| Status / Reputation | Level | CP/XP | Description | Skill list | Stat | Skill list | Stat |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Able warrior/thief | 1 | 1 | Ah you've done this before! BL2 | - Combat - |  | Poetry | INU |
| Reputable warrior/thief etc | 2 | 2 | An honour to witness your work! BL4 | Unarmed | AGI | Boatcraft \& Sailing | INU |
| Famous warrior/thief etc | 3 | 4 | Wow it's him/her! BL6 | Blades | STR | Languages (rank 1-4 only) | - |
| Feared warrior/thief etc | 2 | 2 | Oh no, not him/her! BL4 | Clubs | STR | Literacy (Costs 2, once per script) | - |
| Bane of...... | 2 | 2 | State monster/race. BL4 | 2-Handed | STR | Ventriloquism | AGI |
| Marksman | 1 | 2 | Must have at least 10 in missile. BL4 | Thrown | AGI | Lip Reading | INU |
| Sell-sword | 1 | 1 | Ranked mercenary. BL3 | Missile | AGI | Sign Language (Costs 2, once /lang.) | - |
| Warmaster | 3 | 3 | Respected mercenary, sword for hire. BL5 | Pole-Arms | STR |  |  |
| Lesser Hero/Villain of... | 1 | 1 | State heroic deed, place, people etc BL3 | Shields (max 9) | STR | - Profession - |  |
| Known Hero/Villain of...- | 3 | 3 | State heroic deed, place, people etc BL5 | Magic Attack | WIL | Evaluation | INT |
| Greater Hero/Villain of...- | 5 | 5 | State heroic deed, place, people etc BL7 |  |  | Navigation | INT |
| Freeman | 1 | 1 | Known and proved to have no strings attached. BL3 | - Physical - |  | Fletching | AGI |
| Tradesman | 1 | 1 | Must have at least 7 in a craft/professional skill. BL3 | Jump | AGI | Blacksmith | STR |
| Expert | 3 | 2 | Must have at least 10 in a craft/professional skill. BL5 | Climb | AGI | Farming | INT |
| Book-Learned | 1 | 1 | Must have at least 7 in a Lore skill BL4 | Swim | AGI | Forgery | INT |
| Academic | 3 | 2 | Must have at least 10 in a Lore skill. BL6 |  | AGI |  |  |
| Politician | 3 | 3 | Must have at least 7 in politics. BL5 | Contortions | AGI | Military Tactics | INT |
| Council member | 3 | 5 | Must have at least 10 in politics. BL7 | Acrobatics | AGI | Dark Arts | INT |
| Retainer | 1 | 1 | Linked/bonded to noble house. Guard, manservant, advisor---------------->3 | Sneak \& Hide | AGI | Leather-Working | INT |
| Squire | 1 | 1 | Servant and wannabe knight. Buy knight 2 cheaper. BL3 | Ride | AGI | Rope-Mastery | AGI |
| Knight | 1 | 3 | Realm's champion, trusted warrior and protector. BL5 |  |  | Poisons | INT |
| Lesser noble | 1 | 5 | Right family ties. Some family obligations. BL5 | - Common - |  | Herbs \& Potions | INT |
| Greater noble | 1 | 7 | Posh indeed! Strong obligations to family. BL7 | Flora \& Fauna | INT | Carpentry | INT |
| Royal/Imperial family | 1 | 10 | Crème de la crème! Very strong obligations to family. BL9 | Peoples \& Places | INT | Painting/Carving | INU |
| Dungeoncrawler | 1 | 1 | Known for your expertise. BL3 | Stories \& Legends | INT | Pick Pockets \& Trickery | AGI |
| Expert Treasure-Hunter | 3 | 3 | They'll always recruit you! Higher salary/share. BL5 | Religions \& Cults | INT | Set \& Disarm Traps | AGI |
| Trouble-Shooter | 1 | 1 | Problem-solver, good to have in a tight spot. BL2 | Politics | INT | Pick Locks | AGI |
| Magus Apprentice | 1 | 3 | Respected and feared. Obligation to mages. BL4 | Weather | INU | Disguise | INT |
| Famous Explorer | 1 | 2 | Must have at least 5 in peoples \& places. BL4 | Fast Talk | PRE | Tracking | INU |
| Guild bonded | 1 | 2 | Linked to/servant of the Merchant League guilds. Guard, external workforce, armed escort, interpreter etc. BL2 | Contacts (costs 1, once only) | INU | Armour-Making <br> Shipwright | INT <br> INT |
| Guildsman | 1 | 4 | Member of one of the Merchant League guilds BL4 | Juggling | AGI | Mining | INT |
| Guild Crafter | 1 | 2 | Must have at least 7 in a craft/professional skill. BL4 | Etiquette | PRE | Spellcasting | WIL |
| Guild Craftmaster | 3 | 3 | Must have at least 10 in craft/professional skill. BL6 | Oratory | PRE | Trekking | INU |
| Guild Erudite | 1 | 2 | Must have at least 7 in a Lore skill. BL4 | Acting | PRE |  |  |
| Guild Loremaster | 3 | 3 | Must have at least 11 in a lore skill. BL7 | Streetwise (costs 1, state city) | - | - Lore - |  |
| Initiate | 1 | 1 | Initiate or linked/bonded to or external servant of religion. BL2 | Fishing | INT | Biology, History, Mathematics | INT |
| 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 | Cooking | INU | Philosophy, Geology, Geography | INT |
| High Priest/Priestess | 3 | 6 | Pillar of faith! Very strong obligations to religion. BL8 | First Aid | INU | Engineering | INT |
| God-Touched------------------- | 1 | 1 |  | Foraging | INU | Healer | INT |
| Holy Man | 3 | 4 | Known miracle-maker. Must have at least 13 Moxie.------------6 | Musical Instrument | INU | Pathology | INT |
|  |  |  |  | Singing | PRE | Alchemy | INT |
|  |  |  |  | Story Telling | PRE | Artifice | INT |
|  |  |  |  | Dancing | AGI | Astrology | INT |
| Benefit Level (BL) | $=$ |  | Roll 1D10 under to reap benefits, impress, intimidate etc in that | Seduction | PRE | Magic | INT |
|  |  |  | area of influence. | 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 and 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 and 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. <br> 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 $2 \downarrow$ |  |  |
| 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). <br> 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 |


| 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. Must be Good/Evil |
|  |  |  |
|  |  |  |
|  |  | Max 3 occupations in total! |
| Monopoly | = | Get skill at base +2 at creation. <br> Character creation maximum is 8 (instead of 7 ) <br> Skill max is 16 (instead of 14) <br> Half cost (I instead of 2) when raising with XP |


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


| Range Weapon Chart | Skill | B | E | P |  |
| :--- | :--- | :---: | :---: | :---: | :--- |
| 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 | $14)$ | - | Can be sharpened |
| STONES, STOOLS etc | Thrown | Special |  |  |  |
|  |  |  |  |  |  |
| 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 | 3m | 8m | 18m | 45m | 65m | 110m | 180m |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Rock/Stone etc | +0 | -1 | -2 | -4 | -8 | - | - |
| Spear/Miekka | +0 | -1 | -2 | -6 | - | - | - |
| Handaxe* | +0 | -1 | -2 | -6 | - | - | - |
| Dagger etc* | +0 | -1 | -2 | -6 | - | - | - |
| Melee weapon* | -2 | -4 | -7 | - | - | - | - |
| Throwing axe | +0 | -1 | -3 | -5 | - | - | - |
| Throwing knife | +0 | -1 | -2 | -4 | - | - | - |
| Javelin/atlatl | +0 | +0 | -1 | -2 | -6 | - | - |
| Net etc | +0 | -2 | -5 | - | - | - | - |
| Bow | +2 | +1 | +0 | -2 | -5 | -8 | - |
| Longbow | +2 | +1 | +0 | -1 | -3 | -6 | -8 |
| Crossbow | +3 | +2 | +0 | -1 | -3 | -6 | -8 |
| Sling/bola | +0 | +0 | -1 | -2 | -4 | - | - |
| Staffsling | +0 | +0 | +0 | -1 | -3 | -8 | - |
| Blowgun | +2 | +0 | +0 | -3 | - | - | - |


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

1. Spend the necessary 1-2
preparation rounds (if any). See individual spell/charm requirements
2. Roll 1D10+Spellcasting+modifiers
3. 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)
5. Roll Magic Attack combat roll (if a physical attack)

| Armour penalties |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Location | Leather | Ring | Rigid L | Mail | Scale | Plate |
| Skull |  |  |  |  |  |  |
| Eyes | -10 skill | -10 skill | -10 skill | -10 skill | -10 skill | -10 skill |
| Face | -2 AWA | -2 AWA | -2 AWA | -2 AWA | -2 AWA | -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 |  |  |  |  |  |  |

$\square$ Automatically lucky (1 pt) $\square$ Ignore fumble/stumble (1) - Alter/add details to story (1 point from 2 players) $\square$ Add NPC or a VINPC to story (1-2 points)
$\square$ Add background/world event (2 pts from 2 players) $\square$ Flesh wound rule. Only 10 IP and no wounds remain AFTER combat (2 points)
$\square$ Get a story hint/clue from the GM (1 point)
$\square$ 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
. Magic becomes costly. All spells cost x 2 WIL for 1 day
. Magic becomes broken. Impossible to cast that spell again for 1 day
3. Magic backlash. Caster stunned 3 rounds
. Magic burns luck. -5 MOX for 1 day
4. Magic becomes corrupted around magic user, x2 fumble chance for 1 day
. Magic becomes costly. Spell fails but spends $\times 3$ WIL
. Spell has much weaker, annoying effect
5. 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 x 2 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
8. Gods shamed. Sacrifice needed before end of the day
9. Gods turn away their faces. Charm fails but spends $\times 3$ WIL
10. Gods inattentive and Charm fails
[^0]| 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 + attack. -2 attack and only Dodge defence |
| Charger | 1 | 2 | +2 extra damage with runup, 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). |
| Missile |  |  |  |
| 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 | Hero Attributes | Level | Cost | Effects |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Unarmed |  |  |  | Investigative* | 1 | 2 | +2 Deduction |
| Grappler | 1 | 4 | +2 to grapple attacks | Pattern-cognitive* | 2 | 4 | +2 Deduction |
| Basher | 3 | 4 | If successful unarmed or shield attack (min. 1D6) defender rolls instead STR+DB vs STR or stumble | 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 |
| Bowler | 3 | 4 | As Basher but vs mult.targets | Hardened | 1 | 4 | +2 CON to Poison rolls |
| Knuckler | 3 | 4 | +3 Unarmed damage | Immune | 4 | 6 | +2 CON to Poison rolls |
| Wrestler | 1 | 2 | +4 when throwing targets (hold needed first) | Shielded | 1 | 4 | +2 MAN to Magic rolls |
|  |  |  |  | Protected | 3 | 4 | +2 MAN to Magic rolls |
| Strangler | 2 | 2 | +2 extra damage strangling (hold and pin needed first) | Lucky | 1 | 3 | +3 MOX to Luck rolls |
| Tripper | 1 | 2 | +2 extra to Trip targets (hold needed first) | Lucky bastard | 3 | 4 | Any number of retry skill rolls without penalty |
| Bearhugger | 1 | 2 | +4 to pin targets (hold needed first) | 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 |
| Defence |  |  |  | Auto Hero skill | 3 | 8 | Skill always succeeds! Non vital, cool combat/ movement acrobatics, find academic info, interrupt, singing etc |
| 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) | Multitasker | 1 | 4 | 2 non-combat actions per round |
| Shielder* | 1 | 4 | +2 to Shield Blocks (Max 9) | Fate Charmed | 2 | 8 | Re-roll 1 pre-defined (different colour) of own D6. |
| Displacer | 3 | 6 | Defender alter hit location 1 up or down |  |  |  |  |
| Parrymaster | 4 | 5 | X2 weapon blocks each rnd | Fate touched | 4 | 8 | Change 1D6 of friends or enemies dice to $2-5$. |
| Shieldmaster | 4 | 5 | X2 shield blocks each rnd |  |  |  |  |
|  |  |  |  | Sneaker* | 1 | 4 | +2 sneak \& hide |
| Physique |  |  |  | Sweet-Lipped* | 1 | 4 | +2 oratory, seduction etc |
| Unruffled | 1 | 5 | Negates -2 in Wounds for WIL/2 rounds | $\begin{array}{\|l} \hline \text { Honey-Tongued* } \\ \hline \text { Special* } \\ \hline \end{array}$ | 3 | 6 | +2 oratory, seduction etc |
|  |  |  |  |  | 1 | 3 | +1 Moxie |
| Invincible | 3 | 8 | Negates - 2 in Wounds for WIL/2 rounds | Destined* | 2 | 3 | +1 Moxie |
|  |  |  |  | God-Favoured* | 3 | 3 | +1 Moxie |
| Soaker | 4 | 8 | Soaks injury. +2 "extra" armour points | Alert* | 1 | 3 | +2 Awareness |
|  |  |  |  | Observant* | 2 | 3 | +1 Awareness |
| Tough | 2 | 6 | +2 CON to E rolls | Hawkeyed* | 3 | 3 | +1 Awareness |
| Death-defying | 1 | 2 | First Death Door's roll always successful | Swift* | 1 | 4 | +2 Movement |
|  |  |  |  | Fast * | 2 | 6 | +2 Movement |
| Well-built* | 1 | 7 | +5 IP \& +10 max race IP | Linguist* | 1 | 2 | Language skills $1 / 2$ price |
| Superior* | 3 | 7 | +5 IP \& +10 Max race IP | Magical | 1 | 6 | +2 Mana |
|  |  |  |  | Potent | 3 | 10 | +2 Mana |
|  |  |  |  |  |  |  |  |
|  |  |  |  | * No Moxie needed 2 use |  |  |  |


| Creature chart |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Name/Type | IP | Dodge | AV | Attack 1 | Attack 2 | Attack 3 | STR | AGI | CON | Mov | INI | AWA | DED | MAN | Notes |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  | - |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |


[^0]:    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
