

# Quick Reference Guide

## *Heroes of Feonora*

This booklet is for playing Heroes of Feonora without the necessity of repeatedly referring to the other booklets. It assumes you already understand all the rules and have played the game enough to know how to play.



## Character Classes

	Special Skills	Movement	Ability Bonuses		Ransom Rating
<b>Human</b>	1	5	Fighting +2	Persuasion +1	5
<b>Elf</b>	2	5	Persuasion +2	Agility +1	4
<b>Dwarf</b>	1	4	Fighting +2		3
<b>Hauflin</b>	3	4	none		2
<b>Khajathi</b>	1	7	Agility +2	Fighting +1	3
<b>Malornian</b>	1	6	Fighting +1	Agility +1	3

## Game Setup

### Base Health

	1-3 players	4-5 players	6 players
<b>Elf Hauflin</b>	20	15	12
<b>Human Khajathi</b>	25	20	15
<b>Dwarf Malornian</b>	35	30	25

### Group Leader

- Fewest Hero Awards
- Highest rank
- Lowest movement
- Charisma
- Highest Persuasion roll

### Tynafir's Tent

Begin game with one item offered for sale.

	1-2 players	3-5 players	6 players	
<b>Coin Purse</b>	10 CP	6 CP	3 CP	+ Abode Bonus
<b>Town Timer</b>	35 days	31 days	23 days	

### Starting Bonuses

<b>Magic Users</b>	One Spell	
<b>Bank Deposit</b>	Treasure Hunter	5 CP
	Group Leader	3 CP

### Definitions

Set	All three dice have same number
Sequence	All three dice show a numerical sequence, in any order of dice
Combo	D6+D8=D12

## Prices

<b>Fighter's Fighting Guild</b>	1 CP	
<b>Tyinafir's Tent</b>	Town Timer - Persuasion roll (min 1 CP)	
<b>Fezziwig's Magic Emporium</b>	15 CP - Persuasion roll (min 1 CP)	
<b>Ned's Fish Cart</b>	Buy	3 CP
	Sell	2 CP
	Sell (end of game)	1 CP

### Jail game

Roll persuasion die for self.

Roll other two dice for guards.

For each persuasion bonus player may reroll:

- persuasion die
- one guard die
- both guard dice

Success if persuasion die  $\geq$  each guard die

### Fishing

- Roll D6
- Catch fish on odd number
- Continue until failure
- Expert fisherman rerolls first even number each session

### Chase Game

Must be unanimous decision

- Roll foe's chase die
- Roll agility to match or beat foe's chase roll
- Take damage equal to player's own roll if unsuccessful
- Each player continues until successful or dead

### Bread

- Roll three dice
- Success:
  - D6: 2-5
  - D8: 2-7
  - D12: 3-10
- Earn 5CP if successful

#### The Ingredient Fix

(optional rule)

- One die may be rerolled if (choose one):
  - character is Veteran or higher
  - character is Hauflin
  - any other player's character is in the bakery
- Earn 2CP if successful

### Spells

<b>1</b>	Fizzle (no effect)
<b>2</b>	Backfire (take 2 damage)
<b>3-5</b>	Success
<b>6</b>	Superfizzle (lose 2 CP)

### Thievery

D12:

- 1-3 go to jail
- 4+ success

### Big Wooden Doors

Each capable character and companion tries one, as appropriate:

- Magic User: Unlock spell
- Thief: Thievery roll match or beat lock value

If every thief and magic user fails, booby trap is sprung:

- Roll D6 and choose to take damage and/or lose CP.
- Failed Spells do not recharge until group leaves that space.
- If all Spells have failed and there is no Thief in the group, move group to space after previous Big Wooden Door (if this is the first Door, move to first Dungeon space).

## Special Notes

**Fighter's Fighting Guild:** Players with a companion remain in Guild when they lose.

**Bank:** All deposits are guaranteed up to player's rank.

**Combat:** If an opponent is not vanquished, take damage equal to player's own die roll.

**Grey spells** can be used on any color foe.

**Thievery:**

- At Town Treasury, take as many CP as die roll
- All other places, take one item
- Upon failure, go to jail; all items/spells/fish/CP as applicable to location are confiscated

**Treasure Hunting**

- Players roll for each Treasure Hunter character and companion
- Initiative bonus: receive double; reroll blanks

## Final Encounters

### Epic Battle

- Place SP on each space according to number of players
- All players roll three dice
- Anyone rolling a set, sequence or combo hits the foe and takes one SP
- If anyone scores, the foe is stunned and cannot strike
- If no one scores, all take damage, each from his own die
- Continue rolling until foe is vanquished or one player dies

### Diplomacy

- Place 1 CP on Start space
- Players take turns, beginning with Group Leader
- For each turn, Group Leader rolls for End Boss. Player makes Persuasion Roll.
- If End Boss wins, move CP toward End Boss space; otherwise move toward Adventurers space.
- Continue until CP reaches one end or the other.

### Pay or Fight

- Individual Ransom Share: Rank x Ransom Rating
- Ransom: Sum of all Ransom Shares
- To pay ransom, each player must pay, as his Coin Purse permits
- Trinkets may and must be used, if necessary to reach Ransom Share
- If some players cannot pay their Share, other players must make up the difference
- If group cannot pay Ransom, do Epic Battle
- If group can afford Ransom, group decides whether to Pay Ransom or have Epic Battle
- If group is split, everyone makes Persuasion roll. Add rolls for each side. Decision goes to highest-rolling side.

### Fish Delivery

- Players take turns, beginning with Group Leader
- Player pays 1 Fish; rolls dice; places matching dice on spaces
- If group fills required spaces, game is won
- If group runs out of fish, game is lost

## Victory Checklist

Turn in cards:

- Magic Spells
- Protective Gear
- Items of Recovery
- Weapons of UBERNESS
- Companions

Withdraw money from bank

Sell items:

- Trinkets to Tynafir for stated value
- Fish to Ned for 1 CP each

Barter/trade/sell among players:

- Butterflies
- Artifacts

Victory Badges

Hero Bonus box (Hero Award)

Special Hero Bonus (once only)

- one additional Special Skill or
- +1 Ability bonus on blank line

Level Up

- Rank +1 (Hero Award: Rank +2)
- Reputation

Personal best achievements:

- Best Coin Purse
- Best Fishing Streak

Found Artifacts

Artifact Completion Bonus

- 200 CP now or beginning next game

Tavern Tab

- Charisma 4 CP
- All others 7 CP

Care & Upkeep of Permanent Mounts

- Movement value + highest Hero Bonus

Adopt a Mount

- Pay purchase price
- Write info on Character Sheet
- Note Movement on Character Sheet

Spend the rest of the money as desired:

- Payment on home(s)
- Fishing Academy
- Retirement Fund
- Poor & Needy
- Squandered Recklessly

## Rank & Reputation

1	Unknown	14-16	Journeyman	38-42	Agent of Feonora
2-3	Trainee	17-19	Adventurer	43-47	Emissary
4-5	Novice	20-22	Guide	48-53	Guardian
6-7	Squire	23-25	Captain	54-59	Viceroy
8-9	Apprentice	26-29	Veteran	60-69	Protector of the Realm
10-11	Traveler	30-33	Keeper of Justice	70-89	Hero
12-13	Sword for Hire	34-37	Knight Errant	90+	Legend

## We Were So Close

Defeat Penalty

- All players lose highest Hero Bonus

Death Penalty

- All characters who died lose Permanent Mount

Fishing Streak (personal best)

No other awards:

- No money collected, saved, or spent
- No Artifacts collected
- No Badges
- No Leveling Up
- No Mounts adopted

## Victory Badges

<p><b>Outstanding Roleplayer</b> (vote for)</p> <ul style="list-style-type: none"> <li>• Good Hearted and Kind</li> <li>• Nuttiest or most Quirky</li> <li>• Funny, Uplifting or just plain Jovial</li> <li>• Most Diplomatic, Level Headed and Reliable</li> <li>• Most Entertaining Combat or Combat Follies</li> <li>• Most Interesting Background, Battle Scar or Pet Story</li> <li>• Best All-Around Roleplaying</li> <li>• The Character <u>you</u> would most like to attend the Town Festival with</li> </ul>	<p>In case of a tie:</p> <ul style="list-style-type: none"> <li>• If all candidates are peers, oldest player</li> <li>• If it's children vs. adults, youngest player</li> </ul>	
<p><b>Fishing Badge</b> (if no one has it yet)</p>	<ul style="list-style-type: none"> <li>• Everyone does a fishing session together. Tied leaders continue until one wins.</li> </ul>	
<p><b>Battle Badge</b></p>	<ul style="list-style-type: none"> <li>• Player with most foes vanquished</li> <li>• Single Attack roll against practice dummy. Tied leaders continue until one has greater hit.</li> </ul>	
<p><b>Treasure Hunter</b></p>	<ul style="list-style-type: none"> <li>• Most Artifact cards</li> <li>• Treasure Hunter skill</li> <li>• Most Artifacts on sheet</li> <li>• First player to roll Set, Sequence, or Combo</li> </ul>	
<p><b>Bounty Hunter</b></p>	<ul style="list-style-type: none"> <li>• Most Bounties</li> <li>• Player willing to pay the most to the Town Treasury right now (does so upon taking badge)</li> <li>• Agility or Persuasion roll <math>\geq 10</math></li> </ul>	
<p><b>Trouble Solver</b></p>	<ul style="list-style-type: none"> <li>• Most Troubles</li> <li>• Most money to Poor &amp; Needy</li> <li>• Higher Persuasion roll</li> </ul>	
<p><b>Biggest Coin Purse</b></p>	<ul style="list-style-type: none"> <li>• Most CP</li> <li>• D6; collect from Town Treasury until one wins</li> </ul>	
<p><b>Butterfly Collector</b></p>	<p>If tied:</p> <ul style="list-style-type: none"> <li>• Collect butterflies from leaders and release in Tavern</li> <li>• Turn order among leaders: female oldest to youngest; male youngest to oldest</li> <li>• Roll Agility to capture any one</li> <li>• Continue until all butterflies caught</li> <li>• Repeat as needed among leaders</li> </ul>	<p>If no one caught any:</p> <ul style="list-style-type: none"> <li>• Starting with Group Leader, first to catch solitary butterfly with Agility 5+</li> </ul>
<p><b>Hero Award</b></p>	<ul style="list-style-type: none"> <li>• Most Victory Badges</li> <li>• Fewest Hero Awards</li> <li>• Highest Rank</li> <li>• First player rolling Set, Sequence, or Combo</li> </ul>	

## Roleplaying Questions

Roll a d12 and match the number with the question below...

1. Tell us about one of your battle scars, or a situation that almost became a battle scar.
2. What will you most likely do after you retire?
3. Tell us about a pet from your past or present.
4. What are your thoughts on the current situation?
5. Without saying something mean, tell us your thoughts about any Character or Companion in the Group.
6. Disclose one thing about yourself or your previous adventures that you've never told before.
7. Describe one of the defining moments in your life.
8. Describe one of your hobbies, or something you enjoy doing in your free time.
9. Tell us about the love of your life.
10. Tell us about your family.
11. Have you ever been in trouble with the law?
12. What did you do before becoming an Adventurer?