

HEXED

Player's Cheat Sheet

Keys to Success

1. Coordinate with your allies and make sure you look out for each other.
2. Willpower restores easily. Use it on any rolls you cannot afford to fail.
3. Resolve is hard to recover. Using 2 Friends points is the only common way.
Save Resolve for desperate rolls when you have to exceed your normal limits.
4. Bandages and Medicine save lives. They are always smart purchases.
5. Don't forget to salvage supplies from your environment and craft useful items.
6. You can accomplish more working together. In combat, consider Turns which support allies and make a plan together each round. Focus on the same targets.
7. Knowing when to retreat is crucial. Any treasure gained is a victory; any knowledge of a dungeon's interior is an advantage for the next foray.
8. Everything you have is a resource. Spend them where they're most valuable.
9. No advantage is ever free. There will always be a cost for success or progress.
10. Think about everything you have access too, including things from past rooms.
11. Fully exhaust safe options before trying dangerous ones.
12. You do not have to fight in order to level up - combat is a means to an end.
13. Any intelligent creature has a price or goal, usually one besides hurting you.
14. Making enemies waste Turns by moving (yourself or them) is always helpful.
15. Leave things beyond your ability for later investigation. Return with proper tools.

General Combat Turns

Attack: (0)

- To make a Melee attack, roll Dark and Hate. Reduce your opponent's Fortitude by the Hate successes. Then, if you damaged an enemy, reduce your own Fortitude by 1 unless you rolled a Dark success.

- To make a Ranged attack, roll Dark and Hate. If you roll a success on both types of dice, deduct 1 from the enemy's Fortitude.

Move: (0) When you move, you shift between the three distances, moving one level in either direction. Enemies in your Step become a Span away, and enemies in your Span or Sight shift to your Step or Span, respectively.

Full Defense: (-2) When an enemy rolls Dark against you, roll Love. If you roll more successes, they deal no damage. If an attack would kill you, roll Love. If you roll successes equal to or greater than your level, remain at 1 Fortitude.

Light: (-4) Ready or attempt to summon a Light Source. You can also take torches or lanterns from a willing ally in your Step as part of this Turn.

Shove: (-2) Choose one of Health, Hate, or Dark, and both you and the enemy roll that value. Whoever rolls more successes shoves the other Prone. If you tie, you choose to either Prone both or neither.

Search: (0) Roll your Light multiplied by two. If your roll beats or ties the Dark rolls of anything Hidden from you, you detect it.

Hide: (0) Requires appropriate circumstances. When you take the Turn Hide, roll Dark, or Dark-2 if managing a Light Source instead. Note your successes. If you succeeded, you are now Hidden until you reveal yourself or are found.

Conditions

Roll Light (Difficulty 1) to resist any Condition.

Added: Decrease your Dark and Light rolls by 2 dice.

Bleeding: You lose 1 Fortitude when you roll Speed.

Blind: All of your rolls are reduced to 1 die.

Crushed: You cannot take multiple Turns in a Round.

Poisoned: Whenever you Botch, you lose 1 Fortitude.

Prone: Spend your Turn in order to get back on your feet, or you can take your planned Turn with a reduction of 2 dice to each roll. You cannot take the turn *Move*.

Restrained: You cannot take the Turn *Move*.

Stunned: All your Turns get +4 to their Speed Modifier.

Camping and Town

Spend your Camping Benefit points:

1 point: Move 1 mark up the Wheel of Despair.

2 points: Recover 1 Fortitude or Willpower, or cure 1 Condition

3+(Number of Despairs) points: Cure a Despair.

If you have somewhere to stay in town, you recover 1 Willpower and Fortitude, and you're cured of a Despair.

Spend your Friends points:

- Recover 1 Fortitude *and* 1 Willpower

- Spend 2 points to recover 1 Resolve

- Cure a Despair or move 3 marks up the wheel

- Anything worth 1 Gold (items, supplies, appraisal, Inn's Stay)

- Cast Call to Mind for you

- Narrative control or boon (deliver a message, lie for you, etc)

Crafting

You can improvise creative options beyond what's listed here.

Ration: Stone + Water

Snare: Chain + Iron

2 Rations: Meat + Water

Bandages: Fabric + Herbs

3 Rations: Ale + Bread + Meat

Bag: Fabric + Rope

Bait: Herbs + Meat

Torch: Fabric + Planks

Molotov Cocktail: Ale + Fabric

Pulleys: Rope + Stone

Climbing Gear: Chain + Iron + Rope

Medicine: Herbs + Water *or* Ale + Herbs

Barricade: Planks + Planks + Stone

Belt: Leather + Leather

Despair

Each time you gain a despair, choose and mark one attribute. You roll that attribute with a penalty equal to your total number of despairs - i.e., 3 fewer dice for each of 3 chosen attributes.