

# COMMON NAMES OF THE OLD WORLD

#### HUMAN (REIKLANDER) FORENAMES

Adelhard, Clothilda, Conrad, Dietmar, Ehrwig, Emmanuelle, Faustus, Fronika, Gerold, Genevieve, Helmut, Herlinde, Ingwald, Jocelin, Johann, Katheryn, Lucretia, Ludwig, Manfred, Natassia, Ottagunda, Pawel, Phie, Reikhilda, Rolf, Sigmunda, Urban, Ursula, Verena, Vespasian, Wolfhilde, Zelda, Zifrid

HUMAN (REIKLANDER) SURNAMES Aukruger, Bach, Carromann, Dietrich, Eigenhof, Franz, Gerber, Harke. Immel. Jutzenbach, Knopf, Leiber, Meierstadt, Naumann, Ohrstenfurter, Pfaffbacher, Reif, Schubert, Talecht, Unterbaum, Zimmermann

#### HALFLING FORENAMES

Alasdair (Alan), Anastasia (Anna), Barnaby (Barny), Cassandra (Cassi), Eleanor (Ella), Fidelius (Fi), Frederica (Fred) Gwendolyn (Gwen), Hyacinth (Cindi) Ignatious (Nat), Josias (Jo), Lawrence (Larry), Lilliana (Lilli), Montgomery (Monty), Odette (Detta), Oskar, Phinea (Phin), Seraphina (Sera), Tobias (Toby)

HALFLING CLAN NAMES Applebag, Cloverhill, Crumpot, Bumbleberry, Dibbly, Fatside, Firken, Fudge, Furrows, Greenthistle, Honeyheld Huppernitzle, Kettlebrew, Meadowfoot Rounderbend, Scrumper, Tippingtree, Udderbucket, Yellowbutter

#### DWARF FORENAMES Astrid, Bardin, Berta, Bronn, Cranneg, Dorbi Drong, Enlag, Freda, Fimbur, Gomrund, Gottra, Grindol, Haakon, Helgar, Josef, Karelia, Kazrik, Kurgan, Lenka, Lunn, Mendri, Menni, Norgrim, Okri, Olka Rorek, Sigrun, Skalf, Skalli, Solveig.

Thindra, Thingrim, Thyk, Ulfar, Ulla, Vala. Vanyra, Vragni, Yanni, Yorri, Zamni, Zylra

#### DWARF CLAN NAMES

Angrund, Barruk, Cragbrow, Dunrakin, Flintbeard, Grimhelm, Guttrik, Hammerback, Ironarm, Kaznagar, Magrest Norgrimling, Redbeard, Silverscar, Svengeln, Thunderstone, Varnskan, Yinlinsson

#### **ELF FORENAMES**

Aerandir, Ainares, Ardagnirhir, Belannaer, Bellepheron, Calarion, Caradryel, Dorenellion, Elrahil, Eltharion, Farsoryn, Finuval, Galmarnoc, Gilaeth, Helidain, Imawyth, Irithok, Kheral, Korhil, Lirrian, Lothiarn, Minathar, Naestra, Nuirathil, Olora, Rethias, Sapherior, Scarloc Therais, Thoronthol, Ullias, Valandil, Valentyr

### HIGH ELF EPITHETS

Brightheart, Clearmind, Dreamborn, Eastwalker, Farsight, Glorysoul, Highbringer Icecall, Lightfinder, Morningstar, Noonchaser, Opaleves, Pyrehand, Ritewise, Stormblade, Towerback, Underfoot, Windcall

#### WOOD ELF EPITHETS

Auroraworn, Birchsand, Clavcaller, Darkcreeper, Elkrunner, Fishspeaker Grevleaf, Heeliaw, Mossborn, Plumecrest, Runningstream, Starglaive, Trillsong, Vinehair, Wingbreeze, Yewmane, Zephyrhand

Animal Care (Int) Leadership (Fel) Animal Training (Int) Lore (Grp.) (Int) Melee (Grp.) (WS) Art (Grp.) (Dex) Athletics (Ag) Navigation (I) Bribery (Fel) Outdoor Survival (Int) Channelling (Grp.)(WP) Perception (I) Charm (Fel) Perform (Grp.) (Ag) Charm Animal (WP Pick Lock (Dex) Climb (S) Play (Grp.) (Dex) Consume Alcohol (T) Pray (Fel) Ranged (Grp.) (BS) Cool (WP) Research (Int) Dodge (Ag) Drive (Grp.) (Ag) Ride (Ag) Endurance (T) Row (S) Entertain (Grp.) (Fel) Sail (Ag) Evaluate (Int) Secret Signs (Grp.)(Int Gamble (Int) Set Trap (Dex) Sleight of Hand (Dex) Stealth (Ag) Gossip (Fel) Haggle (Fel) Swim (S)Intimidate (S) Track (I) Intuition (I) Trade (Grp.) (Dex) Language (Grp.) (Int)

MASTER SKILL LIST (P. 118)

Basic Skills are shown in plain text. Advanced Skills are show in italics. Grouped Skills are followed by (Grp.)

Basic Skills may be attempted even if you do not have any Advances in that Skill.

Advanced Skills may only be attempted if you have taken at least one Advance in that Skill.

# DIFFICULTY (p. 153)

- Very Easy (+60) Easy (+40)
- Average (+20)
- Challenging (+0
- Difficult (-10)
- Hard (-20) Very Hard (-30)

## **OPPOSED TESTS** (P 153)

Both Characters make a Test and compare their SL, with the lower SL being subtracted from the higher for the winner's final SL. Note that you can fail a Test whilst still winning an Opposed Test, and vice versa.

### SUCCESS LEVELS (P. 152) SL Result +6 or more Astounding Success, 'Yes, perfectly!'

4 to +5	Impressive Success, 'Yes, and'
2 to +3	Success, 'Yes'
0 to +1	Marginal Success, 'Yes, but'
-1 to -0	Marginal Failure, 'No, but'
-2 to -3	Failure, 'No'
4 to -5	Impressive Failure, 'No, and'
or less	Astounding Failure, 'Not in any way!'

# TALENTS & TESTS (P. 132)

Each Advance taken in a Talent grants +1 SL on relevant successful Tests.

RANGES (P. 297)				
Range	Yards	Modfier		
Point Blank	Range ÷ 10	+40		
Short	Range ÷ 2	+20		
Long	Range x 2	-10		
Extreme	Range x 3	-30		

#### Reverse roll to hit and check below Location 01-09 Head 10-24 Left (or Secondary) Arm 25-44 Right (or Primary) Arm 45-79 Body 80-89 Left Leg 90-00 Right Leg

# CHARACTER TRAIT, MOTIVATION & QUIRK TABLE

Roll	Trait	Motivation	Ambition	Quirk	Extreme Rang	ge x 3
01-04	Arrogant	Authority	To avoid an obligation	A late bloomer of magical talent	A A A A A A A A A A A A A A A A A A A	
05-08	Bawdy	Change	To be immortalised	Addicted to illicit substances or acts		and the
09-12	Brash	Charity	To become someone else	Chronically unlucky		
13-16	Calculating	Control	To convince someone to take the fall	Deeply in debt to the wrong people	Commence of the second se	
17-20	Cavalier	Envy	To cure themselves or a loved one	Erring on the side of heresy		
21-24	Charming	Fame	To do the work of the Gods	Extremely religious		
25-28	Cold	Freedom	To earn affection	Gifted with recent good luck	Perform a Cool Test	to re
29-32	Confident	Glory	To earn recognition	Gossipy and overly informed	Asimosity (Verieus)	Wh
33-36	Crude	Gluttony	To explore a mystery	Has a hidden talent	Animosity (Various):	
37-40	Dishonest	Happiness	To gain a promotion	Has a terrible short-term memory	Character must perfo	
41-44	Fierce	Infamy	To help a family member or friend	Hides a minor mutation	suffers -20 to Fello	
45-48	Gloomy	Justice	To hide from a shameful past	Holds to revolutionary ideals	Character must attack	the
49-52	Gracious	Knowledge	To improve themselves	Looking for investors for a new scheme	attempts to attack the	em. F
53-56	Gregarious	Love	To kill a hated enemy	Needlessly superstitious		
57-60	Honest	Obligation	To locate something lost	Not who they say they are	Fear (Rating): When c	
61-64	Indignant	Pleasure	To make enough money for	On the run from a darker past	achieve Rating SL on	an E
65-68	Naïve	Power	To make it through just one more day	Outcast from their friends and family	Round. Whilst subject	t to
69-72	Obsessive	Recognition	To prove a point	Recently retired from adventuring	affect the source, and	
73-76	Quiet	Respect	To prove their worth	Repeats themselves again and again	Challenging (+0) Cool	,
77-80	Reserved	Revenge	To reclaim what was taken	Scandalous reputation	must pass a Challengi	
81-84	Rude	Ruin	To regain honour	Speaks prayers to Darker powers	indist pass a Ghanengi	ng (.
85-88	Shrewd	Servitude	To restore the family name	Spotless reputation	Frenzy: On a Succes	sful
89-92	Vain	Survival	To spread suffering	Surprisingly literate / illiterate	making them immun	
93-96	Worrisome	Unity	To steal something of value	Utterly and desperately broke		
97-00	Zealous	Wealth	To uncover a conspiracy	Well known in their community		

# PSYCH

remove Psychology at the beginning of a Turn. must move towards the closest opponent, and attack when possible. Free Melee Attack each Round, and +1 SL on Attacks. When Frenzy ends, hen meeting a member of this group, the gain the Fatigued Condition.

a a Cool Test. On a success, the Character nip Tests with the target. On a failure, the te target socially or physically, gaining +1 SL on Fear or Terror override Animosity.

ronted by the source of Fear. a Character must Prejudice (Various): As Animosity, but only a -10 penalty to Fellowship Extended Cool Test, testing at the end of each Tests on a success. On a failure, the Character must loudly and o Fear, the Character suffers -10 to all Tests to constantly insult the target. Prejudice ends when the target is gone, or nay not approach the source without passing a subject to another Psychology. est. If the source approaches the Character, they Terror (Rating): When confronted by the source of Terror, a Character (+0) Coolest or take the Broken Condition.

1 WP Test, the Character becomes Frenzied. o all other Psychology. A Frenzied Character

### ADVANTAGE (p. 164)

- Each point grants +10 to any appropriate Test. Gain +1 Advantage for:
- Attacking a Surprised opponent Charging an enemy
- Succeeding on a Skill Test Defeating an important NPC

FATE (P. 170)

significance at GM discretion. Spent to:

Avoid all damage from one source.

Become incapacitated instead of killed

**FORTUNE** (p. 170)

Add +1 SL to a Test after it is rolled

Choose when to act in a round, regardless

HIT LOCATIONS (P. 159)

Earned by acts

to current Fate. Spent to:

Reroll a failed Test

of Initative order.

Winning an Opposed Test Wounding an opponent without Opposed Test.

If you lose an Opposed Test, suffer a Condition, or lose Wounds, lose all Advantage.

If you fail to gain Advantage during a Round, or end the Round outnumbered. lose 1 Advantage.

If Combat ends, lose all Advantage,

## RESILIENCE (P. 171)

by acts of Motivation at GM discretion. Spent to: Denv a rolled mutation

Choose the result of a die roll.

### **RESOLVE** (p. 171)

Earned at the beginning of each session, equal Earned by acting in accordance with your motivation, at GM discretion. Spent to: Gain immunity to psychology for a Round

- Ignore all modifiers from all Critical Wounds for a Round
- Remove one Condition.

Each assisting Character (up to a max. of the Characteristic Bonus of the relevant Characteristic) grants +10 to a Test, so long as the assisting Character has at least Advance in the relevant Skill. Tests made to resist disease, poison, fear, hazards, or anything else the GM deems inappropriate, cannot be assisted.

-			
ASSISTANCE	(P.	155)	

-			
IOLOGY	(P.	190)	

Hatred (Various): As Animosity, but must use physical violence to overcome the target. The Character is immune to Fear caused by the target.

must perform a Challenging (+0) Cool Test. On a failure, the Character gains Rating + -SL Broken Conditions. After Terror, the source causes Fear with the same Rating.

	COINAGE (p. 288)
-	l gold crown (IGC)
\$	= 20 silver shillings $(20/-)$
\$	= 240 brass pennies (240d)

## INCOME (p. 52)

Tier	per Standing
Brass	2d10 Brass Pennies
Silver	1d10 Silver Shillings
Gold	1 Gold Crown

# **SELLING** (p. 291)

- Check for Availability of a buyer.
- Trade using the Haggle and Evaluate Skills.
- Receive half the listed price.

## AVAILABILITY (p. 290)

in.	Village	Town	City
Common	In Stock!	In Stock!	In Stock!
Scarce	30%	60%	90%
Rare	15%	30%	45%
Exotic	Not in	Not in	Not in
Exotic	Stock	Stock	Stock

# COMMON ITEMS

Price
3d
1/-
2/-
10d
10/-
10/-

Conditions, gain a Fatigued Condition.

Lose one Fatigued Condition per hour of rest.

Condition you have, ignoring all modifiers. One Bleeding Condition

can be removed with a successful Dramatic Heal Test. Each SL removes

an additional Bleeding Condition. When you remove all Bleeding

Broken: Your Move and Action must be to run away until beyond th

sight of any enemy; then you can use your Action on a Skill that allows

you to hide. -10 to all Tests not involving running and hiding. If you are

not in combat at the end of a Round, you may attempt a Dramatic Cool

Test to remove a Broken Condition, with each SL removing an extra

Broken Condition. Remove 1 Broken Condition per Round out of sight.

Fatigued: -10 to all Tests per Fatigued Condition, to a max of -30.

Prone: Your Move can only be used to stand up or crawl at hal

your Movement in yards. You suffer a -20 penalty to Tests involving

movement of any kind. Opponents trying to strike you in Melee Comba

gain +20 to hit. You lose the Prone Condition when you stand up.

VT VT					
Awarding XP by Performance (p. 26					
I ERFU	RMAP		204)		
End of	Poor	Good	Great		
Session	75	100	150		
Adventure	100	150	200		
Campaign	125	200	250		

## GAINING XP FROM AMBITIONS (P 41)

Short-term Ambitions: +50 XP Long-term Ambitions: +500 XP, and/or refire the Character. Next Character gains half the retired Character's total XP.



- Walk: 2 × Movement
- Run: 4 × Movement
- Sprint: 4 × Movement + Average (+20) Athletics Test SL

# **TRAVEL** (P. 262)

Transport	Move	Cost	Distance	
Coach	6	-	-	
Inside	-	2d	per mile	
Outside	-	ld	per mile	
Barge	8	-		
Cabin	-	5d	per mile	
Deck	-	2d	per mile	
Cab	6	3d	per district	
Ferry	4	ld	per 20 yards	
Move = miles per hour. Travel 6 hours before				
Endurance Test is required.				

# COMPLETING A CAREER (P. 48

You must have the number of Advances listed below in all your Career level's Characteristics and in eight of your available Skills. You must also have at least 1 Talent from your current Career level. Previous Skills and Talents you have gained count towards this.

Level	1	2	3	4
Adv	5	10	15	20

# ADVANCEMENT COSTS (P. 47)

Advances	Characteris	Skills				
0 to 5	25		10			
6 to 10	30		15			
11 to 15	40		20			
16 to 20	50		30			
21 to 25	70		40			
26 to 30	90		60			
31 to 35	120		80			
36 to 40	150		110			
41 to 45	190		140			
46 to 50	230		180			
51 to 55	280		220			
56 to 60	330		270			
61 to 65	390		320			
66 to 70	450		380			
70+	520		440			
Improvement	:	XP Cost				
+1 Talent		100 +100 per				
·1 Talcitt		times already taken				
Exit Comple	ted Career	100				
Exit Incomp	lete Career	200				
the second second	A CONTRACTOR	ALL 1 42				

## CONDITIONS (P. 167)

Ablaze, Bleeding, Blinded, Broken, Deafened, Entangled, Fatigued, Poisoned, Prone, Stunned, Surprised, and Unconscious.

## COMMON CONDITIONS (P. 167) Bleeding: Lose 1 Wound at the end of every Round per Bleeding

Stunned: You are incapable of taking an Action on your Turn, and can only use your Move to stagger at half your normal movement. You also suffer a -10 penalty per Stunned Condition to all Tests, but can defend yourself with Opposed Tests. Any opponent trying to strike you in Melee Combat gains +1 Advantage before rolling the attack. At the end of each Round, you may attempt a Dramatic Endurance Test. I successful, remove a Stunned Condition, with each SL removing an extra Stunned Condition.

Surprised: You can take no Action or Move and cannot defend yourself in Opposed Tests. +20 to hit against you for your first opponent. At the end of the Round, you lose all Surprised Conditions.

Unconscious: You are knocked out, asleep, helpless, or otherwise insensible. You can do nothing on your Turn and are completely unaware of your surroundings. Any Melee attack targeting you automatically hits as if you had rolled 01 to determine your SL, and also inflicts a Critical Wound. You recover from the Unconscious Condition when you are in a safe location and have time to rest (as determined by the GM).

WEAPONS & SHIELDS (P. 294)									
Weapon	Group	Price	Enc	Availability	Reach	Dmg	Qualities and Flaws (pg 297)		
Hand Weapon	Basic	IGC	1	Common	Average	+SB+4			
Improvised Weapon	Basic	N/A	*	N/A	Varies	+SB+1	Undamaging		
Dagger	Basic	16/-	0	Common	Very Short	+SB+2	-		
Shield (Buckler)	Basic	18/2	0	Common	Personal	+SB+1	Shield 1, Defensive, Undamaging		
Shield	Basic	2GC	1	Common	Very Short	+SB+2	Shield 2, Defensive, Undamaging		
Rapier	Fencing	5GC	1	Scarce	Long	+SB+4	Fast, Impale		
Unarmed	Brawling	N/A	0	-	Personal	+SB+0	Undamaging		
Knuckledusters	Brawling	02/6	0	Common	Personal	+SB+2			
Flail	Flail	2GC	1	Scarce	Average	+SB+5	Distract, Wrap		
Main Gauche	Parry	1GC	0	Rare	Very Short	+SB+2	Defensive		
Swordbreaker	Parry	1GC 2/6	1	Scarce	Short	+SB+3	Defensive, Trap-blade		
Spear	Polearm	15/-	2	Common	Very Long	+SB+4	Impale		
Pike	Polearm	18/-	4	Rare	Massive	+SB+4	Impale		
Quarter Staff	Polearm	3/-	2	Common	Long	+SB+4	Defensive, Pummel		
Bastard Sword	2-Handed	8GC	3	Scarce	Long	+SB+5	Damaging, Defensive		
Great Axe	2-Handed	4GC	3	Scarce	Long	+SB+6	Hack, Impale, Tiring		
Warhammer	2-Handed	3GC	3	Common	Average	+SB+6	Damaging, Pummel, Slow		
Zweihander	2-Handed	10GC	3	Scarce	Long	+SB+5	Damaging, Hack		
Blunderbuss	Blackpowder	2GC	1	Scarce	20	+8	Blast 3, Dangerous, Reload 2		
Handgun	Blackpowder	4GC	2	Scarce	50	+9	Dangerous, Reload 3		
Pistol	Blackpowder	8GC	0	Rare	20	+8	Pistol, Reload 1		
Longbow	Bow	5GC	3	Scarce	100	+SB+4	Damaging, Precise		
Bow	Bow	4GC	2	Common	50	+SB+3	-		
Crossbow	Crossbow	5GC	2	Common	60	+9	Reload 1		
Repeater Handgun	Engineering	10GC	3	Rare	30	+9	Dangerous, Reload 5, Repeater 4		
Repeater Pistol	Engineering	15GC	1	Rare	10	+8	Dangerous, Pistol, Reload 4, Repeater 4		
Bomb	Explosives	3GC	0	Rare	SB	+12	Blast 5, Dangerous, Impact		
Incendiary	Explosives	IGC	0	Scarce	SB	Special	Blast 4, Dangerous		
Sling	Sling	1/-	0	Common	60	+6			
Javelin	Throwing	10/6	1	Scarce	SBx3	+SB+3	Impale		
Rock	Throwing		0	Common	SBx3	+SB	-		
Throwing Axe	Throwing	IGC	1	Common	SBx2	+SB+3	Hack		
Throwing Knife	Throwing	18/-	0	Common	SBx2	+SB+2			

# WEADONS & SHIELDS ( 204

Blackpowder and Engineering weapons have the Blackpowder and Damaging Qualities. An Incendiary inflicts every affected target 1+SL Ablaze Conditions. Characters fighting an opponent with a longer weapons suffer -10 to hit. As an Action, perform an Opposed Melee Test to step into In-fighting - weapons longer than Short count as Improvised.

# CREATURE SIZE (P. 341)

If larger than average: Weapons gain Damaging Quality (one step), and Impact (two steps or more).

Multiply Damage by the number of steps above average after all modifiers are applied. Successful strikes against smaller taregts activate Deathblow (pg 160), even if the target survives.

If perceived as aggressive, the creature causes Fear (1 step) or Terror (2 steps) in smaller foes.

If smaller than average: +10 to hit. -2 SL per step to parry.

<b>ARMOUR</b> (P. 300)								
Armour	Price	Enc	Availability	Penalty	Locations	APs	Qualities and Flaws	
Leather Jack	12/-	1	Common	-	Arms, Body	1		
Leather Jerkin	10/-	1	Common	-	Body	1	-	
Leather Leggings	14/-	1	Common	-	Legs	1	-	
Leather Skullcap	8/-	0	Common	-	Head	1	Partial	
B. L. Breastplate	18/-	2	Scarce	-	Body	2	Weakpoints	
Mail Chausses	2GC	3	Scarce	-	Legs	2	Flexible	
Mail Coat	3GC	3	Common	-	Arms, Body	2	Flexible	
Mail Coif	1GC	2	Scarce	-10 Perception	Head	2	Flexible, Partial	
Mail Shirt	2GC	2	Scarce	-	Body	2	Flexible	
Breastplate	10GC	3	Scarce	-	Body	2	Impenetrable, Weakpoints	
Open Helm	2GC	1	Common	-10 Perception	Head	2	Partial	
Bracers	8GC	3	Rare		Arms, Body	2	Impenetrable, Weakpoints	
Plate Leggings	10GC	3	Rare	-10 Stealth	Legs	2	Impenetrable, Weakpoints	
Helm	3GC	2	Rare	-20 Perception	Head	2	Impenetrable, Weakpoints	