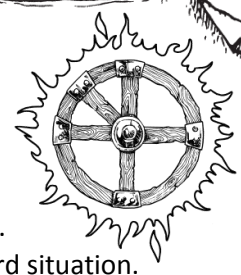


Burning Wheel Artha Cheat Sheet



Earn Fate By...

- Beliefs:** Manifesting your character's Beliefs in a convincing and entertaining manner.
- Instincts:** Playing Instincts that get your character in a dangerous, difficult, or awkward situation.
- Traits:** Acting on Traits, but only when doing so alters the direction of the story in an unforeseen way.
- Humor:** A player calling stop the table dead with humor while in character.
- Right Skill, Right Time:** A character having *just* the right skill to keep the story moving.

Earn Persona By...

- Embodiment:** Capturing the mood of the table perfectly and further driving the story onward. Moments like great speeches, desperate decisions, or gruesome revenge fall into this category.
- Mold Breaker:** Roleplaying your character in a believable and engaging manner at a point in the story where their Beliefs, Instincts and Traits conflict with a decision they must make.
- Personal Goals:** Accomplishing personal Goals or an explicitly stated group goal.
- Workhorse:** Being the most relied upon in a given scenario.
- MVP:** Being the character who drives the story to its conclusion, the character who shines in the last moments and about whom everyone agrees, "Damn, we couldn't have done it without them!"

Earn Deed By...

Accomplishing goals larger than a character's personal agenda. To qualify you must do something that benefits more than just the character, and do it for reasons other than personal gain.

How to Spend Artha

FATE

- Luck:** Make the dice of a roll open-ended. Perception, Steel, Faith, Sorcery are already open-ended, for these you can reroll a single failed die.
- Shrug it off:** Mitigate a +1 Ob Wound.

PERSONA

- Boon:** Gain bonus dice equal to the number of points spent to a single test. 3 Persona max.
- Grit Your Teeth:** Mitigate a -1D Wound.
- Focus:** Counteract the time consequences of a failed Working Carefully action.
- Will To Live:** Allows a character to roll a Recover Test on a Mortal Wound after being tended to. Choosing not to means that the character will be dead forever.

DEED

- Divine Inspiration:** Double the exponent of a single stat, skill or attribute test. Call before rolling.
- Saving Grace:** All failed dice may be rerolled on a single test. Call before rolling.

ARISTEIA

- Minor Epiphany:** A player may choose to shade-shift one of their stats or skills one shade lighter for the duration of an entire scene. This costs 5 Fate, 3 Persona, and 1 Deed.
- Divine Aura:** A character may ignore all wound or other subtracted die penalties while they accomplish one simple goal. This costs 5 Fate, 3 Persona, and 1 Deed.
- Epiphany:** One of your character's abilities immediately and permanently shifts to the next lighter shade after you've spent a total of 20 Fate, 10 Persona, and 3 Deed on that ability.