat</b>	+1 die to melee attacks. Use <i>Unstable Footing</i> rules for ranged attacks <i>Control Scared Mount</i> : Opposed DEX + Mounts vs. mount's BRT (total Round) <i>Avoid Being Thrown</i> : Opposed DEX + Mounts vs. mount's BRT (total Round)

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## COMBAT ACHIEVEMENTS

<b>Come Together!</b>	Inspires allies in vicinity with +1 die to all rolls next round.
<b>Death Blow!</b>	If makes 3 or more deadly blows to single enemy type in single encounter, gain +1 die to all attacks vs. that enemy type forever.
<b>High Rolla!</b>	If scores 7+ on two consecutive attack rolls, gains +1 die to next attack.
<b>Sacrificial Lamb!</b>	If puts others before self in combat, gain an XP bonus and word of deed spreads.

## SITUATIONAL MODIFIERS

<b>Cover</b>	-1 die to attack targets in partial cover.
<b>Exhausted</b>	<i>Tired</i> : -1 die, <i>Worn Out</i> : -2 dice, <i>Exhausted</i> : -3 dice, <i>Dead Tired</i> : -4 dice Once/day make BRT check vs TN 5 to use Second Wind each round to ignore.
<b>High Wind</b>	-1 die to ranged and projectile attacks including appropriate spells.
<b>Obscured Vision</b>	-1 die to melee attacks, -2 dice to ranged attacks beyond 15 ft.
<b>Stunned</b>	No Actions for 1 round.
<b>Unstable Footing</b>	DEX check (varied TN) each round or -1 die melee attacks/-2 dice ranged attacks.

## DAMAGE SOURCES & RESISTANCE

<b>Acid</b>	+1d3/rd to soft targets, +1/rd to hard targets
<b>Electric</b>	+4 to metal targets
<b>Falling</b>	DEX check (varied TN) to fall safely/reduce damage. 1d6 damage/10 ft. 20-29 ft.: K.O. on 1d6 roll of 1-3. 30 ft.+: K.O. on 1d6 roll of 1-5
<b>Fire</b>	+1d3/rd to flammable targets
<b>Poison</b>	+1/10 mins. Lasts Poison LVL/hours. BRT check (TN 5)/round to resist
<b>Weapon, Light</b>	+1d6 (1-Handed and Missile Weapons)
<b>Weapon, Heavy</b>	+1d6+1 (2-Handed and Large Missile Weapons)
<b>Weapon, Giant Lt</b>	+2d6 (1-Handed and Missile Weapons)
<b>Weapon, Giant Hvy</b>	+2d6+1 (2-Handed and Large Missile Weapons)

<b>Armor</b>	Reduce damage by: <i>Light</i> 2, <i>Heavy</i> 3, <i>Shield</i> 1
<b>Immunity</b>	No damage from particular damage form
<b>Resistance</b>	Half damage from particular damage form

## DEATH & HEALING

<b>Above 0 HP</b>	Light Wounds, heal 1d6 HP/day
<b>0 or less HP</b>	Severe Wounds, heal 1d3 HP/day
<b>Negative HP below character LVL</b>	DEAD! PC may opt to take a permanent negative effect (like a severed limb) as a <i>Battle Scar</i> instead, avoiding final death. This is likely a new Flaw.

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## CRAFTING

WIT + Crafty check vs. TN. Must have required materials/fund and time.

If check has a Margin of Success is 3+, item is **Master Made**.

*Master Made Weapons*: +1d6 damage

*Master Made Armor*: +2 AC

Crafting Difficulty	
<b>Simple (3)</b>	Object requires little preparation and very few materials.
<b>Easy (4)</b>	Object requires planning, few materials. Materials may/may not require preparation.
<b>Tricky (5)</b>	Object requires planning, several materials and possibly work area/specific equipment. Materials will need some preparation.
<b>Hard (6+)</b>	Object requires a lot of planning, Object is complex, requires special tools and/or work areas. May need to be created in various separate stages.

Crafting Time		
Difficulty (TN)	Typical Time	Rush Jobs
<b>Simple (3)</b>	A few hours	It is possible to reduce time taken by taking a -2 die penalty for every 25% the time is reduced by.
<b>Easy (4)</b>	A few hours to a day	
<b>Tricky (5)</b>	1-3 days	
<b>Hard (6+)</b>	4 days to 2 weeks	

Crafting Potions/Poisons/Antidotes			
Effect LVL	TN	Antidote/Poison	Potion
<b>1-3</b>	3	Costs poison's LVL x 5gp in ingredients.	Requires spell scroll and 1d6 x 5gp of reagents.
<b>4-6</b>	4		Effect LVL is spell's LVL.
<b>7-9</b>	5	Creates 1 vial of poison or antidote.	Creates 1d2 potions.
<b>10</b>	6	<i>Failure</i> : Ingredients ruin.	<i>Failure</i> : scroll/reagents ruined.