Status / Reputation	Level	CP/XP	Description
Able warrior/thief	1	1	Ah you've done this before! BL2
Reputable warrior/thief etc	2	2	An honour to witness your work! BL4
Famous warrior/thief etc	3	4	Wow it's him/her! BL6
Feared warrior/thief etc	2	2	Oh no, not him/her! BL4
Bane of	2	2	State monster/race. BL4
Marksman	1	2	Must have at least 10 in missile. BL4
Sell-Sword	1	1	Ranked mercenary. BL3
Warmaster	3	3	Respected mercenary, sword for hire. BL5
Lesser Hero/Villain of	1	1	State heroic deed, place, people etc BL3
Known Hero/Villain of	3	3	State heroic deed, place, people etc BL5
Greater Hero/Villain of	5	5	State heroic deed, place, people etc BL7
Freeman	1	1	Known and proved to have no strings attached. BL3
Tradesman	1	1	Must have at least 7 in a craft/professional skill. BL3
Expert	3	2	Must have at least 10 in a craft/professional skill. BL5
Book-Learned	1	1	Must have at least 7 in a Lore skill BL4
Academic $oldsymbol{\psi}$	3	2	Must have at least 10 in a Lore skill. BL6
Politician	3	3	Must have at least 7 in politics. BL5
Council member	3	5	Must have at least 10 in politics. BL7
Retainer	1	1	Linked/bonded to noble house. Guard, manservant, advisor. BL3
Squire	1	1	Servant and wannabe knight. Buy knight 2 cheaper. BL3
Knight	1	3	Realm's champion, trusted warrior and protector. BL5
Lesser noble	1	5	Right family ties. Some family obligations. BL5
Greater noble	1	7	Posh indeed! Strong obligations to family. BL7
Royal/Imperial family	1	10	Crème de la crème! Very strong obligations to family. BL9
Dungeoncrawler	1	1	Known for your expertise. BL3
Expert Treasure-Hunter	3	3	They'll always recruit you! Higher salary/share. BL5
Trouble-Shooter	1	1	Problem-solver, good to have in a tight spot. BL2
Magus Apprentice	1	3	Respected and feared. Obligation to mages. BL4
Famous Explorer	1	2	Must have at least 5 in peoples & places. BL4
Guild bonded	1	2	Linked to/servant of the Merchant League guilds. Guard, external
	<u> </u>		workforce, armed escort, interpreter etc. BL2
Guildsman	1	4	Member of one of the Merchant League guilds BL4
Guild Crafter	1	2	Must have at least 7 in a craft/professional skill. BL4
Guild Craftmaster	3	3	Must have at least 10 in craft/professional skill. BL6
Guild Erudite	1	2	Must have at least 7 in a Lore skill. BL4
Guild Loremaster	3	3	Must have at least 11 in a lore skill. BL7
Initiate	1	1	Initiate or linked/bonded to or external servant of religion. BL2
Clergy/Cultist	1	1	Servant, worker of a religion. Some obligations to religion BL3
Priest/Priestess	1	3	Shepherd and leader. Strong obligations to religion. BL6
High Priest/Priestess	3	6	Pillar of faith! Very strong obligations to religion. BL8
God-Touched	1	1	Special and destined! BL3
Holy Man	3	4	Known miracle-maker. Must have at least 13 Moxie. BL6
	<u> </u>		
Benefit Level (BL)	=		Roll 1D10 <u>under</u> to reap benefits, impress, intimidate etc in that
			area of influence.

Skill list	Stat	Skill list	Stat
- Combat -	Juli	Poetry	INU
Unarmed	AGI	Boatcraft & Sailing	INU
Blades	STR	Languages (rank 1-4 only)	-
Clubs	STR	Literacy (Costs 2, once per script)	_
2-Handed	STR	Ventriloquism	AGI
Thrown	AGI	Lip Reading	INU
Missile	AGI	Sign Language (Costs 2, once /lang.)	-
Pole-Arms	STR		
Shields (max 9)	STR	- Profession -	
Magic Attack	WIL	Evaluation	INT
aB.o / tecasic	77.12	Navigation	INT
- Physical -		Fletching	AGI
Jump	AGI	Blacksmith	STR
Climb	AGI	Farming	INT
Swim	AGI	Forgery	INT
Contortions	AGI	Military Tactics	INT
Acrobatics	AGI	Dark Arts	INT
Sneak & Hide	AGI	Leather-Working	INT
Ride	AGI	Rope-Mastery	AGI
Tilde	7.01	Poisons	INT
- Common -		Herbs & Potions	INT
Flora & Fauna	INT	Carpentry	INT
Peoples & Places	INT	Painting/Carving	INU
Stories & Legends	INT	Pick Pockets & Trickery	AGI
Religions & Cults	INT	Set & Disarm Traps	AGI
Politics	INT	Pick Locks	AGI
Weather	INU	Disguise	INT
Fast Talk	PRE	Tracking	INU
Contacts (costs 1, once only)	-	Armour-Making	INT
Gambling	INU	Shipwright	INT
Juggling	AGI	Mining	INT
Etiquette	PRE	Spellcasting	WIL
Oratory	PRE	Trekking	INU
Acting	PRE		
Streetwise (costs 1, state city)	-	- Lore -	
Fishing	INT	Biology, History, Mathematics	INT
Cooking	INU	Philosophy, Geology, Geography	INT
First Aid	INU	Engineering	INT
Foraging	INU	Healer	INT
Musical Instrument	INU	Pathology	INT
Singing	PRE	Alchemy	INT
Story Telling	PRE	Artifice	INT
Dancing	AGI	Astrology	INT
Seduction	PRE	Magic	INT
Information Search	INT		

Creation/Experience	CP/XP	Description
Creation step 1 \downarrow		
Improve Primary Stat	5/15-25	Max 2 point increase per stat during creation. Max 1 point <u>and</u> 1 stat during XP. Stat raise costs with XP 3-14=15 XP, 14-16=20 XP, 17-18=25 XP. Max 18 total in a stat.
Improve Awareness, Deduction, Mana	2/6	Max 3 point increase during creation. Max 1 point <u>and</u> 2 stats during XP. Max 18 total in a stat. Unlimited max in Mana.
Improve Max Injury Points	5/10	Cost per 5 Injury Points. Max IP = race base + CONx5.
Buy Profession	Varies	See Profession table. Only 1 profession during creation. Max 1 profession during XP
Buy Hero Attributes	Varies	See Hero Attributes table
Buy Status & Reputation	Varies	See Status & Reputation table
Creation step 2 🗘		
Buy new skill at stat base	1/4	Starts at stat/5 round down (1 minimum)
Improve skill experience	1/2	Max 7 in skill after creation. Max 14 in skill total through experience (8 and 16 for monopolized skills). Max 1 per level when raising with XP
Alter virtues	-/1	1-2 steps up or down (opposing virtue also changes)
Buy more Fate points	2	Max 2 extra during XP

Race base IP (+conx3)	Base	Max	
Humans	20	100	
Firstmen/Overmen	25	120	
Elves	15	90	
Drow	20	90	
Half-elves	15	100	
Dwarves	25	150	
Rarroc-men	30	130	
Halflings	15	120	
Trollbloods	25	120	

Race base IP	Base	Max
Ogres	60	200
Vettir/Hobgoblins	15	130
Goblins	10	60
Trolls	60	200
Hill Giants	100	300
Antedeluvians	30	160
Orcs	40	150
Snaga orcs	15	80
Halforcs	25	130

Occupation category	CP/XP	Benefits
Warrior/Fighter/Man-at-Arms/Knight	5/20	+1 DB, Monopoly: 1 weapon skill and 1 Physical skill of choice, +10 Max IP and +10 Max race IP, 1 Hero Attribute
Thief/Burglar/Rogue/Bandit	5/20	+1 Dodge, Monopoly: Sneak & Hide and 2 Profession or Common skills of choice, 1 Hero Attribute
Scout/Archer/Cavalry	5/20	+2 Move, +2 Awareness, Monopoly: 1 weapon skill and 1 physical of choice, 1 Hero Attribute
Assassin/Specialist	5/20	+1 Dodge, Monopoly: Sneak & Hide and 1 Weapon skill and 1 Physical skill of choice. 1 Hero Attribute
Bard/Entertainer/Acrobat/Artist	4/16	+2 Moxie, Monopoly: 3 Common skills of choice, 1 Hero Attribute
Ranger/Warden/Hunter/Trapper	5/20	+2 Awareness, Monopoly: 1 Physical and 2 Professional or Common skills of Choice, 1 Hero Attribute
Barbarian/Redneck/Gladiator	5/20	+3 Initiative, +1 Dodge, Monopoly: 1 weapon skill of choice, +20 Max IP and +10 Max race IP, 1 Hero Attribute
Merchant/Guildsman/Professional	4/16	+3 Deduction, Monopoly: 3 Professional or Common skills of choice, 1 Hero Attribute
Priest/Monk/Holy Man/Druid	4/16	+4 Mana, +2 Deduction, +1 Awareness, Monopoly: 1 profession and 2 Common skills of choice, 1 Hero Attribute
Engineer/Scholar/Alchemist/Artificer	4/16	+3 Deduction, +2 Moxie, Monopoly: 1 Professional skill and 2 Lore skills of choice, 1 Hero Attribute
Hero/Villain	10/30	+3 Moxie, Monopoly: 4 skills of choice. 3 Hero Attributes.
Paladin/Dark Knight	10/30	+1 DB, +3 Initiative, +1 Dodge, Monopoly: 1 weapon skill of choice, +20 Max IP and +10 Max race IP, 2 Hero Attributes. <u>Must</u> be Good/Evil
		Max 3 occupations in total!
Monopoly	=	Get skill at base +2 at creation. Character creation maximum is 8 (instead of 7) Skill max is 16 (instead of 14) Half cost (I instead of 2) when raising with XP

Melee Weapon Chart	Skill	Class	В	E	Р	
GRAPPLING	Unarmed	В	B Special		al	
HAND / FOREARM	Unarmed	В	1	-	-	
FOOT / KNEE	Unarmed	В	1	-	-	
HEADBUTT	Unarmed	В	1	-	-	
GAUNTLETS / KNU. DUSTER	Unarmed	В	2	-	-	
SPIKED GAUNTLET	Unarmed	В	-	2	-	Support weapon
DAGGER	Blades	Α	1	2	4	
KNIFE	Blades	Α	0	2	3	Can be thrown with -2
LONGKNIFE	Blades	Α	1	3	4	
SHORTSWORD	Blades	В	2	4	4	
SCIMITAR	Blades	В	2	5	3	
FALCHION	Blades	В	4	6	1	
BROADSWORD	Blades	В	3	5	3	
ESTOC	Blades	В	3	3	6	
BASTARD SWORD	Blades/2H	В	3	5	3	B4 E7 P4 if used w. 2 hands
LONGSWORD	Blades	В	3	5	4	
BATTLE SWORD	2-Hand	В	5	8	4	-3 if used w. 1 hand & -3 damage
USRIEV	Blades/Polearm	В	3	5	7	2-H weapon or as lance
MIEKKA	Polearms	В	3	5	6	Can be thrown
BLACKJACK	Clubs	Α	3	-	-	+1D6 E to head
CLUB / STICK	Clubs	В	3	-	-	
MACE	Clubs	В	5	-	-	
MORNING STAR	Clubs	В	-	-	5	
MAUL	Clubs	В	5	-	-	
WARHAMMER	Clubs	В	5	-	6	
BALL & CHAIN	Clubs	В	6	-	-	
GRAINFLAIL	Clubs	В	5	-	-	
WARFLAIL	2-Hand	В	8	-	-	-3 if used w. 1 hand & -3 damage
SICKLE	Blades	В	1	4	4	
HANDAXE / CLEEV	Blades	В	4	6	-	Can be thrown
BATTLE AXE	2-Hand	В	6	9	-	-3 if used w. 1 hand & -3 damage
WHIP, rope, chain etc	Clubs	В	1	2		
NET, cloak, blanket etc	Unarmed	В	1	-		If arm/leg hit roll #D6 F or S
GLAIVE	Polearms	С	6	7	7	Cannot be used with 1 hand
POLEAXE	Polearms	С	6	9	6	Cannot be used with 1 hand
FALCASTRA	Polearms	С	3	5	6	Cannot be used with 1 hand
PIKE	Polearms	С	4	-	9	Cannot be used with 1 hand
LANCE	Polearms	С	4	-	9	Cannot be used with 1 hand
STAFF	Polearms	В	4	-	-	
SPEAR	Polearms	В	4	-	7	
TRIDENT	Polearms	В	4	-	5	Holds small prey

Panga Waanan Chart	Skill	В	F	Р	
Range Weapon Chart	•	D	Е	-	4 and lead at and the an 2
SHORT BOW	Missile	-	-	6	1 rnd load +1 rnd fire or -2
LONG BOW	Missile	-	-	8	1 rnd load +1 rnd fire or -3
SLINGBOW	Missile	-	-	6	1 rnd load +1 rnd fire or -2
STEEL BOW	Missile	-	-	+1	Min STR 15. Loading as above.
CROSSBOW	Missile	-	-	7	1 rnd load + 1 rnd fire. Cannot be done in 1
HEAVY CROSSBOW	Missile	-	-	8	1 rnd load + 1 rnd fire. Cannot be done in 1
BLOWGUN	Missile	-	-	0	Max 1D6 damage
SLING	Missile	4	-	-	
STAFFSLING	Missile	5	-	-	
BOLA	Thrown	5	-	-	
THROWING KNIFE	Thrown	0	-	3	
THROWING RING	Thrown	0	3	-	
THROWING AXE	Thrown	3	5	-	
JAVELIN	Thrown	2	-	6	
ATLATL	Thrown	2	-	5	Small spears & launcher
BOOMERANG / WEEB	Thrown	4	(4)	-	Can be sharpened
STONES, STOOLS etc	Thrown		Specia		
BUCKLER	Shield	1	-	-	Small. No missile defence
N SHIELD leather	Shield	2	-	-	Reinforced edges
N SHIELD wood	Shield	2	-	-	Reinforced edges
N SHIELD metal	Shield	2	-	-	
TOWER SHIELD	Shield	2	-	-	Hoplites possible
SHARPENED EDGES	Shield	-	4	-	Use offensive unarmed skill
BOSS GORE	Shield	-	-	3	Attached to shield. Use unarmed skill

Range Modifier Chart
Rock/Stone etc
Spear/Miekka
Handaxe*
Dagger etc*
Melee weapon*
Throwing axe
Throwing knife
Javelin/atlatl
Net etc
Bow
Longbow
Crossbow
Sling/bola
Staffsling
Blowgun

3m	8m	18m	45m	65m	110m	180m
+0	-1	-2	-4	-8	-	-
+0	-1	-2	-6	1	-	-
+0	-1	-2	-6	-	-	-
+0	-1	-2	-6	1	-	-
-2	-4	-7	1	1	-	-
+0	-1	-3	-5	-	-	-
+0	-1	-2	-4	1	-	-
+0	+0	-1	-2	-6	-	-
+0	-2	-5	-	-	-	-
+2	+1	+0	-2	-5	-8	-
+2	+1	+0	-1	-3	-6	-8
+3	+2	+0	-1	-3	-6	-8
+0	+0	-1	-2	-4	-	-
+0	+0	+0	-1	-3	-8	-
+2	+0	+0	-3	-	-	-

Armour coverage Leather, Furs Sk Hat/Cap Sk Nk Cowl Vest Sh, Tx, Ab Shirt, Tunic Sh, Ar, Tx, Ab, Gr Tunic + El, Kn Coat Leggings Gr, Le, Kn Shoes, boots Fe Knee boots Fe, Kn Gloves Ha Ring, Mail, Scale Cowl, short Sk, Nk Sk, Nk, Sh Cowl long Shirt, Habergeon Sh, Ar, Tx, Ab, Gr Hauberk, short Sh, Ar, Tx, Ab, Gr, Le Hauberk, long Sh, Ar, Tx, Ab, Gr, Le, Kn Gr. Le. Kn Leggings Kilt Gr, Le Gauntlets / Mittens Ha Rigid leather, plate Halfhelm/pot helm Sk Great/full helm Sk, Fa, Nk Breastplate Tx, Ab Ailettes Sh Coudes Εl Vambraces Ar Greaves Le Kneecops Kn

Magic/fine armour provide either:

- a) Better armour value
- b) + to dodge
- c) + to size modifier
- d) + to stat (STR, SPEED, AGI)
- e) other magical power

Casting Magic

- Spend the necessary 1-2
 preparation rounds (if any). See
 individual spell/charm
 requirements
- 2. Roll 1D10+Spellcasting+modifiers
- Consult attack table (if magic is used against a foe)
 #D6+1 constitutes the resistance roll or contest roll. Usually against MAN
- 4. Roll resistance rolls, secondary rolls etc (if any)
- Roll Magic Attack combat roll (if a physical attack)

Armour	penaltie	es				
Location	Leather	Ring	Rigid L	Mail	Scale	Plate
Skull						
Eyes	-10 skill					
Face	-2 AWA					
Neck						
Shoulders						-1 AGI
Arms						
Elbows			-1 AGI		-1 AGI	-1 AGI
Hands						
Thorax						
Abdomen			-1 AGI	-1 AGI	-1 AGI	-1 AGI
Groin						
Legs						
Knees			-1 AGI		-1 AGI	-1 AGI
Feet						

- ☐ Automatically lucky (1 pt)
- □ Extra action (1 point)
- □ Ignore fumble/stumble (1)
- ☐ Alter/add details to story (1
- point from 2 players)
- $\hfill\Box$ Add NPC or a VINPC to story
- (1-2 points)
- ☐ Add background/world event (2 pts from 2 players)
- □ Flesh wound rule. Only 10
- IP and no wounds remain
- AFTER combat (2 points)
- ☐ Get a story hint/clue from the GM (1 point)
- ☐ Getting noticed/attention by gods or VINPCs (1 point)

Fumbling spells (artificial magic)

If a 1 is rolled, roll 1D10 to determine if there is a fumble (odd numbers). If there is a fumble, the usual WIL is lost (minimum) and roll 1D10 to determine effect:

- 1. Magic becomes constipated around spellcaster. Impossible to cast Spells for 1 day
- 2. Magic becomes garbled. Harder to cast spells (-4) for 1 day
- 3. Magic becomes costly. All spells cost x2 WIL for 1 day
- 4. Magic becomes broken. Impossible to cast that spell again for 1 day
- 5. Magic backlash. Caster stunned 3 rounds
- 6. Magic burns luck. -5 MOX for 1 day
- 7. Magic becomes corrupted around magic user, x2 fumble chance for 1 day
- 8. Magic becomes costly. Spell fails but spends x3 WIL
- 9. Spell has much weaker, annoying effect
- 10. Spell fails

Fumbling charms (divine magic)

If a 1 is rolled, roll 1D10 to determine if there is a fumble (odd numbers). If there is a fumble, the usual WIL is lost (minimum) and roll 1D10 to determine effect:

- 1. Gods! Something....bad happens. Attention of wrong gods, summoning of... etc
- 2. Gods withdraw their grace. No Charms can be cast for 1 day
- 3. Gods angered. All Charms are -4 to cast for 1 day
- 4. Gods insulted. All Charms cost x2 WIL for 1 day
- 5. Gods annoyed. -5 INU for 1 day
- 6. Gods unamused. Prayers and promises needed for 3 rounds (no other activity)
- 7. Gods and Fate is tempted. -5 MOX for 1 day
- 3. Gods shamed. Sacrifice needed before end of the day
- 9. Gods turn away their faces. Charm fails but spends x3 WIL
- 10. Gods inattentive and Charm fails

Fumbling powers (natural magic)

Natural magic users have a greater chance for chaotic results when casting. On rolls of 3, 4 and 18 roll 1D10 (without rolling Critical Roll) to determine effect

- 1. Power is randomly directed elsewhere (upon friends?)
- 2. Power is directed upon self (if aggressive, otherwise upon enemies/others if benign)
- 3. Power has much stronger effect
- 4. Power causes emotional storm to all close by (frenzy, panic, rage, sadness etc)
- 5. Power has much weaker effect
- 6. Power has totally different effect
- 7. Power cast as usual but upsets magical environment afterwards
- 8. Power drains user of all WIL
- 9. Power channels +6 more WIL to user
- 10. Power is delayed and is activated at unknown time in the future

Hero Attributes)	Level	Cost	Effects
Melee			
Decisive*	1	4	+5 Initiative
Fast-drawer	2	4	Draw and attack same round
Cutter	1	4	Re-roll damage with 1D6 less
Butcher	4	8	Alter hit location 1 up or
			down. No active defence –
			only base dodge value
Counter-striker	1	4	Cause 1D6 damage on
			opponents attack. 2D6
			damage if attacker misses.
			Only base Dodge value
Bruiser*	2	8	+1 Damage Bonus. (Max 4)
Mauler*	3	16	+1 Damage Bonus. (Max 4)
Double-striker	3	8	2 attacks with 2 weapons
			per round. No active
			defence - only base dodge
			value
Combo striker	1	4	1 melee attack + 1 unarmed
			attack per round. Attacks
			suffer a total of -4 but can
			choose how to divide this.
Swashbuckler	1	2	Fancy/impressive
			manoeuvre and movement +
			attack2 attack and only
			Dodge defence
Charger	1	2	+2 extra damage with run-
			up, but +2 to hit for
			opponent.
Ambidextrous*	1	5	Offsets off-hand penalty
Feinter	1	2	Contested skill roll on first
			round. Difference = penalty
			next round in defence
Knocker	3	8	All head hits are +1D6 E
Back-stabber	1	4	+2 attacking from behind
Disarmer	2	6	If successful attack, instead
			rolls AGI vs AGI or fumble
			(+1 per D6 damage).
Adicalla			
Missile	-		Manuskad abad 61
Cavalry archer	2	4	Mounted shot/throw no pen
Longshooter	1	4	Negates 2 of distance pen.
Sureshooter	2	6	+2 to hit after prolonged aim
Swiftshooter	4	10	Draw & shoot/throw 1 rnd
Double shooter	4	14	Fire/Throw 2 missiles at
			close targets same round
Catcher	4	6	Catch & re-throw thrown
			weapon if 4D6 v AGI

Hero Attributes	Level	Cost	Effects
Unarmed			
Grappler	1	4	+2 to grapple attacks
Basher	3	4	If successful unarmed or
			shield attack (min. 1D6)
			defender rolls instead
			STR+DB vs STR or stumble
Bowler	3	4	As Basher but vs mult.targets
Knuckler	3	4	+3 Unarmed damage
Wrestler	1	2	+4 when throwing targets
			(hold needed first)
Strangler	2	2	+2 extra damage strangling
			(hold and pin needed first)
Tripper	1	2	+2 extra to Trip targets (hold
			needed first)
Bearhugger	1	2	+4 to pin targets (hold
			needed first)
Defence			
Fleet-footed*	1	6	+1 Dodge (Max 9 in Dodge)
Avoider*	2	6	+1 Dodge (Max 9 in Dodge)
Evader*	4	10	+1 Dodge (Max 9 in Dodge)
Dodger*	5	12	+1 Dodge (Max 9 in Dodge)
Blocker*	1	5	+2 to blocks with weapons
			(Max 9 in parrying)
Shielder*	1	4	+2 to Shield Blocks (Max 9)
Displacer	3	6	Defender alter hit location 1
			up or down
Parrymaster	4	5	X2 weapon blocks each rnd
Shieldmaster	4	5	X2 shield blocks each rnd
Physique			
Unruffled	1	5	Negates -2 in Wounds for
			WIL/2 rounds
Invincible	3	8	Negates -2 in Wounds for
			WIL/2 rounds
Soaker	4	8	Soaks injury. +2 "extra"
			armour points
Tough	2	6	+2 CON to E rolls
Death-defying	1	2	First Death Door's roll always
			successful
Well-built*	1	7	+5 IP & +10 max race IP
Superior*	3	7	+5 IP & +10 Max race IP
			_
		I	

Hero Attributes	Level	Cost	Effects
Investigative*	1	2	+2 Deduction
Pattern-cognitive*	2	4	+2 Deduction
Unafraid	1	4	+2 WIL to Terror rolls
Fearless	3	4	+2 WIL to Terror rolls
Resilient	1	4	+2 CON to Disease rolls
Resistant	3	4	+2 CON to Disease rolls
Hardened	1	4	+2 CON to Poison rolls
Immune V	4	6	+2 CON to Poison rolls
Shielded	1	4	+2 MAN to Magic rolls
Protected	3	4	+2 MAN to Magic rolls
Lucky	1	3	+3 MOX to Luck rolls
Lucky bastard	3	6	+3 MOX to Luck rolls
Relentless	3	4	Any number of retry skill
			rolls without penalty
Second-chancer	2	6	Re-roll D10 skill roll with
			-3 to skill (NOT fumbles)
Mule	1	4	Can carry +4 items in
			each location
Auto Hero skill	3	8	Skill always succeeds!
			Non vital, cool combat/
			movement acrobatics,
			find academic info,
			interrupt, singing etc
Multitasker	1	4	2 non-combat actions
5 . 0	2		per round
Fate Charmed	2	8	Re-roll 1 pre-defined
			(different colour) of own D6.
Fate touched	4	8	Change 1D6 of friends or
rate touched	4	٥	enemies dice to 2-5.
Sneaker* √ —	1	4	+2 sneak & hide
Sweet-Lipped*	1	4	+2 oratory, seduction etc
Honey-Tongued*	3	6	+2 oratory, seduction etc
Special*	1	3	+1 Moxie
Destined*	2	3	+1 Moxie
God-Favoured*	3	3	+1 Moxie
Alert*	1	3	+2 Awareness
Observant*	2	3	+1 Awareness
Hawkeyed*	3	3	+1 Awareness
Swift*	1	4	+2 Movement
Fast *	2	6	+2 Movement
Linguist*	1	2	Language skills ½ price
Magical	1	6	+2 Mana
Potent	3	10	+2 Mana
	-		_ :::::::::::::::::::::::::::::::::::::
* No Moxie needed 2 use			
5			

Name/Type IP Dodge AV Attack 1	Creature chart															
	Name/Type	ΙP	Dodge	ΑV	Attack 1	Attack 2	Attack 3	STR	AGI	CON	MOV	INI	AWA	DED	MAN	Notes