

Ozro RPG

1e

GM Maelkum

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PREFACE

This book contains a system of rules which can be used as the mechanics of a role-playing game.

The rules are designed to evoke a certain *flavour* of a game, and allow the GM to create a specific atmosphere at the table. The rules are *fair* and *crunchy*; a great deal of care went into ensuring balance between various elements. They are, however, not designed to ensure smooth sailing for player characters under all circumstances. The intention is for the game world to feel gritty, dangerous, and out to get the player characters.

Player characters, in turn, are given tools to fight back.

Train to excell Skill system is designed to allow unlimited progression, without runaway power growth. If a player decides their character will become a true master in a skill it's possible, but will require dedication, time, and plenty of experience.

Progression yields diminishing returns, but having a bigger dice pool is always advantageous. And sometimes, just sometimes, leads to spectacular successes in contested rolls at critical moments.

Fight to win, and fight dirty Combat is quick and deadly, and relies more on skills than equipment; it rewards tactical thinking, seizing opportunities, and choosing right skills for each fight. There are mechanics in place to exploit the occasional wide difference in the number of successes between the opposing sides, inherent to dice pool systems; one-strike kill damage spikes, crippling status effects.

Total party kills are not a given, but a real possibility. Complete wipes of the GM's monsters are a real possibility, too.

Equipment is meant to break occasionally. Military weapons and armour are meant to be expensive and sometimes illegal. Money is meant to be scarce.

Ultimately, what is the game about? The system is designed for a game about adventures of a squad of mercenaries; a group of dungeon delvers and grave robbers; a band of brigands on the outskirts of law; a pack of underdogs who had had enough.

The characters will not be overpowered, but will be dangerous enough to make them worthy adversaries to the game world, make their mark, earn some coin, and maybe survive the day.

Have fun.

Part I

Player characters

CREATING A CHARACTER

Table 1.1: Archetype attribute modifiers

ARCHETYPE	ATTRIBUTES		
	GOOD		
<i>modifier die</i>	d8		
WARRIOR	Coordination	Endurance	Strength
ROGUE	Coordination	Cunning	Dexterity
CULTIST	Awareness	Strength	Will
SORCERER	Cunning	Endurance	Will

Table 1.2: Racial attribute modifiers

RACE	ATTRIBUTE MODIFIERS		
	PERFECT	GOOD	POOR
<i>modifier</i>	3D8	D8	-D8
DWARF	Awareness Endurance Strength	Will Coordination Cunning	Dexterity Coordination Cunning
ELF	Cunning Endurance Will	Awareness Coordination Strength	Coordination Dexterity Strength
HALFLING	Coordination Cunning Dexterity	Awareness Strength Will	Awareness Endurance Will
HUMAN	any	any	any

To create a character you need two sheets of paper (one for notes and intermediate results, and one for the final character sheet), a pencil or pen, and some dice: D6, D8, D10, and D12.

PRIMARY ATTRIBUTES

The primary attributes determine a player character's natural aptitudes. They influence almost every mechanic in the game, and together with skills describe what the character is good at and competent in.

Strength represents the character's might, and how much force he can exert on the world. In combat, it affects melee weapon attacks and the ability to parry.

Endurance is a measure of bodily health and natural resistance to physical damage, disease, exhaustion, and hardship. In combat, it allows wearing heavier armour.

Dexterity tells how good the character is at tasks which require precision. Picking locks, disarming traps,

or cutting purses are all examples of things affected by dexterity.

Coordination represents the character's ability to control their body. In combat, it affects ranged weapon attacks and the ability to dodge.

Will determines the character's resolve, force of mind, and strength of personality. In combat, it helps to keep a calm mind and avoid panic.

Awareness shows how sharp are the character's senses, and how quick he is to react.

Cunning represents wits, guile, and reasoning.

Roll 6D8KH4 seven times, summing each roll up, and write down the results. Do not assign values to attributes just yet. In the following steps you will get modifiers to certain attributes depending on your race and archetype. Only then you will be able to make a fully informed choice about how to distribute the values you got. For now, just record the results and move to the next step.

ARCHETYPE

Decide what role do you want your character to play in the adventuring party, and who you want him to be. There are two archetypes to choose from, all described in detail in chapter Archetypes on page 19.

Warrior Warriors (page 19) excel in close-quarters combat. They are able to engage foes, lock them in melee, and efficiently eliminate them; they can also act as protectors and guardians to their allies.

Rogue Rogues (page 20) are crafty and have a wide palette of skills. They are masters of reconnaissance, and learn their prey's weakness before they strike; they can also influence the chaos of the battlefield.

Write down your chosen archetype on your scratch sheet.

Then, look at table Archetype attribute modifiers on page 8. For each archetype it lists their most important attributes; the leftmost being the most relevant one for the most common style of play for a given archetype, and the other two being important to the overall efficiency of the character. Choose one of these attributes and roll a D8. Write down the attribute, and the result of the roll. When assigning a value to the chosen attribute you will add this modifier to one of the values you got in the previous step.

Table 1.3: Attribute ratings

RANGE	RATING	DICE	MODIFIER
1-12	poor	D12	-1
13-22	mediocre	D10	
23-30	good	D8	+1
31+	perfect	D6	+2

The archetype also gives proficiency in a few skills. Table Number of starting skill proficiencies on page 10 shows how many **common** and **combat** skills each archetype grants. See description of your character's archetype to see which skills you can choose. Skills are described in sections Combat skills on page 27, and Common skills on page 28.

You can spend only one point per skill. Each point spent counts as a source of proficiency (see table Starting proficiencies and skill levels on page 10). Rogues can spend two points per *common* skill. Warriors can spend two points per *combat* skill.

RACE

Dwarf Dwarves (page 13) make excellent warriors and cultists.

Elf Elves (page 14) usually become sorcerers and warriors.

Halfling Halflings (page 15) most often are rogues and sorcerers.

Human Humans (page 12) are the most flexible race and can excel as members of any archetype.

Race has the biggest impact on the final distribution of your character's attributes. See table Racial attribute modifiers on page 8.

Every race provides three options for a *perfect*, *good*, and *poor* attribute. Choose one from each category, roll their modifier dice, and write the pairs (attribute and the modifier you got) down.

A race is also a source of proficiency in several common, and sometimes combat, skills. Refer to race descriptions to see what options you have, and write your choices down on your scratch sheet.

Most races, all except humans, also provide your character with a few racial traits. These are abilities, resistances, and other qualities which are innate to members of your race. Write these racial traits down.

ASSIGN ATTRIBUTE VALUES

Compare the numbers you got with table Attribute ratings on page 9 to see if the character is viable.

If your character has more than one **poor** attribute you should reroll the base values you got in the first step. Otherwise your success rates will be too low and the game can become frustrating instead of fun. You should end up

Table 1.4: Racial health dice

RACE	BASE	ENDURANCE	
		PERFECT	POOR
DWARF	D8	D10	D6
ELF	D6	D8	D4
HALFLING	D6	D8	D4
HUMAN	D8	D10	D6

with a mix of **good** and **mediocre**, with maybe one or two **perfect**, attributes.

DETERMINISTIC ATTRIBUTE VALUES

If you do not want to determine attribute values randomly, use the following set of attributes without applying *any* (racial, archetype, etc) modifiers: • 1 perfect attribute • 3 good attributes • 2 mediocre attributes • 1 poor attribute, all without rolling any dice.

The GM should enforce that all players use the same method of determining attribute values.

HEALTH

Health represents the vitality of your character, and is derived from Endurance. It is depleted when your character suffers damage in combat, is diseased, poisoned, or suffers from some other physical hardship.

Value of health is determined by rolling dice. Table Racial health dice on page 9 show which die you should use. Health dice depend on your character's race (which determines their size), and their Endurance rating.

Starting health and health dice Determine starting Health by taking maximum value of health die of your character and adding the character's Endurance (see the MODIFIER column of table Attribute ratings on page 9) modifier to it. Then, roll the health die three more times, each time adding the result and the Endurance modifier your character's Health value.

Since you rolled four times for your base health value, your character has *four* health dice. These can be spent on natural regeneration, or when your character is helped using First aid on page 28. See Trauma and death on page 38 and Medicine on page 28 for more information about damage and healing.

Increasing health You can increase your character's base health value and the number of health dice by spending experience. The number of health dice is treated as your "skill level" in health, and the cost of each subsequent die and increase follows the normal rules for skill advancement (see page 26).

MANA

Mana represents a Sorcerer's reservoir of magical energy. Table Racial mana dice on page 10 shows mana dice used by different races. For initial value use the same rules as for Health.

Table 1.5: Starting proficiencies and skill levels

SOURCES OF PROFICIENCY	SKILL LEVEL	SUCCESS RATE FOR STANDARD TASK			
		PERFECT (D6) ATTRIBUTE	GOOD (D8) ATTRIBUTE	MEDIOCRE (D10) ATTRIBUTE	BAD (D12) ATTRIBUTE
0	1	33.33%	25.00%	20.00%	16.67%
1	3	70.36%	57.81%	48.80%	42.12%
2	5	86.83%	76.27%	67.23%	59.82%
3	6	91.23%	82.20%	73.79%	66.50%
4	7	94.15%	86.66%	79.04%	72.08%

Table 1.6: Racial mana dice

RACE	BASE	WILL	
		PERFECT	POOR
DWARF	D6	D8	D4
ELF	D8	D10	D6
HALFLING	D8	D10	D6
HUMAN	D6	D8	D4

Table 1.7: Number of starting skill proficiencies

ARCHETYPE	PROFICIENCIES (SKILL POINTS)	
	COMMON	COMBAT
WARRIOR	2	10
ROGUE	12	2
CULTIST	7	5
SORCERER	7	5

PROFESSION AND SKILLS

Archetype is your character's calling, their role as an adventurer. Profession is their vocation, either current or the one they supported themselves with before becoming an adventurer.

Professions are described in chapter Professions on page 16. All of them provide the character with a source of proficiency in common, and sometimes combat, skills.

Profession, archetype, and race amount three or four sources of proficiency. Table Starting proficiencies and skill levels on page 10 shows starting skill levels gained by stacking proficiency sources.

When creating a character it is beneficial to choose a profession which grants proficiencies in skills also provided by your character's race and archetype. More sources of proficiency give higher starting skill levels and better chances of success. After character creation it matters less, as skills can be levelled freely by spending experience points on them.

Another thing to consider is to differentiate members of the adventuring party. The more skills are collectively covered by characters the more successful the party will be.

MONEY AND EQUIPMENT

WEAPONS

All characters start equipped with *one* common weapon. Warriors and rogues get one more common weapon, and one military weapon (ranged or melee) with at most D8 damage.

Common and military melee weapon tables are shown on page 50. Ranged weapons table can be found on page 50. See Offense on page 27 to learn more about offensive skills.

ARMOUR

All characters can choose one piece of light armour with the *common* trait. Rogues can choose any piece of light armour. Warriors have a choice of a piece of light armour *and* a light shield, or one piece of medium armour.

Armour and shield tables are show on pages 53 and 52. See Defense on page 27 to learn more about defensive skills.

LANGUAGES AND LITERACY

LANGUAGE

All characters speak the native tongue of their race, and have moderate proficiency in the common language (see Foreign language on page 29). This is enough for most conversations, but impedes using social skills with strangers and people hailing from foreign and faraway lands.

Humans have Common as their native language, and have moderate proficiency in either dwarfish, elvish, or halflingish.

LITERACY

Not all characters are literate. Reading and writing are skills which must be learned once; a literate character can automatically read and write in all languages they can speak (to the extent of their proficiency with letters and in the language in question). See Literacy on page 30 for more details.

Illiterate characters can purchase services of people who can read and write, as presented in ?? on page ?. Important announcements are also frequently read aloud by herolds in public spaces (eg, main squares, big inns and

taverns) at regular intervals; sometimes the herolds also linger for a few minutes to read older announcements or answer questions without a fee, but this is not always the case.

RACES

Race provides a character with some innate abilities and common and combat skill proficiencies.

Common skill proficiencies New characters may choose four common skills they are proficient in from the set of skills provided by their race. Six skills may be chosen if the character's Cunning has good or perfect rating.

Combat skill proficiency New characters may choose one combat skill they are proficient in from the set of skills provided by their race.

Names and family names Every race except human provides a list of twelve female and male names, as well as a list of twelve family names. When you do not have a name in mind you roll a D12 to randomly select a name for your character.

HUMAN

TRAITS

Speed 6 fields; 8 fields in preferred terrain (player's choice).

Resilient Humans get an extra Health die every second time they increase their health.

SKILLS

Humans can choose a single common skill twice to get two sources of proficiency during character creation.

COMMON

Humans can choose any five (or seven) common skills.

COMBAT

Humans can choose two combat skills instead of just one.

ATTITUDES

Humans come from a wide array of backgrounds and, in contrast to other races, do not have a single dominant culture. Various kingdoms, regions, and tribes have their own customs, traditions, and alliances (or enmities).

DWARF**TRAITS**

Speed 4 fields; unless in a dungeon, a cave, a sewer, or similar, then 6 fields.

See in the dark Dwarves can see in complete darkness, albeit in shades of gray instead in colour.

Poison resistance Reduce TN of poison by 2. Dwarves are immune to poisons with TN 2 or less.

SKILLS**COMMON**

- | | |
|-----------------------|-------------|
| 1. Appraise | 7. Survey |
| 2. Craft (Blacksmith) | 8. Survival |
| 3. First aid | |
| 4. Intimidate | |
| 5. Lore (Underground) | |
| 6. Navigate | |

COMBAT

1. Melee (Axe)
2. Melee (Hammer)
3. Armour handling
4. Shields

NAMES**MALE**

- Olav
- Harald
- Erik
- Sigurd
- Jan
- Willem
- Dirk
- Pieter
- Mikko
- Antti
- Juhani
- Tapio

FEMALE

- Ingrid
- Astrid
- Ragnhild
- Gudrun
- Anna
- Elisabeth
- Margaretha
- Catharina
- Liisa
- Marketta
- Marjatta
- Kaisa

FAMILY NAMES

- | | |
|------------------|------------|
| • -son / -dottir | • Brouwer |
| • Haugen | • Molenaar |
| • Berg | • Korhonen |
| • Østgate | • Mäkinen |
| • Bakker | • Virtanen |
| • Smit | • Nieminen |

ATTITUDES**Authoritarian****Clan memory****Loyal**

ELF

Speed 6 fields; unless in a forest, field, meadow, or similar, then 8 fields.

TRAITS

Disease resistance Reduce TN of disease by 2. Elves are immune to diseases with TN 2 or less.

Focused mind Reduce TN of effects affecting the mind (eg, fear, distraction) by 2.

SKILLS**COMMON**

- | | |
|------------------------|-------------|
| 1. Climb | 8. Survey |
| 2. Craft (Alchemy) | 9. Survival |
| 3. First aid | |
| 4. Foreign language | |
| 5. Grace | |
| 6. Literacy | |
| 7. Lore (<i>any</i>) | |

COMBAT

- Melee (Bow)
- Melee (Polearm)
- Melee (Sword)
- Armour handling

NAMES**MALE**

- Aodh
- Diarmuid
- Eoghan
- Cormac
- Ciarán
- Padraig
- Owain
- Llywelyn
- Rhys
- Cadwallon
- Gruffudd
- Hywel

FEMALE

- Siobhán
- Aoife
- Niamh
- Deirdre
- Grainne
- Ailbhe
- Gwennlian
- Angharad
- Catrin
- Efa
- Morwen
- Rhiannon

FAMILY NAMES

Elves do not use family names or surnames. Instead, they can use descriptions like "slayer of humans" or "protector of the wild forest".

ATTITUDES**Ruthless****Godless****Nature's immune system**

HALFLING

Speed 4 fields; unless in an urban or densely populated area, a settlement, then 6 fields.

TRAITS

Sneaky Increase success count of all successful Hide and Sneak rolls by two. Halflings are easily overlooked.

Crafty Spend two actions instead of one on a roll to increase size of the base pool by half.

SKILLS

COMMON

- | | |
|--------------------|-----------|
| 1. Appraise | 8. Search |
| 2. Craft (Alchemy) | 9. Sneak |
| 3. Guile | |
| 4. Hide | |
| 5. Literacy | |
| 6. Lore (Folk) | |
| 7. Medicine | |

COMBAT

- Melee (Crossbow)
- Melee (Knife)
- Armour handling
- Dodge

NAMES

MALE

- Otto
- Heinrich
- Friedrich
- Wilhelm
- Rodrigo
- Diego
- Gonzalo
- Alfonso
- Nikolaos
- Alexandros
- Konstantinos
- Theodoros

FEMALE

- Gertrude
- Adelheid
- Matilda
- Brunhilde
- Beatriz
- Isabel
- Constanza
- Leonor
- Eleni
- Anastasia
- Anna
- Irene

FAMILY NAMES

- | | |
|-------------|----------------|
| • Schmidt | • López |
| • Müller | • Pérez |
| • Wagner | • Papadopoulos |
| • Becker | • Nikolaou |
| • Rodríguez | • Katsaros |
| • García | • Papadakis |

ATTITUDES

Isolated**Lawful and contract-bound****Cosmopolitan**

PROFESSIONS

Each profession presents a list of eight skills. Choose four of them during character generation, and treat a profession as a new source of proficiency (in addition to race and archetype). Characters with good *Cunning* rating may choose five, and those with perfect rating six, skills.

CRAFTSMEN

Skilled labourers and competent workers who manufacture, provide, and repair equipment and wares, or provide services.

FELDSHER

Stitching wounds, setting bones, amputating limbs, fighting infections - this is the plight of the field medic, whose duty is often carried out in wilderness, remote villages, and on the battlefield.

COMMON SKILLS

- First aid • Focus • Medicine • Survey • Survival

COMBAT SKILLS

- Armour handling • Melee • Shields

MESSENGER

Passing love letters, carrying messages between government offices, getting through enemy lines to deliver orders - a messenger is always on the move.

COMMON SKILLS

- Foreign language • Guile • Horse riding • Literacy • Navigate • Survival

COMBAT SKILLS

- Armour handling • Ranged

SCRIBE

Preserving and recovering knowledge entombed in manuscripts, scrolls, books; or committing lies, petty grievances, and insults to leaflets and announcements.

COMMON SKILLS

- Foreign language • Grace • Guile • Haggle • Literacy • Lore (*any*) • Survey

COMBAT SKILLS

- Dodge

MERCENARIES

Mercenaries are proficient in combat, and sell their skills to those able to afford them.

SELLSWORD

Fighting for the highest bidder, but being loyal only to the coin and the goddess Fortune. A mercenary man-at-arms; wandering from conflict to conflict, from one war-torn region to another, always on the lookout for opportunity.

COMMON SKILLS

- Focus • Intimidate • Survey • Survival

COMBAT SKILLS

- Armour handling • Melee • Ranged • Shields

BOUNTY HUNTER

Treating people like a dangerous game, bounty hunters are jaded, ruthless, and cynical. It is not a sense of justice that drives them to pursue criminals - it is thrill of the hunt, and the sweetness of reward.

COMMON SKILLS

- Horse riding • Intimidate • Navigate • Sneak • Survey

COMBAT SKILLS

- Armour handling • Melee • Ranged

BODYGUARD

Bodyguards are tasked with shielding individual persons. The primary objective is protect the target, but if harm comes to them the secondary objective is to keep them alive.

COMMON SKILLS

- First aid • Survival • Sneak • Survey

COMBAT SKILLS

- Armour handling • Shields • Dodge • Melee

OUTLAWS

Most outlaws operate in the dark back alleys, during the night, and in the shadows. They kill, steal, and do whatever is needed to complete the job.

THIEF

Relieving people of the burden of their earthly possessions, procuring wares for discerning customers, or just cutting purses - this is a thief's bread and butter.

COMMON SKILLS

- Guile • Hide • Lockpick • Search • Sneak • Traps

COMBAT SKILLS

- Dodge • Melee (Knife) or Ranged

KILLER

Murdering people for coin can be lucrative, if working for certain clientele; but the price the killer pays is always looking behind his back, and creeping paranoia.

COMMON SKILLS

- Guile • Hide • Horse riding • Sneak • Survey

COMBAT SKILLS

- Dodge • Melee • Ranged

AGITATOR

It does not matter whether the idea is right or wrong, ridiculous or wise; what matters is that you can argue for or against it, and earn something for this.

COMMON SKILLS

- Focus • Foreign language • Guile • Horse riding • Grace
- Literacy • Rhetoric

COMBAT SKILLS

- Dodge

Part II

Archetypes

WARRIOR

Warriors rely on adrenaline, weapons, and armour to survive. They excel in the grim art of efficient killing. Their trade is a dangerous one and warriors are, without exception, dangerous individuals.

Combat oriented When choosing profession skills, a Warrior may select combat skills two times, and treat such skills as having two sources of proficiency. For example, instead of choosing two common and two combat skills from the *Sellsword* profession, a Warrior may choose one common skill, one offensive skill two times, and one defensive skill.

ADRENALINE

Adrenaline is what fuels most of a warrior's powers, and what gives the warrior the edge needed to achieve combat mastery. Adrenaline is quickly gained and spent, with its levels fluctuating during combat encounters.

Gaining adrenaline Whenever a warrior lands a critical hit they have two options. Spend the critical dice gained immediately, or save them into the adrenaline pool. Saved dice are used to fuel powers of the warrior. The warrior may also choose to spend some and save the rest of the critical dice from a single attack.

The adrenaline pool does not have a size limit. A warrior can mow through weaker enemies accumulating adrenaline, and later release saved energy all at once on a foe who presents a real challenge.

Virtuous cycle If a warrior spends adrenaline dice on using a power, and as a result scores a critical hit on an enemy, they can choose to save or spend the critical dice as usual. Given favourable conditions, this lets a warrior become an unrivalled force on the battlefield.

MOVES

All Warrior characters know the fundamental move. Further moves are bought using XP; second move for 120 XP, third one for 180 XP, etc.

PROWESS (FUNDAMENTAL)

Add *Adrenaline* points to the success count of any successful defensive or offensive roll; or add the points as dice to any unsuccessful defensive or offensive roll.

You can use at most the number of points equal to the size of the pool you used for the modified roll.

FOLLOW UP

After making an attack, pay 1 point of *Adrenaline* to make another attack; then 2 points to make another, then 3, etc. The cost resets on each round.

PROTECT

Spend a *Reaction* to substitute your defensive roll for an ally's. The ally must be either next to you, or in range of your movement. You are allowed to spend a movement as part of this action, but you suffer a penalty of -1 die for every field you cover.

PIN

Spend 1 point of *Adrenaline* to attack an enemy who tries to move. If they decide to move, their success count on defense is 0; otherwise, they are allowed a normal defense roll. The enemy must be in range of your weapon.

MOBILITY

Pay 1 point of *Adrenaline* to move one field.

OPPORTUNISTIC ATTACK

When an enemy in range fails a defensive roll you can pay 1 point of *Adrenaline* for every success they got, and attack them. This move costs at least 1 point. The enemy can defend normally.

WHIRLWIND

Attack *everyone* (friend and foe) around you. Pay 1 point of *Adrenaline* and suffer -1 die penalty for each attacked creature. Roll once for attack and damage, and apply the damage undivided to any creature you hit.

ROGUE

Rogues are everywhere. Hiding in shadows are the thieves and murderers stalking dark back alleys of cities and towns. Hiding in the wilderness are the trappers and vagabonds. And they all are cunning and full of guile.

Skill oriented When choosing profession skills, a Rogue may select common skills two times, and treat such skills as having two sources of proficiency. For example, instead of choosing two common and two combat skills from the *Thief* profession, a Rogue may choose two common skills two times.

GUILE

Guile is the most important defining characteristic of a rogue. Guile and cunning is how rogues sneak into their prey's vicinity undetected, steal and kill, and then vanish back into the shadows.

Gaining guile Rogues are daring individuals who get a kick out of getting around or through problems with quick wits, and, occasionally, a little violence. Whenever a rogue makes a skill test and scores what would be a critical hit (ie, gets at least two degrees of success) they can save the critical dice into their guile pool.

The guile pool does not have a size limit. As long as the rogue wants, they can remain lurking in the dark, or hiding in plain sight, biding their time until the circumstances are advantageous.

Daredevils If a rogue spends dice from the guile pool to enhance a pool or to use a power, and as a result scores a critical hit they regain guile dice immediately. This fuels a sequence of ever more daring and cunning exploits.

TRICKS

All Rogue characters know the fundamental trick. Further tricks are bought using XP; second trick for 120 XP, third one for 180 XP, etc.

EXPERTISE (FUNDAMENTAL)

Add *Guile* points to the success count of any successful non-combat skill roll; or add the points as dice to any unsuccessful non-combat skill roll.

You can use at most the number of points equal to the size of the pool you used for the modified roll.

REACTIVE

Spend 1 point to use an extra *Reaction*, 2 points on a second one, 3 points on a third, etc. The cost resets on each round.

SWITCHEROO

Give one action when you have initiative to another character. After they are done the initiative returns to you. This costs 1 point of *Guile*.

GO NOW!

Pay 1 point of *Guile* to take an action outside of normal order of initiative. You must be able to take an action to use this trick.

ACT

Take an action. Pay as many points of *Guile* as you have dice in the pool of the skill used for this action plus 1 the first time you do it, 2 the second, etc. The cost resets on each round. You can decide to use fewer dice to lower the cost of this trick.

SECOND CHANCE

Pay one point of *Guile* to reroll a failed roll. You are only allowed to use this trick once per action.

BACKSTAB

Use an action to roll *Sneak*, add successes from this roll to the next attack you make. Backstabbed enemy must not be aware of your precise position.

STUDY PREY

Use a reaction when an enemy takes an action to roll *Survey* as a contested test. Critical success nets you *Guile* points. If you used *Study prey* on an enemy, you can use *Guile* points on combat skills used against that enemy.

6

SORCERER

MANA

Mana is the sorcerer's resource representing their affinity to magic. The more mana a sorcerer has in their reservoir, the more powerful they are. Sorcerers schtick is that they know exactly how much mana they have, and can decide how much of it they want to spend when casting spells.

INCREASING MANA POOL

See section Mana on page 9 in chapter Creating a character. Mana pool uses the same rules as health pool, but is based on Will instead of Endurance.

REGAINING LOST MANA

For quickly recovering lost mana in combat use the rules for health, as described in Self-recovery on page 37.

SPELLS

Spells are a sorcerer's way of accessing magic. Whenever a sorcerer wants to cast a spell, they focus their mind and force the primal energies to do their bidding.

SORCERY (FUNDAMENTAL)

Bind primal powers to your will using arcane rituals and spells.

Attribute Cunning

When casting a spell, the sorcerer must spend at least one point of mana and add it to their pool of dice for the *Sorcery* skill. There is no upper limit to how many points of mana can be spent on a single casting.

The more successful a casting, the more powerful the cast spell's effects. Sorcerers can control the amount of power they use, but at the same time must always consider the trade-off between more powerful spell now, or more spells later.

Burning mana A sorcerer may decide to *burn* mana, and instead of rolling dice add a number of successes equal to the amount of spent points. Burnt mana is lost forever.

CULTIST

TOTEMS

A cultist may carry several totems, fetishes, holy items, etc with them. Each such totem helps with casting spells by lending the cultist some of the power of the totem's master. Nothing prevents a cultist from serving multiple masters.

Cultists cannot cast spells without a totem. If they somehow lose all totems in their possession (eg, by burning them, or having them stolen), they immediately lose access to magic until they recreate or otherwise come into possession of a new totem.

Purity is the measured of a totem's potency. Purity does not imply any moral or ethical value and a totem may be a representation of *pure evil*, for example. It is simply a measure of how strong is the totem's connection to the master it represents, be it holy or wicked, blessed or cursed.

CREATING TOTEMS

While totems can be found (and ancient totems created by cults of old are prized treasure), most totems carried or worn by cultists are the cultists' own creations. A totem may be either a crude piece of wood or bone, or intricate work of art; but they all serve the same purpose: to help invoke the totem's master.

Creation To create a new totem a cultist must make a successful *Commune* roll and spend 60 XP; in return, he gets a totem with 1 level of *purity*.

After that, the totem's *purity* can be improved as if it were a skill level (see table Advancement cost on page 26). The cultist may choose to sacrifice a number of already possessed totems to regain the XP spent on them, and immediately use it to improve another totem; eg, two level 2 totems can be combined into one level 3 totem.

Sacrificed totem must have been dedicated either to the same master as the totem being improved, or to a rival master.

Form Almost any object can be a totem; a dagger, a trinket, a mask, a rope. Living creatures cannot be totems.

INVOCATIONS

Invocations are a cultist's way of accessing magic. Every time a cultist wants to use magic, he must commune with the master of his totem and ask the master to manifest their power through the cultist and the totem.

COMMUNE (FUNDAMENTAL)

Bargain with gods, demons, and spirits for access to their powers.

Attribute Awareness

When invoking the master of a totem, the cultist adds the *purity* of a totem to their pool of dice for the *Commune* skill. Several totems of the same master may be used in a single roll, but only the most pure one gives full *purity*, the other totems are only half as effective.

You may only use as many totems as you have levels in the *Commune* skill.

Burning totems A cultist may choose to *burn* a totem, and instead of rolling dice from it use the totem's *purity* as the number of successes. This gives the cultist a surge of power, but at the same time destroys burnt totem.

Part III

Skills

RULES

Skill tests are the universal mechanism used to answer the question “Does this action succeed?” for any action a character takes. Whenever a player character attempts an action with a risk of failure they should roll dice to see what is the outcome of their action.

This chapter describes the rules governing the skill tests, and all their ingredients – dice, pools, successes, and target numbers. Once you read and understand this chapter you will be able to resolve any action in the game.

A dice pool is a set of dice used for a certain roll. A player must create a dice pool whenever the game master (or the game’s rules) calls for a roll. The rules governing how a pool is built are presented in section Pools on page 24.

A success is defined as rolling a 1 or a 2 on a die.

In Ozro, successes rolled on individual dice in a pool are counted, and their total number determines whether the action succeeded or not. The more successes the better.

If the number of individual successes is bigger than the target number for a roll, the action which required the roll succeeds.

Target number is the number of successes required for a test to be successful.

It may be static (eg, when the game master sets the difficulty), or dynamic (eg, if it is determined by an opposed roll). Static target numbers are used for static tests. Dynamic target numbers are used for contested tests. Both kinds of tests are described in section Action resolution on page 24.

Degree of success is the number of successes above the target number.

Static tests usually do not use degrees of success, since they tend to be used when an answer to a simple yes-or-no question is needed. Contested rolls frequently make use of degrees of success. For example in combat, where a sufficient degree of success makes an attack critical.

POOLS

The size of a pool, and the category of dice used, determine how “powerful” the pool is. The more powerful the pool, the bigger the chance of success.

Die category is the number of sides a die has. Dice categories used in Ozro are D6, D8, D10, and D12.

A success is defined as rolling either a 1 or a 2 on a die, so lower categories are better, since they give a better chance of scoring a success.

The dice category used for a roll is determined by the rating of the attribute on which the skill being tested is based. The ratings are presented in table Attribute ratings on page 9.

Number of dice used to build the pool is determined by the level of the skill being tested. For example, a skill of level 5 allows a character to roll 5 dice.

Pool roll example

John Doe rolls a 8D6 pool and gets 4, 2, 1, 3, 5, 2, 6, and 4. He counts 1s and 2s to see how many successes the roll generated. There were three dice which rolled 1 or 2, so the roll nets him 3 successes.

POOL AUGMENTATIONS

The pool can be augmented by equipment or magic. Various pieces of gear and spells can either increase the size of the pool (adding more dice of the category determined by the attribute), or add a specific set of dice to the pool. In the latter case, the number and category of dice added depends on the spell’s or item’s description.

Augmentations from different sources stack. If a magical item increases the size of a dice pool by 2 dice, and a friendly spirit’s magical spell grants a boon further increasing the pool by another 3 dice, the total increase is five dice.

ACTION RESOLUTION

When a character attempts an action that may fail, the GM calls for a skill test. The GM says which skill needs to be tested, and the player who controls the character attempting said action gathers a pool and rolls it.

The player then counts successes on the dice rolled. The number of successes is compared to the target number, and the GM narrates the outcome of the action. The difference between the number of successes and the target number may affect the outcome beyond simple success or failure, as described in section Degree of success on page 25.

STATIC TESTS

A static test is a roll against a set target number determined by the GM. If the number of successes matches or exceeds the target number the test succeeds.

Static tests are common during adventuring eg, when picking locks, breaking down doors, or unlocking treasure chests.

OPPOSED TESTS

An opposed (or contested) test has two sides rolling – one side (active) initiates an action, and the other side tries to oppose it. If the number of successes rolled by the active side matches or exceeds the number of successes rolled by the opposing side, the active side wins.

A common application of opposed test is combat, where one side rolls for an offensive skill and another for a defensive skill, as described in Making an attack on page 39.

A non-combat example of such a roll is sneaking: a party's rogue rolls his *Sneak* pool, and a town's guard, assuming he is actively trying to detect the rogue, rolls his *Survey* pool. If the rogue gets more successes he manages to sneak past the guard. Otherwise, the guard hears some suspicious noise, decides that something's amiss, and goes to investigate.

DEGREE OF SUCCESS

The degree of success or failure is determined by how much the number of successes differs from the target number. If it matches the target number exactly the action succeeds, and nothing special happens. If the numbers differ the GM can use it to influence their ruling on the outcome of the action attempted by the character.

If the number of successes is greater than the target number the GM can decide to give the PC attempting the action additional rewards eg, a merchant not only sells his wares at a bargain, but also gives the PC some gratis item.

If the number of successes is less than the target number the action fails. However, if the number of successes is not just lower, but zero – the roll is a *botch*. A botch is a failure with much worse outcome than a usual one.

EXPERIENCE AND ADVANCEMENT

Player characters earn experience and gather treasure during their adventures. Treasure can be used as-is if it comes in the form of items, or can be sold for coin. Experience can be used to improve the characters' skills and secondary attributes.

EXPERIENCE

The GM awards experience to characters for overcoming obstacles, retrieving treasure, and completing adventures.

Experience (abbreviated XP) is measured in points. Characters have two pools of experience points: **earned** and **spent** experience.

Earned experience represents a character's potential for growth. It is the sum of the recent experiences which the character has not yet processed. Whenever the GM awards experience points, they are added to the *earned XP* pool.

Spent experience represents how experienced the character is. It is the amount of XP points they have spent on gaining and improving skills, and increasing secondary attributes.

When comparing two creatures in the game, you should look at their spent XP values. The more experience a creature has spent, the more powerful and versatile it should be. Spent experience is also represented, in an abstract way, by the creature's level.

EXPERIENCE LEVELS

Character progression is not based on experience levels. However, as an abstract number, levels can be useful for quickly estimating and comparing relative *power level* of different creatures.

Table Experience levels on page 26 shows the relationship between the amount of spent XP and the level of a player character. Second level means the character has spent 600 XP. Each subsequent level requires spending roughly $\frac{1}{6}$ more XP than the previous one.

Higher-level chargen If players want to start playing using characters who are more competent even at the beginning of the game, the Experience levels on page 26 table allows the GM to tell them how much extra XP they can spend.

Table 9.1: Experience levels

LEVEL	XP TO NEXT	TOTAL SPENT XP
1	0 XP	0 XP
2	600 XP	600 XP
3	700 XP	1300 XP
4	820 XP	2120 XP
5	950 XP	3070 XP
6	1110 XP	4180 XP
7	1300 XP	5480 XP
8	1510 XP	6990 XP
9	1760 XP	8750 XP

Table 9.2: Advancement cost

LEVEL	LEVEL COST	TOTAL COST
1	60 XP	60 XP
2	120 XP	180 XP
3	180 XP	360 XP
4	240 XP	600 XP
5	300 XP	900 XP
6	360 XP	1260 XP

ADVANCEMENT

Characters grow more powerful by spending experience. There are several avenues of advancement. A character can:

- improve an existing skill, or learn a new one
- increase a secondary attribute
- take the second archetype (see page 19)

All of the above choices require spending a certain amount of experience.

SKILL ADVANCEMENT

Learning a new skill means buying the first level, and improving it means buying additional levels.

Improving or learning a skill costs 60 XP times the desired level. See table Advancement cost on page 26. The cost is the same for common and combat skills.

COMBAT SKILLS

OFFENSE

MELEE

Engage in close-quarters combat using bladed, blunt, and other weapons; or use your body as a weapon.

Attribute Strength

There are several categories of melee weapons:

- | | |
|-----------|------------|
| 1. Axe | 4. Polearm |
| 2. Hammer | 5. Sword |
| 3. Knife | 6. Unarmed |

Whenever you buy another level in the melee family of skills it must be related to one particular category of a weapon eg, *Melee (Axe)*. See table Melee weapons on page 50 for an overview of available weapons.

UNARMED MELEE

Punch, kick, bite, and use every trick you can to hurt your enemies. See Damage on page 39 for rules describing damage and capabilities of unarmed attacks, as they differ slightly from attacks made with regular weapons.

See Brass knuckles on page 49 for a weapon increasing the effectiveness of unarmed attacks.

RANGED

Fight using projectile weapons.

Attribute Coordination

There are two categories of ranged weapons:

- | | |
|-------------|--------|
| 1. Bow | 3. Gun |
| 2. Crossbow | |

Whenever you buy another level in the ranged family of skills it must be related to one particular category of a weapon eg, *Ranged (Bow)*. See table Ranged weapons on page 50 for an overview of available weapons.

DEFENSE

ARMOUR HANDLING

Know how to use armour most effectively.

Attribute Endurance

Even best armour does not do much by itself. Proper armour handling is essential to get good passive protection in combat.

Their level in *Armour handling* determines the maximum number of dice a character gains from worn armour for passive defense. Nothing prevents them from buying and wearing expensive armour, but they will not be able to fully utilise the protection it offers until they learn how to use it.

Passive defense It does not require spending an action on your turn in combat, but forces you to rely on your character's endurance and armour. It is cheaper, but can be more dangerous unless your character is wearing good armour. See also Passive defense on page 40.

SHIELDS

Use shield fighting techniques to protect yourself and your allies, and hinder your enemies.

Attribute Coordination

Shields not only provide passive and active defense bonuses, but also allow grant access to additional techniques such as shield wall or retaliation.

DODGE

Avoid damage by not being hit.

Attribute Coordination

Even the best armour does not protect against everything. While dodging requires engaging in active defense, it allows avoiding more types of damage than simply toughing it out.

Active defense It requires spending an action, but is more versatile than relying only on armour. Dodging makes it possible to avoid some kinds of magical damage, or a dragon's breath, which would be critical or fatal if faced directly. See also Active defense on page 40.

COMMON SKILLS

CRAFT

ALCHEMY

Prepare potions, salves, and medicaments.

Attribute Dexterity, Cunning

Alchemy allows crafting products described in chapter Alchemy on page 54. The difficulty of production is related to the price and potency of each product. In general, 1 success is required for each shilling of price of the end product.

Synergies When rolling alchemy, you can add $\frac{1}{6}$ of your level in • Lore (Folk) • Survival • Cooking. These bonuses *cannot* exceed $\frac{1}{4}$ of your level in alchemy. You must have at least one level in alchemy to benefit from these synergies.

BLACKSMITHING

Make and repair weapons, armour, and other gear.

Attribute Dexterity, Strength

Repair Most items have a durability rating. The difficulty of repairing a piece of equipment is related to the extent of damage it sustained.

Base difficulty is 1 success. Repairing equipment with less than $\frac{1}{2}$ durability requires 2 successes; less than $\frac{1}{3}$ requires 3 successes; less than $\frac{1}{4}$ requires 4 successes; etc.

Create Creating an item requires materials, tools, and access to a smithy. Difficulty is set 1 success per every shilling of price of the end product (not counting taxes, seals, etc).

COOKING

Prepare food.

Attribute Dexterity, Awareness

Cooking allows turning raw ingredients into travel rations, nourishing meals, or gourmet dishes. Most useful in the wild when the adventurers must hunt, forage, and prepare the food themselves.

FIRST AID

Quickly help wounded creatures.

Attribute Awareness

Base difficulty is 1 success. Aiding creatures with less than $\frac{1}{2}$ health requires 2 successes; less than $\frac{1}{3}$ requires 3 successes; less than $\frac{1}{4}$ requires 4 successes; etc.

Successful test allows the helped creature to spend any number of *Health dice*, to recover lost health. If the creature does not have any *Health dice* left then first aid cannot be used to help it.

Kit Using a first aid kit (Kits on page 46) makes rolls easier. When helping a downed (see Death on page 38) creature, a trauma kit is more useful.

MEDICINE

Cure illnesses, perform surgery, set broken bones, etc.

Attribute Cunning, Dexterity

In contrast with *First aid*, *Medicine* always requires time and tools. It does not, however, require beating a quickly increasing difficulty.

Diseases and damage to the body have a set difficulty to beat, and healing them is a medium to long term process. The required successes can be accumulated over several days or weeks of regular treatment by a doctor.

Healing process Each case (eg, a disease, a broken bone) has four main traits: an effect, a period, severity, and resistance.

Effects There are two kinds of effects: ongoing – which affect the player character after incubation and before terminal period; and final – which manifests after the terminal period. Undergoing moderately successful treatment *may* alleviate the ongoing symptoms, but only fully successful one will prevent the final (harmful) effect. The ongoing effect can be benign, and the final effect can be death; or any other combination.

Periods There are two kinds of periods: incubation – the time between infection and first symptoms appearing; and terminal – the time between first symptoms appearing and the final effect manifesting. Both of these periods may be long, but they may also be immediate.

Severity Severity is the number of successes it takes to completely treat the disease ie, how many successes must be accumulated over the course of treatment on the *Medicine* tests. This must be beaten *before* the

terminal period, or the patient suffers the final effect of the disease.

Resistance Resistance is the minimum difficulty to advance treatment. If the *Medicine* test has fewer successes, the treatment does not progress, but the state of the patient does not deteriorate; a failure halves the number of already accumulated successes.

NAVIGATE

Find your way through forest, open water, desert, grassland, or labyrinthine structures; and know how to use a map.

Attribute Cunning

Successful navigation can reduce travel times, or let the character find a path through unknown areas.

The difficulty is set by the GM depending on the difficulty of the environment and route. Assuming unknown areas and regions, navigating a town is usually difficulty 1; a big city 2; a vast grassland, savannah, sea, or open ocean 3; an old-growth forest, a jungle, or mountains 4; an underground cavern or labyrinth a 5.

SAIL

Work and steer a boat, a raft, a ship, and other waterborne vehicles.

Attribute Strength, Coordination

The difficulty is usually set by the GM. However, the GM may also assign a "calmness" pool to the weather and water on which the party travels, and use that to make contested tests versus *Sail*.

LORE

LORE (FOLK)

Recall legends, myths, traditions, and taboos.

Attribute Cunning

Folklore contains valuable information mashed with rumour and falsehood. It can be useful to aid *Survey*, *Grace*, *Guile*, etc when gathering information from locals; or *Survival* when dealing with local nature.

LORE (UNDERGROUND)

Know about underground creatures and hazards.

Attribute Cunning

Helps with detecting hazards specific to underground environments; navigating tunnels and caverns; dealing with undergrounds creatures. Can aid with *Navigation*, *Survival*, *Spot*, and *Sneak* when underground.

SOCIAL SKILLS

The basic function of social skills is influencing non-player characters; if only considered from this angle *Grace* does not really differ from *Intimidate*. The difference lies with

Table 11.1: Language proficiency

level	language proficiency
0	completely incomprehensible
1	hidden rolls for every conversation
2	open rolls for every conversation
3	open rolls for conversations about difficult topics; social skills become possible, but require both a successful <i>Foreign language</i> roll and a roll for the skill at half-pool
6	no rolls for conversation; social skills available without penalty, but still require a successful <i>Foreign language</i> roll
9	social skills available without an extra <i>Foreign language</i> roll

what is *appropriate* and what is not, and the interplay between various social skills.

Straightforward intimidation will probably not be enough to convince the secretary to get the player characters an audience with the local lord, but graceful petition "enhanced" with a credible threat may work better. Haggling with an old merchant may be a futile exercise, but maybe he can be made more sympathetic by a short talk about the disastrous fiscal policies of town officials. Characters skilled in different ways of social interaction can work together to "soften" targets, and aid each other with negotiations.

Exploiting such synergies requires spending more than one action: first to soften the target with one skill (eg, *Intimidate* to threaten the secretary; *Rhetoric* to engage the merchant in conversation), and the second to actually deliver the message (eg, *Grace* to get an audience; *Haggle* to get better price). The two rolls are contested, and the difference in success counts of the first one affects the second roll – carrying over as a bonus or a penalty.

FOREIGN LANGUAGE

Speak a foreign language.

Attribute Cunning

All characters are assumed to possess 9th level in both their native language, *and* in the common language purposes of talking with others who come from their area; and 5th level for conversing with "strangers" who also speak common.

Write down *Foreign language (common)* at 5th level on your character sheet when creating a new character, counting as if you had two sources of proficiency in it. You can spend more sources of proficiency on the common language if your race, archetype, or profession allows it.

This skill only allows you to speak the language. For reading and writing see Literacy on page 30.

GRACE

Use proper etiquette and protocol, avoid faux pas.

Attribute Awareness

GUILE

Deceive, trick, and lie.

Table 11.2: Literacy

level	proficiency
0	illiterate
1	hidden rolls for interaction with text
2	open rolls for interaction with text
3	open rolls for official text (ie, when proper spelling, punctuation, etc matter)
6	no rolls necessary

Attribute Cunning

HAGGLE

Try to get a better price for you wares and services.

Attribute Cunning

LITERACY

Be able to read and write.

Attribute Cunning, Dexterity

Being literate allows you to read and write, not only speak a language. Literacy is not strictly required to play a successful character, but will make the character's life easier; and in case of *Sorcerer* and *Cultist* characters is necessary for study and keeping of sorcerous grimoires and holy books.

See also Foreign language on page 29. If you have fewer than 3 levels in both skills, two successful rolls are necessary for every interaction with text. Using written word is treated as having a conversation.

RHETORIC

Rally, persuade, and sway judgement of individuals and groups.

Attribute Will

INTIMIDATE

Get your way through threats of, physical or not, violence.

Attribute Strength

UTILITY

Skills of general usefulness against the challenges presented by the game world, mostly tested against static difficulties set by the GM. When the skills are used against non-player characters, or elements of the game world that have agency, the GM will still ask for a contested test.

ANIMAL CARE

Know how to care for animals.

Attribute Awareness

Keep you riding horse, beasts of burden, and livestock in good condition. Aids *Medicine* and *First aid* when helping animals.

ANIMAL CONTROL

Know how to train and control animals.

Attribute Will

Influence, calm, and direct animals. Make them obey your commands, or back down from attack.

When an animal is hostile, scared or uncooperative, *Animal control* is a contested test with the animal's *Focus*. When issuing a command to a trained animal, a single success is required.

APPRAISE

Determine reasonable price for items.

Attribute Cunning, Awareness

Assessment When looking at an item the difficulty is static and *only known to the GM*. The test is then hidden, and the player does not know how well they assessed the value of an item.

When talking to a merchant the *Appraise* test is contested with the merchant's *Guile* and the test is rolled in the open. However, what the merchant believes about the item and what is true may differ.

CLIMB

Climb walls, mountains, flag poles, etc.

Attribute Strength, Endurance

Base difficulty is 1 success, but the GM can adjust it any time.

TRAPS

Deactivate or set traps.

Attribute Dexterity, Cunning

Difficulty of setting or disabling a trap depends on the intricacy, power, and design of each individual contraption. Base difficulty for disabling a trap is 3.

DRIVE

Drive carriages, wagons, etc.

Attribute Awareness, Coordination

Base difficulty for driving tests is 1. For narrow, slippery, dark, or otherwise dangerous roads the difficulty increases to 2 or 3, but the GM may adjust it further.

This skill also includes knowing how to harness the draft animals, maintain the vehicle, and basic knowledge about repairs.

See Vehicles on page 47.

FOCUS

Gather your fougts to avoid distractions or influence.

Attribute Will

Most commonly used for resisting others' influence on the player character's mind in contested tests, magical effects, panic, etc.

Sorcerers and Cultists use *Focus* to avoid losing their medium-term duration spells.

HIDE

Avoid being seen, or prevent objects from being found.

Attribute Cunning

Roll to hide yourself, other creatures, or objects. When someone wants to find what you have hidden they must get at least as many successes on their *Search* test. The GM may want *Hide* to be a hidden test.

HORSERIDING

Ride a horse or other mount.

Attribute Coordination, Endurance

Rolling for *Horseriding* is usually only done when in pursuit of someone, performing acrobatics, engaging in mounted charge, etc. In normal circumstances, testing if a player character is able to get from point A to point B on horseback is not needed.

Bareback riding Riding without the support of a saddle (see Tools on page 46) gives a half-pool penalty to any horseriding roll.

LOCKPICKING

Open doors, chests, gates, etc.

Attribute Dexterity

Successful test allows a player character to open a lock.

Failure may imply that the lock pick used was bent and is no longer useful. Complete failure (ie, zero successes) indicates not only that the tool is broken, but that it jammed the lock – making further attempts at picking it much more difficult, if not outright impossible, and left obvious signs of tampering.

Tool Picking locks requires the character to have a lock pick at hand. See Tools on page 46.

SEARCH

Methodically search through an area, a document, a room, etc.

Attribute Cunning

SNEAK

Move undetected.

Attribute Coordination

SURVEY

Use your perceptiveness to spot irregularities or interesting features, gather information, look around, get lay of the land, etc.

Attribute Awareness

Apart from being the general information-gathering skill, *Survey* is also used in contested rolls versus *Sneak* and *Hide* (to immediately spot a hiding creature or a hidden object).

SURVIVAL

Know where to find water, which plants are safe to eat, how to build a shelter, make a fire, etc.

Attribute Cunning

SWIM

Avoid drowning.

Attribute Endurance

The difficulty is mostly determined by distance to be covered. However, look at Sail on page 29 for an alternative idea about setting difficulty.

USE ROPE

Tie and untie knots, bind captured creatures, etc.

Attribute Dexterity

Part IV
Combat

STRUCTURE

High-level overview of what combat looks like. Describes a whole combat encounter, but does not explain the rules governing a single turn or action; these are presented in chapter Skirmish on page 39.

ROUNDS AND TURNS

Combat is divided into round, and each round is divided into turns. Every combatant takes a turn during every round, unless they are incapacitated (see Conditions on page 40).

There are usually two sides in each combat encounter, who are fighting against each other. A combat encounter is finished when all combatants on one side are no longer engaged in the fight - because they are dead, incapacitated, gave up, have run from the battle, etc.

ROUNDS

Each round, every combatant takes a turn; unless they are dead, incapacitated, or otherwise unable to take any actions. A round is also a bookkeeping unit for the GM.

Beginning Before the round begins, the GM should quickly set the scene to remind the players of what exactly is the situation, and introduce any new actors and dangers.

At the beginning of a round, the GM announces the end of all effects which have expired. See Duration of effects on page 34.

Middle Then an order is established, as described in Turn order on page 33, and combatants execute their actions.

End Finally, just before the round ends, the GM does the bookkeeping:

1. note downed player characters (see Trauma and death on page 38)
2. pronounce dead player characters (ditto)
3. reduce counters on ongoing effects which have not yet expired (see Duration of effects on page 34)

One of the more important things is that downed characters who did not get help die *at the end of a round*, and not on their turn. Downed characters do not get a turn since they are incapacitated, but the *Dead* effect

still has to apply at some point. That point is the end of the round. This also gets the other characters in the party the most time to help downed characters.

If both sides have at least one combatant still standing a new round begins.

TURNS

Creatures, both player and non-player characters, execute most of their actions on their turns. See A turn on page 36 for a full explanation.

TURN ORDER

At the beginning of each round, after the GM has set the scene, every player and non-player character declares their first action and rolls for it. The GM declares the actions of non-player characters, and then the players declare the actions of their characters.

The difficulty is 0 in this case, and the degree of success determines who goes first - from highest to lowest. Ties are broken by comparing:

1. skill levels: higher wins
2. rating of the attribute related to skill used: higher wins
3. percentage of health left: creature in better condition wins
4. levels: creature of higher level wins
5. spent XP: more experience creature wins
6. who controls the creature: players win over the GM

Defense When a creature's action is being declared, the player controlling that creature can also declare that he's spending their *Reaction* or *Action* to engage in *Active defense* (see page 40).

Declaring that a creature actively defends itself *must* be done during the beginning of the round, or the creature is assumed to be only passively defending. Of course, a table is free to reverse the rule if most creatures usually actively defend themselves and *not* using active defense is the exceptional situation.

Waiting If a player decides that their character "waits" that means they will act last in the round, *after* even the downed characters. That means you can not help an ally who is nearly dead when waiting.

AREAS OF EFFECT

Some actions affect a single creature, some actions affect all creatures inside an area:

1. circle
2. ring (circle with a hole inside)
3. sphere
4. bubble (sphere with an empty space inside)
5. line
6. wall

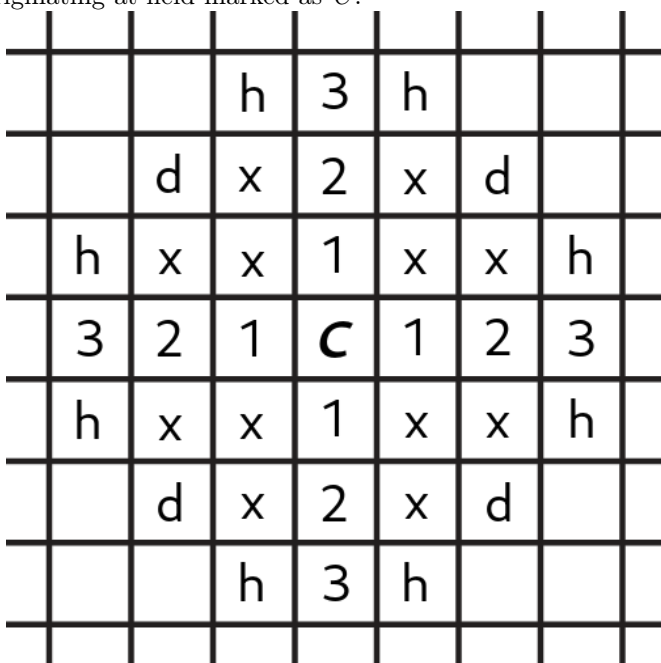
Point of origin All areas of effect originate in a centre of a field. The point of origin is never located in a corner of a field, on the point where the invisible lines separating the fields intersect, or between the fields.

CIRCLE AND SPHERE

The whole area of a circle and a sphere is affected, *including* the point of origin.

Hex grid On a hex grid drawing circles and spheres is trivial. Radius of 1 field covers area one field away from its origin point, radius 2 covers an area two fields away, etc.

Square grid On a square grid drawing a circle is cumbersome and ambiguous, so the game approximates. Below you find a picture of a "circle" with radius of 3 fields originating at field marked as *C*:



To reproduce the circle for any radius *r*:

1. find the origin point
2. mark *r* fields north, east, south, and west from the origin (1, 2, 3)
3. mark one field to the left and right of northern- and southernmost fields you marked in step 2. (h)

4. mark one field above and below the eastern- and westernmost fields you marked in step 2. (h)
5. connect the fields marked as (h) diagonally (d)
6. mark any field inside the area (x)

The above process will produce an imperfect approximation of a circle (the bigger the radius, the less circly the result), but it is quick to draw.

RING AND BUBBLE

Rings and bubbles differ from circles and spheres in that there is a smaller, unaffected area inside them.

Instead of just one radius (like a circle), a ring and a bubble have two radii: a bigger one specifying the affected area, and a smaller one specifying the inner, unaffected area.

LINE AND WALL

Drawing line or a wall is simple. To determine how far it can go use the rules described in Movement on page 36. Both a line and a wall go through the middle of any field they cross, not near the borders of the field. They fully span both the first and last field.

Line A line can go on ground, in the air, underwater, etc. It has length, and its diameter is in most cases (eg, if casting a lightning spell) not really relevant. You should assume the line *is* visible unless stated otherwise.

Wall A wall can go on ground, in the air, underwater, etc. It has length, thickness, and height. You should assume the wall *is* visible unless stated otherwise.

DURATION OF EFFECTS

Some effects are immediate (eg, damage from a weapon attack, getting healed) and some are ongoing (eg, damage from being on fire, protection from magical shield). Most ongoing effects persist only for a certain duration:

1. number of rounds
2. until next turn
3. half-life

NUMBER OF ROUNDS

The effect begins immediately, and expires when the counter of rounds for which it holds reaches zero.

The counter is set immediately after the effect begins. At the end of the round (see End on page 33), it is decreased. It does not matter if the creature which created the effect acted first or last in the first round of the effect's lifetime - the counter is decreased.

If the counter reached zero, the effect ends at the beginning of the next round; or at the end of combat if no more rounds are to be played. This means that, for example, if a creature was "on fire" and the "on fire" effect caused its death, and the death occurred on the same round when

the effect's counter reached zero, the creature is still "on fire" when it dies, because the effect ends at the beginning of the next round and not at the end of the current one.

To simplify: when the counter reaches zero the effect still holds, but is considered to be *expired* and will be removed at the beginning of the next round.

UNTIL NEXT TURN

The effect begins immediately, and expires just before the affected creature's next turn.

However, the effect must hold for at least one full turn. This means that if the effect started *after* the creature's turn has already passed, it will hold through its next turn, and expire before the one after that.

HALF-LIFE

The effect begins immediately, and expires when its potency reaches zero.

The potency is established before the effect begins, and is reduced by half at the end of each round (at the same time when number-of-rounds, see page 34, counters are reduced). If the division produces a fraction, the number is rounded up.

The effect expires when its potency reaches zero.

A TURN

On their turn each combatant can move, take three actions, and make a reaction.

Perhaps counterintuitively, a combatant cannot die on their turn.

ACTIONS

Everything except quick, effortless things is an action. In mechanical terms and to reduce ambiguity: if something requires you to roll dice you need to take an action to do it.

Examples of things usually not requiring an action:

1. speaking a short sentence
2. waving your hand
3. dropping something you hold in your hand

Examples of things requiring an action:

1. using a skill (see page 24)
2. making an attack (see Skirmish on page 39)
3. recovering some health (see Self-recovery on page 37)
4. casting a spell
5. using an item
6. explaining something
7. lighting a torch

REACTIONS

The reaction can be made at any moment during a round, but there is a twofold restriction placed on reactions: what can be done as a reaction, and what triggers a reaction.

If a skill, a talent, a spell, etc can be used as a reaction it will be explicitly noted in its description. The triggers will also be explained as part of that skill's, talent's, etc description.

BORROWING ACTIONS

An action can be borrowed from the next turn. What this means is that a creature can decide to take *four* actions instead of three in this round, but will only be able to take *one* action on its next turn.

If on that next turn a creature borrows an action again, it will be exhausted the following turn it will be unable to take *any* actions.

A creature must be able to take an action on its turn to borrow an action. It means that if the creature is unable to take actions for any reason, it cannot borrow an action to somehow become able to take actions.

MOVEMENT

Rules describing movement in combat:

1. walking
2. single step
3. creeping
4. running
5. charging

Distance is counted in *fields*. Every creature has *speed* which is a value telling how many fields it can cover in a single movement. A field on a battle map is a square or a hexagon; in both cases the diameter of the field is 3 feet or 1 metre.

Diagonal movement on a square grid If a creature wants to move diagonally on a square grid every second field covered counts as two fields. First diagonal step costs one field, second two fields, third one field again, etc.

WALKING

The default movement, allowing a creature to cover the amount of fields equal to its speed.

If the creature's speed is reduced by any environmental factor (eg, slippery floor, uneven terrain, debris or overgrowth covering the ground) walking allows to cover fewer fields, and may put the creature in danger or require it to roll a skill to actually move.

Walking beside enemies allows them to attack the creature as a reaction.

SINGLE STEP

Taking a single step as its whole movement allows the creature to step away from enemies without provoking reaction attacks.

It also allows the creature to move in difficult environment without rolling any skills (eg, when climbing), but only if it possesses the necessary skills.

CREEPING

A creature can willingly halve its speed, and slowly creep instead of walking.

This allows it to avoid rolling any skills in difficult environments if it possesses the necessary skills. It also makes reaction attacks more difficult, increasing the moving creature's defense pool against them by half.

RUNNING

A creature can spend at most two actions to extend its movement range by its speed; doubling its range by spending one, and tripling it by spending two actions.

If a running creature passes an enemy who can make a reaction, the enemy is allowed to make a reaction attack without actually spending the reaction.

CHARGING

While other movement modes allow moving *at most* a number of fields, the charge requires covering *at least* a specific number. A creature can spend at most two actions to charge (each action extending its movement range by its basic speed), and for every distance equal to its basic *speed* it has covered, it increases its attack pool by half the pool's initial size.

For example, a creature with an attack pool of 6 dice and basic speed of 6 fields decides to charge. It spends an action to charge, moves six fields, and attacks using nine dice instead of six; if it moved twelve fields, it could attack using twelve dice.

The regular, free movement can be used to extend the distance covered. The creature from the example above could spend its regular movement, and then spend two actions to charge, and if it was able to cover three times its basic speed it would attack using fifteen dice instead of six.

However, it would also be far away from the rest of its party by itself, so charging alone may not always be a wise course of action. Charging is most powerful when at least two creatures do it together.

HEALING

Characters can regain lost health during combat in several ways. Recovering from long-term injuries requires time and rest in a calm environment (see *Medicine* on page 28), but quickly getting back on one's feet for just a little longer can be done in the midst of a battle.

SELF-RECOVERY

A creature may take an action to take a deep breath and try to shake off some of the damage it took. This is contingent on it having *Health dice* (as described in *Health* on page 9), and if a creature has spent all of its dice it will not be able to recover.

When trying to recover, take all the health dice your character currently has and roll them, as if you were

rolling a skill. Base difficulty is 1 success. If your character has less than $\frac{1}{2}$ health the difficulty becomes 2 successes; less than $\frac{1}{3}$ it becomes 3 successes; etc, exactly as if you were rolling for *First aid* (see page 28).

The number of successes you get is the number of health dice you *can*, but do not *have to*, spend; you can spend fewer dice if you want.

Then, take the number of dice you have chosen to spend and roll them again, but this time take the sum of the values instead of counting successes. The sum is the amount of health you recover. Subtract the number of dice you spent from the number of dice in your current health pool.

Every subsequent roll is more difficult because your character has fewer health dice in their pool. Your character usually has a chance to recover by themselves, but it becomes more and more difficult, as they become more and more exhausted by the wounds and injuries they sustained.

FIRST AID

The rules for the first aid skill are provided in page 28. What is important in the context of this chapter, though, is the difference between self-recovery and first aid. They both rely on health dice, but recovering with first aid is easier and more reliable; especially as the combat drags on and the characters get more exhausted.

The difficulty of self-recovery increases very fast, and depends on two variables: how many dice a creature has in its health pool, and how much damage it took. This means that while self-recovery is easy when combat begins, a single heavy blow may become irrecoverable in a few rounds in.

In contrast, first aid's difficulty only depends on the relative amount of health a creature has left; the number of dice rolled in this case stays constant and only relies on skill level (and a creature can apply first aid to itself).

MAGICAL HEALING

Magical healing does not depend on health dice, as the energy fuelling the recovery comes from outside of the creature being healed.

The advantage it has over self-recovery and first aid is that it works regardless of the target creature's condition, and does not require any tools or kit. It can be impeded, though, by counter-spells from hostile sorcerers and cultists, a curse, an amulet protecting from magic worn by the creature, magical resistance, etc what makes it not completely reliable.

ALCHEMICAL STIMULANTS

Potions to drink, salves to spread, powders to snort, and leaves and crystals to smoke. All of those can be, and are, used on the battlefield to either heal combatants, or give them a kick to keep going despite their physical condition. A list of such items is presented in *Alchemy* on page 54, but they are usually of unclear legal status.

The upside to using alchemical stimulants is that they are quick and reliable, and do not depend on skill level or the state the creature is in. They deliver either an effect that always has the same potency, or at least uses a constant number of dice that is known beforehand.

The downside The user may develop *tolerance* to them, which decreases their potency. A period of abstinence is required to make the user's body "forget" the substance, and make it effective again.

TRAUMA AND DEATH

What effects does damage have on a creature?

SHOCK

When a creature gets below $\frac{1}{6}$ its health, it becomes *shocked*. The shock may cause the creature to panic, rage, or suffer other detrimental effects. In any case, the creature becomes defensive and suffers the penalty of half the pool when trying any offensive action; defensive actions are unhindered.

Successful roll of *Focus* with difficulty 6 allows the creature to control itself. The roll must be repeated at the beginning of every round when the creature is in shock.

Recovery If the creature is brought above $\frac{1}{6}$ its health by any means it leaves the state of shock at the end of the round.

DEATH

When a player character's health is reduced to zero he becomes *downed*, at the end of the round a counter with the value 3 is set for the character. At the end of the following rounds the counter is reduced by one.

When the counter reaches zero the character dies, and is pronounced dead by the GM. From the point of death the character is lost; the player is encouraged to create a new one.

Recovery If a *downed* character receives help (first aid, medical attention, or magical healing), and recovers any amount of health he is no longer *downed* but will be in the state of shock until the beginning of the next round.

All character's brought back from the death's door suffer *Trauma*. The effects can be mental or physical, and the character can accumulate several different traumas.

TRAUMA

Loss of skill levels? Permanent health or mana loss? Reduced attribute ratings? Selective amnesia?

SKIRMISH

OFFENSE

MAKING AN ATTACK

Making an attack means using one of the skills described in section Offense on page 27, with an appropriate weapon. The degree of success determines how well executed the attack was.

The target of the attack then tries to defend themselves using one of the skills described in section Defense on page 27. Again, the degree of success determines the effectiveness of the defensive manoeuvre.

An attack connects when the the attacker gets at least as many successes as the defender. The *difference* in the number of successes between the attacker and the defender is what is important. The more the difference favours the attacker, the more devastating the attack.

As the characters' skill in combat improves they become more efficient in dispatching weaker enemies, and more secure against such enemies' attacks. However, no creature is ever fully secure. The defense is not a static number and there is always a possibility of rolling zero successes.

In a fight against opponents of comparable power the stakes get progressively higher as the characters' power increases. That is because the floor of the degree of successes stays constant (anyone, no matter their skill level, can roll zero successes), but the ceiling grows ever higher.

On lower levels, the risk is low; as even if the defender rolls poorly, the attacker cannot get a high number of successes anyway. On higher levels there is the danger of an opponent rolling particularly well, which means they land a devastating strike if the defender got only a few successes. The situation is especially dire for the defender if the attacker crosses the threshold of a *critical hit*.

DAMAGE

Different weapons (see chapter Weapons on page 48 for an inventory of offensive equipment) have different traits, but all have one thing in common - they allow your character to deal damage.

When your attack connects, you roll dice to see how much damage you inflict on your opponent.

Damage from unarmed attacks depends on your *Strength* rating. Use D6 if it is *perfect* or *good*, and D4

if *mediocre*; in both cases, unarmed critical hits deal D6 damage per critical die.

A *poor* rating does not allow you to inflict any base damage - all your hits must be critical to affect the target in any way, and then they only deal D4 damage per die.

See Brass knuckles on page 49 for a weapon increasing the effectiveness of unarmed attacks.

CRITICAL HITS

A critical hit occurs when the attacker gets *at least three successes more* than the defender. The difference in the degrees of success between the attacker and the defender becomes a number of *critical dice* the attacker can spend on the critical hit to make it much more dangerous than a regular one.

Inflicting severe damage is the basic effect of a critical hit. For every critical die you spend you inflict one more die of damage to the opponent you hit, usually an extra D8.

This means that what is more important is the *skill*, not the *equipment*, of a combatant; at least after reaching a certain level of competence. Bigger weapons deal more damage on regular hits and this provides a slight advantage, but a well-struck critical hit can reduce that advantage to nil in a single action.

A precise push with a dagger can be as lethal as a strong slash with a two-handed sword.

Putting status effects on the opponent is another way of capitalising on a critical hit. The more critical dice you can spend on the status effect the stronger it will be; this can be particularly potent when used with the Warrior's ability to store and release critical dice at will. The list and descriptions of status effects start on page 40.

Armour damage reduces its durability (see page 41). Spending one critical die on armour damage allows you to decrease the protection it grants to its wearer, and damaging the armour enough will make future attacks easier.

Unarmed attacks cannot inflict armour damage.

DEFENSE

As mentioned in Making an attack on page 39, when a creature is attacked it can make a defensive roll. There

are two modes of defense - passive and active.

Passive defense can be enough when going against weaker opponents, or the only way if you have many enemies to fight; or when you just want to focus solely on offense and finishing the enemy as fast as you can. See page 40 for rules of passive defense.

Active defense is more versatile, but also reduces your offensive capabilities, as it forces you to spend conscious effort on and paying attention to defending yourself. See page 40 for rules of active defense.

Armour restrictions There are no restrictions on what kind of armour your character can wear. You can play a rogue in full plate armour, a sorcerer in chain mail, or a warrior in studded leather. The only thing that determines if a piece of armour is useful for a character is that character's *Endurance* (weaker characters cannot wear heavy armour), and their set of skills; wearing plate without learning proper armour handling is just a fashion choice.

Armour damage You can *spend* the armour's durability (see Durability of gear on page 41) to reduce an attack's degree of success. One point of durability pays for one success less. A defender can use this even on non-critical hits, and reduce hits that would otherwise connect to misses by spending one more point of durability than the total degree of success of the attacker.

PASSIVE DEFENSE

Relies on armour, and the Armour handling skill (page 27). When defending, roll Armour handling; the degree of success is your defense against the attack you are trying to mitigate.

Passive defense does not require spending an action or a reaction. The armour your character is wearing protects them at all times. See chapter Armour on page 52 for an inventory of protective equipment.

Of course, the effectiveness of this protection depends on how skilled in utilising the armour your character is. This is where the armour handling comes into play.

Size of the defense pool depends on two factors: your armour, and your skill level in armour handling. It is the smaller of these two numbers.

If you are skilled in armour handling, but only have crappy armour you are at a disadvantage; similarly, even the most expensive armour can not help you if you do not know how to use it properly. Sometimes you find a an incredible deal on a back-alley black market, and it does not make sense to pass it up, even if you are not yet fully able to appreciate the piece of armour.

ACTIVE DEFENSE

Relies on the Dodge skill (page 27), with armour providing additional protection. When defending, roll both Dodge and Armour handling; the combined degree of success is your defense against the attack you are trying to mitigate.

Engaging in active defense must be declared at the beginning of each round (see Rounds on page 33), and *costs an action*. Improved defense comes at the cost of reduced offensive capability, and the choice of one against the other is given to the players at the beginning of every round.

Size of the defense pool depends on three factors: your skill level in dodging, your armour, and your skill level in armour handling. It is a sum of your passive defense pool, and your dodge pool.

If your character's attribute ratings for *Endurance* (the leading attribute of *Armour handling*) and *Coordination* (the leading attribute of *Dodge*) are different, the pool you roll for active defense will be composed of two categories of dice.

CONDITIONS

Conditions hinder a creature's combat abilities. All effects are applied by spending critical dice on them, and the more dice are spent the more potent and harder to resist the effect is.

Resistance The affected creature can try to resist the status effect; the difficulty of resisting is the number of successes spent on the effect.

Resisting is done by rolling the strongest skill associated with the resistance attribute of the status effect. For example, to resist being disarmed you can roll *Shields* or *Sail*, because both of these skills are associated with *Coordination*.

Duration If an effect has a duration then the duration is expressed as Number of rounds (see page 34) equal to the number of successes spent on the effect.

DISARMED

Resistance Coordination, Endurance
A weapon falls from a creature's hand.

DISORIENTED, CONFUSED

Resistance Will, Awareness
The creature acts last, can only take two actions, and can't take reactions.

FRIGHTENED

Resistance Will, Cunning
The creature's offensive pools are halved, and it is vulnerable to panic and taunting (see page 41).

KNOCKED DOWN

Resistance Strength, Coordination
The creature lies on the ground, is vulnerable to melee attacks, and cannot move. Standing up requires spending a move.

KNOCKED OUT

Resistance Endurance, Will
The creature is unconscious.

PANICKED**Resistance** Will, Awareness

The creature tries to escape the dangerous area as fast as it can.

STUNNED**Resistance** Will, Endurance

The creature is unable to take actions or reactions.

DURABILITY OF GEAR

Wear and tear takes toll on both the tool and the user. Loss of durability affects weapons and armour, same as loss of health affects player characters and other creatures.

ARMOUR

When a creature is hit, it can sacrifice its armour's durability to reduce attacker's degree of success; one point of spent durability reduces the success count by one. The success count *can* be reduced to zero.

If the attack's success count is reduced to zero by spending durability the defender does not suffer any physical damage from the weapon, but the attack is still considered to have connected and any effects triggered on a successful hit are still applied (eg, fire damage from a flaming weapon, or magical damage from a cursed one).

Loss of durability affects the armour's defense rating. When it gets reduced to less than half, the defense rating is also halved; when it gets reduced to less than $\frac{1}{3}$ the defense rating is reduced to one third its original value; etc. When durability reaches zero the armour is destroyed, and cannot be repaired. It becomes scrap metal, leather straps, etc and its value is similarly reduced.

WEAPON

Sacrifice weapons's durability to increase your attack's degree of success; one point of spent durability increases the success count by one.

Loss of durability affects the weapons's effectiveness. If your weapon's durability gets below $\frac{1}{2}$ you can only use half of your attack pool; if it gets below $\frac{1}{3}$ you can only use one third, etc. When durability reaches zero the weapon is destroyed, and cannot be repaired.

Weapons below $\frac{1}{3}$ durability lose their special traits. Blunt weapons no longer ignore armour; slashing weapons no longer have a higher chance of critical hits; piercing weapons do not grant extra dice on critical hits.

TACTICS

Describe tactics that have defined mechanical rules.

FLANKING

Attacking a single opponent together with of one or more allies. A flanking attack has a single leader, and at least one supporting character.

The attackers roll for attack at the same time, and the defender must beat the sum of the attackers' degrees of success on his defensive roll. If the leader's attack fails all the attacks fail.

The damage is dealt by each attacker separately, but all of them use the full number of successes. This usually means that a flanker defender must survive several critical hits at the same time, what most of the time is not possible and leads to instant death.

The attack is executed on the turn of the last attacker. All the other attackers, including the leader, must save one action from their turns to make the attack; this means that they can only take two actions during their turn, with the third action being delayed until the attack can be made by the slowest attacker.

The risk to this is that if one of the attackers becomes downed between the declaration of the manoeuvre and its execution, the flanking as a whole becomes less effective. Also, if the leader fails all the attackers lose the action they invested.

Similarly, if the target moves flanking may no longer be possible. It is of vital important to keep the target immobilised, or in the area that allows flanking.

TAUNTING

Intimidating, insulting, or otherwise forcing an enemy to focus on yourself.

The social skills (see page 29) you can use to taunt are:

- | | |
|-----------|---------------|
| 1. Grace | 4. Intimidate |
| 2. Guile | |
| 3. Haggle | 5. Rhetoric |

Resist taunting using Focus (page 30), or any of the aforementioned social skills. If you lose the contested roll you are forced to stay in place by the creature taunting you, or get closer to it if possible.

EXPLOITING VULNERABILITY

A creature vulnerable to certain actions eg, to melee attacks, has its defensive pools against such actions halved.

Part V

Equipment

WEALTH, TRADE, AND MARKETS

Table 15.1: Coins

		for 1 SG	rate to 1 coin...	
			above	below
CP	copper	6000	$\frac{1}{10}$ pe	
PE	pence	600	$\frac{1}{20}$ gn	10cp
GN	groshen	30	$\frac{1}{30}$ sg	20pe
SG	shilling	1	$\frac{1}{30}$ pd	30gn
PD	pound	$\frac{1}{30}$	$\frac{1}{20}$ dr	30sg
DR	denar	$\frac{1}{600}$	$\frac{1}{10}$ cn	20pd
CN	crown	$\frac{1}{6000}$		10dr

MONEY

Money is represented by coins, and can be exchanged for gear and services. Player characters are usually rewarded for their services with coins.

There are seven main coins in circulation:

- | | | |
|------------|-------------|----------|
| 1. copper | 4. shilling | 7. crown |
| 2. pence | 5. pound | |
| 3. groshen | 6. denar | |

Their relative values are presented in table Coins on page 43. The coins are divided into three groups, based on their value and usefulness to different social classes.

The lower classes pay in *coppers*, *pence*, and *groshens*. Everyday, consumable items tend to be priced in these coins; food, drinks, plain clothes, simple tools, etc.

Common labourers, maids, farmhands, apprentice cooks and people in similar occupations usually earn their wages in *pence* or *groshens* (but are also provided with room and board); beggars are given *coppers*.

The middle classes mostly use *groshens*, *shillings*, and *pounds*. A room with a bed, a stool, and a small table, but otherwise unfurnished costs a shilling a month in rent. Most equipment, and a good portion of services, is priced in *shillings*.

Craftsmen (eg, blacksmiths, scribes, doctors) price their services in *shillings*, sometimes in *groshens* for cheaper items, and only rarely in *pounds*; the latter for uncommon services, or pieces of equipment which are difficult to craft or must be made to order.

Adventurers are considered to be members of the middle classes after they complete the first few contracts; player characters will usually be rewarded with 6 to 16 *shillings* to split among the party members, or a few *pounds* for successful completion of special requests.

The upper classes settle debts in *pounds*, *denars*, and *crowns*. Claustrophobic apartments in town houses, small cottages in the countryside, simple carriages, common riding horses - these are the things for which you can be expected to pay in *pounds*. A house in a village by the market town will cost a few *denars*, and a well-bred riding horse fetches a similar price. A whole town house will set you back a few *crowns*, a well-trained warhorse costs about a *crown*.

These types of coins are usually only carried by the rich; the nobility, high clergy, successful traders, heads of crime syndicates, and powerful warlords. Player characters are sometimes paid in *pounds*, but they will not see a *denar* or a *crown* until after they became notorious enough to be employed by the aforementioned personas.

Less common coins include *marks* of various trade guilds, banks, and cities and towns with the privilege of minting their own currency. The value of different marks is always representative of the power of the minting entity.

Other less common coins may include currencies of ancient empires, fallen kingdoms, distant lands, or secret societies. If given to player characters as treasure, such coins should have an exchange rate known to the Game Master.

MEASURES

The measures are roughly based on the British imperial system, but adjusted for easier conversions to the metric system. This occasionally leads to surprising results, but should make any necessary conversions quicker to calculate.

The descriptions do not include all possible measures and their combinations; only the ones most useful for actually playing at the table.

DISTANCE AND LENGTH

A typical player character should be able to maintain a marching speed of 1 league an hour for about 6 hours a

day. This means an adventuring party can travel about 30 kilometres a day, for extended periods of time.

Having horses does not significantly increase travel speed; it lessens the burden on the player characters as they do not have to carry their gear themselves.

A mile is 2000 yards, and a league is 3 miles. A yard is 3 feet (roughly the length of a single step). A foot is 12 inches.

Travel distances are measured in leagues, shorter (at most a day's distance eg, between nearby villages) ones in miles. Lengths of rope, chain, string, or cloth are measured in yards or feet. Inches are used when measuring tools, trinkets, and equipment.

VOLUME

Gallon equals 4 metric litres. A quart is $\frac{1}{4}$ of a gallon. A pint is half a quart. A cup is half a pint. A gill is half a cup.

WEIGHT

Pound is half a kilogram.

TIME

A YEAR

A year is divided into 13 months of 28 days, with an extra day for New Year festivals. This adds up to 365 days.

The special 13th month is divided into four weeks, and each special week is inserted between the seasons. In effect, the last month of a season is five weeks instead of four, if it's easier to think about it this way for you.

SEASONS

The four seasons are: spring, summer, autumn, and winter. There are two solstices: between spring and summer, and between autumn and winter. There are two equinoxes: between summer and autumn, and between winter and spring.

A solstice or and quinox always happen on the fourth day of a special week.

SEASONAL FESTIVITIES

The special weeks are usually reserved for travel to and from festivals and holidays. Villages organise dances, towns open markets, churches have celebrations, etc.

The New Year's day is reserved for its own festival.

A DAY

Time follows the usual 24 hours to a day, 60 minutes to an hour, 60 seconds to a minute division. Clocks are present on all town squares and allow inspecting the time at any moment. Temple bells also announce time at fifteen minute intervals.

GOODS AND GEAR

Rules-wise, there are three types of items:

1. Tools
2. Kits
3. Goods

Items of all types have a *durability rating* and can be used to improve rolls of certain skills by spending durability; the types are differentiated by *how* the durability is spent. Rules for individual items (and common sense) dictate whether they are necessary to take some action, do a job, etc, or merely helpful.

Tools are sometimes necessary, sometimes just helpful. The GM can rule that a tool *is* necessary in a particular situation and force the player character to use it; for example, a ladder could be necessary to climb a high wall that offers no footholds.

This takes choice away from the players, so they are not forced to always actually spend durability of the tool; they may choose to do so to make the test easier (or choose to use a tool to make absolutely sure that their character succeeds on a simple but important roll).

Failure, however, always results in loss of durability.

Precise rules of tools are presented in section Tools on page 46.

Kits are usually just helpful, and their durability decreases with every use. They may also provide benefits that would not be available if a kit was not used (see eg, the Trauma kit in table Kits on page 47).

Using a kit is *always* optional, and the GM can not rule that a player character must use one. It is purely the player's choice.

Rules governing use of kits are presented in section Kits on page 46.

Goods are usually just helpful, and their durability decreases with every use. Spending durability of goods gives the players extra dice for their rolls, but does not provide any unusual benefits.

Using goods to increase a pool's size is *always* optional, and the GM can not rule that a player character must use some of their goods. It is purely the player's choice.

Section Goods on page 47 presents rules of goods.

Most items are not included in the basic tools, kits, and goods sections, and are instead parts of the various other sections in this chapter; but they still follow the rules and fit the molds of tools, kits, and goods.

Weapons and armour, for example, are tools if you take a closer look at the rules dictating how and when their durability is spent. Alchemical products are kits. Food and drink are goods. Vehicles are tools.

There are exceptions to the above broad categorisation, but in general it works well enough and allows quickly adding new items to the system in a way that makes sense.

Think of a new tool and you know that it will follow the rules of tools; come up with a new consumable item and it will follow the rules of either kits (if it should usually be used up all at once, like a potion) or goods (if it makes sense to allow consuming it over time).

Table 16.1: Tools

tool	dy	cost	used for
Lock pick [‡]	2	50pe	Lockpicking, Traps
Saddle	12	6sg	Horserying
Anvil [†]	60	4sg	Blacksmithing
Needle [†]	2	5pe	Blacksmithing
Pot	8	5gr	Alchemy, Cooking
Cauldron	24	15gr	Alchemy, Cooking
Frying pan [†]	16	10gr	Cooking
Rope... (30 yards)			Use rope, Climb
Cotton	8	15gr	
Hemp	16	1sg	
Silk	32	2sg	
Thread [†] ... (15 yards)			Traps
Cotton	4	5gr	
Hemp	8	10gr	
Silk	16	1sg	
Tape measure	4	5sg	Haggle, Search, Appraise
Weighing scale	20	1pd	Haggle, Appraise
Magnifying glass	4	5sg	Survey, Search, Appraise
Spyglass	4	5sg	Survey, Navigate
Compass	4	5sg	Navigate
Dictionary [†] ... (language)			Foreign language
Living	50	1de	
Dead	100	10de	
Secret [‡]	100	10cn	
Fishing...			Survival
Rod [†]	10	5gr	
Hook	2	3pe	
Mirror	2	3sg	Traps
Ladder (6 yards)	4	1sg	Climb

† special mechanics explained in description of the tool
‡ the tool is illegal, or requires a permit

TOOLS

Tools can be used repeatedly and are not consumable items in the strict sense. That does not mean that they are not affected by wear and tear and can not break.

Durability of tools Every tool has a durability rating, just as weapons and armour do. When a roll the tool was used in is not successful, half the difference between the degree of success and the difficulty of the roll is subtracted from durability of the tool (at least 1 point of durability must be subtracted on failure).

If the difference was greater than the tool's durability, the tool breaks instead of having its durability reduced.

Loss of durability When durability gets below $\frac{1}{2}$ its original value the tool gives a half-pool penalty to any rolls it is used for; when it gets below $\frac{1}{3}$ only one third of the pool may be used, etc. Using broken tool imposes a penalty on purpose; it should be an incentive to keep the tools in good condition.

Spending durability A player may choose to spend points from a tool's durability pool to gain additional dice for a skill roll; one point spent adds one die to the roll. This must be declared *before* the roll.

You may not spend more durability points than half the base pool size for the skill you are rolling.

ANVIL

Used when repairing medium and heavy armour (except for furs), or the mail shirt.

DICTIONARY

A dictionary helps when trying to use a language that is not your mother-tongue. A character must have at least two levels in the language's Foreign language skill (see table Language proficiency on page 29) to benefit from using a dictionary.

Living languages are used by the general populace somewhere in the game world; eg, dwarvish, elvish, or orcish.

Dead languages are not spoken anymore; eg, ancient languages, obsolete dialects. A real-world example would be ancient Latin.

Secret languages are only known to a particular group of people; eg, a cult language, symbols and words used to write magic books, or code books used by spies.

Dictionaries for secret languages (if they even exist) are priceless treasure and closely guarded secrets. People in possession of such dictionaries who are not members of the target audience are hunted down and killed.

FISHING ROD

An improvised fishing rod can be made from pretty much anything, but not using a proper one will impose a half-pool penalty.

FRYING PAN

Also counts as a common melee weapon dealing D6 blunt or slashing damage. A frying pan is treated as either an axe or a hammer.

NEEDLE

Used when repairing light armour (except for mail shirt).

THREAD

A thread is necessary when you want to:

1. repair light armour
2. fish (used with a hook and a fishing rod)

KITS

Kits are consumable items, quickly used up in a few uses. They provide another source of dice (the other source being Tools on page 46) with which the pool size for a roll can be increased.

Durability of kits Every kit has a durability rating. In contrast with tools, which only lose durability on failure, kits are meant to be expendable and their durability decreases with every use.

Table 16.2: Kits

tool	dy	cost	used for
First aid	4	10gr	First aid
Trauma†	8	4sg	First aid
Disarming‡	4	1sg	Traps

† special mechanics explained in description of the kit
‡ the kit is illegal, or requires a permit

Table 16.3: Goods

tool	dy	cost	used for	
Salt	20	2	1sg	Cooking, Alchemy
Pepper	20		1pd	Cooking
<i>Alcohol†... (bottle)</i>				
Wine	4	2	2sg	Haggle
Whiskey	8	2	3sg	Rhetoric
Vodka	8	2	1sg	Intimidate
Beer	2	2	3pe	Melee, Foreign language
Iron rations†	28	4	1sg	Survival
Coca leaves†‡	8	2	5sg	Survival, Medicine, Melee

† special mechanics explained in description
‡ illegal, or requires a permit

Loss of durability Using partially used up kits does not cause any penalties. A kit with one point of durability can still be useful, even if just slightly.

Spending durability A player may choose to spend whole kit at once, or use up just half of it. However, a half-used kit will only retain $\frac{1}{4}$ of its original usefulness. For example, a kit with durability of 4 can be used in two ways:

1. all at once, to give four extra dice
2. half-way, to give two extra dice and retain 1 point of durability

This represents the non-linear nature of kits, where the most useful parts are spent first, and what is left is less valuable.

DISARMING KIT

Can be used in Traps (page 30) rolls when disabling traps.

TRAUMA KIT

Can be used in First aid (page 28) rolls on downed characters. Successful roll helped by the kit avoids the character receiving trauma (see page 38) upon being revived.

Each die spent from the kit also gives a successfully revived creature one extra health die to roll.

GOODS

Goods are consumable items. They provide another source of dice (the other sources being Tools on page 46

and Kits on page 46) with which the pool size for a roll can be increased.

Durability of goods All goods have a durability rating, which represents the total number of dice they can give. Every substance also has a "dose" or "portion" (the second number under the durability column), which denotes how much of it can be usefully used at any single time.

Loss of durability Using partially used up goods does not cause any penalties. They are meant to be spent piecemeal.

Spending durability A player may choose to spend durability points to gain extra dice for a roll, but only up to a certain per-roll limit. Descriptions of various goods provide more specific rules about these limits, the ways in which the goods may be used, and their effects.

ALCOHOL

Taken in moderation, alcohol increases social skills.

Depending on the situation, however, it should be shared to avoid faux pas or show respect to the other side; the bonus dice are then enjoyed by both sides. The GM decides whether the situation calls for sharing, or is drinking alone enough to get the extra dice. Player characters may try to read the room to determine what would be appropriate.

WINE

Wine is meant to be shared. A single bottle may be split between two people - both of them get two additional dice to their Haggle pools.

WHISKEY

It is not necessary to share to get the extra dice to Rhetoric.

VODKA

It is not necessary to share to get the extra dice to Intimidate.

BEER

It is not necessary to share to get the extra dice to Melee.

VEHICLES

Carriages, wagons, etc.

WEAPONS

CATEGORIES AND DAMAGE TYPES

The combination of category (eg, an axe) and damage type (eg, slashing), together with base damage dice provide the basic information about a weapon.

CATEGORIES

Sections Melee and Ranged (see chapter Combat skills on page 27) explained that weapons are divided into categories, with each category denoting proficiency with a certain kind of a weapon.

The categories of melee weapons are:

- A **axe** - all axes have the *vicious* trait
- H **hammer** - all hammers have the *crushing* trait
- K **knife** - all knives have the *quick* trait
- P **polearm** - all polearms have the *charge break* trait
- S **sword** - all swords have the *parry* trait
- U **unarmed** - all unarmed weapons have the *stunning* trait

The categories of ranged weapons are:

- B **bow** - all bows have the *quick* trait
- C **crossbow** - all crossbows have the *vicious*, *load*, and *illegal* traits
- G **gun** - all guns have the *stunning*, *load* and *illegal* traits

All weapons of a certain category share a common trait. Weapons belonging to a different category may also have this trait, but it will be less common.

DAMAGE TYPES

There are three kinds of immediate, physical damage a weapon may cause:

- B **blunt** - ignore any passive defense rating from armour
- P **piercing** - increase the pool of critical dice by half on all critical hits
- S **slashing** - score critical hits when the attacker gets *one* more success than the defender, instead of the usual three

A magical weapon, or a weapon whose blade was coated with poison, still deals base damage of one of the above types.

TRAITS

Traits add capabilities to a weapon, potentially making it more useful in specific situations.

COMMON

Common weapons do not require a permit to buy, carry, and use. Most common weapons are repurposed weapons, and it would be ridiculously impractical to enforce permits for their possession.

Weapons without this trait require a valid permit to own and use, and the weapon must carry a seal of a legal blacksmith's guild. Without satisfying these requirements the weapon is treated as illegal, and the owner becomes a person of interest to local law enforcement.

Combat readiness Common weapons are not as effective as proper ones. They only deal D4 additional damage on critical hits, and carry a half-pool penalty to critical dice (ie, critical hits are only half as effective).

However, with sufficient reinforcements and modifications they become as effective as purpose-designed weapons. Such modifications can be made with varying success by blacksmiths in most villages and towns; but by doing so they risk harsh punishments, and the tool itself becomes an *illegal* weapon.

The modifications are not immediately obvious, but are not subtle either, and a perceptive guard will notice the difference and try to question and detain a character carrying such a weapon.

ILLEGAL

It is not possible to obtain a license to carry illegal weapons, outside of special circumstances (eg, being a member of a special military force). Such weapons are still available on the black market.

CHARGE BREAK

Charge break weapons can be used to effectively defend against charging creatures. Use a reaction to prepare the weapon and brace yourself against the charge to lower the extra dice the charging creature gets by half.

CRUSHING

Crushing weapons add an extra die for every two critical dice spent on reducing *durability* of armour.

LOAD

Loading weapons require two actions to use: one to load a bolt or a bullet, and one to attack. It is not necessary to have a single creature spend these two actions; one creature can load the weapon, and another may attack.

PARRY

Parrying weapons allow you to use your *Melee* skill of matching category instead of *Dodge* in active defense.

QUICK

Quick weapons grant one additional attack per round. You must spend an action to make a normal attack to use this trait.

STUNNING

Stunning weapons add an extra die for every two critical dice spent on applying the *stunned* status effect (see page 41).

THROWN

Thrown weapons can be used to make a ranged attack using a skill from the *Melee* family. The range listed in parentheses is given in fields.

VICIOUS

Vicious weapons add an extra die for every two critical dice spent on dealing additional damage.

DESCRIPTIONS

Every available weapon has an entry in the Melee weapons table on page 50. The entries provide a concise overview of each weapon's attributes, compressing the most important information about it to a few columns:

Dummy melee weapon entry

	weapon	damage	dy	cost	traits
S	Melee example	D8 B	6	1sg	quick

The entries for ranged weapons look a little different, because ranged attacks have an effective distance (thus the *range* column), and their damage type and traits depend on what kind of ammunition was used:

Dummy ranged weapon entry

	weapon	damage	range	dy	cost
B	Ranged example	D6	60 90	6	1sg

weapon The first two columns specify the *category* (see Categories on page 48) and the name of the weapon being described. The dummy entry for a melee weapon shows a sword named "melee example"; and the one for a ranged weapon shows a bow named "ranged example".

damage The next two columns specify the base damage dice and damage type of the weapon (for ranged weapons only base damage dice are given). The dummy entries show a melee weapon dealing D8 blunt damage, and a ranged weapon dealing D6 damage.

Some weapons (eg, the *morgenstern*) have two damage types instead of one. When making an attack you have to declare which type of damage do you want to deal, as this affects the result of your attack.

range (only for ranged weapons) Ranged weapons have a *short* and a *long* range. Shooting at targets in *short range* does not carry any penalties; attacking targets in *long range* carries a half-pool penalty; and shooting targets beyond *long range* is not possible with all ranged weapons sans the longbow.

dy Stands for "durability", and specifies the amount of durability points (see Durability of gear on page 41) of the weapon.

cost Specifies how much the weapon costs.

traits Lists any additional traits the weapon has. See Traits on page 48 for their descriptions and mechanics.

MELEE WEAPONS**BRASS KNUCKLES**

Brass knuckles increase the damage dice of unarmed attacks (see Damage on page 39) by one category. They also make them work exactly as attacks made with regular weapons, including being able to deal armour damage.

The usual damage type of brass knuckles is blunt, a pair can be made to order to deal slashing or piercing damage. Such modified brass knuckles are exactly as illegal as the base model, but twice as expensive.

SAP

Sap is used to knock unsuspecting enemies out. However, being an otherwise normal weapon it deals damage, always posing a risk of accidentally killing the victim instead of just rendering them unconscious.

Executing an attack that is guaranteed not to harm the target too much is more difficult; making non-lethal attack carries a half-pool penalty.

RANGED WEAPONS

Ranged weapons table looks different to melee weapons table because a ranged attack is a combination of *weapon* and *ammunition* used. The weapon provides range, base damage die, and durability; the ammunition provides traits and damage type.

SHORTBOW

Shortbow has the *cavalry* trait, and a special version of the *quick* trait. When making an attack, the character decides whether to use the standard or the bow version

Table 17.1: Melee weapons

	weapon	damage	dy	cost	traits
A	<i>Hatchet</i>	D6 S	6	1sg	
H	<i>Hammer</i>	D6 B	8	1sg	
H	<i>Sap</i> †	D6 B	8	1sg	stunning
K	<i>Dagger</i>	D6 P	4	1sg	thrown (8)
K	<i>Knife</i>	D6 S	6	1sg	vicious
P	<i>Jered</i>	D6 P	4	1sg	thrown (18)
P	<i>Quarterstaff</i>	D6 B	8	1sg	
S	<i>Shortsword</i>	D6 SP	5	1sg	quick
A	<i>Axe</i>	D8 S	12	10sg	
A	<i>Flail</i> ‡	D8 B	16	10sg	
A	<i>Pick</i>	D8 P	8	10sg	
H	<i>Club</i>	D8 B	16	10sg	
H	<i>Morgenstern</i>	D8 BP	12	10sg	
K	<i>Cleaver</i>	D8 SB	14	10sg	
P	<i>Glaive</i>	D8 SP	12	10sg	
P	<i>Javelin</i>	D8 P	8	10sg	thrown (36)
P	<i>Pitchfork</i> †	D8 P	8	10sg	vicious
P	<i>Spear</i>	D8 P	8	10sg	quick, thrown (6)
S	<i>Sabre</i>	D8 S	12	10sg	
S	<i>Smallsword</i>	D8 P	8	10sg	
A	<i>Longaxe</i>	D10 S	18	20sg	
A	<i>Pickaxe</i> ‡	D10 P	12	20sg	
H	<i>Mace</i>	D10 B	24	20sg	
K	<i>Sickle</i>	D10 SP	15	20sg	
P	<i>Halberd</i> †	D10 S	18	20sg	
P	<i>Harpoon</i>	D10 P	12	20sg	thrown (24)
P	<i>Scythe</i> ‡	D10 S	15	20sg	
P	<i>Trident</i>	D10 P	12	20sg	
S	<i>Longsword</i>	D10 S	18	20sg	
S	<i>Rapier</i>	D10 P	12	20sg	
A	<i>Battleaxe</i> †	D12 S	24	1pd	
H	<i>Warhammer</i> †	D12 B	32	1pd	
K	<i>Kukri</i>	D12 S	24	1pd	
P	<i>Lance</i>	D12 P	16	1pd	
P	<i>Pike</i> ‡	D12 P	16	1pd	
S	<i>Zweihänder</i> †	D12 S	24	1pd	
U	<i>Brass knuckles</i> †	B	6	1sg	quick
U	<i>Garotte</i> ‡	D8 S	6	1sg	vicious

weapon common weapons have their names in italics
† special mechanics explained in description of the weapon
‡ weapon requires two hands to wield, and can't be used with a shield

Table 17.2: Ranged weapons

	weapon	damage	range	dy	cost
B	<i>Shortbow</i> †‡	D6	60 90	6	1sg
B	<i>Bow</i> †‡	D8	90 180	12	15sg
B	<i>Longbow</i> ‡	D10	150 360	18	1pd
C	<i>Hand crossbow</i>	D6	30 –	9	1pd
C	<i>Crossbow</i> ‡	D8	145 180	18	1pd
C	<i>Heavy crossbow</i> ‡	D10	205 360	27	1pd
G	<i>Pistol</i>	D6	60 –	7	1pd
G	<i>Arbalest</i> ‡	D10	120 –	14	1pd

weapon common weapons have their names in italics
† special mechanics explained in description of the weapon
‡ weapon requires two hands to wield, and can't be used with a shield

Table 17.3: Ammunition

	weapon	damage	dy	cost	traits
B	<i>Broadhead</i>	S	1	1gr	
B	<i>Flight</i> †	P	1	1gr	
B	<i>Bodkin</i>	P	1	1gr	crushing
C	<i>Bolt</i>	P	1	1gr	
C	<i>Quarrel</i> †	P	1	1gr	
C	<i>Hook</i> †		1	1gr	
G	<i>Bullet</i>	B	1	1gr	
G	<i>Armour-piercing</i>	B	1	1gr	crushing

weapon common weapons have their names in italics
† special mechanics explained in description of the weapon

which allows *two* extra attacks, but each with a half-pool penalty.

Bow

Bow has a special version of the *quick* trait. When making an attack, the character decides whether to use the standard or the bow version which allows *two* extra attacks, but each with a half-pool penalty.

AMMUNITION

Ranged weapons cannot be used without ammunition; arrows for bows, bolts for crossbows, and bullets for guns.

Counting ammunition Arrows and bolts can be picked up after a fight, and bullets can be taken out of corpses; unless they have the *crushing* trait, and the trait was used in an attack. Ammunition is also considered lost when the attack's the degree of success was zero.

Characters with ranged weapons are assumed to pick up their ammunition when a combat encounter ends, unless circumstances require a speedy departure from the battlefield; in such case the GM has to tell the players to write off spent ammunition if they decide not to linger to gather it.

The players are still required to track ammunition to avoid shooting more times than their characters are actually able to. Even though it is automatically retrieved, ammunition is not infinite.

Illegal weapons Crossbows and guns are illegal, and possession of ammunition for them is also outlawed. If the characters are caught with bolts or bullets they may be punished as arms dealers or traffickers.

FLIGHT ARROW

Flight arrows extend the range of a bow. The original long range is considered the new short range; and the new long range is the sum of original short and long ranges.

For example, a flight arrow used with a short bow extends its short range to 90 and its long range to 150.

QUARREL

Quarrels are heavier bolts which increase the base damage and critical damage dice by one category (eg, from D8 to D10). They reduce the range of a crossbow by half, though.

HOOK

A rope or a strong, thick string can be tied to the end of the hook. Shooting rope from a crossbow usually allows reaching places further than just throwing the rope.

ARMOUR

ARMOUR WEIGHTS

LIGHT ARMOUR

Provides the weakest overall passive defense, but works against blunt weapons.

MEDIUM ARMOUR

Dodge Dodging in medium weight armour suffers half-pool penalty.

HEAVY ARMOUR

Dodge Dodging in heavy weight armour suffers $\frac{2}{3}$ pool penalty.

TRAITS

Traits add further rules and mechanics to a piece of armour, amending its basic qualities.

COMMON

Common armour and shields do not require a permit (as some heavier armour does) to buy, wear, and carry. Armour not marked as common, but not requiring a permit is legal to buy and wear, but may arouse suspicion of guards.

BULKY

Bulky armour and shields reduce a creature's speed by half, and impose a half-pool penalty to all skills based on either *Coordination* or *Dexterity*.

PERMIT

Buying such armour requires a permit, and it must bear the seal of a sanctioned armourers' guild. All armour with defense rating above 6, and shields with defense rating above 4, have the *permit* trait.

TWO HANDED

Two handed shields require two hands carry, and prevent the creature using them from wielding a weapon at the same time.

Table 18.1: Armour

	armour	def	dy	cost	traits
L	<i>Coat</i> [†]	1	2	1sg	
L	<i>Thick jacket</i>	2	4	2sg	
L	<i>Gambeson</i> [†]	3	6	3sg	
L	<i>Leather</i>	4	8	4sg	
L	Mail shirt [†]	5	10	7sg	permit
L	Studded leather	6	12	7sg	
M	<i>Furs</i> [†]	4	8	1sg	
M	Breastplate	6	20	18sg	
M	Chainmail [†]	8	16	24sg	
M	Half plate [‡]	10	30	1pd	bulky
H	Scale mail [‡]	8	36	4pd	
H	Full plate [‡]	12	48	6pd	bulky

armour common pieces of armour have their names in italics
[†] special mechanics explained in description of the armour
[‡] armour requires perfect *Endurance* to wear

DESCRIPTIONS

def Defense rating is the maximum number of dice the armour allows to use in passive defense. The actual number is dictated by the wearer's *Armour handling* skill (see page 27), but can never be higher than the defense rating of worn armour.

dy Durability (see Durability of gear on page 41) tells how sturdy the armour is, and how much abuse can it take before it stops being useful.

ARMOUR

CHAINMAIL

Negates the bonus to critical dice piercing weapons get from critical attacks against the wearer.

COAT

Can be worn over all armour which does not have the *bulky* trait. The defense rating is summed.

FURS

Furs protect against blunt weapons, but are ineffective against piercing damage.

Table 18.2: Shields

	shield	def	dy	cost	traits
L	<i>Buckler</i>	1	2	2	15gr
L	<i>Small</i>	2	3	4	1sg
M	<i>Knight</i>	5	2	15	10sg
M	Round	4	3	12	8sg wall
H	Wall†	6	1	24	2pd wall, bulky
H	Barrier‡	8	–	32	3pd wall, two handed

shield common shields have their names in italics

† special mechanics explained in description of the shield

‡ shield requires perfect *Strength* to carry

GAMBESON

Gambeson can be worn by itself; or under either a mail shirt or a chainmail. The wearer enjoys protection against blunt damage of the gambeson, and passive defense rating of either mail shirt or chainmail.

With mail shirt the combined armour is treated as *medium weight*; with chainmail as *heavy weight*. This negatively affects active defense, as described in Armour weights on page 52.

MAIL SHIRT

Halves the number of extra critical dice piercing weapons get on critical attacks against the wearer.

Mail shirt can be worn hidden under normal clothing to provide concealed armour. It is also the only light armour that is *not* effective against blunt weapons.

ALCHEMY

Table 19.1: Folk medicine

name	category	dy	cost
Bread with cobwebs	kits	4	1sg
Camomile	goods	10 2	1sg
Chicken soup	goods	10 2	15gn
Honey	goods	20 2	1sg
Milk with garlic	kits	4	1sg
Mint	goods	10 2	1sg
Nettle	goods	10 2	1sg

Majority of alchemical products use rules for *kits*, the rest use rules for *goods*. Alchemy is never treated as a *tool*; it is always optional.

FOLK MEDICINE

BREAD WITH COBWEBS

Used to help heal wounds, and stop bleeding. It increases size of the health pool rolled, and adds dice to First aid rolls.

CAMOMILE

Drinking tea brewed from camomile helps to calm down, and can be used to help a creature who is scared or panicked. It adds dice to any roll against fear or panic, and helps a creature fall asleep; also acts as a mild painkiller, adding dice to Focus rolls against pain.

CHICKEN SOUP

Tasty, fatty, and healthy. It increases size of the health pool rolled, and adds dice to Medicine rolls.

HONEY

Honey can be used to help bind wounds, or eaten to speed up recovery. It increases size of the health pool rolled.

MILK WITH GARLIC

Milk with garlic is drunk to help fight disease. Drinking it adds extra dice to any roll against disease and sickness.

Table 19.2: Potions

name	dy	cost
Regeneration	8	16sg
Health	8	8sg
Mana	8	16sg
Attribute†	8	4pd

† special mechanics explained in the description

MINT

Drinking tea brewed from mint increases focus, and helps against inflammation. It adds dice to Focus and Medicine rolls.

NETTLE

Drinking tea brewed from nettle helps surviving being poisoned; applying salve made from nettle stops bleeding and heals burns. It increases size of the health pool rolls against poison, bleeding, or fire damage; and adds dice to First aid and Medicine rolls.

ALCHEMICAL PRODUCTS

Many alchemical products are poisonous, and taking too much can have unwanted side-effects. The size of a dose (ie, number of durability points) of an alchemical product a creature can safely ingest or absorb is equal to half the creature's full health pool.

This limits the usefulness of most potent alchemical products for less experienced characters.

For items following rules for kits this means that sometimes it is not safe for a character to use the full item.

For example, a character with six dice in full health pool can only benefit from three durability points of a kit. If the kit used has a durability of eight, it means that not even half of the kit can be safely used at once as the creature just *cannot* safely ingest four points; almost half the kit is wasted in such case.

POTIONS

All potions follow the rules for kits (see page 45).

Table 19.3: Salves

name	dy	cost
Seeing in the dark	10 *	5pd
Thick skin	10 *	1pd

POTION OF REGENERATION

Produces a healing effect with a half-life (see page 35). The initial potency is equal to the number of spent durability points. Affected creature rolls a number of dice equal to the effect's potency when healing. The category of dice used is the same as of the creature's health pool dice.

POTION OF HEALTH

Immediately restores health points. Affected creature rolls a number of dice equal to the number of spent durability points. The category of dice used is the same as of the creature's health pool dice.

POTION OF MANA

Immediately restores mana points. Affected creature rolls a number of dice equal to the number of spent durability points. The category of dice used is the same as of the creature's mana pool dice.

POTION OF ATTRIBUTE

Improves the category of dice related to one of the base attributes by one (eg, from D10 to D8). The effect holds for a number of rounds equal to the number of durability points spent.

SALVES

All salves follow the rules for goods (see page 45).

SALVE OF SEEING IN THE DARK

After being smeared on the eyelids and absorbed into the eyes, allows seeing in the dark for a number of rounds equal to double the number of spent durability points (ie, for 1 point of durability you get 2 rounds of seeing in the dark).

SALVE OF THICK SKIN

Makes the skin tougher, more like leather, and provides two dice of passive defense for a number of rounds equal to double the number of spent durability points. These extra dice stack with all other passive defense sources.

Part VI

Magic

RULES AND ASSUMPTIONS

Complexity All spells ranked common and above have a basic and extended effect. This allows players a degree of creativity in how to deploy spellcasting, while keeping the most common use-cases simple enough to not require much thinking.

The costs of most extended effects are high, and sustaining spells for longer periods of time may be prohibitively expensive, but the possibility is always there, waiting for just the right moment. An expensive spell may drain a caster, but if combined with actions of other characters it ends a combat encounter in a single round the trade-off should be worth it.

Friendly fire Area of effect spells do not distinguish between friend and foe. A fireball consumes everyone in its radius, and a grand healing spell similarly restores vigour of all creatures it reaches.

Characters engaging in physical combat (either ranged or melee) are usually restricted to hitting single targets. Magic does not have this limitation with areas of effect, but it does not mean that sorcerers and cultists can nuke whole battlefields indiscriminately without consequences.

Still, there are situation when detonation of a tactical fireball has its uses.

Spell levels A character with access to magic has a main spellcasting skill. Each individual spell is also a skill that must be learned. The skill level in a spell may never exceed half the level of the main spellcasting skill.

When casting a spell the levels from both skills are summed. For example, a character with six levels in Sorcery and three levels in the Fire spell has nine dice in their base pool when casting Fire.

STARTING SPELLS

During character creation, Cultist or Sorcerer archetypes get three spells to start with:

1. a randomly selected miracle (see The first spell on page 58)
2. a common spell
3. a spell specific to the archetype

The miracle is on third skill level, and the other spells are on first level.

RESISTING AND BREAKING SPELLS

When a creature is given the chance to resist a spell, the difficulty of the resist roll is equal to the potency of the effect that would affect the creature.

POTENCY SCALING

Spell effects are described in text when the spell provides no direct mechanical advantage (eg, the Necromancy on page 61).

If the effect is mechanical, though, it is described primarily using a "per success" notation; the same is done for range, area of effect, and duration. Whenever a "*base+increment/s*" appears in the spell's description it should be understood the following way:

base is the potency of the spell which is always applied, regardless of what the successes are spent on

increment/s is the potency increment gained by spending successes of the spellcasting roll

Spell casting succeeds when the caster has at least one success, and the default *base* effect manifests. However, potency scales with number of successes and lets the caster manipulate the spell - increasing range, widening area affected, or strengthening the effect. This lets experienced spellcasters detonate hugely explosive fireballs, leech life from all creatures in a wide area, shoot lightning over great distances, or summon powerful creatures.

GRIMOIRE

MIRACLES

Miracles are available to all practitioners of magic, regardless of how they access it. They are sometimes learned spontaneously by gifted people, who then may become folk saints whose blessing promises bountiful harvests, guides who always know the right way, hermits who tend to guiding lights; or villains whose presense signals rot and rust, and tricksters who lead good people astray.

The first spell a magic user gets is one of the miracles. It is not "learned", but rather an innate talent that the character just knows how to use; it was the sign that they have the necessary ability to become a sorcerer or a cultist.

When creating a character of a magical archetype, roll a D8 (there are eight miracles) to see which miracle is the innate one:

1. Clairvoyance (page 58)
2. Flickering lights (page 58)
3. Light (page 58)
4. Telekinesis (page 58)
5. Preserve (page 58)
6. Rot (page 59)
7. Rust (page 59)
8. Telepathy (page 59)

It is exempt from the rule limiting proficiency in individual spells to at most half the level in the main spellcasting skill; the limit is instead raised to equal the main skill level.

CLAIRVOYANCE

Range self

Area self

Duration instant

Effect Know which direction North is. Increase successes of the next skill roll of the target by success count of the Clairvoyance casting.

FLICKERING LIGHTS

Range 16+24sq/s

Area -

Duration 1 hour/s

Effect create 1 ball of flickering light/s

The lights float in the air and provide little illumination (roughly equal to a candle), but are visible from considerable distance.

After creating the lights you can let them remain stationary, send them moving in a straight line, set them to follow an object or creature (the caster must have been able to tell where the object or creature is at the moment of casting), or let them wander in random directions as if carried by wind. The lights will pass through anything they can shine through, even if it is otherwise solid matter.

LIGHT

Area 6+6sq/s

Duration 15 minutes/s

Effect create light

The light is bright enough to illuminate the area of effect with strength comparable to daylight. The spell either illuminates a general area, or makes an object (a burned-out torch, a sword, a part of a creature's body) the source of illumination. In the latter case, the object acts as a mobile source of light.

TELEKINESIS

Range 6+6sq/s

Area single

Duration 1+1 round/s

Effect Move and manipulate objects in range.

The object's mass and volume may be at most equal to the body of the caster, and increased by one unit per success spent (ie, spending one success allows the caster to move an object twice as heavy as they are).

PRESERVE

Range touch

Area single

Area (extended) 4+1sq/s *circle* or *sphere* (see Areas of effect on page 34), centered around the caster.

Duration 24 hours

Duration (extended) 1 round/s

Effect prevent rot, mould, rust, etc.

The object upon which the spell is cast will not rot, be affected by mould, and will remain fresh for the duration of the spell. It can still be destroyed or damaged by other means eg, it can be burned, get wet, have poison added to, etc.

The spell preserves enough food and water for a party of six, or a single dead body.

The extended version of the spell is useful in combat as it protects the caster (or all creatures in the area of effect) against disease, poison, and the Rot spell.

ROT

Range touch

Range (extended) 4+2sq/s

Area single

Area (extended) 4+1sq/s *circle, ring, sphere, bubble, or wall* (see Areas of effect on page 34); and 1 extra success if the shape is *ring* or *bubble*.

Duration instant

Effect d6 physical damage from rot/s

Effect (extended) d4 physical damage from rot/s

The spell immediately turns rotten (or otherwise spoiled) an amount of matter with a mass roughly equal to a big orange. The matter must be organic, or otherwise able to rot, get spoiled, mouldy, etc.

The spell can be used to damage living creatures by causing their flesh to rot. Attacked creature can make an opposed *Endurance* test to resist the rot.

RUST

Range touch

Range (extended) 1sq/s

Area single

Duration instant

Effect 1 point of durability damage/s

Only affects metal objects. The rusting effect itself is not magical, the spell only enhances the speed of rusting. Thus, objects made of gold, silver, or other rust-proof metals will be unaffected or the effect of the spell will be significantly weakened.

TELEPATHY

Range 18+6sq/s

Area single

Area (extended) 2+2sq/s *circle, ring, sphere, or bubble* (see Areas of effect on page 34).

Duration instant

Effect Communicate directly with or read a creature's mind.

Effect (extended) d4 psychic damage/s

Telepathy allows basic communication without words by imparting images and ideas directly into the minds of others. It also allows to steal the thoughts of others by invading their mind. In both cases the information exchanged is of limited value as it is conducted using vague, dreamlike images; unless creatures on both sides share a language.

Communication with animals is also possible, but much more difficult than with fully self-aware and sentient creatures. Since animals do not have language and their minds work on lower level of ideas the caster has to engage in much more guesswork to decipher the images received from an animal, or to craft an image that the animal can understand.

COMMON SPELLS

Characters who represent magical archetypes (ie, Sorcerers and Cultists) can learn all of the spells listed; characters who gain access to magic by virtue of talent or profession may only learn spells explicitly mentioned in the description of the talent or profession.

1. Fire on page 60
2. Harden armour on page 60
3. Heal on page 60
4. Lightning on page 60
5. Magic armour on page 60
6. Push on page 60
7. Sleep on page 61

LIGHTNING

Range 8+8sq/s

Area The spell proceeds in a line, and damages all creatures on its path. If lightning passes through a field occupied by a creature *at least one success* must be spent on damage to that creature.

Duration instant

Duration (extended) An action, and 1 success per affected creature can be spent to sustain the spell. This extends its duration from *instant* to *number of rounds (1)*.

The caster can decide to sustain the spell for as long as they wish, as long as they are able to pay the necessary success costs. If the caster chooses to sustain the spell for another round, they *must* roll for spellcasting when turn order is being established (see Turn order on page 33).

Effect D6+D6 lightning damage/s, and halved movement (until next round) for affected creatures. The amount of damage dice is decided and rolled per creature.

Effect (extended) Immobilizes affected creatures, for as long as the spell is sustained.

The spell can also be used instead of flint to produce a spark and start a fire. A single success is sufficient to achieve this.

FIRE

Range 4+4sq/s

Area single

Area (extended) The area can be extended to *circle, ring, sphere, bubble, or wall* (see Areas of effect on page 34) at the cost of 1 success per field; and 1 more success if the shape is *ring* or *bubble*.

Duration instant

Effect D8+D8 fire damage/s. The damage is rolled once and applied to all affected creatures.

Effect (extended) *Knocks down* all creatures in the area of effect, and may set them on fire. Setting a creature on fire costs 1 extra success, and the effect has a *half-life* duration (see page 35).

The spell can also be used instead of flint to start a fire. A single success is sufficient to achieve this.

HEAL

Range 1+2sq/s

Area single

Area (extended) 1+1sq/s *circle, ring, sphere, or bubble* (see Areas of effect on page 34)

Duration instant

Effect D6+D6 restored health per success. The dice are rolled once, and the result applied to all affected creatures.

The spell only restores lost health points. It does not cure disease, neutralise poison, or prevent trauma.

PUSH

Range self

Area single

Area (extended) 1+1sq/s *ring or bubble* (see Areas of effect on page 34)

Duration instant

Duration (extended) The caster can extend the duration of the spell to *number of rounds (1)* by spending an additional action, and remaining stationary. This allows the spell to either prevent a single creature from approaching the caster; or creates a "force field" pushing everything in an area away from the caster.

Effect Pushes a creature or an object away from caster. Targeted creature or object is pushed 4 fields per success.

Effect (extended) Clears the space around the caster. All creatures and objects inside the area of effect are pushed away, to outside of the area of effect.

The spell inflicts the *knocked down* effect on all affected creatures. It can also be used as a defense against projectiles (eg, javelins, arrows).

The force generated by the spell does not in any way affect the caster. Thus, the spell cannot be used to propel the caster himself, or allow push-jumping. However, it can be used to "push" sails of a small boat if the spell targets the air behind them.

HARDEN ARMOUR

Range touch

Area single

Duration Until spell's power is depleted.

Effect 1 passive defense/s and 2 durability/s

Each attack that connects reduces the passive defense bonus by 1. The effect expires when either the passive defense or the durability bonus reaches zero.

MAGIC ARMOUR

Range self

Area self

Duration -

Effect Wraps the caster in a field of magical energy which functions as armour, but uses *Will* instead of *Endurance* for passive defense rolls. The armour's passive defense bonus is equal to success count of the spell, and its durability is double that.

SLEEP

Range 2+2sq/s

Area single

Area (extended) 2sq/s *ring* or *bubble* (see Areas of effect on page 34)

Duration 8 hours, or until target is woken up; whichever comes first.

Effect Puts a creature to sleep.

Affected creatures can attempt to resist the spell using the Focus skill (see page 30). If resisted, the spell inflicts *confused* condition with *half-life* duration.

OCCULTISM

Spells specific to the Cultist archetype:

1. Guardian spirits on page 61
2. Mind control on page 61
3. Necromancy on page 61
4. Raging spirits on page 62
5. Summon on page 62

Availability may be further restricted by requiring the cultist to serve a certain master.

NECROMANCY

Range self

Area self

Duration –

Effect The caster summons the soul of a dead creature to speak with it. For the duration of the spell, the caster is rendered unconscious.

Usefulness of the conversation depends on the success count of the spell, with more potent spells summoning the soul for longer and making it easier to understand it.

Necromancy cannot be used to predict future events, but can be used to obtain knowledge about the past and present - the soul remembers everything that happened to it when it was part of a living creature.

GUARDIAN SPIRITS

Range self

Area self

Duration The spell ends on the first attack that breaches it, or when the caster dismisses it.

Effect Creates an impenetrable shield around the cultist. The success count of the spell is used as the success count in any situation where a passive defense roll would normally be used.

Spirits bound to totems used for the spell protect the caster, until they are overpowered. While guarding the caster they cannot be used for other spells.

The success count of the attack that does overpower the spirits is reduced by the total *purity* of totems used for the spell (which is usually much bigger than the success count). If the result is negative, the attacker suffers D6 damage per each point of *purity* above the attack's success count.

MIND CONTROL

Range 6+6sq/s.

Area single

Area (extended) 1sq/s *ring*, *circle*, *sphere*, or *bubble* (see Areas of effect on page 34)

Duration Until resisted.

Effect Allows the caster to mind control a creature. This control is almost absolute; the creature will not reject any command which does not cause it to harm itself.

"Kill your allies" is an acceptable command even if the creature risks harm due to retaliation, but "Kill yourself" will be rejected. A rejected command gives the creature an opportunity to resist and break the spell.

Affected creatures can attempt to resist the spell using the Focus skill (see page 30). If resisted, the spell inflicts *confused* condition with *half-life* duration.

Range and area of the spell are only relevant to the initial casting - to see if the spell reaches a target. Once a target is mind-controlled its location relative to the caster does not matter.

RAGING SPIRITS

Range 6+6 fields/s

Area single

Area (extended) The caster may split the initial success count and let the spell attack several creatures. Separate groups of spirits will not join together - a group of spirits with nothing to attack simply departs.

Duration Number of rounds equal to potency while focused on a single creature, and half-life when jumping to next target.

Effect The spirits attack a creature chosen by the caster, and deal D8+D8 damage/s at the beginning of each of that creature's turns.

After the first target dies, the spirits jump to attack the nearest creature hostile to the caster. If there are no hostiles left, the spell ends.

SUMMON

Range -

Area The creature can move in a sphere with a 1 mile per success radius, centered on the totem that was used to summon it. It is destroyed if it leaves this area.

Duration Until summoned creature is killed, or until it is dismissed by the caster.

Effect Summons a creature to serve the cultist.

CONTROL

The creature obeys the summoner without question. In contrast to the mind control spell, control over a summon *is* absolute and it will obey commands which directly lead to its destruction or self-harm.

However, the summoner *must* spend an action every round to exert this control; otherwise the creature is free to do as it likes, as long as it does not act against a previously given command. If the summoner is incapacitated or otherwise incapable of spending an action on exerting control, the creature is given free reign.

Actions Summoned creature gets the usual allotment of three actions, one movement, and one reaction.

Free will Sufficiently intelligent summons (eg, demons) have agency and free will. Nothing prevents them from being hostile to and attacking a careless summoner if given the chance.

THE CREATURE

Base statistics Summoned creature's attributes are all mediocre, its base speed is six fields, and it has four health dice, whose category is determined by its *Endurance* (as it would be for a player character).

The creature is able to make a basic melee attack, and has one source of proficiency in it. Attacks the creature makes deal damage depending on its *Strength* (see Damage from unarmed attacks on page 39) and use the *unarmed* skill; but the creature's fangs, claws, hooves, horns, etc are considered a weapon.

Growth The base creature can be made stronger by spending successes from the casting. One success pays for improving:

- an attribute by one category (up to perfect)
- health by one die
- a skill by one proficiency source (see table Starting proficiencies and skill levels on page 10)
- speed by three fields

Once the successes are spent, roll for the creature's health. This is important if you improved the creature's *Endurance* attribute.

Skills and spells You can give your summon almost any skill you want, including the ability to cast spells using the *Commune* skill - summons cannot use sorcery.

Shape The creature takes whatever shape is appropriate for the totem used to summon it; a wild boar, a giant snake or spider, a demon, etc. Mixing totems results in a creature with combined features.

SORCERY

Spells specific to the Sorcerer archetype:

1. Inferno on page 63
2. Leech life on page 63
3. Mana shield on page 63
4. Plague on page 63
5. Resistance to disease on page 63

Some spells are specialised and may only be cast by eg, a thaumaturge or a druid.

MANA SHIELD

Range self

Area self

Duration The spell ends when caster's mana pool is depleted, or when the caster dismisses it.

Effect Creates an impenetrable shield around the caster.

As long as the caster has sufficient mana every attack's success count is reduced to zero, and the sorcerer's mana pool is depleted by amount of points equal to the attack's success count. Stopped attacks are not considered to connect ie, their special effects are not triggered and inflicted on the sorcerer.

LEECH LIFE

Range 4+4sq/s

Area single

Area (extended) The area can be extended to a *circle, ring, sphere, or bubble* (see Areas of effect on page 34) at the cost of 1 success per field.

Duration instant

Effect Target suffers D8 physical damage per success; the caster is healed by equal amount.

Effect (extended) All creatures in area of effect suffer D6 physical damage (roll once for all creatures) per success; the caster is healed by half the amount of *total* damage dealt ie, rolled damage multiplied by number of affected creatures.

INFERNO

Range self

Area *Circle, ring, sphere, or bubble* (see Areas of effect on page 34) at the cost of 1 success per two fields, centered around the caster.

Duration 1 round per success.

Effect While the inferno burns, all creatures in area of effect suffer *frightened* condition and D6 fire damage per success at the start of their turn. When a new round begins, roll once for damage and apply the result to all affected creatures.

The spell follows the caster as they move around.

BLIZZARD (ALTERNATIVE)

Change the spell's damage type to cold, and the condition inflicted to *disoriented*.

STORM (ALTERNATIVE)

Change the spell's damage type to electric.

PLAGUE

Range 4+4sq/s

Area single

Area (extended) The plague spreads to all creatures within 2 fields of any already infected creature.

Duration half-life

Effect Infected creatures suffer D6 physical damage per success, and all their attributes are reduced by one category.

The spell is ineffective against creatures which are immune to disease eg, undead and demons, or creatures which are somehow protected against disease by eg, an amulet or a spell.

RESISTANCE TO DISEASE

Range touch

Area single

Duration number of rounds

Effect Target is immune to diseases weaker than the success count.

Part VII
Bestiary

All creatures are a combination of all of some of the following three parts:

corpus which is the *physical body*

spirit which is the *soul* or *consciousness*

anima which is the whole of *basic instincts*, and binds the other two parts together in more complex creatures

One of these parts may be substituted by magic in a creature, but just one; a creature may also lack a single part and be composed of just two. For example, animals lack soul and are beings of pure instinct and body, whereas in undead the anima is replaced with magic.