

Amtgard Level 1 Cheat Sheets

Version: v8.5P “Spicy” playtest

Notes:

This resource is intended for use for newer players experiencing lvl 1 in their chosen classes. Some descriptions and classes are left out of this for simplicity's sake.

Please refer to the rulebook while trying to understand these classes. This is intended as a ready resource you could carry with you on the field.

Archer



Sash: Orange
Armor: 2
Shield: none
Weapons: Dagger, Short, Bow
Look The Part: Check Rulebook

Incantations

“Destruction Arrow”

“Pinning Arrow”

“Poison Arrow”

“I knocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload.” x3

“I return with a full quiver” x3

Abilities

Reload 1/Refresh then Charge x3 (ex)

Pick two:

Destruction Arrow - 1 Arrow / Unlimited (ex)

Pinning Arrow - 1 Arrow / Unlimited (ex)

Poison Arrow - 1 Arrow / Unlimited (ex)

Charge Incant: “Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.”

(ex)-extraordinary (am)- ambulant **X/L**- times per life **X/R**- times per refresh

Destruction Arrow

T: Specialty Arrow S: Sorcery

M: Arrow with red head cover labeled ‘Destruction’.

I: “Destruction Arrow”

E: This arrow is Armor Destroying and Shield Destroying. Armor Destroying and Shield Destroying are applied after the normal effect of being hit with an arrow is applied.

Pinning Arrow

T: Specialty Arrow S: Sorcery

M: Arrow with yellow head cover labeled ‘Pinning’.

I: “Pinning Arrow”

E: A player struck by this arrow is Stopped for 30 seconds. Engulfing.

Poison Arrow

T: Specialty Arrow S: Death

M: Arrow with green head cover labeled ‘Poison’.

I: “Poison Arrow”

E: This arrow is Wounds Kill.

Reload

T: Verbal S: Sorcery R: Self

I: “I knocked my arrows to my bow, I let them fly, my quiver is low. Now I pause to go reload.” x3

E: Player becomes Out of Game and may move about the field retrieving their arrows. The player may remove their Out of Game state in the location they started by stating, “I return with a full quiver” x3.

L: Must stay at least 10’ away from other players at all times.

N: May ask reeve for assistance in retrieving arrows that are within 10’ of other players.

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Assassin

Sash: Black

Armor: 2

Shield: none

Weapons: Dagger, Short, Bow, Long,

Light/Heavy Throwing

Look The Part: Check Rulebook



Incantations

“I step into the shadows”

“Assassinate”

Abilities

Shadow Step 2/L (EX)(AM)

T: Verbal S: Sorcery R: Self

I: “I Step into the Shadows”

E: Player becomes Insubstantial.

Assassinate: Unlimited (EX)(AM)

T: Verbal S: Death R: 20'

I: “Assassinate”

E: The victim is Cursed.

L: May only be used immediately upon killing an enemy.

N: Assassinate targets the killed enemy and does not require verbal targeting.

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Insubstantial: This State has both offensive and defensive purposes. Insubstantial players:

1. May not move from their starting location unless otherwise noted. This is different from Stopped in that you can still move your feet.
2. Are incapable of physically interacting with game items, objectives, or other players in any way unless otherwise noted. This does not prevent you from retrieving equipment.
3. Can only be affected by mechanics that work on States in general (such as Release) or Insubstantial in specific (such as Dimensional Rift). Player and their equipment are otherwise unaffected by combat, magic, etc.
4. Are not affected or stopped by game terrain such as walls, lava pits, traps, etc unless otherwise indicated by the reeve or game designer.
5. May be seen and heard.
6. May see and hear.
7. May Charge abilities.
8. May not target others unless otherwise noted. May only target themselves with magic and abilities that are able to affect insubstantial players.
9. May remove this State from themselves at any time by Incanting “I return to the physical world” x2 provided they are the cause of the State and entered it voluntarily. Otherwise they must end the State as per the description of the responsible Magic or Ability.
10. The ending Incantation for Insubstantial is not interrupted by the player moving their feet, and does not require a free hand.
11. Insubstantial triggered from enchantments worn is not considered voluntary.
12. Must indicate their Insubstantial State by saying “Insubstantial” if asked, attacked, or targeted by a Magic or Ability.
13. May not delay the game excessively. For instance, you may not use this State to avoid being killed if you are the last player alive in a Mutual Annihilation battlegame. The reeve's decision is final.

Barbarian



Sash: White

Armor: 3

Shield: Small / Medium

Weapons: All Melee, Javelins, Rocks

Look The Part: Check Rulebook

Can not take enchantments from other players

Abilities

Immune* to Subdual (T)

Immune* to Command (T)

Berserk (T)

T: Granted as Trait S: Sorcery R: Self

E: Bearer's melee weapons are Armor Breaking.

*Immune: Can't be affected by whatever you are immune to.

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(T)- Trait, you always have these active.

(ex)-extraordinary (am)- ambulant **X/L**- times per life **X/R**- times per refresh

Monk

Sash: Grey

Armor: None

Shields: None

Weapons: All Melee, Heavy Thrown

Look The Part: Check Rulebook



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Abilities

Enlightened Soul (T)

T: Granted as Trait S: Protection R: Self

E: Player is unaffected by Verbal magic used at a Range greater than Touch.

L: Affects beneficial magic as well as harmful magic. Does not affect (ex) abilities.

Missile Block (T)

T: Granted as Trait S: Protection R: Self

E: Player is allowed to block arrows and projectiles with their weapons and hands without penalty. Any arrow or projectile in motion touched by a weapon wielded or by the hand of the player is nullified.

N: Engulfing effects from blocked arrows and projectiles do not activate.

(T)- Trait, you always have these active.

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Scout



Sash: Green

Armor: 3pts

Shields: Small

Weapons: Dagger, Short, Long, Heavy Thrown

Look The Part: Check Rulebook

Incantations

“Tracking” x3

Abilities

Tracking 2/L Cx3 (EX)(AM)

T: Verbal S: Sorcery R: 20ft

I: “Tracking” x3

E: Target Insubstantial player immediately has their Insubstantial effect ended.

May use bow as long as not carrying a shield.

Charge Incant: “Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.”

(ex)-extraordinary **(am)**- ambulant **X/L**- times per life **X/R**- times per refresh

Insubstantial: This State has both offensive and defensive purposes. Insubstantial players:

1. May not move from their starting location unless otherwise noted. This is different from Stopped in that you can still move your feet.
2. Are incapable of physically interacting with game items, objectives, or other players in any way unless otherwise noted. This does not prevent you from retrieving equipment.
3. Can only be affected by mechanics that work on States in general (such as Release) or Insubstantial in specific (such as Dimensional Rift). Player and their equipment are otherwise unaffected by combat, magic, etc.
4. Are not affected or stopped by game terrain such as walls, lava pits, traps, etc unless otherwise indicated by the reeve or game designer.
5. May be seen and heard.
6. May see and hear.
7. May Charge abilities.
8. May not target others unless otherwise noted. May only target themselves with magic and abilities that are able to affect insubstantial players.
9. May remove this State from themselves at any time by Incanting “I return to the physical world” x2 provided they are the cause of the State and entered it voluntarily. Otherwise they must end the State as per the description of the responsible Magic or Ability.
10. The ending Incantation for Insubstantial is not interrupted by the player moving their feet, and does not require a free hand.
11. Insubstantial triggered from enchantments worn is not considered voluntary.
12. Must indicate their Insubstantial State by saying “Insubstantial” if asked, attacked, or targeted by a Magic or Ability.
13. May not delay the game excessively. For instance, you may not use this State to avoid being killed if you are the last player alive in a Mutual Annihilation battlegame. The reeve's decision is final.

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Warrior

Sash: Purple

Armor: 6

Shield: Small / Medium / Large

Weapons: All Melee, Javelins

Look The Part: Check Rulebook



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Abilities

Scavenge Unlimited (ex)

T: Verbal S: Sorcery R: Self

I: “Scavenge”

E: Repair one point of armor in one location, a shield, or a weapon.

L: Kill Trigger.

Kill Trigger: Ability must be used within 30 seconds of a kill and 10' away from a living enemy.

(T)- Trait, you always have these active.

(ex)-extraordinary (am)- ambulant **X/L**- times per life **X/R**- times per refresh

Bard Page 1

Sash: Blue
 highest level.
 Armor: None
 Shields: None
 Weapons: Dagger
 Magic-User: 5 pts of magic from list
 Look The Part: 1 extra point of magic



Incantations

“My power grants thee confidence”
 “I command thy attention” x3
 “From thy bindings thou art released” x5
 “My power shoves thee” x3
 “I sing of my unwavering determination”

Abilities

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Confidence	1	-	1/Refresh Charge x5	Verbal	Sorcery	Touch
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Insult	1	-	1/Life	Verbal	Command	20'
Release	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life	Verbal	Sorcery	20'
Song of Determination	1	1	Unlimited	Enchantment	Protection	Self

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

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Confidence

T: Verbal S: Sorcery R: Touch
 I: “My power grants thee confidence”
 E: Target player may instantly Charge a single Magic or Ability.
 L: May not be used on self. May not be used within 20’ of a living enemy

Experienced

T: Neutral S: Neutral
 E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.
 L: Verbal must be 4th level or lower.

Insult

T: Verbal S: Command R: 20’
 I: “I command thy attention” x3
 E: Victim is unable to attack or cast magic at anyone other than the caster for 30 seconds. If the victim of insult is attacked or has magic cast on them by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.
 N: If the caster of Insult dies, the victim's effect is negated.

Charge Incant: Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.”



Release

T: Verbal S: Sorcery R: Touch

I: “From thy bindings thou art released” x5

E: A single ongoing effect or State is removed from the target.
Casters choice.

L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

Shove

T: Verbal S: Sorcery R: 20’

I: “My power shoves thee” x3

E: Target player is moved back 20’ in a straight line away from the caster. Works on Stopped players

Equipment: Weapon, Short

T: Neutral

E: May wield one short weapon at a time for each instance purchased (but may carry extras).

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Druid Page 1

Sash: Brown
 Armor: None
 Shields: None
 Weapons: Dagger
 Magic-User: 5 pts of magic from list
 Look The Part: 1 extra point of magic



Incantations

- “The spirits banish thee from this place” x3
- “The mists of corrosion surround thee” x3
- “The strength of earth is mine to evoke” x3
- “I call upon flame to heat that [type of weapon]” x3
- “I enchant thee with Imbued Armor” x3
- “I make this item whole again” x5

Abilities

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Barkskin	1	2	1/Refresh	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Corrosive Mist	1	1	1/Refresh	Enchantment	Death	Self/Touch: Others
Entangle	1	2	2 Balls / Unlimited	Magic Ball	Subdual	Ball
Equipment: Weapon, Short	2	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Heat Weapon	1	-	1/Life Charge x3	Verbal	Flame	20'
Imbue Armor	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Mend	1	-	1/Life	Verbal	Sorcery	Touch

Fold Here

Banish

T: Verbal S: Spirit R: 20'
 I: “The spirits banish thee from this place” x3
 E: Target Insubstantial player must return to their base where their Insubstantial State immediately ends.
 N: A player bearing Undead Minion or Greater Undead Minion who is currently Insubstantial has their Enchantment removed.

Cancel

T: Neutral S: Neutral R: Touch
 I: “My work shall be undone” x3
 E: Remove an Enchantment cast by the caster.

Corrosive Mist

T: Enchantment S: Death R: Self or Touch: Others
 I: “The mists of corrosion surround thee” x3
 M: Three red strips
 E: Bearer may cast Destroy Armor by announcing “<Player> the mists of corrosion destroy your <armor location> armor”. Bearer must remove a strip after each use of Destroy Armor.
 N: Corrosive Mist is removed when the last strip is removed.

Entangle

T: Magic Ball S: Subdual R: Ball
 I: “The strength of earth is mine to evoke” x3
 M: Brown Magic Ball
 E: Target is Stopped for 60 seconds. Engulfing.

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Druid Page 2



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Experienced

T: Neutral S: Neutral

E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.

L: Verbal must be 4th level or lower.

Heat Weapon

T: Verbal S: Flame R: 20'

I: "I call upon flame to heat that [type of weapon]" x3 E: Target weapon may not be wielded for 30 seconds. Players who are Immune to Flame may continue to wield the weapon.

Imbue Armor

T: Enchantment S: Protection R: Touch: Others

I: "I enchant thee with Imbued Armor" x3

M: White strip

E: All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum.

N: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor, or similar magic and abilities that increase Armor Points, at a time.

Mend

T: Verbal S: Sorcery R: Touch

I: "I make this item whole again" x5

E: Destroyed item is repaired, or one point of armor in one location is repaired.

Charge Incant: "Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour."

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(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Healer Page 1



Sash: Red
 Armor: None
 Shields: None
 Weapons: Dagger
 Magic-User: 5 pts of magic from list
 Look The Part: 1 extra point of magic

Heal Incantation

“Sword Cut, spear stab, mace smash, arrow jab,
 Let the white light of healing **descend on thee.**
 Let the white light of healing **stop thy spilling blood.**
 Let the white light of healing **mend thy bones.**
 Let the white light of healing **close thy wounds.**
 Let the white light of healing **restore thy vigor.**
 The white light of healing hath healed thee.”

Incantations

“The spirits banish thee from this place” x3
 “I enchant thee against wounds” x3
 “I enchant thee with Harden” x3
 “From thy bindings thou art released” x5

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Abilities

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Blessing Against Wounds	1	-	1/Life	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Equipment: Weapon, Short	3	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Harden	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Heal	1	1	Unlimited	Verbal	Spirit	Touch
Release	1	-	2/life Charge x3	Verbal	Sorcery	Touch

Heal

T: Verbal S: Spirit R: Touch

I: “Sword Cut, spear stab, mace smash, arrow jab,
 Let the white light of healing descend on thee.
 Let the white light of healing stop thy spilling blood.
 Let the white light of healing mend thy bones.
 Let the white light of healing close thy wounds.
 Let the white light of healing restore thy vigor.
 The white light of healing hath healed thee.”
 E: Target player heals a Wound.

Release

T: Verbal S: Sorcery R: Touch
 I: “From thy bindings thou art released” x5
 E: A single ongoing effect or State is removed from the target. Casters choice.
 L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

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Healer Page 2

Banish

T: Verbal S: Spirit R: 20'
 I: "The spirits banish thee from this place" x3
 E: Target Insustantial player must return to their base where their Insustantial State immediately ends.
 N: A player bearing Undead Minion or Greater Undead Minion who is currently Insustantial has their Enchantment removed.



Blessing Against Wounds

T: Enchantment S: Protection R: Touch: Others
 I: "I enchant thee against wounds" x3
 M: White strip
 E: Resistant to Wounds. Does not count towards a players Enchantment limit.
 L: May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).

Cancel

T: Neutral S: Neutral R: Touch
 I: "My work shall be undone" x3
 E: Remove an Enchantment cast by the caster.

Charge Incant: "Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour."

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Experienced

T: Neutral S: Neutral
 E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.
 L: Verbal must be 4th level or lower.

Harden

T: Enchantment S: Protection R: Touch: Others
 I: "I enchant thee with Harden" x3
 M: White strip
 E: Bearers weapons or shield may only be destroyed by Magic Balls/Verbals which destroy objects e.g. Fireball or Pyrotechnics.
 L: Will only affect either the weapons or the shield of the bearer, not both

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Wizard

Sash: Yellow

Armor: None

Shields: None

Weapons: Dagger

Magic-User: 5 pts of magic from list

Look The Part: 1 extra point of magic



Incantations

“The spirits banish thee from this place” x3

“I shall not be harmed”

“I call upon flame to heat that [type of weapon]” x3

“I make this item whole again” x5

“My power shoves thee” x3

“Force bolt” x3

Abilities

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Weapon, Short	2	1	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Force Barrier	1	-	1/Life	Verbal	Sorcery	Self
Force Bolt	1	4	3 Balls / Unlimited	Magic Ball	Sorcery	Ball
Heat Weapon	1	-	1/Life	Verbal	Flame	20'
Mend	1	-	1/Life	Verbal	Sorcery	Touch
Shove	1	-	1/Life Charge x3	Verbal	Sorcery	20'

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Experienced

T: Neutral S: Neutral

E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.

L: Verbal must be 4th level or lower.

Force Barrier

T: Verbal S: Sorcery R: Self

I: “I shall not be harmed”

E: Player is Frozen for 30 seconds.

Heat Weapon

T: Verbal S: Flame R: 20'

I: “I call upon flame to heat that [type of weapon]” x3

E: Target weapon may not be wielded for 30 seconds.

Players who are Immune to Flame may continue to wield the weapon.

Mend

T: Verbal S: Sorcery R: Touch

I: “I make this item whole again” x5

E: Destroyed item is repaired, or one point of armor in one location is repaired.

Shove

T: Verbal S: Sorcery R: 20'

I: “My power shoves thee” x3

E: Target player is moved back 20' in a straight line away from the caster. Works on Stopped players

Force Bolt

T: Magic Ball S: Sorcery R: Ball

I: “Forcebolt” x3

M: Blue Magic Ball

E: Force Bolt will have one of the following effects on the object first struck:

1. A weapon hit is destroyed

R: Touch: Others

2. Armor hit with Armor Points remaining is subject to Armor Breaking

3. A player hit receives a Wound to that hit location

Charge Incant: Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour.” v8.5P by Spork

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh