



## COMMON NAMES OF THE OLD WORLD

### 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, Vingrim, Thyk, Ulfar, Ulla, Vala, Genevieve, Helmut, Herlinde, Ingwald, Jocelin, Johann, Kathryn, Lucretia, Ludwig, Manfred, Natassia, Ottagunda, Pawel, Phie, Reikhilda, Rolf, Sigmunda, Urban, Ursula, Verena, Vespasian, Wolfdilhe, Zelda, Zifrid

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

### HIGH ELF EPITHETS

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

### 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, Phineas (Phin), Seraphina (Sera), Tobias (Toby)

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### WOOD ELF EPITHETS

Auroraworn, Birchsand, Claycaller, Darkreeper, Elkrunner, Fishspeaker, Greyleaf, Heeljaw, Mossborn, Plumcrest, Runningstream, Starglave, Trillsong, Vinehair, Wingbreeze, Yewmane, Zephyrhand

## MASTER SKILL LIST (p. 118)

*Animal Care (Int)* Leadership (Fel)  
*Animal Training (Int)* Lore (Grp.) (Int)  
*Art (Grp.) (Dex)* Melee (Grp.) (WS)  
*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)  
*Cool (WP)* Ranged (Grp.) (BS)  
*Dodge (Ag)* Research (Int)  
*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)  
*Gossip (Fel)* Sleight of Hand (Dex)  
*Haggle (Fel)* Stealth (Ag)  
*Heal (Int)* Swim (I)  
*Intimidate (S)* Trade (Grp.) (Dex)  
*Intuition (I)* Trade (Grp.) (Dex)  
*Language (Grp.) (Int)*

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## 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...'
-6 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	Modifier
Point Blank	Range + 10	+40
Short	Range + 2	+20
Long	Range x 2	-10
Extreme	Range x 3	-30

## 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
- Winning an Opposed Test
- Wounding an opponent without an 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.

## FATE (p. 170)

Earned by acts of extreme heroism or significance at GM discretion. Spent to:

- Become incapacitated instead of killed
- Avoid all damage from one source.

## RESILIENCE (p. 171)

Earned by acts of extreme importance to Motivation at GM discretion. Spent to:

- Deny a rolled mutation
- Choose the result of a die roll.

## FORTUNE (p. 170)

Earned at the beginning of each session, equal to current Fate. Spent to:

- Reroll a failed Test
- Add +1 SL to a Test after it is rolled
- Choose when to act in a round, regardless of Initiative order.

## RESOLVE (p. 171)

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.

## HIT LOCATIONS (p. 159)

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

## ASSISTANCE (p. 155)

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 1 Advance in the relevant Skill. Tests made to resist disease, poison, fear, hazards, or anything else the GM deems inappropriate, cannot be assisted.

## PSYCHOLOGY (p. 190)

Perform a Cool Test to remove Psychology at the beginning of a Turn.

**Animosity (Various):** When meeting a member of this group, the Character must perform a Cool Test. On a success, the Character suffers -20 to Fellowship Tests with the target. On a failure, the Character must attack the target socially or physically, gaining +1 SL on attempts to attack them. Fear or Terror override Animosity.

**Fear (Rating):** When confronted by the source of Fear, a Character must achieve Rating SL on an Extended Cool Test, testing at the end of each Round. Whilst subject to Fear, the Character suffers -10 to all Tests to affect the source, and may not approach the source without passing a Challenging (+0) Cool Test. If the source approaches the Character, they must pass a Challenging (+0) Coolest or take the Broken Condition.

**Frenzy:** On a Successful WP Test, the Character becomes Frenzied, making them immune to all other Psychology. A Frenzied Character

must move towards the closest opponent, and attack when possible. Free Melee Attack each Round, and +1 SL on Attacks. When Frenzy ends, gain the Fatigued Condition.

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

**Prejudice (Various):** As Animosity, but only a -10 penalty to Fellowship Tests on a success. On a failure, the Character must loudly and constantly insult the target. Prejudice ends when the target is gone, or subject to another Psychology.

**Terror (Rating):** When confronted by the source of Terror, a Character 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)

- 1 gold crown (1GC)
- 20 silver shillings (20/-)
- 240 brass pennies (240d)

## INCOME (p. 52)

Tier	per Standing
Brass	2410 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)

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

## COMMON ITEMS

Item	Price
Ale, pint	3d
Meal, inn	1/-
Rations, 1 day	2/-
Room, common	10d
Room, private	10/-
Healing Draught	10/-

## AWARDING XP BY PERFORMANCE (p. 264)

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 retire the Character. Next Character gains half the retired Character's total XP.

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## 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	Characteristics	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 times already taken
Exit Completed Career	100
Exit Incomplete Career	200

## 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 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 Conditions, gain a Fatigued Condition.

**Broken:** Your Move and Action must be to run away until beyond the 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. Lose one Fatigued Condition per hour of rest.

**Prone:** Your Move can only be used to stand up or crawl at half your Movement in yards. You suffer a -20 penalty to Tests involving movement of any kind. Opponents trying to strike you in Melee Combat gain +20 to hit. You lose the Prone Condition when you stand up.

**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. If 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	1GC	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
Inc							