

AAIE Player Reference Sheet

Checks - Any action that requires a check will require a 3d20 roll. One of these dice must be a different color from the others and is designated as the effect die. Roll the 3d20 at the same time, and look at the values rolled.

- The middle number (Md20) is the usual result.
- If rolling with advantage, use the high number (Hd20)
- If rolling with disadvantage, use the low number (Ld20)

If the action succeeded, look at the value rolled on the effect die. If it's a 16 or higher, a perk is earned, based on the following chart.

| Effect Die Result | Perk |
|-------------------|------------------------------|
| 16 - 17 | 1 Perk earned |
| 18 - 19 | 2 Perks earned |
| 20 | Critical success - See below |

Perks can't be earned on an unskilled check. (You're picking a lock and have no skill at that.)

If the action failed, look at the effect die. If it came up as a 1, the result is a fumble.

Combat Fumble - If a fumble occurs during combat, a roll must be made against the combat fumble table.

If a fumble occurs during spellcasting, the caster must make a roll against the spell failure chart.

Non-combat Fumble - If a fumble occurs during any other action, the effect is left up to the GM's imagination.

Non-combat check fumbles will always result in the player earning a story point.

Physical check fumbles should result in damage, described by the GM.

Critical success - The roll of a 20 on the effect die on a successful action is a critical success. This causes the following to occur:

- Two perks may be used
- All damage rolled is doubled
- If the victim is a lower level than the attacker, the victim dies outright
- The action should be narrated in an appropriately heroic and/or violent manner.

Priest Wild Die - Each priest has access to a number of "Wild Dice" equal to their starting leadership attribute. A priest's wild die can be used to re-roll any die in a roll. The re-roll is final and the player has to take the second result. Wild dice can be given other players. The Wild Dice are recharged after a long rest.

Wizard Spellcasting - A wizard may use one or more keywords when casting a spell. They must use a minimum of one. A spell is defined by the keywords use to cast it.

The level of a spell is equal to the number of keywords used to cast it.

Spells cost:

- 1d6 + spell level in mysticism points
- 1d6 + spell level in focus points

The difficulty of a spell goes up 1 per spell level.

A spell may be of one of four types: Offensive, Defensive, Summoning or Utility.

The effects of the types are as follows:

- **Offensive:** This spell causes damage to a target 1d6 per spell level.
- **Defensive:** This spell absorbs damage directed at the caster up to 1d6 per spell level.
- **Summoning:** This sort of spell brings something into existence with Resolve equal to 1d6 per spell level.
- **Utility:** a catch all category for spells that help the caster but do not fall into the other categories. Duration 1d6 per spell level.