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Adventuring

Movement

The Movement table shows how far characters with a variety of Movement scores can travel over various periods of time. Groups of characters travelling together will move at the speed of the slowest member.

Movement

Time Period	Movement 1m	Movement 2m	Movement 3m	Movement 4m	Movement 5m	Movement 6m
Combat Action	1m (2m if running)	2m (4m if running)	3m (6m if running)	4m (8m if running)	5m (10m if running)	6m (12m if running)
Minute	12 (24m if running)	24m (48m if running)	36m (62m if running)	48m (96m if running)	60m (120m if running)	72m (144m if running)
Hour	0.7km	1.4km	2.2km	2.9km	3.6km	4.3km
Day (12 hours)	8.4km	16.8km	26.4km	34.8km	43.2km	51.6km

Movement in combat assumes a character is moving as fast as possible given his particular Combat Action. Movement over any period other than combat (Minute or longer) assumes a character is walking at a sustainable rate, though it is possible to run instead. This sustainable walking is considered light activity, though a full day (12 hours) of walking will count as medium activity.

Running

Running is easy enough for short periods; a character can run for a number of minutes equal to his CON before suffering from any tiredness. Once this time period has elapsed, the running counts as medium activity.

Terrain & Weather

Movement rates can be hindered by terrain and other adverse conditions such as wind, rain and hail. These conditions are divided into three categories, Slight, Moderate and Great Adversity.

Slight Adversity: Reduce the character's distance moved by 25%.

Moderate Adversity: Reduce the character's distance moved by 50%.

Great Adversity: Reduce the character's distance moved by 75%.

Chases & Pursuits

If a character succeeds at a Difficult (–20%) Athletics test, they may treat their Movement as one higher than normal for a single Combat Action or minute.

Sprinting is very tiring when chasing and counts as heavy activity.

If mounts are being used by characters in a pursuit, then the Athletics skill of the mount should be used rather than that of the character.

Illumination & Darkness

Environment is…	Example	Effects
Brightly Illuminated	Blazing summer day, shrine holding a rune of Light.	+10% to Perception tests to spot hidden characters or items
Illuminated	Heavily candlelit room, overcast day, within radius of illuminating item.	None.
Partial Darkness	Cavern mouth, misty day, within 3 x radius of illuminating item.	–20% to vision-based Perception tests.
Dark	Large cavern illuminated only by embers, foggy day, within 5 x radius of illuminating item.	–40% to vision-based Perception tests. Movement penalised by –1m.

Pitch Black	Sealed room with stone walls, cavern many miles underground, mountaintop whiteout, shrine holding a rune of Darkness.	Perception tests reliant on vision impossible, as are ranged attacks. –60% to close combat attacks. Movement halved.

Dark Sight
Allows the character to treat pitch black conditions as dark. Normally possessed by subterranean creatures and trolls.

Night Sight
Allows the character to treat partial darkness as illuminated and darkness as partial darkness. Normally possessed by nocturnal creatures.

Illuminating Items

Example	Radius
Candle or embers	1m
Flaming brand or lantern	3m
Campfire	5m
Bonfire	10m
Light spell	10m, but unlike natural light sources, the Light spell only illuminates a 10m radius and does not provide partial darkness or darkness to areas beyond this radius.

Fatigue

Physical activity is divided into three categories; light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by his CON. Once this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

Light Activity: Characters never risk Fatigue while engaging in light activity.

Medium Activity: Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to his CON before risking Fatigue. Once this time has elapsed, the character must immediately make a Simple (+20%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Simple (+20%) Athletics test every time a number of minutes equal to the character's CON elapse.

Heavy Activity: Includes back-breaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Actions equal to his CON score before risking Fatigue. Once this time has elapsed, the character must immediately make a Normal (+0%) Athletics test or begin suffering the effects of Fatigue. So long as the activity continues, he must make another Normal (+0%) Athletics test every time a number of Combat Actions equal to the character's CON elapse.

Effects of Fatigue

If a character fails a test while engaged in medium or heavy activity, he will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table.

Fatigue Levels

Level of Fatigue	Effects
Fresh	None.
Winded	All skill tests (including further tests to resist Fatigue) suffer a –10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a –20% penalty. Movement suffers a –1m penalty.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a –30% penalty. Movement suffers a –1m penalty. Strike Rank suffers a –2 penalty.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a –40% penalty. Movement is

	halved. Strike Rank suffers a –4 penalty. DEX is considered 5 points lower for the purposes of determining Combat Actions. Character must make a Persistence test every minute or fall unconscious for 1D3x2 hours
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a –50% penalty. Movement is halved. Strike Rank suffers a –6 penalty. DEX is considered 10 points lower for the purposes of determining Combat Actions. Character must make a Difficult Persistence test every Combat Round or fall unconscious for 1D6x2 hours.

Time and Fatigue

Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

Recovering from Fatigue

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

Exposure, Starvation and Thirst

A character can normally survive for a number of hours equal to his CON before suffering from exposure.

A character can survive for a number of days equal to his CON before becoming starved, though after three days they will begin to suffer a –10% penalty to Fatigue tests.

A character can survive for a number of hours equal to his CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to –20%. In addition, the character will automatically suffer one point of damage to all locations every day, for every condition he is experiencing. Natural or magical healing will not heal this damage – only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Healing

Healing can be performed in one of three ways – using the First Aid skill, a magical spell, or through natural healing, resting while the injuries heal themselves.

Natural Healing

A character's injured locations (any location that has 0 hit points or more) regain one hit point per 24 hours, as long as the character does not engage in anything more than light activity.

A character's badly injured locations (any location that has –1 or fewer hit points or more) regain one hit point per location per day, as long as the character does not engage in anything more than light activity, and the character succeeds at a Resilience test.

Natural healing will not heal a Major Injury until that location has either been treated with a successful Healing test or magical healing has been applied.

Magical Healing

However magical healing is achieved, whether from a spell, prayer or potion, it has an instantaneous effect.

In addition to the restoration of hit points, any location suffering a Major Wound that receives even a single hit point's restorations through magical healing immediately stops bleeding and is healed sufficiently to benefit from natural healing.

If a character has been knocked unconscious due to a Serious or Major Wound, the restoration of a single hit point to the wounded location that caused the unconsciousness will revive the character.

Unless specifically stated, magical healing cannot re-attach severed limbs or revive the dead.

Encumbrance

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score, though some items are too small or light to have an ENC score. Characters can usually ignore the effects on Encumbrance that these have unless they start carrying a lot of them – assume that an average of 20 such items will equal 1 ENC, so long as the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to his STR+SIZ without penalty.

Overloading

A character carrying total ENC greater than his STR+SIZ is Overloaded.

Overloaded characters suffer a –20% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a –20% penalty to all Fatigue tests.

A character cannot carry more than twice his STR+SIZ in ENC.

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

Falling Distance

Distance Fallen	**Damage Taken**
1m or less	No damage.
2m to 5m	D6 points of damage to a random location
6m to 10m	2D6 points of damage, each D6 applied to a randomly rolled location
10 to 15m	3D6 points of damage, each D6 applied to a randomly rolled location
16m to 20m	4D6 points of damage, each D6 applied to a randomly rolled location
+5m	+1D6 damage

A creature of SIZ 8 to 9 treats the distance fallen as one metre less. A creature of SIZ 6 to 7 treats the distance fallen as three metres less. A creature of SIZ 4 to 5 treats the distance fallen as five metres less. A creature of SIZ 2 to 3 treats the distance fallen as eight metres less. A creature of SIZ 1 or less treats the distance fallen as ten metres less.

As long as the character was not surprised, they may attempt an Acrobatics test to mitigate falling damage – a successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 hit points in a location due to the fall, the character lands safely and is not prone.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Characters falling onto damaging surfaces will suffer the effects of the surface to all locations that are damaged in the fall.

Suffocation

While performing medium activity, a character can hold his breath for a number of Combat Rounds equal to his CON. Characters engaging in light activity can double this time, while characters performing heavy activity will halve it.

Once a character has surpassed the time for which he can hold his breath, he must make a Resilience test every round with a cumulative –10% penalty. If he fails, he automatically starts inhaling the suffocating substance, which automatically damages his Chest location him every round.

Suffocating Substance

Substance Inhaled	Damage Taken to Chest Location
Water	1D6
Vacuum	1D6
Thick Smoke	1D3
Poison Gas	Character is exposed to the poison. If the gas is also a thick smoke, then 1D3 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 Combat Rounds.

Fire, Heat and Freezing

A character will normally take damage from fire or heat to a specific hit location. However, if a character is immersed in the source of the damage, then all locations will suffer from the damage the fire causes. The amount of damage suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table.

Fire and Heat

Damage Source	Example	Damage
Flame	Candle	1 point
Large Flame	Flaming brand	D4 points
Small Fire	Camp fire, cooking fire	D6 points
Large Fire	Scolding steam, large bonfires, burning rooms	2D6 points
Inferno	Lava, inside a blast furnace	3D6 points

Poison

Every type of poison has the following information detailed:

Name: The poison's name. Also, if the poison is magical in nature, it will be mentioned here.
Type: Lists whether the poison is ingested, used on a weapon or inhaled.
Delay: The time between the poison's introduction to a character, to the time its effect takes hold.
Potency: This is a number between 10 and 100 that measures the strength of a poison. Some magical poisons, like basilisk venom, have even higher Potencies. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.
Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.
Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by poison will not automatically heal – it must be healed through magical or natural healing.

Poison Succeeds, Character Fails
If the poison succeeds its Potency test and the character fails his Resilience test, the poison has its full effect.

Character Succeeds, Poison Fails
If the character succeeds his Resilience test and the poison fails its Potency test, the poison has no effect.

Both Poison and Character Succeed
Whoever rolled the highest in their test wins.

Both Poison and Character Fail
Whoever rolled the lowest in their test wins.

Disease

Every type of disease has the following information detailed:

Name: The disease's name. Also, if the disease is magical in nature, it will be mentioned here.
Type: Lists whether the disease is spread through contamination, touch or is airborne.
Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will be forced to make follow-up opposed disease tests.
Potency: This is a number between 10 and 100 that measures the strength of a disease. Some magical diseases, like the shining plague, have even higher Potencies. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.
Effect: Usually hit point damage that affects all locations of the victim, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralised or has dissipated in the victim's system. Hit point damage caused by disease will not automatically heal – it must be healed through magical or natural healing.

Disease Succeeds, Character Fails
If the disease succeeds its Potency test and the character fails his Resilience test, the disease has its full effect.

Character Succeeds, Disease Fails
If the character succeeds his Resilience test and the disease fails its Potency test, the disease has no effect.

Both Disease and Character Succeed
Whoever rolled the highest in their test wins.

Both Disease and Character Fail
Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the first opposed test is failed by the victim, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, he has overcome the worst of the disease and will no longer suffer its effects (other than remaining hit point damage) after while (use the disease's delay statistic to determine how long this takes).

If the victim fails this second opposed test, he falls deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Inanimate Objects

All inanimate objects have armour points and hit points. Except for the most unusual of circumstances, attacks on inanimate objects will automatically hit – characters simply need to work out how much damage they deal.

The object's armour points will be deducted from any damage dealt as normal, with the remainder being applied to its hit points. Once an object's hit points have been reduced to zero, it is smashed and useless.

Inanimate objects likely to block or restrain characters, such as doors or ropes, have Strength scores. To break down a door, or burst one's bonds, a character must succeed at a brute force Athletics test. This automatically reduces the object's hit points to 0.

Inanimate Objects

Object	Armour Points	Hit Points	Brute Force Modifier
Boulder	4	40	—
Castle gate	4	120	–40%
Castle wall (2m section)	5	250	—
Chain	4	8	–30%
Club	2	4	—
Dagger	4	4	—
Hut wall (2m section)	2	15	+0%
Iron door	4	75	–30%
Rope	1	3	+0%
War sword	4	10	—
Wooden chair	2	6	—
Wooden door (normal)	2	25	+10%
Wooden door (reinforced)	3	30	–10%
Wooden fence (2m section)	2	5	+10%

Inanimate Objects & Weapons

Using a weapon on an inanimate object with armour points equal to or greater than that of the weapon deals damage on both the object and the weapon.

Creating an Adventurer

Character Creation Checklist

Follow this checklist when creating a new character.

1. Determine the character's Characteristics.
2. Determine the character's Attributes.
3. Determine the character's Basic skill scores.
4. Determine the character's Previous Experience.
5. Determine the character's General Information.
6. Outfit the character with Starting Equipment.

Part One – Characteristics

All characters and creatures have seven Characteristics.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other Characteristics, a high score in Size is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and his personal force of will.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Determining Characteristics

Players will need a number of six-sided dice to generate their characters' Characteristics. Roll the following dice to determine an adventurer's Characteristics:

Strength (STR): Roll 4D6, drop the lowest die and total the remaining dice.

Constitution (CON): Roll 4D6, drop the lowest die and total the remaining dice.

Dexterity (DEX): Roll 4D6, drop the lowest die and total the remaining dice.

Size (SIZ): Roll 2D6 and total the dice. Add 6 to the result.

Intelligence (INT): Roll 2D6 and total the dice. Add 6 to the result.

Power (POW): Roll 4D6, drop the lowest die and total the remaining dice.

Charisma (CHA): Roll 4D6, drop the lowest die and total the remaining dice.

The Games Master may also allow players to assign their rolls to specific Characteristics, so that a player who wants to play a burly warrior can move a rolled 15 from CHA to STR, for example. Players should not be allowed to move rolls from INT or SIZ to any of the other five Characteristics, however.

Part Two – Attributes

These are a set of secondary scores that define exactly what the character is capable of.

Combat Actions (CA): This is the number of actions a character can perform in each combat round.

Combat Actions

DEX	Combat Actions
6 or less	1
7–12	2
13–18	3
19 or more	4

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon.

Damage Modifier

Total of STR and SIZ	Damage Modifier
1–5	–1D8
6–10	–1D6
11–15	–1D4
16–20	–1D2
21–25	+0
26–30	+1D2
31–35	+1D4
36–40	+1D6
41–45	+1D8
46–50	+1D10
51–60	+1D12
61–70	+2D6
71–80	+2D8
81–90	+2D10
91–100	+2D12
101–120	+3D10
121–140	+3D12
141–160	+4D10
161–180	+4D12
181–200	+5D10

Hit Points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points are located in certain areas of the character's body, representing exactly how much damage he can sustain.

Hit Points

Location	Total SIZ + CON								
	1–5	6–10	11–15	16–20	21–25	26–30	31–35	36–40	+5
Each Leg	1	2	3	4	5	6	7	8	+1
Abdomen	2	3	4	5	6	7	8	9	+1
Chest	3	4	5	6	7	8	9	10	+1
Each Arm	1	1	2	3	4	5	6	7	+1
Head	1	2	3	4	5	6	7	8	+1

Magic Points (MP): These are used to activate any spells the character knows. The character's starting Magic Points will be equal to the character's POW.

Strike Rank (SR): This determines how quickly the character acts in combat. Strike Rank is determined by adding together the character's INT and DEX, and halving the result.

Part Three – Basic Skills

Every character has a range of Basic skills that allows him to perform a variety of actions with varying degrees of expertise.

Each Basic skill is set by the total of one or more Characteristics. Some skills will also suffer a penalty from other Characteristics.

The Starting Skills table lists all the Basic skills every character possesses and the Characteristics used to determine the skill's base score. If a Characteristic is listed as a penalty, deduct it from the skill's base score.

Starting Skills

Basic Skills	**Bonus**	**Penalty**
Acrobatics	DEX	
Athletics	STR+DEX	
Boating	STR	
Dodge	10+DEX	–SIZ
Drive	10+POW	
Evaluate	INT	
First Aid	INT	
Influence	10+CHA	
Lore (Animal)	INT	
Lore (Plant)	INT	
Lore (World)	INT	
Perception	INT+POW	
Persistence	10+POW	
Resilience	CON+POW	
Riding	DEX+POW	
Sing	CHA	
Sleight	DEX	
Stealth	10+DEX	–SIZ
Throwing	DEX	
Unarmed	STR	
Weapon Skills	**Bonus**	**Penalty**
All Close Combat	STR+DEX	
All Ranged	DEX	

Part Four – Previous Experience

There are three stages involved in determining the character's previous experience. First the player must pick the character's cultural background. This provides certain starting skill bonuses that reflect this upbringing. Second, the player must pick a profession and gain further associated skills with that profession. Thirdly, the player spends the character's free skill points.

Cultural Background

The player is free to choose the background the character comes from (with Games Master approval), which determines skill bonuses, starting money and which Advanced skills are available. The backgrounds available are listed here:

The Cultural Background table shows all the various bonuses each background bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores.

Advanced skills start at their base Characteristic score, plus any indicated bonus.

Cultural Background

Background	**Basic Skill Bonuses**	**Advanced Skills**	**Starting Money**
Barbarian	Athletics +10%	Language (Native)	4D6x20 silver

	Perception +5% Resilience +10% Stealth +5% **Pick Two +5%** Boating, Lore (Animal), Lore (Plant), Riding **Pick Three +10%** 1H Axe, 1H Hammer, 2H Axe, 2H Hammer, Blowgun, Bow, Dagger, Shield, Sling, Spear, Staff, Throwing, Unarmed	+50% Lore (Regional) Survival **Pick One** Craft Dance Lore Play Instrument Tracking	
Peasant	Athletics +5% Lore (Animal) +10% Lore (Plant) +10% Resilience +5% **Pick Two +10%** Boating, Dodge, Driving, First Aid, Persistence **Pick Two +10%** 1H Axe, 1H Flail, 1H Hammer, 2H Axe, Dagger, Sling, Spear, Staff, Unarmed	Language (Native) +50% Lore (Regional) **Pick Two** Craft Dance Lore Play Instrument Survival	4D6x25 silver
Townsman	Evaluate +10% Influence +10% Lore (World) +10% **Pick Two +10%** Boating, Driving, Persistence, Resilience, Sleight, Stealth **Pick Two +10%** 1H Hammer, 1H Sword, Dagger, Crossbow, Polearm, Shield	Language (Native) +50% Lore (Regional) Streetwise **Pick One** Craft Dance Language Lore Play Instrument Shiphandling	4D6x50 silver
Noble	Influence +10% Lore (World) +10% Persistence +10% **Pick Two +5%** Evaluate, Dodge, Perception, Riding **Pick Two +15%** 1H Sword, 2H Sword, Dagger, Rapier, Shield	Language (Native) +50% Lore (Regional) **Pick Two** Craft Dance Language Lore Play Instrument Shiphandling	4D10x100 silver

Professions

TThe Professions table shows all the various bonuses each profession bestows on a character. Basic Skill Bonuses are added straight onto the character's Basic skill scores. Advanced skills start at their base Characteristic score. If the character already possesses the indicated Advanced skill, they instead gain a +10% bonus to that skill.

If a Profession indicates that a character starts play with the Runecasting skill, that character knows one spell per Runecasting skill known. Spells known must be relevant to the runes the character has integrated.

Professions

Profession	Cultural Background	Basic Skill Bonuses	Advanced Skills
Acrobat	Barbarian Peasant	Acrobatics +10% Athletics +10% Dodge +10% Throwing +10% Sleight +10%	
Alchemist	Townsman	Evaluate +10% First Aid +10% Lore (Plant) +10%	Lore (Alchemy) Runecasting[1]
Animal Trainer	Barbarian Peasant	Driving +5% First Aid +5% Lore (Animal) +20% Persistence +10% Resilience +5% Riding +5%	
Bard	Barbarian Peasant Townsman	Influence +10% Lore (World) +10% Perception +5% Sing +10% Sleight +5%	**Pick One** Dance Play Instrument Language Lore
Blacksmith	Barbarian Peasant Townsman	1H Hammer +10% Evaluate +5% Resilience +5%	Craft (Blacksmith) Lore (Mineral) **Pick One** Engineering Mechanisms Craft (Armourer) Craft (Weaponsmith)
Courtier	Townsman Noble	Influence +15% Lore (World) +5% Perception +5% Sleight +5%	Dance **Pick One** Lore (Art) Lore (Heraldry) Lore (Philosophy) Lore (Regional) Play Instrument
Craftsman	Barbarian Peasant Townsman	Evaluate +20% Influence +5% Persistence +5%	Craft **Pick One** Craft (other) Engineering Mechanisms
Diplomat	Townsman Noble	Influence +20% Perception +10% Lore (World) +10%	**Pick One** Dance Language Lore Play Instrument
Explorer	Barbarian Noble	Lore (World) +20% Perception +5% Resilience +5%	**Pick Two** Language Lore (Astronomy) Lore (Geography) Shiphandling Survival
Farmer	Barbarian Peasant	Athletics +5% Driving +5% Lore (Animal) +15%	

		Lore (Plant) +15% Resilience +10%	
Fisherman	Barbarian Peasant	Athletics +5% Boating +20% Lore (Animal) +5% Resilience +10% Throwing +10%	
Herdsman	Barbarian Peasant	First Aid +5% Lore (Animal) +20% Resilience +5% Sling +10%	Survival
Hunter	Barbarian Peasant	Bow +5% Lore (Animal) +10% Spear +5% Stealth +10%	Survival Tracking
Lord	Noble	1H Sword +10% Influence +20% Persistence +10% Riding +10%	
Mercenary	Barbarian Peasant Townsman	Lore (World) +10% **Pick Two** 1H Axe +15% 1H Flail +15% 1H Hammer +15% 1H Sword +15% 2H Axe +15% 2H Flail +15% 2H Hammer +15% 2H Sword +15% Bow +15% Crossbow +15% Polearm +15% Shield +15% **Pick Two** Athletics +5% Dagger +5% Dodge +5% Driving +5% Evaluate +5% Resilience +5% Riding +5% Unarmed +5%	
Merchant	Townsman	Evaluate +20% Influence +10% Lore (World) +10%	**Pick One** Language Lore (Logistics) Shiphandling
Militiaman	Peasant Townsman	1H Axe +5% Athletics +10% Dodge +5% Resilience +5% Shield +10% Spear +10% Unarmed +5%	
Miner	Peasant	1H Axe +10% 2H Axe +10% Athletics +10% Resilience +10%	Lore (Mineral)
Physician	Townsman	Evaluate +5%	Healing

	Noble	First Aid +20% Lore (Plant) +10% Perception +5%	
Priest	Peasant Townsman	Influence +15% Lore (World) +5% Persistence +10%	Lore – (Theology) Runecasting[2]
Ranger	Barbarian Peasant	1H Sword +5% Perception +5% Lore (World) +10%	Lore (Regional) Survival Tracking
Sailor	Peasant Townsman	Acrobatics +10% Athletics +10% Boating +10% Lore (World) +5% Resilience +5%	Shiphandling
Scholar	Townsman Noble	Evaluate +5% Lore (World) +5% Persistence +10%	Lore **Pick Two** Engineering Healing Language Lore (other) Mechanisms
Shaman	Barbarian	First Aid +5% Influence +10% Lore (Animal) +5% Lore (Plant) +5% Persistence +5%	Runecasting[3] **Pick One** Healing Lore Runecasting (other)[3] Survival
Soldier	Barbarian Peasant Townsman Noble	Dodge +5% Lore (World) +5% Resilience +5% Unarmed +5% **Pick Three** 1H Axe +10% 1H Flail +10% 1H Hammer +10% 1H Sword +10% 2H Axe +10% 2H Flail +10% 2H Hammer +10% 2H Sword +10% Athletics +10% Bow +10% Crossbow +10% Dagger +10% Driving +10% Polearm +10% Riding +10% Shield +10% Sling +10% Spear +10%	
Spy	Townsman Noble	Acrobatics +5% Dodge +5% Influence +5% Perception +5% Persistence +5% Lore (World) +5%	**Pick One** Disguise Language Tracking

		Sleight +5% Stealth +5%	
Thief	Barbarian Peasant Townsman	Acrobatics +5% Evaluate +5% Perception +10% Sleight +10% Stealth +10%	**Pick One** Disguise Mechanisms Streetwise
Town Guard	Townsman	1H Hammer +5% Athletics +5% Crossbow +5% Perception +5% Polearm +10% Shield +10%	Streetwise
Witch	Barbarian Peasant	First Aid +5% Lore (Animal) +5% Lore (Plant) +10%	Runecasting[4] **Pick Two** Healing Lore Runecasting (other)[4] Survival
Wizard	Townsman Noble	Evaluate +5% Lore (World) +5% Persistence +10%	Runecasting[5] Runecasting (other)[5] **Pick One** Language Lore Runecasting (other)[5]
Woodsman	Barbarian Peasant	1H Axe +5% 2H Axe +10% Athletics +10% Lore (Plant) +10% Resilience +5%	Survival

[1] Choose one of the following: Metal, Motion, Plant or Stasis. The character has integrated that rune and has that rune's Runecasting skill.
[2] Choose one of the following: Communication, Law, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill.
[3] Choose one of the following: Beast, Earth, Man or Spirit. The character has integrated that rune and has that rune's Runecasting skill.
[4] Choose one of the following: Fertility, Luck, Moon or Shadow. The character has integrated that rune and has that rune's Runecasting skill.
[5] Choose one of the following: Air, Cold, Earth, Fire, Heat or Water. The character has integrated that rune and has that rune's Runecasting skill.

Free Skill Points

Every character receives 100 additional skill points. The player can add these free skill points to his skills in the following ways:

- Add to a Basic or Weapon skill score.
- Add to an Advanced skill score, as long as the character already possesses the skill.
- Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.

No single skill can benefit from more than 30 free skill points. The Advanced skill of Runecasting may not be purchased. An Advanced skill purchased with free skill points cannot be increased by more than 20 points.

Part Five – General Information

Movement: Human characters have a Movement of 4 metres (4m).

Hero Points: Every character starts with two Hero Points.

Age: The character may start out at any age between 18 and 30.

Improving Adventurers

Improvement Rolls

In an average story, each character should receive three improvement rolls. This can be modified if the character performed particularly poorly or heroically, giving a range of between one and five improvement rolls awarded.

Hero Points

In an average story, each character should receive two Hero Points. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and four Hero Points awarded.

Improving Skills

A player can choose to spend one improvement roll to attempt to increase one known skill.

Select the skill to be increased and roll 1D100.

If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.

If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

There is no limit to the score a skill can reach.

Practise & Research

Practising or researching a skill generally takes one day per 10% the character already possesses in the skill.

Practise

All skills may be learnt through practise, except for Lore skills. Note that in the case of Runecasting and Advanced skills, the skill must be initially learnt before it can be practised.

Research

The following skills can be increased through research: Craft, Engineering, Evaluate, First Aid, Healing, Language, Lore, Mechanisms and Runecasting. Note that in the case of Runecasting and Advanced skills, the skill must be initially learnt before it can be researched.

Characters may apply a +10 modifier to the improvement roll when attempting to learn the a skill through research. This is an addition to the roll, not the skill.

Mentors

A mentor must have a score in the skill being taught that is at least double his student's score in that skill.

The mentor must be present with the student for the entire practising or research period. Before the student makes their improvement roll, the mentor makes a skill test for the taught skill.

If the mentor's skill test is a failure, then the student makes their improvement roll as normal.

If the mentor's skill test is a success, then the student makes their improvement roll and applies a positive modifier to the roll equal to the mentor's critical success range with the skill. Note that this is an addition to the roll, not the skill. In addition, if the student's improvement roll results in a gain of 1D4+1 points, this gain is instead increased to 1D6+1 points.

Learning New Advanced Skills

In order to learn a new Advanced skill, the character must either be able to research it (in that it is both researchable and the relevant research material is to hand) or they must be taught it by a mentor.

It costs two improvement rolls to attempt to learn a new Advanced skill. The character immediately gains the new Advanced skill at the base score determined by the appropriate Characteristics. The character may now increase the skill normally through practice or research.

Improving Characteristics

A player can choose to spend *three* improvement rolls to attempt to increase one Characteristic by one point.

Multiply the Characteristic to be increased by five. Then roll 1D100.

If this 1D100 result is *greater* than the Characteristic x 5, the Characteristic increases by one point.

If this 1D100 result is *equal to or less* than the Characteristic x 5, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point. One of this skill's derived Characteristics must be the same as the Characteristic which was not improved.

A roll of 96 to 00 on this roll always results in the Characteristic increasing.

SIZ may never be increased using improvement rolls.

The maximum a human character can increase a Characteristic to is 21. For non-humans, the maximum for a Characteristic is equal to the maximum possible starting score for the Characteristic plus three.

Legendary Abilities

In order to gain a Legendary Ability, a character must meet the requirements listed for it and then spend the required number of Hero Points.

Legendary Abilities

Legendary Ability	Requirements	Hero Points
Battle Fury	CON 15+, close combat Weapon skill 90%+	12
Born to the Saddle	POW 15+, Riding skill 90%+	8
Dead Eye	DEX 15+, ranged Weapon skill 90%+	10
Decapitating Swing	STR 15+, 2H Sword or Axe skill 90%+	12
Disease Immunity	CON 15+, Resilience skill 70%+	8
Duellist	1H Weapon or Rapier skill 90%+	10
Empathic Wound	POW 15+, Healing skill 90%+	10
Heroic Aura	CHA 15+, Influence skill 90%+	12
Linguist	INT 15+, two non-native Language skills 50%+	8
Loremaster	INT 15+, four Lore skills 50%+	10
Poison Immunity	CON 15+, Resilience skill 70%+	8
Rune Adept	POW 15+, four Runecasting skills 50%+	10
Runelord	Varies	12
Runepriest	Varies	10
Skin of the Bear	CON 15+, Resilience skill 90%+	10
Slaying Touch	POW 15+, Martial Arts skill 90%+	12
Tireless	CON 15+, Athletics skill 90%+	8
Wall Leaping	DEX 15+, Acrobatics skill 90%+	10

Battle Fury

Requirements: CON 15 or higher, any close combat Weapon skill at 90% or higher.
Hero Points: 12

You can enter a Battle Fury as a Combat Action. While in a Battle Fury, the following effects take place:

- Your STR and CON are both considered to be 5 points higher, but only for the purposes of determining your Damage Modifier.
- All your close combat Weapon skill tests, including Unarmed and Martial Arts, receive a +50% bonus.
- All your Persistence and Resilience skill tests receive a +50% bonus.

- You may not parry, dodge or dive for cover.

You may remain in Battle Fury for a number of rounds equal to your CON. Upon leaving Battle Fury, you automatically gain three levels of Fatigue.

Born to the Saddle

Requirements: POW 15 or higher, Riding 90% or higher.
Hero Points: 8

While riding, the following effects take place:

- Any penalty to your Riding skill is reduced by –20 %. For instance, if the driving rains and slippery ground would normally apply a –40% penalty to your Riding test, the penalty is reduced to –20%.
- You may use 2H Weapon skills, Polearms and Staffs.
- You may treat all animals you ride as trained for combat.
- You may use your Riding skill instead of your Dodge skill when dodging.

Dead Eye

Requirements: DEX 15 or higher, any ranged Weapon skill at 90% or higher.
Hero Points: 10

Pick any single ranged weapon (with which you must have at least 90% skill). While using this weapon, the following effects take place:

- Increase the weapon's Range by 50%.
- Increase the weapon's damage by +2 (only to targets within Range).
- Precise attacks with the weapon only suffer a –20% penalty.

Decapitating Swing

Requirements: STR 15 or higher, either 2H Sword or 2H Axe skill at 90% or higher.
Hero Points: 12

You may only use Decapitating Swing with a 2H Axe or 2H Sword and only against an opponent whose SIZ is within ten of your SIZ.

Decapitating Swing is declared before a precise attack, targeting your opponent's head, is started. Any attempt to dodge or parry this precise attack gains a +20% bonus. As long as the attack inflicts at least a Minor Wound, the attack is converted to a Major Injury that decapitates the target.

Disease Immunity

Requirements: CON 15 or higher, Resilience 70% or higher.
Hero Points: 8

You are immune to all normal diseases. Magical diseases will still affect you, though you gain a +20% bonus to tests to resist them.

Duellist

Requirements: 1H Weapon skill or Rapier skill at 90% or higher.
Hero Points: 10

While using a selected weapon the following effects take place:

- You may parry one additional attack per Combat Round (over and above the normal Reaction allowance).

- You gain a +10% bonus to your Weapon skill when parrying.
- Increase the weapon's damage by +1.

Empathic Wound

Requirements: POW 15 or higher, Healing skill at 90% or higher.
Hero Points: 10

With Empathic Wound, you may offset the injuries a companion has sustained by transferring the hit point damage to yourself. A wound appears on your body at the same hit location as your companion. One hit point of damage may be transferred each Combat Round, during which neither patient nor healer may move or perform other Combat Actions.

Each Combat Round, you must make a Resilience test with a –40% penalty or take one level of Fatigue. Empathic Wound is incapable of re-growing or re-attaching severed limbs or resurrecting a character.

Heroic Aura

Requirements: CHA 15 or higher, Influence skill at 90% or higher.
Hero Points: 12

All allies within your CHA in metres will be heartened by your presence, gaining your CHA as a bonus to any Persistence or Resilience tests they are called upon to make.

In addition, you may make take a Combat Action to encourage your nearby allies, requiring an Influence test. If this is successful, they gain your CHA as a bonus to all Weapon skills for the remainder of the Combat Round.

Linguist

Requirements: INT 15 or higher, two Language skills (aside from your native tongue) at 50% or higher.
Hero Points: 8

In order to use this ability, you must either converse with a speaker of a strange language for one hour, or simply hear the language being spoken for two or more hours. You then automatically gain the Language skill in that language at its basic score.

A successful improvement roll when improving a Language skill doubles the skill points gained (roll 2D4+2 rather than 1D4+1).

Loremaster

Requirements: INT 15 or higher, four Lore skills at 50% or higher
Hero Points: 10

Any time you fail a Lore skill test, you are entitled to make an immediate Persistence test (with the same modifiers as the original Lore test) to see if you can recall some shred of knowledge germane to the subject at hand.

Poison Immunity

Requirements: CON 15 or higher, Resilience 70% or higher.
Hero Points: 8

You are immune to all normal poisons. Magical poisons will still affect you, though you gain a +20% bonus to tests to resist them.

Rune Adept

Requirements: POW 15 or higher, four Runecasting skills at 50% or higher.
Hero Points: 10

You gain a +20% bonus to Persistence tests to integrate runes. In addition, whenever you make a Persistence test to integrate a rune, a critical success results in you integrating the rune without the loss of any POW.

Skin of the Bear

Requirements: CON 15 or higher, Resilience 90% or higher.
Hero Points: 10

Skin of the Bear gives you one armour point of natural armour on all hit locations. This stacks with equipped armour.

Slaying Touch

Requirements: POW 15 or higher, Martial Arts 90% or higher.
Hero Points: 15

Slaying Touch is declared before a precise attack is started (the type of precise attack is up to you, though if the target is wearing armour, it will have to be bypassed). As long as the attack inflicts at least a Minor Wound, the attack is considered a Slaying Touch. The target must immediately succeed at a Resilience test with a –40% penalty or die.

Tireless

Requirements: CON 15 or higher, Athletics 90% or higher.
Hero Points: 8

You may engage in medium activity for a number of minutes equal to your CON x 10 before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in medium activity is likewise your CON x 10 in minutes.

You may engage in heavy activity for a number of Combat Rounds equal to your CON score before risking Fatigue. The time between subsequent Fatigue tests for continuing to engage in heavy activity is likewise your CON score in Combat Rounds.

You also recover from each level of Fatigue in half the normal time (one level for every two hours of light activity or one hour of complete rest).

Wall Leaping

Requirements: DEX 15 or higher, Acrobatics 90% or higher.
Hero Points: 10

You may only use Wall Leaping if not Overloaded, Exhausted or Debilitated. The entirety of your movement in a Combat Action may be made along a vertical surface, allowing you to bypass an obstruction that might otherwise block your path or even climb a wall at lightning speed. This can result in you running up a wall with one Combat Action, attacking an enemy with a second Combat Action, and then returning to the floor with a third Combat Action.

However, you cannot continue moving along a vertical surface from Combat Round to Combat Round – you must reach level ground (or a suitable perch) by the end of your last Combat Action in a round or fall.

Combat

Combat is divided into rounds. With 12 rounds in every minute, a single round translates to five seconds of time, during which a character can perform one or more actions. Each round is broken into Strike Ranks, which determine when a character can act. Every combat round goes through the following steps:

1. **Determine Strike Ranks:** At the start of every combat round, roll D10 for each character and add the character's Strike Rank modifier. This will determine the character's Strike Rank – the order in which every character involved acts for the round.

2. **Characters Take 1st Action:** Each character involved in the combat performs one Combat Action in Strike Rank order. The character with the highest Strike Rank will act first, followed by the character with the second-highest Strike Rank, and so on until the character with the lowest Strike Ranks acts. Reactions, such as parries or dodges, are made during this process as appropriate.

3. **Characters Take 2nd Action:** After each character has completed his 1st action, characters with Combat Actions remaining may perform a second Combat Action, in Strike Rank order.

4. **Characters Take 3rd Action:** After each character has completed his 2nd action, characters with Combat Actions remaining (if any) may perform a third Combat Action, in Strike Rank order.

5. **Characters Take 4th Action:** After each character has completed his 3rd action, characters with Combat Actions remaining (if any) may perform a fourth Combat Action, in Strike Rank order.

6. **End of Combat Round:** Once all eligible characters have used up all their Combat Actions in the combat round, it is over. Fatigue is determined now, if applicable. If there are characters still engaged in combat with enemies, another combat round begins.

Strike Ranks

If two or more characters can act in the same Strike Rank, the characters will act in order of their DEX, with the highest going first. If two or more characters acting in the same Strike Rank have the same DEX score, they will act simultaneously.

Gaining Surprise

A surprised character suffers a –10 penalty to his Strike Rank during the first combat round. In addition, he may only use Reactions against actions that occur after his own Strike Rank.

The effects of surprise generally only last for the first combat round of a combat.

Combat Actions

The actions a character may take when it is his turn to act are detailed here.

Aim: Every Combat Action spent aiming adds a +10% bonus to the character's ranged Weapon skill. This bonus only applies to the first attack the character makes with the weapon, which must be at the target being aimed at. A maximum of three Combat Actions may be spent aiming, for a +30% bonus. A character can take no other Combat Action or Reaction while aiming without losing the aim bonus.

Cast Spell: Spells often take many Combat Actions to complete.

Charge: If a character can move a minimum of five metres, he can make a charge. He may move a distance up to twice his Movement. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D4 damage.

Close Combat Attack: The character can make a single close combat attack.

Defend: A character may defend himself, effectively adding +20% to any Dodge Skill tests or parrying Weapon skill tests he is called upon to make until the beginning of his next Combat Action.

Delay: A character may pause to assess the tactical situation around him.

- If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat Action. The delaying character's Strike Rank is then altered reflect their new place in the Strike Rank order and they act as normal.

- If a delaying character wishes to interrupt a specific character's action as it occurs, or act immediately upon a specific trigger, the character must make a test appropriate to his interrupting action (a Weapon skill test if the character wishes to attack, for instance). If the trigger is capable of opposing the test with a test of its own relevant to its action, it may do so. Whoever wins the test acts first.

  Once the character has acted, they are no longer delaying and their Strike Rank is modified appropriate to their new position in the Strike Rank order.

Fighting Retreat: He may move up to half his Movement directly away from an enemy he is fighting.

Sprint: Any adjacent enemy may make a Reaction free attack in response to this action and gains a +20% bonus for the attack. The character may move a distance up to twice his Movement score.

Flurry: A character may use all of his remaining Combat Actions at once, rather than waiting for other characters to act. Each blow struck in a flurry is at –20% to Weapon skill.

Move: Any adjacent enemy may make a Reaction free attack in response to this action. The character may move a distance up his Movement score.

Ranged Attack: The character can make a single ranged attack.

Ready Weapon: Drawing a sword from its sheath, unhooking an axe from one's belt, nocking an arrow to one's bow – all these actions require the Ready Weapon Combat Action. A single Ready Weapon action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Actions, as does readying two weapons. Ranged weapons can be reloaded with this action – this takes as many Combat Actions as noted in the weapon's description.

Skill Use

Change Stance: The character may shift from one of the following stances to another : standing, prone, kneeling or sitting. Any adjacent enemy may make a Reaction free attack in response to this action.

Close Combat Attacks

1 – Declare Attack
The attacker announces that he will be attacking his target.

2 – Target Reaction
If the enemy has any Reactions left, then this attack may be opposed. The target may attempt to dodge or parry the attack, as they choose. However, only one Reaction may be made to each successful attack.

If the enemy has no Reactions left, then this attack is unopposed.

3 – Opposed Test
The attack and defence rolls are then made simultaneously by the combatants and the results compared according to the opposed test mechanics. The attacker rolls D100 and compares it to the character's skill in the weapon he is using. The defender rolls D100 and compares it to either the character's Dodge skill or the character's skill in the weapon he is parrying with, as appropriate.

If the success levels are equal, the higher success roll wins and the lower roll is demoted by one level. If both combatants roll a normal success, then the higher roll remains a success, but the lower roll is downgraded to a failure,

or if both roll a critical success the lower roll is downgraded to a normal success. If the participants achieve the same level of success with the same score on the die, then no downgrading takes place.

If the attack was unopposed, then the defender is counted as failing his test.

4 – Resolution
Look up the attacker and defender's results on the matrix appropriate to the defence being used and apply the results. In any case where damage is applied to the defender, roll D20 to determine the location struck on the target.

Attack Succeeds: Each weapon has its own Damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt. If the damage is greater than the target's SIZ at this point (before armour points are deducted), Knockback occurs. If the defender is armoured in the location that is hit, the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the location's armour, to a minimum of zero damage. Apply any remaining damage to the location's hit points.

Attack Fails: The attack has no effect.

Where the matrix refers to maximum or minimum damage, this applies to the weapon's damage dice only. Damage from a creature's damage modifier is rolled normally.

Close Combat Situational Modifiers

Situation	**Skill Modifier**[1]
Target is helpless	Automatic Critical Hit
Target surprised[2]	+20%
Target prone or attacked from behind	+20%
Attacking or defending while on higher ground or on mount	+20%
Attacking or defending while prone	–30%
Attacking or defending while on unstable ground	–20%
Free motion of weapon arm obstructed (for example, a wall on the right side of a right-handed swordsman)	–10%
Attacking or defending while underwater	–40%
Defending while on lower ground or against mounted foe	–20%
Fighting in partial darkness	–20%
Fighting in darkness	–40%
Fighting while blind or in pitch black	–60%

[1] These modifiers are cumulative – attacking a character attacking a surprised target which is on lower ground increases their Weapon skill by 40%.
[2] A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.

Impaling Close Combat Attacks
A character that scores a 'maximum damage' result with an impaling weapon causes maximum damage as normal. However, the character also has an additional choice – whether to yank the weapon free or to leave the enemy impaled.

Yanking
Yanking the weapon free requires a brute force Athletics test. If successful, the character automatically causes normal (not maximised) damage for the weapon once more, to the same location as the original strike, and has also regained their weapon for use.

If the brute force Athletics test fails, 1D4 damage is inflicted upon the impaled enemy's stricken location and the weapon remains stuck.

Impaled Enemies
Impaled enemies suffer from a –20% penalty to all skill tests, including Weapon skills, due to pain and physical difficulty. This penalty is cumulative.

A successful unarmed close combat attack that targets an enemy's impaled location results in the attacking character laying hold of the impaling weapon. They may immediately attempt to yank it free.

The impaled creature may also spend a Combat Action to yank the impaling weapon free themselves (this does not require an unarmed attack).

Another character may remove the impaling weapon in a cleaner and less agonising manner through the use of the First Aid skill.

Precise Attack

A character may make one precisely aimed attack in order to strike a specific hit location, bypass a target's armour, strike a target's weapon or disarm an enemy.

Precise attacks may not be made as part of a charge or flurry. All precise attacks are very difficult; the character's Weapons Skill suffers a –40% penalty. Precise attacks cannot be combined in a single strike.

Bypass Armour
A precise attack can be used to find chinks in an opponent's armour, bypassing its protection. Instead of choosing a hit location, the character can determine it normally but if successful in his attack, will ignore all AP of the location he hits.

Disarm
The attacker declares that he is attempting to disarm the target of a single held weapon. If the attack successfully strikes the opponent, no damage is caused and instead an opposed Weapon skill is made. If either combatant is using a weapon in two hands, they gain a +20% bonus to this test. Should the attacker succeed, his opponent's weapon flies 1D6–1 metres in a random direction (a result of 0 metres places at the defender's feet).

Location Strike
The attacker declares that he is aiming for a specific hit location of the target's body. If successful, this strike automatically hits the desired location, instead of using the normal Hit Location table.

Strike Weapon / Shield
The attacker declares that he is attempting to attack the target's held weapon or shield. If the attack is successful, any damage is dealt directly to the opponent's weapon, using the rules for attacking inanimate objects. Natural weaponry may not be attacked in this way.

Reactions

A character can make as many Reactions in a combat round as he has Combat Actions. Unlike Combat Actions, Reactions are not made during a character's Strike Rank but are made in response to the Combat Actions of enemies.

There are four types of Reaction – dodge, parry, dive for cover and free attacks.

Reactions are declared after the trigger event has occurred but before its effects are applied.

Only one Reaction may be made in response to a single trigger event, no matter how many Reactions a character has available.

Dodge

Trigger Event: A ranged or close combat attack being made against the character.
Restrictions: Helpless characters may not dodge.
Penalties: A mounted character suffers a –30% penalty to his Dodge Skill. If a character has his back to a wall, cliff, more enemies or is otherwise impeded from freely dodging in any direction, he will suffer a –20% penalty to his Dodge Skill.

Dodge Table

		Attacker's Result			
		Critical	*Success*	*Fail*	*Fumble*

Defender's Result	*Critical*	Attack succeeds but causes minimum damage.	Attack fails.	Attack fails. Attacker is Overextended.	Attack fails. Attacker is Overextended. Attacker must roll on the appropriate Fumble Table.
	Success	Attack succeeds.	Attack succeeds but causes minimum damage.	Attack fails.	Attack fails. Attacker must roll on the appropriate Fumble Table.
	Fail	Attack succeeds and causes maximum damage. Defender forced to Give Ground.	Attack succeeds. Defender forced to Give Ground.	Attack fails. Defender forced to Give Ground	Attack fails. Attacker must roll on the appropriate Fumble Table.
	Fumble	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble table.	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble Table.	Attack fails. Defender must roll on the appropriate Fumble Table.	Attack fails. Both sides roll on the appropriate Fumble Table.

Attack Succeeds: The dodge attempt failed and the attack resolves damage as normal.

Attack Fails: The attack is considered to have missed and therefore causes no damage.

Maximum Damage: The attack causes maximum weapon damage. Other additions to damage, such as from strength modifiers, are rolled as normal.

Minimum Damage: The attack causes minimum weapon damage. Other additions to damage, such as from strength modifiers, are rolled as normal.

Giving Ground: A character forced to Give Ground immediately retreats his Movement directly away from the attacker. The attacker has the option of either immediately following up and remaining adjacent to the defender, or remaining where he is. Neither the movement of the defender or the attacker cost any Combat Actions or Reactions in this case. If the defender cannot Give Ground their full Movement, they will move as far as possible and then stop.

Overextended: A character who attempted a close combat attack but Overextended themselves is thrown off balance. This imposes a –20% penalty on the next Reaction the attacking character takes. As soon as the Overextended character performs another Combat Action, he recovers from his Overextension.

Roll on the Fumble Table: A character must roll on the Fumble Table appropriate to the weapon they are using when instructed.

Parry

Trigger Event: A close combat attack being made against the character.
Restrictions: Helpless characters may not parry. Ranged attacks may not be parried.
Improvisation: Parrying with improvised items, such as crossbows or fallen logs, is usually done using the Shield Skill, though the Games Master may decide a particular Weapon skill is more appropriate in other cases (such as the Club Skill for tree branches).

Parry Table

		Attacker's Result			
		Critical	*Success*	*Fail*	*Fumble*

Defender's Result	*Critical*	Attack succeeds and causes maximum damage, reduced by twice the AP of the parrying weapon.	Attack succeeds, damage is reduced by twice the AP of the parrying weapon.	Attack fails. Defender may Riposte.	Attack fails. Defender may Riposte. Attacker must roll on the appropriate Fumble Table.
	Success	Attack succeeds and causes maximum damage, reduced by the AP of the parrying weapon.	Attack succeeds, damage is reduced by the AP of the parrying weapon.	Attack fails.	Attack fails. Attacker must roll on the appropriate Fumble Table.
	Fail	Attack succeeds and causes maximum damage.	Attack succeeds.	Attack fails.	Attack fails. Attacker must roll on the appropriate Fumble Table.
	Fumble	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble Table.	Attack succeeds and causes maximum damage. Defender must roll on the appropriate Fumble Table.	Attack fails. Defender must roll on the appropriate Fumble Table.	Attack fails. Both sides roll on the appropriate Fumble Table.

Attack Succeeds: The dodge attempt failed and the attack resolves damage as normal.

Attack Fails: The attack is considered to have missed and therefore causes no damage.

Maximum Damage: The attack causes maximum weapon damage. Other additions to damage, such as from strength modifiers, are rolled as normal.

Minimum Damage: The attack causes minimum weapon damage. Other additions to damage, such as from strength modifiers, are rolled as normal.

AP of Parrying Weapon/Shield is Deducted from Damage: The attack still causes damage, however the damage is reduced by the AP of the parrying weapon or shield. The amount deducted from the attack's damage may also be double the parrying weapon/shield's AP, depending on the specific result on the Parry table.

Defender May Riposte: A Riposte is a free attack against the attacker. In order to make the free Riposte attack, the defender must have an available Reaction to spend.

Roll on the Fumble Table: A character must roll on the Fumble Table appropriate to the weapon they are using when instructed.

Free Attacks

Trigger Event: Free attacks are made in response to certain adjacent enemy actions.
Restrictions: Helpless characters may not make free attacks. Free attacks must always be close combat attacks.

The following situations will grant a free attack, as long as the reacting character is adjacent to the acting enemy:

- If the enemy makes a ranged attack. If the free attack causes damage, the ranged attack fails.
- If the enemy casts a spell. If the free attack causes damage, the caster must make a Persistence test or the spell fails.
- If the enemy readies a weapon. If the free attack causes damage, the enemy must make a Dodge test or drop the weapon instead of readying it.
- If the enemy stands from prone. If the free attack causes damage, the enemy must make an Athletics test or remain prone.

- If the enemy moves away from the character without using the Fighting Retreat Combat Action. If the free attack causes damage, the enemy's Movement for that particular move is halved.
- If the enemy moves adjacent to the character without using the Charge Combat Action (which must be targeted at the character). This includes enemies who move through an adjacent area to the character en route to a further destination.
- If the enemy leaves himself open for a Riposte.

Free attacks are always single close combat attacks – they may not be charges, flurries or precise attacks. Enemies may parry or dodge free attacks with Reactions as normal.

Dive

Trigger Event: An area effect taking place that encompasses the character.
Restrictions: Helpless characters may not dive. Targeted attacks may not be evaded with a dive. A character that has nowhere to dive to may not dive. A prone character may not dive.
Penalties: A mounted character may not dive and remain mounted. A mounted character may dive with a –30% penalty to Dodge Skill, but automatically dismounts when he does so.

To dive for cover against an area attack, a character must succeed in a Dodge Skill test. If successful, he will halve the damage dealt by the attack. A critical success avoids all damage dealt by the attack.

Any character that attempts a dive, whether successful or not, becomes prone.

Ranged Weapons

Ranged weapon attacks are usually initiated through the Ranged Attack Combat Action. Ranged attacks may not be used as part of a charge or flurry. Regardless of the specific Combat Action that initiates the attack, all ranged attacks are handled in same manner as close combat attacks, with the following exceptions:

Loading Ranged Weapons
While readying most ranged weapons takes only a single Combat Action, others take more than one Combat Action to reload.

Ranged Attack Situational Modifiers

Situation	Skill Modifier
Wind[1]	
Strong wind	–10%
High wind	–20%
Fierce wind	–40%
Hurricane	Attack automatically fails
Target Movement[1]	
Target has moved 10m or more since attacker's last Combat Action	–10%
Target has moved 30m or more since attacker's last Combat Action	–20%
Target Visibility[1]	
Target obscured by smoke, mist or is in partial darkness	–20%
Target obscured by thick smoke, fog or is in darkness	–40%
Target Size[1]	
Per 1 SIZ target is under SIZ 5	–10%
Per 10 SIZ target is above SIZ 20	–10%
Target Condition[1]	
Target is helpless	+10%
Target surprised[2]	+10%
Target prone	–20%
Attacker Condition[3]	
Attacker is prone	–20%
Attacker is underwater[4]	–20%
Attacker is on unstable ground	–20%
Attacker is blinded	–40%

[1] Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a –20% penalty.
[2] A surprised character may only use Reactions against attackers with a Strike Rank lower than their own.
[3] Attacker condition modifiers are cumulative.
[4] Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Range
A target within the weapon's Range may be attacked without penalty. A target within double the weapon's Range may be attacked, but the attacker's effective Weapon skill is halved (before other modifiers are applied). Attacks against targets beyond the weapon's Range automatically fail.

Dodging and Parrying
The target may attempt to dodge the attack, but may not normally parry it.

Precise Attacks
A character may not attempt to disarm targets with ranged attacks, nor may he attempt to strike a target's weapon or shield. Precise ranged attacks made to bypass armour or hit a specific location operate normally.

Cover
If a target is in cover or partially covered by an object, any attack that hits a covered location will instead hit the object. Cover affects both ranged and close combat attacks.

Firing into a Crowd
When firing into a crowd, the Games Master will determine which locations of the target have cover from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If a covered location is hit by the attack, the firer has hit one of the individuals adjacent to the target. The accidental target may use Reactions against this attack as normal. If the attack damages the accidental target, roll the hit location randomly.

If the accidental target successfully dodges a ranged attack, the projectile continues on its original path and may strike the intended target. The intended target may use Reactions against this attack as normal.

A character may not make a precise attack when firing into a crowd.

Damage
When a character successfully scores damage against a target, the damage must be deducted from a specific hit location. Every weapon has a damage rating, which is listed in its statistical entry in the relevant Weapons table in the Equipment chapter. This is the amount of dice rolled when the weapon successfully hits a target, to which is added the attacker's Damage Modifier.

Hit Locations
A successful attack will damage a specific hit location. To determine which location has been hit, roll 1D20 and compare the number rolled with the Humanoid Hit Location table.

Humanoid Hit Location

D20	Hit Location
1–3	Right Leg
4–6	Left Leg
7–9	Abdomen
10–12	Chest
13–15	Right Arm
16–18	Left Arm
19–20	Head

The amount of damage is deducted from the hit points of this location. So long as the location has hit points remaining, the character will suffer no further effects. If the location is reduced to zero hit points or less, then the character is injured:

Location's Hit Points reduced to 0

The location has suffered a Minor Wound. The location will be permanently scarred and the character loses his next Combat Action.

Location's Hit Points reduced to –1 or more

The location has suffered a Serious Wound. The location is permanently scarred and the character loses his next 1D4 Combat Actions.

Limbs

A limb will be rendered useless by a Serious Wound, until the location is restored to 1 hit point or more, or if the character receives First Aid. If a leg is rendered useless, the character drops prone.

Abdomen, Chest or Head

A character with either the Abdomen, Chest or Head suffering a Serious Wound must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid.

Location's Hit Points reduced to a negative score greater than its starting Hit Points

The location has suffered a Major Wound. The location is permanently scarred and the extent of the injury may well permanently maim or kill the character.

Limbs

A limb will be either severed or mangled by a Major Wound. The character drops prone and must immediately make a Resilience test or fall unconscious. If the character remains conscious, this test will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to the character's CON+POW, the character dies from blood loss and shock.

Abdomen, Chest or Head

A character with either the Abdomen, Chest or Head suffering a Major Wound must immediately make a Resilience test or die. If the character lives, another Resilience test must be made to stay conscious. Both tests will have to be repeated at the end of every Combat Round, until the location is restored to 1 hit point or more, or the character receives First Aid. If the location does not recover within a number of Combat Rounds equal to *half* the character's CON+POW, the character dies from blood loss, shock and internal injuries.

One Useless or Missing Arm

A character that has one arm rendered useless drops anything held in that arm's hand. The character may not use any weapon that requires two hands, such as great axes or bows. They also suffer a –20% penalty to any Skill that normally relies upon using two arms or hands, such as Athletics tests to swim or Boating tests to paddle.

Two Useless or Missing Arms

A character that has both arms rendered useless drops anything held in either arm's hand. The character may not use any weapon. Most Skills based on STR or DEX are impossible, though some (such as Athletics and Dodge) only suffer a –30% penalty.

One Useless or Missing Leg

A character that has one leg rendered useless may only stumble along. This halves their Movement score. They also suffer a –10% penalty to any Skill that relies upon physical mobility, such as Athletics, Dodge, Stealth and Weapon skills.

Two Useless or Missing Legs

A character that has both legs rendered useless may only crawl – their Movement is reduced to 1 metre and they will be prone until at least one leg is restored. Most Skills that rely upon physical mobility are impossible, though some (such as Dodge and Stealth) only suffer a –30% penalty.

Knockback

Knockback can occur when a character is hit by ranged or close combat attacks.

Knockback occurs after Reactions have been completed, but before armour points are deducted from the attack's damage. If the damage at this point exceeds the target's SIZ, the target is knocked backwards 1 metre by the force of the attack.

For every five full points the damage exceeds the target's SIZ, they are knocked back an additional metre.

A character that suffers from Knockback must also succeed at an Acrobatics test or fall prone.

If a character is knocked back into a wall or other solid object, he must make a Dodge Skill test or suffer 1D4 damage to a random hit location as they slam into the obstruction.

If the character who caused the damage did so as part of a Charge Combat Action, the distance the target is knocked back is doubled.

Mounted characters suffering from Knockback can add the SIZ of their mount to their own if they make a successful Riding Skill test. If this roll is failed, only the character's own SIZ is used and any Knockback will cause him to be knocked off his mount.

Two Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:

- Parry one additional attack per Combat Round (over and above the normal Reaction allowance)

OR

- Gain a single bonus Close Combat Attack action. This bonus attack may not be a precise attack and suffers a –20% penalty to the relevant Weapon or Shield Skill.

Mounted Combat

Untrained Mounts

The rider of a mount unused to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the Combat Round.

Succeeding this test allows the horse to be treated as a trained mount for the remainder of the Combat Round.
A mounted adventurer can use no weapon at a Skill level greater than his Riding skill score.

A mounted warrior has a +20% bonus to his attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a –20% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted warrior is prohibited from using weapons dependent on a 2H Weapon skill, Polearm or Staff while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

Hit Locations in Mounted Combat

Unless a mounted combatant is using a weapon dependent on the Spear skill, re-roll the location for all Leg hits by mounted attackers against opponents on foot.

Unless a footsoldier is using a weapon dependent on the Spear, Polearm or a 2H Weapon skill, re-roll the location for all Head hits by footsoldiers against mounted combatants.

Unarmed Combat

If an unarmed attack is parried by a crafted or natural weapon, the attacker will immediately suffer the rolled damage of the parrying weapon, with no damage modifier, to the limb he is using. This is in addition to the normal effect of the parry.

Natural Weapons

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

Grappling

A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes an Unarmed Skill test to the target's Unarmed skill, Shield skill or Dodge skill (target's choice). The attacking and defending players then look up their results on the Grapple Table.

Grapple Table

		Attacker's Result			
		Critical	*Success*	*Fail*	*Fumble*
Defender's Result	*Critical*	Impasse.	Grapple fails.	Grapple fails. Defender may Riposte	Grapple fails. Defender may Riposte. Attacker rolls on Natural Weapons Fumble Table.
	Success	Grapple succeeds.	Impasse.	Grapple fails.	Grapple fails. Attacker rolls on Natural Weapons Fumble Table.
	Fail	Grapple succeeds. Attacker may Immoblise or Throw defender.	Grapple succeeds.	Grapple fails.	Grapple fails. Attacker rolls on Natural Weapons Fumble Table.
	Fumble	Grapple succeeds. Attacker may Immoblise or Throw defender. Defender rolls on appropriate Fumble Table.	Grapple succeeds. Defender rolls on appropriate Fumble Table.	Grapple fails. Defender rolls on appropriate Fumble Table.	Both combatants roll on Appropriate Fumble Table.

Impasse: The attacker has achieved a partial hold. The defender is not considered grappled but the attacker gains a +20% modifier on his next combat skill test against the defender.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds: The grapple attempt is successful and the two combatants are now grappling.

Attacker may Immobilise or Throw Defender: The grapple is a phenomenal success. The two combatants are now grappling and the attacker may immediately follow up on this success by attempting a free Throw or Immobilise manoeuvre.

Defender may Riposte: The grapple fails badly. The attack is considered to have missed. The attacker has also left himself wide open for a Riposte, which the defender may immediately take advantage of. See above.

Martial Arts

A character with Martial Arts may use his Martial Arts Skill rather than any other skill in the grapple rules.

Grappling Combatants

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a –20% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions

Break Free: To break out of a grapple, the character makes a grapple attempt, designating himself as the defender. The character may only use the Unarmed Skill or a Natural Weapon skill in this case. Compare the opposed results on the Grapple table – a result of 'grapple fails' means the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

Immobilise: While immobilised, enemies are considered helpless. It takes a successful Unarmed skill test to immobilise an opponent – this test suffers a penalty equal to the opponent's DEX+STR. An immobilised character may only use his Combat Actions to attempt to escape. Escape requires a successful Unarmed skill test with a penalty equal to the opponent's STR+SIZ.

Inflict Pain: It takes a successful Unarmed Skill test to inflict pain – this test suffers a penalty equal to the opponent's DEX+CON. If this skill test succeeds, the damage is 1D6 + damage modifiers and applies to a random location.

Throw: It takes a successful Unarmed Skill test to throw an opponent – this test suffers a penalty equal to the opponent's DEX+SIZ. If this skill test succeeds, the opponent is thrown 2 metres and suffers 1D6 damage, applied to a random location. The grapple ends in this case.

Hero Points

Hero points can be used in a variety of ways. One Hero Point is deducted form the character's total every time one of the following options is taken.

Second Chance: A character can re-roll any dice roll that affects his character. This can be a skill test, damage roll or anything else that has some effect on him.

Glancing Blow: A character who suffers a Major Injury may spend a Hero Point and downgrade that injury to a Serious Injury. This simultaneously reduces the damage so that it is at a negative score equal to its starting hit points.

Luck of the Heroes: A Hero Point may be spent to alter the storyline of the current scenario in some minor way. This may only be done with the approval of the Games Master and allows a character to become truly lucky for a short period of time.

Legendary Abilities: The character may spend Hero Points to acquire a Legendary Ability he has qualified for.

Combat Fumbles

Close Combat Fumble Table

1D20	**Result**	**Effect**
1-3	Falter	Lose next Combat Action.
4-6	Drop Weapon	Weapon falls 1D4 metres away.

7-9	Lose Balance	Lose next 1D3 Combat Actions.
10-12	Damage Weapon	Weapon takes damage from opponent's parrying weapon. Else weapon strikes an inanimate object (tree, wall, ground, etc) and does damage to itself.
13-14	Stumble	Trip and fall prone. Forfeit next 1D3 Combat Actions. All defensive actions at a –20% penalty.
15-16	Lose Armour	Roll for hit location to determine where the armour fell from. If not armoured, roll again.
17	Hit Ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, hit self instead.
18	Break Weapon	The weapon strikes the ground, a wall, or a similar surface capable of causing damaging. The weapon takes 1D10 points of damage, plus the user's Damage Modifier, but reduced by the AP of the weapon. Roll three times.
19	Hit Self	Inadvertently hit own hit location for normal rolled damage, plus Damage Modifier.
20	Unlucky	Roll twice on this table.

Natural Weapon Fumbles

1D20	**Result**	**Effect**
01-03	Hesitate	Lose next Combat Action.
04-06	Numb Limb	Limb is temporarily paralysed until a successful Resilience roll is made, starting next Comabt Action.
07-09	Entangle Self	Lose next 1D3 Combat Actions.
10-12	Damage Limb	Limb is injured from striking opponent's parrying weapon, armour or an inanimate object (tree, wall, ground, etc) and does damage to itself.
13-14	Sprawl	Trip and fall prone. Forfeit next 1d3 Combat Actions. All defensive actions at a –20% penalty.
15-16	Break Limb	Limb is reduced to –1 hit points (a Serious Wound).
17-18	Hit Ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within reach, damage is done to self instead from wrenching a random location.
19	Fated	Roll twice on this table.
20	Cursed	Roll three times on this table.

Ranged Weapon Fumbles

1D20	**Result**	**Effect**
1-2	Disoriented	Attacker loses next Combat Action.
4-6	Drop Weapon	Weapon falls 1D2 metres away.
7-9	Snare Weapon	Lose next 1D3 Combat Actions.
10-12	Lose Weapon	Weapon string either snaps or weapon is lost when thrown.
13-14	Damage Weapon	Weapon when fired or thrown suffers rolled damage to itself.
15-16	Hit Ally	Accidentally strike a nearby companion for normal rolled damage.
17-18	Misfire	Inflict normal damage on self.
19	Bedevilled	Roll twice on this table.
20	Damned	Roll three times on this table.

Skills

Skill Tests

Roll D100 and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. If the total is greater than the skill's score, then it has failed.

Difficulty & Haste

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

Difficulty and Haste Modifiers

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	–20%
Hard	Half normal time	–40%
Very Hard	—	–60%
Nearly Impossible	Almost instantly	–80%

Critical Successes

If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved.

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

The task is completed sooner.
The task is completed to a higher degree of expertise than normal.
The task is completed with élan and style, generally impressing witnesses.
The character gains additional information or insight into the task thanks to their brilliance.

Fumbles

Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the roll.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

The task takes twice as long to finish and is still a failure.
The task produces a useless result, that actually makes further actions more difficult.
The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
The character becomes impeded or even harmed by his failure.

Automatic Success & Failure

Any test result of 01 to 05 is an automatic success.

Any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

Opposed Tests

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds

If one character succeeds their test and the other fails, the successful character has won the opposed test.

Both Characters Succeed
Whoever rolled the highest in their skill test wins the opposed test.

Both Characters Fail
A complete failure of the contest with no success for either side.

Critical Successes
Any critical success rolled beats a normal success no matter how highly the opponent has rolled. If both participants roll a critical, the higher critical roll wins the opposed test.

Very High Skills

Very High Skills and Automatic Failure
For normal skill tests, this means that the character simply has only a very small chance of failing in their specialised skill (the usual 96 to 00 chance of failure, with 00 being a fumble). However, once a character's skill score reaches 200% in a particular skill, they only suffer a failure on 97 to 00 when rolling tests with that skill, with 00 still being a fumble. Once a character reaches 300%, the failure chance reduces to 98 to 00. At 400%, the chance is reduced to 99 to 00. Finally, at 500%, the character will only fail on a roll of 00 and this is not considered a fumble.

Very High Skills and Opposed Tests

- Apply all relevant test modifiers to both skills.
- Participants roll against their skills.
- Note whether the dice rolls were a critical, normal success or failure (for participants with skills of 100% or more this will only be on a roll of 96-00). A critical success always beats a normal success.
- If the dice roll was a normal success, participants with skills exceeding 100% may now add the difference between 100 and their skill value. Ignore the fact 96-00 is an automatic failure; that is only applicable to the initial dice roll, and not the modified result.

Group Tests

With a group test, the Games Master may make a single percentile roll to determine the success of a group of individuals all performing the same task.

Team Tests
In a team test, success is cooperative; everyone reaps the benefit from a single success. If the roll is a failure, everybody fails.

Sorting Tests
In a sorting test, success is individual.

Large Groups & Percentile Success

From time to time, the Games Master may need to determine the success of a large group of people performing the same task, in a situation in which there is no room for error. In this case, he may simply take the skill or Characteristic being employed and use that as the percentage of success.

Assistance

Characters will often have the opportunity to help one another during various tests. Every assisting character adds his critical score (10% of his skill) to the primary character's skill.

Basic Skill Descriptions

Acrobatics (DEX)

This allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Athletics (STR+DEX)

This broad skill covers a range of athletic activities useful to adventuring characters, including climbing, jumping and swimming.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force is basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

Climbing: Given enough hand and footholds, a character can climb any surface given enough time without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action. A character can double the rate of his climb or descent by taking a –20% penalty on his Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved.

Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative –20% penalty is bestowed for every extra metre the character is trying to jump.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal – swimming while heavily encumbered or in strong currents, for example.

Boating (STR)

This covers small waterborne craft propelled manually by oars or sometimes paddles. Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

Dodge (10+DEX–SIZ)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reactions is combat.

Driving (10+POW)

If a character is driving a wagon, chariot or similar vehicle at not more than a walking pace across flat terrain, a Driving test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on.

Evaluate (INT)

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. Particularly common or obscure objects might give a bonus or penalty to the test but success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value)..

First Aid (INT)

First Aid is always applied to a specific location. A character may apply First Aid to himself, though there is a –10% penalty.

First Aid Actions

Injury or Ailment	Treatment
Impalement	A successful First Aid test removes the impaling item without causing more damage to the victim.
Unconsciousness	A successful First Aid test can revive a character from unconsciousness, though drugged patients may inflict a penalty on the First Aid test.
Injured location	A successful First Aid test on an injured location (but not one below 0 hit points) will heal 1D3 hit points to that location.
Serious Injury	A successful First Aid test on a location suffering from a Serious Injury will restore the location's hit points to 0. A limb is no longer considered useless and an Abdomen, Chest or Head location will no longer require tests to stay conscious.
Major Injured	A successful First Aid test on a location suffering from a Major Injury will not restore

	the location's hit points. This First Aid merely stabilises the patient enough so that they will not die of blood loss.

It normally takes at least 1D4+1 Combat Actions to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A location that has had any variation of First Aid administered to it may not benefit from First Aid again until it has fully healed (is restored to maximum hit points once more). The use of First Aid requires suitable medical equipment such as bandages or salves.

Influence (10+CHA)

Influence tests are normally opposed by the Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind.

Lore (INT)

The Lore skill is actually several different skills, each of which must be improved separately. The skills of Lore (Animal), Lore (Plant) and Lore (World) are all Basic skills. All other Lore skills are Advanced skills.

Each Lore skill defines an area of knowledge for the character and tests are made whenever a player wants to see if his character knows something about the subject at hand.

Lore (Animal)

This covers the ability to recognise an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a Lore – Animal skill of at least 50% may try to domesticate a wild animal, making a test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, he may train the animal to ride during this period. The character may later train the animal not to panic in battle and to strike at his enemies. This takes a further period of training, with the character making a test at the end of each week to succeed.

Lore (Plant)

A character well versed in Lore – Plant can identify plants in the wild, discover good places to grow crops, decide which plants are edible and what unusual properties they may possess.

Lore (World)

This Lore skill is used to define the character's knowledge of the world he lives in. This includes history, politics, weather cycles, geography, superstitions and information on public organisations.

Perception (INT+POW)

The Perception skill is used to represent the senses of the character when detecting objects or other characters.

Persistence (10+POW)

Persistence is used whenever a character has his mental willpower called into question. Persistence cannot rise above a creature's POW x 5.

Resilience (CON+POW)

The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease. Resilience cannot rise above a creature's CON x 5.

Riding (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

Sing (CHA)

A successful test with this skill will result in the audience being pleased by the character's performance.

Sleight (DEX)
This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test if trying to avoid getting caught.

Stealth (10+DEX–SIZ)
The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one or performs a combination of both. Stealth tests are opposed by the Perception skill and are modified according to the situation.

Throwing (DEX)
The Throwing skill is usually used to judge the accuracy of the character when throwing improvised objects, from small stones to bar stools. Weapons that are thrown can either use their own specific skill, such as Spear for javelins, or the Throwing skill, at the character's preference.

A thrown object will have a maximum range of one metre for every point the character's STR exceeds its SIZ. The Throwing test measures the character's accuracy during the throw and the Games Master may choose to treat this as a ranged combat attack.

Unarmed (STR)
The Unarmed skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed attacks do 1D3 points of damage. Unarmed parries may only parry other Unarmed attacks and have an AP of 2.

Basic Skills

Skill	**Base Characteristic(s)**
Acrobatics	DEX
Athletics	STR+DEX
Boating	STR
Dodge	10+DEX–SIZ
Driving	10+POW
Evaluate	INT
First Aid	INT
Influence	10+CHA
Lore (Animal)	INT
Lore (Plant)	INT
Lore (World)	INT
Perception	INT+POW
Persistence	10+POW
Resilience	CON+POW
Riding	DEX+POW
Sing	CHA
Sleight	DEX
Stealth	10+DEX–SIZ
Throwing	DEX
Unarmed	STR

Advanced Skill Descriptions

Craft (INT)
The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

Dance (DEX)
A successful test with this skill will result in the audience or partner being pleased by the character's performance.

Disguise (CHA)
This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if trying to avoid being identified.

Engineering (INT)
This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

Healing (INT+POW)
Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes 1d4+1 minutes to perform

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus to his next opposed Resilience versus Potency test to resist the disease equal to the healer's Healing divided by 10 (the critical success range).

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

Surgery: Surgery is the only way, other than magical healing, that a character may recover from a Major Wound. Once a successful First Aid test has been made to quench the bleeding of a Major Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the location so that it is on the road to recovery. As long as the Healing test is a success, the stricken location gains one hit point and will begin to heal as normal for a location at its hit point level.

Language (INT)
The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (INT)
This skill is used in the same way as the basic Lore skill. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

Alchemy, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, mineral, philosophy, poisons, regional, theology.

Martial Arts (DEX)
The Martial Arts skill is used in place of the Unarmed skill.

Martial Arts attacks deal 2D3 damage, rather than 1D3 for conventional Unarmed attacks. A character with Martial Arts also counts as possessing natural weaponry. Martial Arts parries may only parry natural weapons or Unarmed attacks and have an AP of 3.

Mechanisms (DEX+INT)
Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

Play Instrument (CHA)

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

Shiphandling (INT)

This skill is used in the same way as Boating but is instead applied to waterborne craft that are driven by sail or rows of oars.

Streetwise (POW+CHA)

Streetwise allows a character to find fences for stolen goods, black markets and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

Survival (INT+POW)

One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking – failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

Tracking (INT)

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed.

Advanced Skills

Skill	**Base Characteristic(s)**
Craft	INT
Dance	DEX
Disguise	CHA
Engineering	INT
Healing	INT+POW
Language	INT
Lore	INT
Martial Arts	DEX
Mechanisms	DEX+INT
Play Instrument	CHA
Shiphandling	INT
Streetwise	POW+CHA
Survival	INT+POW
Tracking	INT

Weapon Skills

All close combat weapon skills are based on DEX+STR (with the exceptions of Unarmed and Martial Arts).

Close Combat Weapons

Skill	**Base Characteristic(s)**	**Weapons Covered**
1H Axe	DEX+STR	Battleaxe, hatchet
1H Flail	DEX+STR	Ball & chain, grain flail
1H Hammer	DEX+STR	Warhammer, club, heavy mace, light mace
1H Sword	DEX+STR	Bastard sword, war sword, shortsword, scimitar
2H Axe	DEX+STR	Battleaxe, great axe, halberd
2H Flail	DEX+STR	Military flail
2H Hammer	DEX+STR	Great hammer, heavy mace, war maul

2H Sword	DEX+STR	Bastard sword, great sword
Dagger	DEX+STR	Dagger, knife
Martial Arts	DEX	Fist, foot
Polearm	DEX+STR	Bill, glaive, halberd
Rapier	DEX+STR	Rapier
Shield	DEX+STR	Buckler, kite shield, target shield
Spear	DEX+STR	Javelin, lance, longspear, shortspear
Staff	DEX+STR	Quarterstaff
Unarmed	STR	Fist, foot

Ranged Weapons

Skill	**Base Characteristic(s)**	**Weapons Covered**
Blowgun	DEX	Blowgun
Bow	DEX	Longbow, nomad bow, shortbow
Crossbow	DEX	Heavy crossbow, light crossbow
Sling	DEX	Sling, staff sling

Magic Skills

Runecasting (POW+CHA)

This is the central skill used in Rune Magic. It is actually several different skills, one for each type of rune.

Magic

Magic Points

All characters start play with Magic Points equal to their POW Characteristic score. A character's POW score also acts as a maximum limit for the amount of Magic Points a character can store at any one time.

Regaining Magic Points

Characters will automatically regain Magic Points equal to their POW every 10 hours. They will regain this amount in 5 hours if they are fully resting.

Rune Integration

Once a rune has been found, a character must integrate with it, making its power his own. This is done simply by spending one hour with the rune in relative peace and solitude, and then succeeding at a Persistence test.

If this test is failed, the character will not be able to attempt to integrate that specific rune again (though he could try with another rune of the same type).

If the test is succeeded, the character has integrated the rune and is said to be Rune Touched. He permanently loses one point of POW and no one else will be able to integrate with the rune until he dies.

The newly Rune Touched character gains the skill Runecasting (appropriate to the integrated rune) at its basic Characteristic-derived score (POW+CHA).

As long as the integrated rune is in the physical possession of the Rune Touched, he gains its runic power. As long as the integrated rune is being held by the Rune Touched, he may attempt Rune Magic linked to that rune.

Runes may not be removed once integrated.

Runic Powers

Once a character has integrated with a rune, he immediately gains its runic power, a bonus that the Rune Touched enjoy.

Runic Powers

Random D100 Roll	Rune	Runic Power
01–04	Air	Rune Touched reduces damage from falling by half and adds +10% to Athletics skill when jumping.
05–09	Beast	Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Animal) and Resilience.
10	Chaos	Any spells with the Instant trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
11–13	Cold	Rune Touched ignores negative effects from exposure to cold environments.
14–17	Communication	Rune Touched gains +10% to Influence skill and gains new Language skill.
18–20	Darkness	Rune Touched gains Dark Sight and +10% to Stealth skill.
21–22	Death	An opponent suffering a Major or Serious Injury inflicted by the Rune Touched's close combat attack suffers a –10% penalty to Resilience tests to stay conscious or avoid death.
23–25	Disorder	Rune Touched adds +2 to all Strike Rank rolls.
26	Dragon	Rune Touched gains +20% to Resilience.
27–28	Dragonewt	Rune Touched will reincarnate as a dragonewt upon death.
29–32	Earth	Rune Touched gains +1 to STR, CON and SIZ.
33–36	Fate	Rune Touched may re-roll one dice roll each day.
37–40	Fertility	Rune Touched heals and recovers in half the normal time.
41–44	Fire	Rune Touched reduces damage from fire, magical or otherwise, by half.
45–47	Harmony	Rune Touched may grant a single ally +20% to a single skill test, once per day.
48–50	Heat	Rune Touched ignores negative effects from exposure to hot environments.
51–52	Illusion	Rune Touched gains Disguise skill and +5% to Sleight and Stealth skills.

53–54	Infinity	Rune Touched doubles the duration of all spells with the Duration trait.
55	Law	Any spells with the Permanent trait cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
56–58	Light	Rune Touched gains Night Sight and +10% to Perception skill.
59–62	Luck	Rune Touched may re-roll one dice roll each day.
63	Magic	Rune Touched gains +5% to all Runecasting skills.
64–67	Man	Rune Touched gains +1 to DEX, INT and CHA.
68–69	Mastery	Rune Touched gains +10% to all opposed tests.
70–72	Metal	Rune Touched's iron close combat weapons gains +1 damage, but only when wielded by the Rune Touched.
73–74	Moon	Rune Touched gains +5% to Influence, Perception, Persistence and Stealth.
75–77	Motion	Rune Touched's Movement increased by +1m.
78–81	Plant	Rune Touched gains Survival (or +10% to Survival is already possessed) and +5% to Lore (Plant) and Resilience.
82–84	Shadow	Rune Touched gains +10% to Sleight and Stealth skills.
85–87	Spirit	Any spells that target spirits cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
88–90	Stasis	Rune Touched is unaffected by Knockback, though they may still cause it themselves.
91–92	Trade	Rune Touched gains +10% to Evaluate and Lore (World) skills.
93–94	Truth	Rune Touched gains +10% to Perception and Persistence skills.
95–96	Undead	Any spells that target undead cast by the Rune Touched inflict a –30% penalty on attempts to resist or counterspell them.
97–00	Water	Rune Touched's Athletics skill is considered to be +50% when swimming.

Learning Runecasting

Once the character has learnt a Runecasting skill, he may develop it just like any other Advanced skill.

Learning Rune Magic Spells

Every spell in rune magic is graded by its Magnitude, a score that indicates its relative power. Magnitude 1 spells are the weakest and easiest to learn. Learning a spell takes one day per point of Magnitude and will cost the following.

Learning Rune Magic Spells

Magnitude	Cost	Time to Learn
1	100 silver	1 day
2	200 silver	2 days
3	400 silver	3 days
4	800 silver	4 days
5	1,600 silver	5 days
6	3,200 silver	6 days
7	6,400 silver	7 days
8	12,800 silver	8 days
+1	x2	+1 day

Casting Spells

A character must be able to hold his runes in his hands and be able to chant in order to cast a spell. A character may only hold the runes he requires for the spell he is casting.

Whenever a spell is cast using rune magic, there will always be a sight and sound automatically detected by any creatures within ten metres times the Magnitude of the spell.

In order to successfully cast the spell, a character must succeed in the appropriate Runecasting test.

If the Runecasting test succeeds, a number of Magic Points are deducted from the spellcaster's total equal to the Magnitude of the spell. The spell then takes effect normally.

If the Runecasting test fails, the spell does not take effect and the character still loses the Magic Points.

Casting Modifiers Situational Modifiers

Situation	Skill Modifier[1]
Spellcaster is unable to hold runes	Automatic Failure
Spellcaster is gagged or silenced	Automatic Failure
Spellcaster is restrained (but still able to hold runes)	–30%
Spellcaster is prone	–20%
Spellcaster is on unstable ground	–20%
Partially obscured target	–20%[2]
Heavily obscured target	–40%[2]
Totally obscured target	Automatic Failure

[1] These modifiers are cumulative – a prone spellcaster casting at a partially obscured target decreases their Runecasting skill by –40%.

[2] These modifiers only apply if the spell has a target other than the spellcaster, his immediate location, his carried possessions or a touched object/individual.

Critical Success

A critical success on a Runecasting test means that the spellcaster has been able to control the flow of the rune magic particularly effectively. The character loses one Magic Point less than normal for casting the spell (so a Magnitude 2 spell costs 1 Magic Point and a Magnitude 1 spell is free) and any attempts to resist or counter the spell suffer a –10% penalty.

Fumble

A fumble on a Runecasting test means that the spellcaster has been unable to control the flow of the rune magic. Rather than losing a single Magic Point for failing to cast the spell, the spellcaster loses a number of Magic Points equal to its Magnitude.

Casting Time

No other Combat Action may be taken while casting a spell, though the character may slowly walk up to half their Movement while spellcasting.

More powerful spells take longer to cast as the character seeks to harness the power of the runes. Such spells will always have the Casting Time (X) trait, where X signifies the number of Combat Actions is takes to cast the spell.

A spell's effect takes effect at the end of its last casting Combat Action. Spellcasters draw possible free attacks from enemies adjacent to them every Combat Action they spend spellcasting.

Distractions or attacks on the spellcaster as he casts will either automatically ruin the spell (if the spellcaster is blinded or disarmed of his runes, or suffers a Serious Wound or Major Wound) or require Persistence tests to maintain concentration on the spell.

Dismissing Spells

As a single Combat Action, a caster can dismiss any Permanent spell(s) he has cast. Ceasing to cast a Concentration spell is immediate and not a Combat Action.

Overcharging Spells

It is possible to feed more Magic Points into the casting of a spell than is normally required, empowering the spell above and beyond its normal parameters. The decision as to whether to overcharge a spell is made before the casting Runecasting test is made.

For every additional Magic Point the spellcaster decides to spend on the spell, apply a –5% penalty to the Runecasting test and any Persistence tests required due to distractions or damage during the casting period.

If the spell is successfully cast, every additional Magic Point expended in casting a spell above and beyond its normal Magic Point requirement has all the following effects:

- The spell's Magnitude is considered to be one higher for the purposes of countering it with spells such as Countermagic or Dispel Magic.
- If the spell possesses the Resist trait, the target's Resist test suffers a –10% penalty.
- If the spell possesses the Duration trait, its duration is increased by +1.

If the spellcasting fails, the spellcaster loses 1 Magic Point (as normal), plus one Magic Point for every additional Magic Point the intended spell was overcharged by.

Spell Traits & Descriptions

The traits used by spells are detailed below.

Area (X): The spell affects all targets within a radius specified in metres.
Casting Time (X): The spell takes the indicated number of Combat Actions to cast.
Concentration: The spell's effects will remain in place so long as the character concentrates on it. Concentrating on a spell is functionally identical to casting the spell, requiring the spellcaster to continue to hold the runes, chant and ignore distractions.
Duration (X): The spell's effects will stay in place for the number of minutes indicated.
Instant: The spell's effects take place instantly. The spell itself then disappears.
Magnitude (X): The strength and power of the spell. Also the minimum number of Magic Points required to cast it.
Permanent: The spell's effects remain in place until they are dispelled or dismissed.
Progressive: This indicates that the spell can be learnt and cast at greater levels of Magnitude than the minimum.
Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.
Resist (Dodge/Persistence/Resilience): Resistance is an opposed test between the spell caster's skill with the spell and the target's skill as indicated in the spell description. If a spell has been overcharged and the target succeeds in the opposed test but has the lower roll, the spell takes effect only at its base value; the additional Magnitude of the spell is successfully resisted. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to Dive in order to mitigate the spell's effect.
Touch: Touch spells require the character to actually touch his target for the spell to take effect. The spellcaster must remain in physical contact with the target for the entire casting.
Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

Runes
This entry shows the runes a character must have integrated to learn the spell. These runes must be held in order to cast the spell. The italicised rune is the Runecasting skill used to cast the spell.

Magical Defence

Any target, whether they have integrated a rune or not, can spend Magic Points in order to increase their chance to avoid the effects of a spell with the Resist trait. Every Magic Point spent in this way grants a +5% bonus to the target's Resist test.

Rune Magic Spells

Babel

Casting Time 1, Duration 5, Magnitude 1, Ranged, Resist (Persistence)
Runes: Communication, *Disorder*

If this spell is successful, it garbles the language of the affected creature. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish.

Befuddle

Casting Time 1, Duration 5, Magnitude 2, Ranged, Resist (Persistence)
Runes: *Disorder*, Man or Beast

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may dodge and parry normally in combat, though it may not make any attacks unless it is attacked first.

Possession of the Man rune is required for this spell to be effective against humanoids and the Beast rune is needed for it to be effective against natural creatures. Other creatures (such as spirits or magical beasts like dragons) are not affected by this spell.

Bestial Enhancement

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Beast*

The target's Unarmed attacks are considered natural weapons and for every point of Magnitude, it increases the chance to hit with the target's natural weapons by +5% and they deal one point of extra damage. This extra damage is magical and will affect creatures that can only be hurt by magic. The base natural weapon damage remains non-magical.

Bladesharp

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Metal*

This spell can be cast on any weapon with a blade. For every point of Magnitude, it increases the chance to hit with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures who can only be hurt by magic. The weapon's base damage remains non-magical. A weapon under the effects of Bladesharp cannot benefit from Fireblade.

Bludgeon

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Metal*

This spell can be cast on any crushing or smashing weapon, such as a warhammer, club or mace. For every point of Magnitude, it increases the chance to hit with the weapon by +5% and deals one point of extra damage. This extra damage is magical and will affect creatures who can only be hurt by magic. The weapon's base damage remains non-magical.

Clear Path

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Plant*

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

Co-ordination

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Motion*

For every point of Magnitude of this spell, the target's DEX score increases by +2. A target cannot have its DEX increased in this way to more than twice its original DEX score.

Countermagic

Casting Time 1, Instant, Magnitude 1, Progressive, Ranged
Runes: *Magic*

Countermagic is only ever useda Reaction, and only when another spell is cast within Countermagic's Range that the character wishes to counter. A successful Countermagic disrupts the other spell and nullifies it. As long as Countermagic's Magnitude equals or exceeds the target spell's Magnitude, the target spell is countered.

Countermagic Shield

Casting Time 3, Duration 10, Magnitude 1, Progressive, Ranged
Runes: Stasis, *Magic*

Once cast on a subject, the Countermagic Shield will attempt to block the effects of any spells cast at the target. It will not have any effect on spells that are already affecting a character. The effects of Countermagic Shield depend on the relative Magnitude of both itself and the incoming spell – see the Countermagic Shield Results table for more details.

Countermagic Shield Results

Incoming Spell's Magnitude is. . .	**Effect**
2 or more points weaker than Countermagic Shield's Magnitude	Incoming spell eliminated and Countermagic Shield remains.
Equal to or within 1 point of Countermagic Shield's Magnitude	Both incoming spell and Countermagic Shield eliminated.
2 or more points stronger than Countermagic	Countermagic Shield eliminated and incoming

Shield's Magnitude	spell takes effect.

Cover of Night

Casting Time 1, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Shadow*

This spell grants the target a +10% bonus on all Stealth tests per point of Magnitude and also provides them with the benefit of being partially obscured.

Darkwall

Area 5, Casting Time 2, Duration 5, Magnitude 2, Ranged
Runes: *Darkness*

Light sources within this area shed no light and normal sight ceases to function. Other senses such as a bat's sonar function normally.

If the caster also possesses the Movement rune, he may move the Darkwall one metre per Combat Action. If this option is chosen, the spell gains the Concentration trait.

Demoralise

Casting Time 1, Duration 5, Magnitude 2, Ranged, Resist (Persistence)
Runes: *Disorder*

The target of this spell has all Weapon skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the Fanaticism spell and vice versa.

Detect X

Casting Time 1, Concentration, Magnitude 1, Ranged
Runes: *Truth*

This is actually several spells, though they all operate in a similar fashion, which allow the caster locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. It is also blocked by Countermagic Shield, though the caster will know the target is somewhere within range (though not its precise location) and that it is being protected by Countermagic Shield. The separate Detect spells are listed below.

Detect Enemy: Gives the location of one creature who intends to harm the caster.
Detect Magic: Gives the location of the nearest magic item, magical creature or active spell.
Detect Species: Each Detect Species spell will give the location of the nearest creature of the specified species. Examples of this spell include Detect Duck, Detect Rhino and Detect Trollkin.
Detect Substance: Each Detect Substance spell will give the location of the nearest substance of the specified type. Examples of this spell include Detect Coal, Detect Gold and Detect Wood.

Dispel Magic

Casting Time 2, Instant, Magnitude 1, Progressive, Ranged
Runes: Disorder, *Magic*

This spell will attack and eliminate other spells. Dispel Magic will eliminate a combined Magnitude of spells equal to its own Magnitude, starting with the most powerful affecting the target. If it fails to eliminate any spell (because the spell's Magnitude is too high), then its effects immediately end and no more spells will be eliminated. A spell cannot be partially eliminated, so a target under the effects of a spell whose Magnitude is higher than that of Dispel Magic will not have any spells currently affecting it eliminated.

Disruption

Casting Time 1, Instant, Magnitude 1, Ranged, Resist (Resilience)
Runes: *Disorder*

Disruption literally pulls a target's body apart. The target will suffer 1D3 points of damage to a random hit location, ignoring any armour points.

Dragon Breath
Casting Time 1, Instant, Magnitude 1, Ranged, Resist (Dodge)
Runes: *Dragon*

With this spell, the caster spits a stream of fire at his target. If the fire is not dodge, it inflicts 1D8 points of heat damage. Armour points are effective against this damage and it counts as both magical and fire damage.

Dullblade
Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged
Runes: *Metal*

This spell can be cast on any weapon but will not affect unarmed attacks or natural weaponry. For every point of Magnitude, it reduces the damage dealt by the target weapon by one.

Emotion
Casting Time 2, Duration 5, Magnitude 3, Ranged, Resist (Persistence)
Runes: *Moon*

If the caster is able to affect the target with this spell, he can cause the target to feel whatever emotion he desires.

Endurance
Casting Time 2, Instant, Magnitude 1, Progressive, Touch, Trigger
Runes: *Fertility*

For every point of Magnitude, this spell will restore one level of Fatigue the target is currently suffering from.

Extinguish
Casting Time 1, Instant, Magnitude 1, Progressive, Ranged
Runes: *Air*

This spell instantly puts out fires. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno.

Fanaticism
Casting Time 1, Duration 5, Magnitude 1, Ranged
Runes: *Law*

The target of this spell will have all close combat Weapon skills increased by +20% but may not attempt to parry or cast spells. The target will also have its Dodge skill halved. The effects of this spell are automatically cancelled by the Demoralise spell and vice versa.

Fate
Casting Time 2, Instant, Magnitude 1, Progressive, Touch, Resist (Persistence)
Runes: *Fate*

This spell allows the caster to influence fate, either for the good or ill of the target. The caster can increase *or* decrease the target's next skill test by 10% for each point of the spell's Magnitude. Only the next skill test made after the spell's casting is affected.

Firearrow
Casting Time 1, Duration 1, Magnitude 2, Touch, Trigger
Runes: *Fire*

Casting this spell on a missile weapon will cause it to burst into flame when it is fired and strikes a target. When it hits a target, the missile will deal 1D10 points of magical fire damage instead of its normal damage. A missile under the effects of Firearrow cannot benefit from Multimissile or Speedart.

Fireblade
Casting Time 3, Duration 5, Magnitude 4, Touch
Runes: *Fire*

For the duration of the spell, this weapon will deal 1D10 magical fire damage instead of its normal damage. A weapon under the effects of Fireblade cannot benefit from Bladesharp.

Frostbite
Casting Time 1, Instant, Magnitude 3, Ranged, Resist (Resilience)
Runes: *Cold*

This attack spell allows the caster to freeze his opponent, dealing 1 point of damage to all hit locations, ignoring any armour points. Magical effects that protect against cold damage can block this effect, but mundane items are ineffective.

Glamour
Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Harmony*

For every point of Magnitude of this spell, the target's CHA score increases by +2. A target cannot have its CHA increased in this way to more than twice its original CHA score.

Golden Tongue
Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Trade*

The touched creature gains a bonus to any opposed Evaluate or Influence test equal to 5 x the Magnitude of the spell. This bonus only applies when a character is evaluating, buying or selling goods or equipment.

Good Fortune
Casting Time 2, Concentration, Magnitude 1, Progressive, Touch
Runes: *Luck*

For as long as the caster maintains concentration, every target gains a +10% bonus to any skill tests he is called upon to make. For every point of Magnitude, one person can targeted by the spell.

Hand of Death
Casting Time 1, Duration 1, Magnitude 5, Resist (Resilience), Touch, Trigger
Runes: *Death*

If he succeeds in casting the spell, his hand is charged with the spell. The Duration of the spell refers to the amount of time the hand may remain 'charged' before the spell simply expires. Once the effect has been unleashed, the wielder's hand is no longer charged.

Touching an unsuspecting target, or succeeding at an Unarmed attack against a wary target, releases the spell's effect. If the Resilience test to resist the effect is failed, the hit location touched immediately suffer enough damage to cause a Major Wound. If the Resilience test is a success, the target only loses a single hit point. Armour points do not protect against this damage.

Heal
Casting Time 1, Instant, Magnitude 1, Progressive, Touch
Runes: *Fertility*

For every point of Magnitude of this spell, the caster can repair one hit point of damage to a hit location of either himself or another target of the same species. Creatures of a different species will have half this damage repaired (minimum of one hit point restored).

A Magnitude 6 or higher Heal spell will also re-attach a severed limb if accompanied with a successful First Aid test and accomplished within ten rounds of the loss.

A Magnitude 8 or higher Heal spell will also cure any single poison or disease affecting the target.

Ignite

Casting Time 1, Instant, Magnitude 1, Ranged
Runes: *Fire*

Ignite will set fire to anything flammable within range, creating a Flame. Skin or flesh cannot be ignited and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

Light

Area 10, Casting Time 1, Duration 10, Magnitude 1, Ranged
Runes: *Light*

Cast on a physical object (including living material), this spell causes the object to shed light across the area of effect. The area is considered to be illuminated. Note that only the specified area is illuminated – everything outside the area of effect is not. This spell creates raw light, not a flame.

Mindspeech

Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged
Runes: *Communication*

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient, in the same language in which it was spoken.

Mobility

Casting Time 2, Duration 5, Magnitude 1, Progressive, Ranged
Runes: *Motion*

For every point of Magnitude of this spell, the target's Movement score will be increased by one metre.

Multimissile

Casting Time 2, Duration 1, Magnitude 1, Progressive, Touch, Trigger
Runes: *Infinity*

If the spellcaster succeeds in casting the spell, a missile weapon is charged with the spell. The Duration of the spell refers to the amount of time the missile may remain 'charged' before the spell simply expires. A missile under the effects of Multimissile cannot benefit from Firearrow or Speedart.

When the Multimissile-enchanted missile is fired/thrown, one additional magical missile is created for every point of Magnitude. Each magical missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magical missiles created through Multimissile will not cause critical hits, though the original missile can. Magical missiles created through Multimissile are magical and will affect creatures who can only be hurt by magic.

Oath of Ordeal

Casting Time 2, Concentration, Magnitude 2, Resist (Persistence), Touch
Runes: *Truth*

The target must speak the truth as he knows it while under the effect of this spell, or he will be burned by any metal in contact with his flesh (causing one hit point of damage per Combat Round on the stricken location). This spell may not be resisted, but it will be obvious to the spellcaster if his Oath of Ordeal spell has been resisted.

Pierce

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Rune: *Stasis*

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one armour point when it strikes an armoured location. Pierce can go bypass magical armour as easily as normal armour.

Protection
Casting Time 1, Duration 10, Magnitude 1, Progressive, Ranged
Runes: *Earth*

For every point of Magnitude of this spell, one armour point is added to every hit location of the target. This stacks with any existing armour and is treated in the same way.

Repair
Casting Time 1, Instant, Magnitude 1, Progressive, Touch
Runes: *Metal*

Every point of Magnitude of this spell will repair one hit point of damage to any one non-living target. The marks of repair will remain visible, unless an appropriate Craft test is made at the time of casting.

Second Sight
Casting Time 2, Duration 5, Magnitude 3, Ranged
Runes: *Spirit*

Though it is blocked by anything that blocks normal vision, Second Sight allows the caster to gauge the POW of every creature and magic item within range. The caster will know if each aura created by POW is less than his own POW, within three points of his own POW or greater than his own POW.

Additionally, Second Sight provides a +15% bonus on Perception tests to notice hidden magical items or hiding people. Second Sight will also reveal invisible entities, though only a hazy image will show (treat such targets as partially obscured).

Shimmer
Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged
Rune: *Illusion*

Causing the target's image to blur and distort, every point of Magnitude of this spell causes the target's Dodge skill to increase by +5%.

Skybolt
Casting Time 1, Instant, Magnitude 3, Ranged, Resist (Dodge)
Runes: *Chaos*

The caster can summon a lightning bolt from the heavens regardless of the weather. The bolt must strike a target outdoors in plain view. Skybolt inflicts 3D6 points of damage to a single random location, ignoring any armour points.

Slow
Casting Time 1, Duration 5, Magnitude 1, Progressive, Ranged, Resist (Resilience)
Runes: *Movement*

For every point of Magnitude of this spell, the target's Movement score will be decreased by one metre. A target's Movement may not be reduced to below one metre through use of this spell.

Speedart
Casting Time 1, Duration 1, Magnitude 1, Progressive, Touch, Trigger
Runes: *Movement*

Cast on a missile weapon, this spell is triggered when it is fired. Attempts to parry or dodge the missile suffer a –5% penalty per Magnitude of the spell and damage is increased by one point per Magnitude. A missile under the effects of Speedart cannot benefit from Firearrow or Multimissile.

Strength
Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Beast*

For every point of Magnitude of this spell, the target's STR score increases by +2. A target cannot have its STR increased in this way to more than twice its original STR score.

Thunder's Voice

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Mastery*

For every point of Magnitude of this spell, the target will have +10% added to its Influence skill. The target's voice may also be heard at up to the spell's Magnitude x 100 in metres.

Undead Bane

Casting Time 2, Duration 10, Magnitude 1, Progressive, Area 5, Resist (Persistence)
Runes: *Death*

Any undead attempting to enter the protected area must resist the spell in order to do so. Undead within the zone at the time of its creation must resist it or be compelled to leave as quickly as possible.

Versatility

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Man*

For the duration of the spell, the target may attempt any skill test with a skill score of 10 x the Magnitude of Versatility. Versatility may attempt any skill, with the exception of Magic skills such as Runecasting.

Vigour

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Beast*

For every point of Magnitude of this spell, the target's CON score increases by +2. A target cannot have its CON increased in this way to more than twice its original CON score.

Warmth

Casting Time 1, Duration 10, Magnitude 1, Progressive, Touch
Runes: *Heat*

The target suffers no penalties to Fatigue tests from a cold environment while this spell is functioning. Warmth also protects the target from one point of cold damage (magical or mundane) for every point of Magnitude.

Water Breath

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch
Runes: *Water*

This spell allows the target to breathe water for the duration of the effect. For every point of Magnitude, one additional person can be included in the spell. Water Breath has no effect on the target's ability to breathe air.

Cults

Brotherhood of Mithras

Worshippers: Soldiers, ambitious bureaucrats

Cult Skills: Bow, Lore (Animal), Lore (Theology), Martial Arts, Riding, Spear, 1H Sword

Worshipper Duties: Preserving secret wisdom of Mithras, mutual aid and protection

Cult Spells: Fireblade, Light, Oath of Ordeal, Speedart

Special Benefits: Cult members can receive assistance from fellow cult members with a +10% Influence test. Higher-ranking Brotherhood members get a further +10% on this test against lower-ranking members for every degree of difference between them. In any military detachment, a Lore (Theology) test can discover at least one officer who is a cult member. In a civilian bureaucracy, a Difficult (–20%) Lore (Theology) test can discover can discover a cult member.

Divine Intervention

A character can call upon his deity for Divine Intervention whenever he faces a desperate situation and may even do so if dead or unconscious. When Divine Intervention is requested, roll 1D100. If this rolls equal to or less than the character's POW, the call for aid is answered. However, the gods demand a heavy price for their help and the character will suffer a permanent loss of POW equal to the 1D100 roll if he is successful. If the character's POW is reduced to 0 by this, his soul is taken to serve the god directly, effectively killing the character permanently (though his request will still be granted).

A character can only call for Divine Intervention once per month, whether he is successful or not.

Divine Intervention can take many forms and the following can be considered guidelines:

- Allow the character to cast any cult spell at any Magnitude with any amount of extra Magic Points used for overcharging it.
- Allow a cult spell to affect every worshipper of the god within the character's line of sight.
- Bring back to life a worshipper (who may not be the character calling for Divine Intervention).
- Various 'divine' effects are also possible. Examples could include creating a fog to allow the character to escape from enemies, double his STR to defeat a powerful enemy or cause a river to break its banks to stall an invading army.

Divine Intervention cannot be used to directly harm or slay mortal creatures. Gods will refuse to aid non-worshippers and their effects will be related to their sphere of influence.

Equipment

Currency

5 lead bits = 1 copper penny
10 copper pennies = 1 silver piece
20 silver pieces = 1 gold ducat

Close Combat Weapons

Each close combat weapon is characterised by the following qualities:

Skill: The skill used to wield the weapon.

Damage Dice: The damage the weapon deals on a successful attack.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking and parrying with this weapon.

ENC: The weight and bulk of the weapon.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The cost in silver pieces to purchase this weapon.

Close Combat Weapons

Weapon	Skill	Damage Dice	STR/DEX	ENC	AP/HP	Cost
Ball & chain	1H Flail	1D6+1	9/11	2	4/8	250 SP
Bastard sword	1H Sword	1D8	13/9	2	4/12	250 SP
	2H Sword	1D8+1	9/9			
Battleaxe	1H Axe	1D6+1	11/9	1	3/8	100 SP
	2H Axe	1D6+2	9/9			
Bill	Polearm[2]	1D6+1	7/9	2	2/8	50 SP
Buckler	Shield	1D4	—/5	1	5/8	50 SP
Club	1H Hammer	1D6	7/	1	2/4	5 SP
Dagger	Dagger[4]	1D4+1	—/—	—	4/6	30 SP
Glaive	Polearm[2]	1D8+1	7/9	3	2/10	100 SP
Great axe	2H Axe	2D6+2	13/9	2	3/10	125 SP
Great hammer	2H Hammer	1D10+3	11/9	3	3/10	250 SP
Great sword	2H Sword	2D8	13/11	4	4/12	300 SP
Halberd	2H Axe	1D8+2	13/7	4	3/10	250 SP
	Polearm[2]	1D8+1	9/9			
	Spear[1, 2]	1D8	7/7			
Hatchet	1H Axe[4]	1D6	—/9	1	3/6	25 SP
Heavy mace	1H Hammer	1D8	11/7	3	3/10	200 SP
	2H Hammer	1D8+1	9/7			
Improvised	Unarmed	1D6–1	—/—	—	—/—	—
Kite shield	Shield[3]	1D6	13/—	3	10/18	300 SP
Knife	Dagger	1D3	—/—	—	4/4	10 SP
Lance	Spear[1, 2]	1D10+2	9/9	3	2/10	150 SP
Light mace	1H Hammer	1D6	7/7	1	3/6	100 SP
Longspear	Spear[1, 2]	1D10	5/5	2	2/10	30 SP
Military flail	2H Flail	1D10+2	13/11	3	3/10	250 SP
Military pick	1H Hammer	1D6+1	11/5	3	3/10	180 SP
Natural weaponry	—	As noted	—/—	—	—	—
Quarterstaff	Staff	1D8	7/7	2	3/8	20 SP
Rapier	Rapier[1]	1D8	7/13	1	3/8	100 SP
Scimitar	1H Sword	1D6+1	7/11	2	4/10	200 SP

Shortspear	Spear[1, 2, 4]	1D8	5/5	2	2/5	20 SP
Shortsword	1H Sword[1]	1D6	5/7	1	3/8	100 SP
Target shield	Shield[3]	1D6	9/—	2	8/12	150 SP
Unarmed	Unarmed	1D3	—/—	—	—/—	—
War hammer	1H Hammer	1D8+1	11/9	2	3/8	150 SP
War maul	2H Hammer	2D6	13/7	3	3/12	150 SP
War sword	1H Sword	1D8	9/7	2	4/10	175 SP

[1] This weapon will impale an opponent upon a critical hit.
[2] This weapon may be set against a charge.
[3] This weapon may parry ranged weapons.
[4] This weapon suffers no penalty when thrown.

Throwing Close Combat Weapons

If thrown, a close combat weapon has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. Either the usual Weapon skill or the Throwing skill may be used.

Setting Weapons against Charges

Setting a weapon against a charge occurs at the same time the character decides to delay in combat. In this case, the circumstance the character is waiting for is for someone in front of him to charge his position.

As long as the charge occurs, the character gains a +20% bonus to the opposed skill test to determine who strikes first.

Ball & Chain: This weapon imposes a –10% penalty on an opponent's parry roll. However, the wielder also suffers a –10% penalty to parry with this weapon.

Bastard Sword: May be used with either one hand or two.

Battleaxe: The battleaxe may be used with one or two hands.

Bill: A mounted defender does not get the standard +20% parry bonus against a bill.

Buckler: Shields suffer a –10% penalty when used to attack.

Great Axe: The wielder suffers a –10% penalty to parry with this weapon.

Great Hammer: The wielder suffers a –10% penalty to parry with this weapon. Great hammers may be used on inanimate objects without being destroyed.

Halberd: The halberd can be used with either the Spear skill or with the Polearm skill or with the 2H Axe skill.

Improvised: Improvised weapons usually use the Unarmed skill, though in certain cases the 1H Hammer or Staff skills are more appropriate. All attempts to attack or parry with an improvised weapon suffer a –10% to –30% penalty (at the Games Master's discretion).

Kite Shield: Kite shields can parry ranged weapons. Shields suffer a –10% penalty when used to attack.

Lance: When used by a charging, mounted character, the wielder may add his mount's Damage Modifier as well as his own to the damage.

Military Flail: Notoriously difficult to parry, this weapon imposes a –10% penalty on an opponent's parry roll. However, the wielder also suffers a –10% penalty to parry with this weapon.

Military Pick: Military picks may be used on inanimate objects without being destroyed.

Quarterstaff: The wielder gains a +10% bonus to parry with this weapon.

Target Shield: Shields suffer a –10% penalty when used to attack.

War Maul: War mauls may be used on inanimate objects without being destroyed.

Ranged Weapons

Each ranged weapon is characterised by the following qualities:

Skill: The skill used to fire or throw the weapon. sed.

Damage Dice: The damage the weapon deals on a successful attack.

Range: This is the effective range of the weapon. The maximum range a weapon can be fired or thrown is twice this score.

Load: This shows how many Combat Actions are required to load or reload the weapon.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. For every point a Characteristic is below these minimums, a –5% penalty is applied to a character's skill when attacking with this weapon.

ENC: The weight and bulk of the weapon.

AP/HP: The armour points and hit points possessed by the weapon. When hit points reach 0, the weapon is broken and useless.

Cost: The cost in silver pieces to purchase this weapon.

Ranged Weapons

Weapon	Skill	Damage	Range	Load	STR/DEX	ENC	AP/HP	Cost
Atlatl[1]	Spear or Throwing	+2	+10m	2	5/11	1	2/4	20 SP
Blowgun	Blowgun	1D2	15m	1	—/9	—	1/4	30 SP
Dagger[2]	Dagger or Throwing	1D6	10m	—	—/9	—	4/6	30 SP
Dart[1]	Throwing	1D4	20m	—	—/9	—	1/1	10 SP
Hatchet[2]	1H Axe or Throwing	1D8	10m	—	7/11	1	3/6	25 SP
Heavy crossbow[1]	Crossbow	2D8	150m	3	7/9	2	2/8	350 SP
Javelin[1]	Spear or Throwing	1D6	40m	—	5/9	1	1/8	20 SP
Light crossbow[1]	Crossbow	2D6	100m	2	5/9	1	2/5	150 SP
Longbow[1]	Bow	2D8	175m	1	13/11	1	2/7	200 SP
Nomad bow[1]	Bow	1D10	120m	1	11/11	1	2/5	150 SP
Rock/improvised	Throwing	1D4	10m	—	5/9	1	3/5	—
Shortbow[1]	Bow	1D8	60m	1	9/11	1	2/4	75 SP
Shortspear[1, 2]	Spear or Throwing	1D8	25m	—	5/9	2	2/5	20 SP
Sling	Sling	1D6	50m	1	—/11	—	1/2	5 SP
Staff sling	Sling	1D8	60m	2	—/11	2	2/6	20 SP
Throwing star	Throwing	1D4	15m	—	—/13	—	4/1	15 SP

[1] This weapon will impale an opponent upon a critical hit.
[2] This weapon suffers no penalty when used in close combat.

Ranged Weapon Ammunition

Ammunition	AP/HP	ENC	Cost
Arrows (10)	1/1	—	1 SP
Blowgun darts (10)	1/1	—	2 SP
Crossbow bolts (10)	1/1	—	2 SP
Sling bullets (10)	1/1	—	5 CP

Using Ranged Weapons in Close Combat

If used in close combat, a ranged weapon is treated as an improvised weapon. Usually, the 1H Hammer skill or the Throwing skill may be used.

Atatl: Only javelins may get the benefit from an atlatl.

Blowgun: A character's Damage Modifier is never applied when using a blowgun.

Heavy Crossbow: A character's Damage Modifier is never applied when using a heavy crossbow.

Light Crossbow: A character's Damage Modifier is never applied when using a light crossbow.

Longbow: A longbow cannot be used from horseback.

Armour

Each piece of armour is characterised by the following qualities:

AP: How many armour points are given to each location covered by this armour. If a character is wearing multiple pieces of armour on a location, only the highest armour point score is used.

ENC: The weight and bulk of the armour.

Locations: Which hit locations this type of armour covers.

Skill Penalty: Add together the AP of all the armour the character is wearing – this is the character's Skill Penalty. If a character is wearing multiple pieces of armour on a location, only add the highest armour point score.

The Skill Penalty applies to tests with most skills that use the DEX Characteristic to calculate their base scores, plus some other skills. Skills included in this list are: Acrobatics, Athletics, Craft, Dance, Dodge, Martial Arts, Mechanisms, Riding, Runecasting, Stealth, Throwing and all Weapon skills.

Cost: The cost in silver pieces to purchase this armour.

Armour

Armour	AP	ENC	Locations	Cost	Total Skill Penalty
Chainmail coif	5	1	Head	500 SP	–5%
Chainmail shirt	5	4	Abdomen, Arms, Chest	1,250 SP	–20%
Chainmail skirt	5	2	Legs	800 SP	–10%
Chainmail trews	5	3	Legs	1,000 SP	–10%
Full helm	6	1	Head	1,000 SP	–6%
Heavy leather hauberk	2	1	Abdomen, Chest	350 SP	–4%
Heavy leather cap	2	1	Head	75 SP	–2%
Helmet	5	1	Head	300 SP	–5%
Leather hauberk	1	1	Abdomen, Chest	100 SP	–2%
Leather shirt	1	1	Abdomen, Arms, Chest	150 SP	–4%
Leather trews	1	1	Legs	100 SP	–2%
Plate (breast and back)	6	4	Abdomen, Chest	4,500 SP	–12%

Plate leggings	6	4	Legs	3,000 SP	–12%
Plate (suit)	6	12	All	9,000 SP	–42%
Plate vambraces	6	3	Arms	2,000 SP	–12%
Ringmail shirt	3	2	Abdomen, Arms, Chest	750 SP	–12%
Ringmail skirt	3	2	Legs	600 SP	–6%
Scalemail shirt	4	3	Abdomen, Arms, Chest	900 SP	–16%
Scalemail skirt	4	3	Legs	800 SP	–8%

Effects of SIZ on Armour

Armour made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 21 or higher will double the cost and ENC for armour made for them.

Plate Armour: Characters may try using plate armour not designed for them but the ENC and skill penalty will be doubled.

General Items

General Items

Item	ENC	Cost
Backpack	1	5 SP
Bedroll	1	1 SP
Block & tackle	1	15 SP
Bottle, glass	—	2 SP
Candle, 1 hour	—	1 CP
Chain, 2 metres	2	40 SP
Climbing kit	1	25 SP
Codex	1	60 SP
Craft tools	2	75 SP
Crowbar	1	25 SP
First aid kit	—	25 SP
Fish hook	—	2 LB
Fishing kit	1	15 SP
Flint & tinder	—	5 CP
Grappling hook	—	5 SP
Hammer	—	1 SP
Healer’s kit	1	150 SP
Ladder, 3m	4	2 SP
Lantern	1	10 SP
Lock picks	—	75 SP
Mining pick	1	35 SP
Musical instrument	2	70 SP
Oil, flask	1	1 SP
Papyrus, sheet	—	5 CP
Pole, 3m	1	1 SP
Quiver	—	2 SP
Rope, 10m	2	10 SP
Sack, large	1	5 CP
Sack, small	—	2 CP
Scythe	2	30 SP
Slingbag	1	5 CP

Spade	1	25 SP
Torch / flaming brand	—	4 CP
Waterskin	1	5 CP
Writing kit	1	45 SP

Backpack: It can hold 20 ENC of equipment.

Block & Tackle: Adds +10% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one metre radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of 20% to any Athletics skill tests made to climb.

Crowbar: Adds +10% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a –10% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use his Survival skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +20% bonus to his Survival test to catch fish.

Flint & Tinder: A character with flint and tinder can build a fire in one minute under normal conditions without having to roll his Survival skill.

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a –10% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides clear illumination out to a three metre radius. It will burn for two hours on a flask of oil.

Mining Pick: If used as a weapon, it is considered a club (wielded with a –10% penalty). Mining picks may be used on inanimate objects without being destroyed.

Oil, Flask: A flask of oil is enough to fuel a lantern for two hours, or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Rope, 10 Metres: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a –10% penalty).

Slingbag: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a –10% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates a three metre radius. If used as a weapon, it is considered a club (wielded with a –10% penalty), except that it does not inflict normal damage – instead, it inflicts 1D4 fire damage and a fumble or critical hit will also extinguish the brand.

Waterskin: A waterskin can hold enough water to sustain an adventurer for two days.

Animals, Transportation & Slaves

Animals, Transportation & Slaves

Animal	Cost
Bison	200 SP
Bull	250 SP
Cart	75 SP
Cat	2 SP
Chariot	600 SP
Cow	150 SP
Dog, domestic	2 SP
Dog, hunting	25 SP
Fowl	1 SP
Goat	50 SP
Hawk	400 SP
Horse, draft	400 SP
Horse, riding	350 SP
Horse, combat trained	500 SP
Mule	125 SP
Ox	200 SP
Pig	50 SP
Rhino	3,000 SP
Saddle & bridle	75 SP
Sheep	30 SP
Slave, adult	1,000 SP
Slave, child	200 SP
Slave, educated	5,000 SP
Slave, skilled	2,500 SP
Slave, youth	400 SP
Travel (by coach)	15 SP per kilometre
Travel (by post-horse)	20 SP per kilometre
Travel (by ship)	10 SP per kilometre
Travel (by wagon)	5 SP per kilometre
Wagon	300 SP
Zebra	300 SP

Food & Lodging

Food & Lodging

Item	Cost
Lodging, poor	2 CP
Lodging, average	1 SP
Lodging, superior	5 SP
Food & drink, poor, 1 day	1 CP
Food & drink, average, 1 day	5 CP
Food & drink, superior, 1 day	2 SP
Trail rations, 1 day	5 CP

Magic Items

Crystals

Crystal of the Dead: These crystals can be used to store a set number of Magic Points (to determine how many MPs a particular Crystal of the Dead can hold, roll 2D6+3). To store Magic Points within the crystal, a character simply needs to touch it for one Combat Round and expend the desired Magic Points. A Crystal of the Dead may not be filled beyond its original capacity. Stored Magic Points can be drawn upon by anyone touching the crystal to cast or overcharge spells, or to help with magical defence against spells.

Power Enhancer: Each of these crystals has a set POW score (to determine the POW score of a particular Power Enhancer, roll 1D3). A held Power Enhancer increases the Magnitude of spells with the Progressive trait by their POW score. For instance, a Strength 1 spell cast through a Power Enhancer with POW 2 would become a Strength 3 spell.

Power Enhancers cannot offer partial boosts (a Power Enhancer with POW 3 always boost Magnitude by three, never one or two).

Spell Enhancer: Each of these crystals has a set POW score (to determine the POW score of a particular Spell Enhancer, roll 1D4). Every spell cast through such a crystal is considered to be overcharged by a number of Magic Points equal to its POW score. Spell Enhancers cannot offer partial boosts (a Spell Enhancer with POW 2 always overcharges spells by two, never one).

Crystals

Item	Cost
Crystal of the Dead	100 GD x MP maximum
Power Enhancer	200 GD per POW point
Spell Enhancer	150 GD per POW point

Potions

Antidote: It will attempt to negate the most powerful ailment first (the one with the highest Potency). The sufferer immediately makes an opposed Resilience test (with a +40% bonus) against the ailment's Potency. In the case of diseases, a failed test will not cause the disease to apply its effects once more. The antidote will continue to cure ailments until the character fails one of the opposed tests (though ailments already cured remain cured).

Healing: These act as a Heal spell of Magnitude 1 to 6.

Magic Replenishment: Each potion will restore 1D6 Magic Points.

Potions

Item	Cost
Antidote	15 GD
Healing	10 GD per Magnitude
Magic Replenishment	10 GD

Creatures

Creatures & Intelligence

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient.

Traits

The full description of creature Traits and their effect on the game is covered here.

Breathe Flame
The creature may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the creature, which stretches for its POW in metres. At its furthest extent, the cone is equal to ½ the creature's POW in width.

Any character caught in the flame suffers the noted fire damage to all hit locations, though a character may dive for cover to halve this damage and armour points count as normal.

A creature may only breathe flame once in a specified time period (usually once per hour or once per day). Further attempts to breathe flame within this time period requires the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

Dark Sight
Allows the character to treat pitch black conditions as darkness.

Earth Sense
By sensing heat and air pressure, a creature with Earth Sense can fight and make Perception tests with no penalty, so long as their target is no more than ten metres away.

Excellent Swimmer
The creature gains a +30% bonus to its Athletics skill whenever swimming. In addition, the creature uses its normal Movement score when swimming.

Formidable Natural Weapons
This creature's natural weapons are as tough and durable as metal. As such they may parry weapon attacks.

Life Sense
If the creature touches another and makes a successful Perception test, it will learn of the target's current hit points, Fatigue level and whether it is currently afflicted by any poison or disease.

Night Sight
Allows the character to treat partial darkness as illuminated and darkness as partial darkness.

Poison
One of the creature's attacks, or possibly its very form, is poisoned. The description will describe the particular poison or venom the creature employs.

Creature Descriptions

Each statistic block is divided into four sections.

Characteristics: Both random and average Characteristic scores are listed here.

Hit Locations: As well as the random scores for determining which Hit Location is struck in combat, there are two scores listed – the first is the natural armour points of the location (if any) and the second is its hit points.

Weapons: This features the creature's Strike Rank, attacks and damage.

Special Rules: Skills, Combat Actions, Strike Rank modifier, Movement, Traits, typical armour and special rules are noted here. The skills are the basic skills for the creature type – individual creatures may well possess enhanced scores or additional skills.

Brown Bear

Characteristics

STR	3D6+15	(25)
CON	2D6+6	(13)
DEX	3D6	(10)
SIZ	3D6+15	(25)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Brown Bear Hit Locations

D20	Hit Location	AP/HP
1–2	Right Rear Leg	3/8
3–4	Left Rear Leg	3/8
5–7	Abdomen	3/9
8–10	Chest	3/10
11–13	Right Front Leg	3/8
14–16	Left Front Leg	3/8
17–20	Head	3/8

Weapons

Type	*Weapon Skill*	*Damage*
Bite	60%	1D8+1D10
Claw	50%	1D6+1D10

Special Rules

Combat Actions: 2
Strike Rank: +7
Movement: 6m
Skills: Athletics 60%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Tracking 25%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Centaur

Instead of adding SIZ to STR to determine the centaur's Damage Modifier, the centaur's STR should be doubled. However, if the centaur is kicking, charging or striking with a lance or longspear, the Damage Modifier should be figured normally (STR + SIZ).

Characteristics

STR	3D6+6	(17)
CON	3D6	(10)
DEX	3D6+3	(14)
SIZ	4D6+12	(26)
INT	2D6+6	(14)
POW	3D6	(10)
CHA	3D6	(10)

Centaur Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/7
3–4	Left Hind Leg	2/7
5–6	Hindquarters	2/8
7–8	Forequarters	2/8
9–10	Right Front Leg	2/7
11–12	Left Front Leg	2/7
13–14	Chest	2/9

15–16	Right Arm	2/6
17–18	Left Arm	2/6
19–20	Head	4/7

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Long Bow	62%	2D8+1D4	
Lance	42%	1D10+1D8	2
Target Shield	32%	1D6+1D4	8
War Sword	42%	1D8+1D4	4
Kick	32%	1D6+1D8	

Special Rules

Combat Actions: 3
Strike Rank: +14
Movement: 6m
Skills: Athletics 52%, Dodge 22%, Lore (World) 35%, Play Instrument 40%, Resilience 60%, Stealth 22%, Survival 40%, Tracking 40%
Typical Armour: Leather armour (AP 2, Chest, Hindquarters, Forequarters and Legs only) and helmet (AP 4, Head only); Skill Penalty –18%

Dragon

Characteristics

STR	20D6	(70)
CON	10D6	(35)
DEX	4D6	(14)
SIZ	10D6+30	(65)
INT	6D6	(21)
POW	4D6+12	(26)
CHA	6D6	(21)

Dragon Hit Locations

D20	**Hit Location**	**AP/HP**
1–2	Tail	12/20
3–4	Right Hind Leg	12/20
5–6	Left Hind Leg	12/20
7–8	Hindquarters	12/21
9–10	Forequarters	12/21
11–12	Right Wing	12/19
13–14	Left Wing	12/19
15–16	Right Front Leg	12/20
17–18	Left Front Leg	12/20
19–20	Head	12/20

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Bite	125%	1D10+3D12	4
Claw	95%	1D8+3D12	6
Tail	90%	1D20+3D12	8

Special Rules

Combat Actions: 3
Strike Rank: +14
Movement: 6m, 10m when flying
Traits: Breathe Flame (4D6, 1/hour), Dark Sight, Formidable Natural Weapons, Night Sight
Skills: Athletics 120%, Evaluate 100%, Influence 150%, Lore (all) 100%, Persistence 180%, Resilience 120%, Tracking 110%
Typical Armour: Dragon scale (AP 12, no Skill Penalty)
Runes: A typical dragon has integrated with a number of runes equal to half its POW. It will also know an equal number of Rune Magic spells.

Duck

Characteristics

STR	2D6+3	(10)
CON	2D6+6	(13)
DEX	2D6+6	(13)
SIZ	1D6+6	(9)
INT	2D6+6	(13)
POW	3D6	(10)
CHA	2D6	(7)

Duck Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	—/5
4–6	Left Leg	—/5
7–9	Abdomen	—/6
10–12	Chest	—/7
13–15	Right Arm	—/4
16–18	Left Arm	—/4
19–20	Head	—/5

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Shortsword	50%	1D6–1D2	3
Sling	60%	1D6–1D2	
Buckler	40%	1D4–1D2	5

Special Rules

Combat Actions: 3
Strike Rank: +12
Movement: 3m
Traits: Excellent Swimmer
Skills: Boating 40%, Influence 30%, Sleight 40%, Stealth 30%

Dwarf

Characteristics

STR	4D6	(14)
CON	2D6+12	(19)
DEX	2D6	(7)
SIZ	1D6+6	(9)
INT	2D6+6	(13)
POW	3D6	(10)
CHA	3D6	(10)

Dwarf Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	5/6
4–6	Left Leg	5/6
7–9	Abdomen	5/7
10–12	Chest	5/8
13–15	Right Arm	5/5
16–18	Left Arm	5/5
19–20	Head	5/6

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
War Hammer	75%	1D8+1	3
Battleaxe	65%	1D6+1	3
Light Crossbow	45%	2D6	
Target Shield	65%	1D6	8

Special Rules

Combat Actions: 2
Strike Rank: +10
Movement: 3m
Traits: Earth Sense, Dark Sight
Skills: Athletics 50%, Craft (stone *or* metal working) 70%, Engineering 35%, Evaluate 60%, Lore (Mineral) 80%, Mechanisms 40%, Persistence 40%, Resilience 55%
Typical Armour: Chainmail (AP 5); Skill Penalty –35%

Elf

Characteristics

STR	2D6+3	(10)
CON	3D6	(10)
DEX	3D6+6	(16)
SIZ	2D6+3	(10)
INT	3D6+6	(16)
POW	2D6+6	(13)
CHA	3D6	(11)

Elf Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	2/4
4–6	Left Leg	2/4
7–9	Abdomen	2/5
10–12	Chest	2/6
13–15	Right Arm	2/3
16–18	Left Arm	2/3
19–20	Head	3/4

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Longbow	80%	2D8–1D2	
Longspear	60%	1D10–1D2	2

Special Rules

Combat Actions: 3
Strike Rank: +16
Movement: 5m
Traits: Life Sense, Night Sight
Skills: Acrobatics 56%, Athletics 46%, Dodge 56%, First Aid 40%, Lore (Plant) 80%, Perception 50%, Persistence 55%, Stealth 56%, Survival 55%, Tracking 30%
Typical Armour: Leather (AP 2); Skill Penalty –14%

Giant

Because of the sheer size of a giant, characters of SIZ 20 or less only roll 1D10 to determine hit location when attacking it in close combat.

The following Characteristics are determined for a giant that stands six metres tall. For every two metres of height, a giant rolls 3D6+6 for STR, 2D6+6 for CON and 3D6+6 for SIZ.

Characteristics

STR	9D6+18	(49)
CON	6D6+18	(39)
DEX	2D6+3	(10)
SIZ	9D6+18	(49)
INT	3D6	(10)
POW	3D6	(10)
CHA	2D6	(7)

Giant Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	5/18
4–6	Left Leg	5/18
7–10	Abdomen	5/19
11–12	Chest	3/20
13–15	Right Arm	3/17
16–18	Left Arm	3/17
19–20	Head	3/18

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Huge Club	84%	2D6+2D12	3

Special Rules

Combat Actions: 2
Strike Rank: +10
Movement: 6m (a giant's Movement is equal to its height in metres)
Skills: Athletics 44%, Lore (World) 20%, Perception 40%, Survival 30%
Typical Armour: Tough Hide (AP 3, no Skill Penalty), Heavy Leather Apron (AP 2, Abdomen and Legs only); Skill Penalty –6%

Great Troll

Characteristics

STR	4D6+12	(26)
CON	2D6+12	(19)
DEX	3D6	(10)
SIZ	4D6+12	(26)
INT	2D6	(7)
POW	3D6	(10)
CHA	2D6	(7)

Great Troll Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	2/11
4–6	Left Leg	2/11
7–9	Abdomen	7/12
10–12	Chest	7/13
13–15	Right Arm	7/10
16–18	Left Arm	7/10
19–20	Head	2/11

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Club	60%	1D6+1D12	2
Great Hammer	50%	1D10+1D12	3
Kite Shield	45%	1D6+1D12	10

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 4m
Traits: Dark Sight, Earth Sense
Skills: Athletics 60%, Perception 30%, Resilience 50%, Stealth 15%, Survival 30%
Typical Armour: Thick Troll Skin (AP 2, no Skill Penalty), Chainmail shirt (AP 5, Abdomen, Chest and Arms only); Skill Penalty –20%

Griffin

Characteristics

STR	8D6	(28)

CON	3D6+12	(22)
DEX	3D6+12	(22)
SIZ	8D6	(28)
INT	6	(6)
POW	2D6+6	(13)
CHA	7	(7)

Griffin Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	3/11
3–4	Left Hind Leg	3/11
5–7	Hindquarters	3/12
8–10	Forequarters	3/12
11	Right Wing	3/10
12	Left Wing	3/10
13–14	Right Front Leg	3/11
15–16	Left Front Leg	3/11
17–20	Head	3/11

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Bite	60%	1D8+1D12	2
Claw	70%	1D6+1D12	4

Special Rules

Combat Actions: 4
Strike Rank: +14
Movement: 6m, 10m when flying
Traits: Formidable Natural Weapons, Night Sight
Skills: Athletics 80%, Dodge 40%, Persistence 80%, Resilience 70%, Survival 60%, Tracking 50%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Horse

Characteristics

STR	2D6+18	(25)
CON	3D6+6	(16)
DEX	2D6+3	(10)
SIZ	2D6+18	(25)
INT	4	(4)
POW	3D6	(10)
CHA	5	(5)

Horse Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/9
3–4	Left Hind Leg	2/9
5–7	Hindquarters	2/10
8–10	Forequarters	2/10
11–13	Right Front Leg	2/9
14–16	Left Front Leg	2/9
17–20	Head	2/9

Weapons

Type	*Weapon Skill*	*Damage*
Kick	40%	1D6+1D10

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 6m

Skills: Athletics 75%, Resilience 40%, Survival 20%
Typical Armour: Hide (AP 2, no Skill Penalty)

Lion

Characteristics

STR	3D6+12	(24)
CON	3D6	(10)
DEX	3D6+6	(16)
SIZ	2D6+12	(19)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Lion Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/6
3–4	Left Hind Leg	2/6
5–7	Hindquarters	2/7
8–10	Forequarters	2/7
11–13	Right Front Leg	2/6
14–16	Left Front Leg	2/6
17–20	Head	2/6

Weapons

Type	*Weapon Skill*	*Damage*
Bite	60%	1D8+1D8
Claw	60%	1D6+1D8

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 6m
Traits: Night Sight
Skills: Athletics 70%, Dodge 45%, Resilience 40%, Perception 55%, Stealth 50%, Survival 40%
Typical Armour: Hide (AP 2, no Skill Penalty)

Manticore

Characteristics

STR	4D6+12	(26)
CON	4D6+6	(20)
DEX	3D6	(10)
SIZ	4D6+12	(26)
INT	7	(7)
POW	3D6	(10)
CHA	7	(7)

Manticore Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	3/10
3–4	Left Hind Leg	3/10
5–6	Tail	3/10
7–9	Hindquarters	3/11
10–12	Forequarters	3/11
13–14	Right Front Leg	3/10
15–16	Left Front Leg	3/10
17–20	Head	3/10

Weapons

Type	*Weapon Skill*	*Damage*
Claw	70%	1D6+1D12

Gore	50%	1D8+1D12
Poison Sting	50%	1D6+1D12+poison

Special Rules

Combat Actions: 2
Strike Rank: +8
Movement: 5m
Traits: Night Sight, Poison (sting, see page XX for details on Manticore Venom)
Skills: Athletics 60%, Dodge 45%, Resilience 60%, Perception 55%, Persistence 50%, Stealth 50%, Survival 40%, Tracking 40%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Skeleton

Skeletons have a score of 0 for INT, POW and CHA, as they have no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will automatically fail. Skeletons are also immune to fatigue, disease and poisons.

Skeletons are immune to damage from weapons that cause impaling critical hits, though an attacker's damage modifier will still cause damage on a successful hit.

A skeleton has the same Movement the creature had in life, but as a skeleton it cannot fly or swim.

Characteristics

STR	2D6+6	(12)
CON	1D6	(3)
DEX	3D6	(10)
SIZ	3D6	(10)
INT	0	(0)
POW	0	(0)
CHA	0	(0)

Skeleton Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	7/3
4–6	Left Leg	7/3
7–9	Abdomen	7/4
10–12	Chest	7/5
13–15	Right Arm	7/2
16–18	Left Arm	7/2
19–20	Head	7/3

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Longspear	36%	1D10	2
Shortsword	36%	1D6	3

Special Rules

Combat Actions: 2
Strike Rank: +5
Movement: 4m
Traits: Dark Sight, Night Sight
Typical Armour: Skeletal (AP 5, no Skill Penalty), Leather Armour (AP 2); Skill Penalty –14%

Unicorn

A unicorn can heal wounds with its horn by touching the wound, exactly as the Heal 8 spell, save that it costs the unicorn only 6 Magic Points and any requisite casting test are automatically succeeds.

Characteristics

STR	2D6+12	(19)
CON	3D6+12	(22)

DEX	3D6+3	(13)
SIZ	2D6+12	(19)
INT	2D6+6	(13)
POW	2D6+12	(19)
CHA	3D6+6	(16)

Unicorn Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	3/9
3–4	Left Hind Leg	3/9
5–7	Hindquarters	3/10
8–10	Forequarters	3/10
11–13	Right Front Leg	3/9
14–16	Left Front Leg	3/9
17–20	Head	3/9

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Horn	70%	1D8+1D6	4
Kick	50%	2D6	2

Special Rules

Combat Actions: 3
Strike Rank: +13
Movement: 6m
Traits: Formidable Natural Weapons, Life Sense, Night Sight
Skills: Athletics 75%, Dodge 50%, Perception 75%, Persistence 75%, Resilience 60%, Survival 50%
Typical Armour: Tough Hide (AP 3, no Skill Penalty)

Wolf

Characteristics

STR	3D6	(10)
CON	3D6+3	(13)
DEX	3D6+3	(13)
SIZ	2D6+3	(10)
INT	5	(5)
POW	3D6	(10)
CHA	5	(5)

Wolf Hit Locations

D20	Hit Location	AP/HP
1–2	Right Hind Leg	2/5
3–4	Left Hind Leg	2/5
5–7	Hindquarters	2/6
8–10	Forequarters	2/6
11–13	Right Front Leg	2/5
14–16	Left Front Leg	2/5
17–20	Head	2/5

Weapons

Type	*Weapon Skill*	*Damage*
Bite	60%	1D8–1D2
Claw	30%	1D6–1D2

Special Rules

Combat Actions: 3
Strike Rank: +8
Movement: 5m
Traits: Night Sight

Skills: Athletics 80%, Dodge 55%, Resilience 40%, Perception 60%, Stealth 55%, Survival 40%, Tracking 60%
Typical Armour: Hide (AP 2, no Skill Penalty)

Wyrm

Upon hatching, a wyrm is about two metres long and has 3D6 SIZ and STR. The wyrm will grow at the rate of 1D6 SIZ and STR every five years until it reaches the age of 35, when the creature's grow slows dramatically. By this point the creature is some nine metres in length. After 35, a wyrm will continue to gain 1D6 SIZ and STR every 50 years.

The statistics given here are for a wyrm between 35 and 85 years old.

Characteristics

STR	10D6	(35)
CON	4D6	(16)
DEX	3D6	(10)
SIZ	10D6	(35)
INT	3D6	(10)
POW	3D6+6	(24)
CHA	3D6	(10)

Wyrm Hit Locations

D20	Hit Location	AP/HP
1–4	Tail	8/11
5–8	Abdomen	8/12
9–12	Chest	8/13
13–14	Right Wing	8/10
15–16	Left Wing	8/10
17–20	Head	8/11

Weapons

Type	*Weapon Skill*	*Damage*	*AP*
Bite	85%	1D10+2D6	4
Tail	60%	1D20+2D6	8

Special Rules

Combat Actions: 2
Strike Rank: +10
Movement: 3m, 6m when flying
Traits: Dark Sight, Formidable Natural Weapons, Night Sight
Skills: Athletics 80%, Influence 60%, Persistence 70%, Resilience 70%
Typical Armour: Wyrm scale (AP 8, no Skill Penalty)

Wyvern

Characteristics

STR	4D6+12	(26)
CON	2D6+12	(19)
DEX	2D6+6	(13)
SIZ	4D6+12	(26)
INT	7	(7)
POW	3D6	(10)
CHA	6	(6)

Wyvern Hit Locations

D20	Hit Location	AP/HP
1–3	Right Leg	5/9
4–6	Left Leg	5/9
7–8	Abdomen	5/10
9–11	Chest	5/11
12	Tail	5/9
13–14	Right Wing	5/8

15–16	Left Wing	5/8
17–20	Head	5/9

Weapons

Type	*Weapon Skill*	*Damage*
Bite	55%	1D10+1D12
Sting	70%	1D6+1D12+poison

Special Rules

Combat Actions: 3
Strike Rank: +10
Movement: 3m, 6m when flying
Traits: Dark Sight, Formidable Natural Weapons, Night Sight, Poison (sting, see page XX for details on Wyvern Venom)
Skills: Athletics 60%, Resilience 70%, Survival 40%
Typical Armour: Wyvern scale (AP 5, no Skill Penalty)

Zombie

Zombies very low INT, POW and CHA, as they have virtually no intelligence, will or personalities of their own. As such, attempts to control a skeleton's mind or influence its personality will suffer a –50% penalty. Zombies are also immune to fatigue, disease and poisons.

Characteristics

STR	3D6+12	(22)
CON	1D6	(3)
DEX	1D6+3	(7)
SIZ	3D6	(10)
INT	1D3	(2)
POW	1D3	(2)
CHA	1D3	(2)

Skeleton Hit Locations

D20	**Hit Location**	**AP/HP**
1–3	Right Leg	—/3
4–6	Left Leg	—/3
7–9	Abdomen	—/4
10–12	Chest	—/5
13–15	Right Arm	—/2
16–18	Left Arm	—/2
19–20	Head	—/3

Weapons

Type	*Weapon Skill*	*Damage*
Unarmed	50%	1D3+1D4

Special Rules

Combat Actions: 1
Strike Rank: +4
Movement: 2m
Traits: Dark Sight, Night Sight