

# BURNING SANDS

## TASKS CHEAT SHEET

### HEALING

Wits 7+ 10+ on yourself. Stops status damage.

### BRUTE STRENGTH

Smashing down a regular door is 10+, a medium door such as on barracks is 20+, a strong door 30+. Pushing or pulling a cart is 10+ Tipping over a big cauldron or similar is 15+

### SNEAKING

Normal prowess task to move but half distance.

Then make a free stealth task (also Prowess) and this is the target the watcher must beat with a free Wits test.

### LOCK PICKING

Lock Picking is a Wits test and the target number depends on the quality of the lock.

A standard lock has a target of around 6 (a house door or prison shackles for example.)

A better than average lock will be around 10 (a jail door or quality shackles.)

A superior lock will be 14 (the lock on a sorcerers scroll chest etc.)

A legendary lock will be 20 (the lock has several secret levers that must all be pressed in the correct order at the same time as the lock is being opened/picked)

### CLIMBING

Prowess task, halve rolled distance.

### JUMPING

Prowess task, quarter rolled distance.

### SWIMMING

Prowess task, halve rolled distance. If in water at end of turn, spend an AV or take status damage.

### USURPING

Spend an AV before rolling for Initiative to add a d6 to your roll.

### DIGGING DEEP

Take a point of damage to add d6 or 3 to a task roll.

### SHIELDS

+2 defence roll but don't do damage if this is used to win.

### ARMOUR

Light +1, Heavy +2. If you use armour to win HTH you don't do damage. (cumulative with a shield)

Heavy armour knocks off 1/3 of your rolled move. (added before other mods)

### DUAL WEAPON

Min P3, +2 HTH

### TWO HANDED

Min V3, crits on a 5 or 6 rather than a 6.

### FEAR

Wits vs Fear Level, fail means -5 to tasks. May take the task each turn (costs no AV)

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### FALLING

A fall from a single storey has a difficulty of 4+.

A fall from a double storey has a difficulty of 9+.

A fall from a three storey has a difficulty of 18+.

A fall from a four storey has a difficulty of 36+.

You take a point of damage for each storey you fall.

If you pass the Prowess task then you take one less point of damage.

### FAST TALK/CON

Opposed Wits task.

Pass means you convince them to do something that does not endanger anyone.

They wise up after a number of turns equal to your Wits.

### PERSUADE

Opposed Wits task.

Only works if you pass with a critical, you persuade them it is in their best interest to do what you say, but they will not endanger themselves.