

AFFLICTIONS (SHADOW, PAGE 30)

AFFLICTION	EFFECT
Blinded	If you want to attack or interact with anything, you must guess the target's location or locate the target using other senses, which usually means you make the roll with 3 banes. You cannot make use of reactions that rely on sight. Finally, your Speed is halved.
Confused	You cannot use reactions and you make Intellect and Will rolls with 1 bane.
Controlled	You take your turn when your controller does and it decides what you do, using your traits, talents, and spells. If you have already taken a turn when you gain this affliction, you take a turn as described during the next round. While controlled, you regard the source of the affliction as an ally.
Cursed	You make luck rolls with 1 bane.
Deafened	You cannot make use of reactions that rely on hearing and are not subject to effects that depend on hearing.
Frightened	While you have line of sight to the source of your fear, you make attribute rolls with 1 bane, and you grant 1 boon on attribute rolls against you.
Held	Your Speed drops to 0 and you cannot benefit from increases to your Speed until this affliction ends. In addition, creatures rolling against your Agility get an automatic success.
Impaired	You roll with 1 bane when using the specified Impaired attribute, and you grant 1 boon on rolls against the specified attribute.
On Fire	You take 1d6 damage at the end of each round until the fire is extinguished, normally with a successful luck roll. A creature that drops prone before trying to overcome the flames makes the roll with 1 boon.
Poisoned	You make attribute rolls with 1 bane, and you grant 1 boon on rolls against you. In addition, at the end of each round, you lose 1d6 Health.
Prone	You cannot use reactions. You grant 1 boon on rolls made to attack you with melee weapons, but impose 1 bane on rolls made to attack you with ranged weapons.
Slowed	Your Speed drops to 2 if your Speed was higher than 2, and you cannot benefit from increases to Speed.
Stunned	You cannot use actions or reactions. Your Speed drops to 0, and you cannot benefit from increases to Speed until this affliction ends. You grant 2 boons on rolls against you, and you make attribute rolls with 2 banes.
Unconscious	You cannot use actions or reactions. Your Speed drops to 0, and you cannot benefit from increases to Speed. You grant 3 boons on rolls against you, and you automatically fail all attribute rolls.
Vulnerable	You grant 1 boon on rolls to attack you and on rolls made against your attributes.
Weakened	You make Strength and Agility rolls with 1 bane, and you grant 1 boon on rolls against your Strength and Agility. Your Speed is halved, and you cannot benefit from increases to your Speed.

SOCIAL CHALLENGE SUMMARY (SHADOW, PAGE 37)

CHALLENGE	DESCRIPTION
Transaction	You offer something in return for a good or service.
Appeal	You present your objectives to an audience to sway their opinion.
Argument	You debate with another to turn the audience to your way of thinking.
Alliance	You present the benefits of cooperation.
Coercion	You use threats and violence to get what you want.

OBJECTS

Normally, an object has Defense 0, Health equal to its Size × 20, and 0 for its Attribute scores. For more information on interacting with objects, see Secrets of the Weird Wizard, page 28.

OTHER SECTIONS THAT MIGHT BE USEFUL

DEATH
(SHADOW, PAGE 30)

MINOR ACTIVITIES
(SHADOW, PAGE 45)

ATTRIBUTE ROLL EXAMPLES
(SHADOW, PAGE 27)

PACE AND PROGRESS (SECRETS, PAGE 25)

Progress by Pace

PACE	PROGRESS IN DAYS	PACE	PROGRESS IN DAYS
Cautious, foot	1/2	Cautious, vehicle	1
Normal, foot	1	Normal, vehicle	1 1/2
Hurried, foot	1 1/2	Hurried, vehicle	2
Cautious, mounted	1	Boat	2
Normal, mounted	2	Airship	3
Hurried, mounted	3		

Progress Modifiers

CONDITION	PROGRESS IN DAYS	CONDITION	PROGRESS IN DAYS
Roads or favorable wind (boat or airship)	×2	Canyon, mountain, subterranean	×1/4
Leader is a guide or navigator	×1 1/2	Hill, marsh, swamp, or valley	×1/3
Encumbered or heavy cargo	×1/2	Desert, forest, glacier, urban	×1/2

PHASES OF A COMBAT ROUND

1. Take the Initiative (desc. of how)
2. Enemies' Turn
3. Players' Turn
4. End of the Round (desc. of what happens)

(SHADOW, PAGE 27)

ROLLS TO ATTACK, ROLLS AGAINST

Whenever the rules mention a "roll to attack," that means an attribute roll you make to attack a target in combat, and the target number is the target's Defense score unless otherwise stated.

When the rules mention a "roll against" for attacks, spells, or some other effect, the attribute roll is made against a target's Defense or specified attribute score.

BOONS AND BANES

A boon is an advantageous circumstance that improves your chance of success. For each boon that applies, you roll a boon die, which is a d6. You then add the highest number rolled on any one of the boons to your attribute roll.

A bane is a disadvantage that reduces your chance of success. For each bane that applies, you roll a bane die, which is a d6. You then subtract the highest number rolled on any one of the banes from your attribute roll.

Boons and banes cancel each other out on a one-for-one basis before any boon or bane dice are rolled. If you have 2 boons and 1 bane for the activity you attempt, you roll with 1 boon. If you have 1 boon and 3 banes, you roll with 2 banes.

You count boons and banes separately only if they come from different sources.

ATTACK OPTIONS (SHADOW, PAGE 51)

- Disrupting Attack
- Driving Attack
- Feinting Attack
- Guarded Attack
- Lunging Attack
- Pressing Attack

ACTIONS IN COMBAT (SHADOW, PAGE 47)

Attack

Cast a Spell

Defend

End a Magical Effect

Find

Help

Hide

Hinder

Overcome

Run

Stabilize

Steal

Throw

Use a Talent or Trait

Use an Item

Do Something Else

REACTIONS IN COMBAT (SHADOW, PAGE 48)

Catch

Cover Ally

Dodge

Free Attack

Take the Initiative

Withstand

INCAPACITATED (SHADOW, PAGE 29)

When your damage total equals your Health score, you fall prone and become incapacitated. Any damage taken in excess of that causing you to become incapacitated is lost. You are unconscious for as long as you are incapacitated.

CIRCUMSTANCE EFFECT

Taking Damage while Incapacitated

If you take damage while incapacitated, you instead lose Health equal to the amount of damage you would take.

Ending Incapacitated

You stop being incapacitated when your damage total is less than your Health score. Thus any amount of healing can end being incapacitated.

If you are incapacitated at the end of the round in combat or in a situation using rounds, you lose 1d6 Health and make a luck roll. On a success, you heal 1 damage. On a failure, you remain incapacitated.

If you become incapacitated when not using rounds, the Sage tracks time with rounds until you are no longer incapacitated.

DAMAGE-DEALING FEATURES (SECRETS, PAGE 49)

Single-Target Damage

TIER	MINOR	MODERATE	MAJOR	DEADLY
Novice	1d6	2d6	4d6	8d6
Expert	2d6	3d6	6d6	12d6
Master	3d6	6d6	12d6	24d6

Multitarget Damage or Ongoing Damage

TIER	MINOR	MODERATE	MAJOR	DEADLY
Novice	1	1d6	2d6	4d6
Expert	1d6	2d6	3d6	6d6
Master	2d6	3d6	6d6	12d6

SPECIAL FORMS OF MOVEMENT (SHADOW, PAGE 42)

Climb

Crawl

Drop Prone

Fly

Jump and Leap

Mount and Dismount

Retreat

Sneak

Stand Up

Swim

Teleport

OTHER SECTIONS THAT MIGHT BE USEFUL

HEALTH

(SHADOW, PAGE 29)

DAMAGE

(SHADOW, PAGE 29)

REST

(SHADOW, PAGE 30)

LUCK ROLLS

(SHADOW, PAGE 28)

SPECIAL SENSES (SHADOW, PAGE 36)

WEAPON TRAITS (SHADOW, PAGE 58)

SHADOW
WEIRD WIZARD



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COMBAT DIFFICULTY (SECRETS, PAGE 99)

Difficulty by Tier per Scene per Character

TIER	EASY	AVERAGE	HARD
Novice	1	2	3
Expert	2	4	6
Master	4	8	12

Typical Difficulty for Three Characters

TIER	EASY	AVERAGE	HARD
Novice	3	6	9
Expert	6	12	18
Master	12	24	36

Typical Difficulty for Four Characters

TIER	EASY	AVERAGE	HARD
Novice	4	8	12
Expert	8	16	24
Master	16	32	48

Typical Difficulty for Five Characters

TIER	EASY	AVERAGE	HARD
Novice	5	10	15
Expert	10	20	30
Master	20	40	60

Typical Difficulty for Six Characters

TIER	EASY	AVERAGE	HARD
Novice	6	12	18
Expert	12	24	36
Master	24	48	72

ATTRIBUTE ROLL EXAMPLES (SECRETS, PAGE 8)

STRENGTH	AGILITY	INTELLECT	WILL	LUCK
Climb and Swim	Balance	Recall pertinent information	Intimidate others	Luck rolls happen when some event occurs that has no strong ties to a particular attribute, when there's a roughly even chance for something to happen, or whenever you let the dice decide the outcome.
Run	Jumping	Solve a puzzle	Persuade someone	
Break something	Dodge	Pass a lie off as the truth	Fight off fear	
Withstand poison or infection	Make ranged attack and some melee attacks	Cast a spell	Resist mind control	
Make a melee attack	Make some unarmed attacks	Spot an illusion	Cast a spell	
Make an unarmed attack	Pick a lock	Find a clue	Maintain focus while beset with distraction	

OTHER SECTIONS THAT MIGHT BE USEFUL

MOVEMENT
(SHADOW, PAGE 33)

ARMOR
(SHADOW, PAGE 56)

SHARED LANGUAGE
(SHADOW, PAGE 39)

WEAPONS
(SHADOW, PAGE 57)

MOUNTS
(SHADOW, PAGE 44)

EXPLOSIVES
(SHADOW, PAGE 62)

VEHICLE RULES
(SHADOW, PAGE 44)

CLOTHING
(SHADOW, PAGE 62)

OBSTACLES
(SHADOW, PAGE 45)

GEAR
(SHADOW, PAGE 64)

ACTIONS IN COMBAT
(SHADOW, PAGE 47)

KITS & TOOLS
(SHADOW, PAGE 66)

CASTING SPELLS
(SHADOW, PAGE 52)

ANIMALS
(SHADOW, PAGE 68)

MAGICAL ITEMS
(SHADOW, PAGE 71)

COMBAT CIRCUMSTANCES (SHADOW, PAGE 49)

CIRCUMSTANCE	EFFECT
Called Shot	Roll to attack with 2 banes. On a success, the target becomes impaired in an attribute of your choice until the end of the next turn. If you aim for an object the target wears or carries and you get a success, the object takes the damage instead.
Surrounded Target	When you make a melee attack against a target in the reach of at least one ally, you roll with 1 boon. Creatures whose Size is more than 2 larger than yours ignore this effect.
Long-Range Shooting	When you make a ranged attack, you can target a creature beyond your weapon's range, but no more than twice its range. You roll to attack with 1 bane.
High Ground	When you occupy a space higher than that occupied by the target of your attack, you roll with 1 boon.
Submerged	When you attack with a weapon other than a natural weapon and you are submerged in a liquid, you roll with 1 bane. The Sage might disallow attacks with certain weapons, such as bows, slings, and weapons with the Slow trait.
Within Reach of an Enemy	If you make a ranged attack while in the reach of at least one enemy, you roll with 1 bane.
Obscurement	You roll to attack with 1 bane while you or the target are in an area affected by obscurement of any kind.
Invisible	If you can't see the target but have a general idea of its location, you roll with 3 banes.
Cover	Partial cover imposes 1 bane on rolls against the covered target's Defense and Agility, and grants the target 1 boon on Agility rolls made to resist harmful effects originating from beyond the cover. A target has total cover from enemies if they have no line of sight to it because the target is completely behind an obstacle. Such a target cannot be directly attacked or targeted by an effect unless the rules say otherwise.