



Creation/Experience	CP/XP	Description
<i>Creation step 1</i> ↓		
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
<i>Creation step 2</i> ⇕		
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	Race base IP	Base	Max
Humans	20	100	Ogres	60	200
Firstmen/Overmen	25	120	Vettir/Hobgoblins	15	130
Elves	15	90	Goblins	10	60
Drow	20	90	Trolls	60	200
Half-elves	15	100	Hill Giants	100	300
Dwarves	25	150	Antedeluvians	30	160
Rarroc-men	30	130	Orcs	40	150
Halflings	15	120	Snaga orcs	15	80
Trollbloods	25	120	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
		<i>Max 3 occupations in total!</i>
<i>Monopoly</i>	=	<i>Get skill at base +2 at creation. Character creation maximum is 8 (instead of 7) Skill max is 16 (instead of 14) Half cost (1 instead of 2) when raising with XP</i>

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	
ATLTL	Thrown	2	-	5	Small spears & launcher
BOOMERANG / WEEB	Thrown	4	(4)	-	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	Fe, Kn
Gloves	Ha

#### Ring, Mail, Scale

Cowl, short	Sk, Nk
Cowl long	Sk, Nk, Sh
Shirt, Habergeon	Sh, Ar, Tx, Ab, Gr
Hauberk, short	Sh, Ar, Tx, Ab, Gr, Le
Hauberk, long	Sh, Ar, Tx, Ab, Gr, Le, Kn
Leggings	Gr, Le, Kn
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	El
Vambraces	Ar
Greaves	Le
Kneecops	Kn

### Magic/fine armour provide either:

- Better armour value
- + to dodge
- + to size modifier
- + to stat (STR, SPEED, AGI)
- other magical power

### Casting Magic

- Spend the necessary 1-2 preparation rounds (if any). See individual spell/charm requirements
- 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
- Roll resistance rolls, secondary rolls etc (if any)
- Roll Magic Attack combat roll (if a physical attack)

### 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:

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

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

### 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						

- Automatically lucky (1 pt)
- Extra action (1 point)
- Ignore fumble/stumble (1 )
- Alter/add details to story (1 point from 2 players)
- 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 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

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

Hero Attributes)	Level	Cost	Effects
<b>Melee</b>			
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 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).
<b>Missile</b>			
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
<b>Unarmed</b>			
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)
<b>Defence</b>			
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
<b>Physique</b>			
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

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	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 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 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			



