

Tales of Arcana Cheat Sheet by Huyderman via cheatography.com/2071/cs/12140/

Action Results			
Die Roll	Result		
1	Failure, often hilarious.		
2–4	An average result. Bare success.		
5	A very good result. Better than expected.		
6	Great success. An impressive display of luck or talent.		
A player might choose to play a Trait card to represent an automatic failure rather than rolling the die.			

Combat Action Results				
Die Roll	Attack, Understand, Tactic	Defend, Evade	Heal	
1	Failure	Failure	Failure	
2–5	Remove 1 SP	Lose no HP	Restore 1 HP	
6	Remove 2 SP	Lose no HP	Restore 2 HP	

Merging Results		
Die Roll	Result	
1–4	Remove 3 SP (1 SP with a negative Trait)	
5–6	Remove 4 SP (2 SP with a negative Trait)	

Challenge by SP						
Easy (1-3 SP)	Average (4-6 SP)	Hard 8-12 SP				
1 enemy with up to 3 SP	1 enemy with 4–6 SP	1 enemy with 10 SP				
Up to 3 enemies with 1 SP each	3 enemies with 2 SP each	3 enemies with 3–4 SP each				
The SP suggestions in the table are intended for a group of three player characters. If the group is larger, increase the SP of a single enemy by 2 or add one more enemy to a hostile group for each						

additional player beyond three.



By **Huyderman** cheatography.com/huyderman/

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