

### 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. lutzenbach, 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

01-04 05-08 09-12 13-16 17-20 21-24 25-28 29-32 33-36 37-40 41-44

45-48 49-52 53-56 57-60 61-64 65-68 69-72 73-76 77-80

81-84

85-88 89-92

Trait

Calculatin

Cavalier

Charming

Confident

Dishonest

Gracious

Gregarious

Indignant

Obsessive

Quiet

Charity

#### DWARF FORENAMES

Astrid, Bardin, Berta, Bronn, Cranneg, Dorb 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, Windcal

CHARACTER TRAIT, MOTIVATION & QUIRK TABLE

To convince someone to take the fal

To cure themselves or a loved one

o help a family member or friend

To make it through just one more day

o hide from a shameful past

To do the work of the Gods

To avoid an obligation To be immortalised

To earn affection

To earn recognition

To explore a mystery

To gain a promotion

To improve themselves

To kill a hated enemy

To locate something los

o prove a point

To prove their worth

To regain honour

To spread suffering

To reclaim what was taken

To restore the family name

To steal something of value

To uncover a conspiracy

To make enough money for.

To become someone else

### WOOD ELF EPITHETS

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

#### MASTER SKILL LIST (P. 118

Animal Training (Int) Lore (Grp.) (Int) Melee (Grp.) (WS) Art (Grp.) (Dex) Navigation (I) Outdoor Survival (Int) Channelling (Grp.) Percention (I) Perform (Grp.) (Ag) Pick Lock (Dex) Climb (S) Play (Grp.) (Dex.) Pray (Fel) Cool (WP) Ranged (Grp.) (BS) Research (Int) Drive (Grp.) (Ag) Ride (Ag) Row (S)

#### Endurance (T) Entertain (Grp.) (Fel Evaluate (Int)

Secret Signs (Grp.)(Int) Set Trap (Dex) Gossip (Fel) Sleight of Hand (Dex) Stealth (Ag) Swim (S) Intimidate (S) Track (I) Intuition (I) Trade (Grp.) (Dex)

Sail (Ag)

# Language (Grp.) (Int)

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.

> > A late bloomer of magical talent

Chronically unlucky

Extremely religious

Has a hidden talent

Addicted to illicit substances or acts

Deeply in debt to the wrong people

Erring on the side of heresy

Gifted with recent good luck

Gossipv and overly informed

Hides a minor mutation

Needlessly superstitious

Scandalous reputation

Spotless reputation

Not who they say they are

On the run from a darker past

Holds to revolutionary ideals

Has a terrible short-term memory

Looking for investors for a new scheme

Outcast from their friends and family

Recently retired from adventuring

Repeats themselves again and again

Speaks prayers to Darker powers

Surprisingly literate / illiterate

Utterly and desperately broke

Well known in their community

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'
-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	Modfier
Point Blank	Range ÷ 10	+40
Short	Range ÷ 2	+20
Long	Range x 2	-10
Extreme	Range x 3	-30

#### ADVANTAGE (p. 164) If you lose an Opposed Test, suffer a

Advantage.

lose 1 Advantage.

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 fail to gain Advantage during a Round, or end the Round outnumbered

Condition or lose Wounds lose all

If Combat ends, lose all Advantage

#### FATE (p. 170)

significance at GM discretion. Spent to:

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

FORTUNE (p. 170) to current Fate. Spent to:

Reroll a failed Test Add +1 SL to a Test after it is rolled

of Initative order.

Choose when to act in a round, regardless

### RESILIENCE (P. 171)

Motivation at GM discretion. Spent to: Deny a rolled mutation

Choose the result of a die roll.

RESOLVE (P. 171) 

motivation, at GM discretion, Spent to: Gain immunity to psychology for a Round Ignore all modifiers from all Critical

Remove one Condition

Wounds for a Round

#### 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

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

#### **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)

	Village	Town	City	
nmon	In Stock!	In Stock!	In Stock!	100
rce	30%	60%	90%	100
e	15%	30%	45%	,
	Not in	Not in	Not in	
tic	Stock	Stock	Stock	m

### COMMON ITEMS

Bleeding: Lose 1 Wound at the end of every Round per Bleeding

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.

Condition you have, ignoring all modifiers. One Bleeding Condition

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

Conditions, gain a Fatigued Condition.

Lose one Fatigued Condition per hour of rest.

## AWARDING XP BY

#### PERFORMANCE (p. 264) End of... | Poor | Good | Great Session 75 100 150 Adventure 100 150 200

### GAINING XP FROM AMBITIONS (p. 41)

Campaign 125 200 250

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.

### MOVEMENT (p. 164)

	10020	TVICVENIENT (F. 101)
k!		Walk: 2 × Movement
K!		Run: 4 × Movement
100		Sprint: 4 × Movement + Average
1,70	100	(+20) Athletics Test SL
1		Tn. 1707 ( 2(2)

### TRAVEL (P. 262)

sport	Move	Cost	Distance	
ch	6	-	-	1
side	_	2d	per mile	
utside	_	ld	per mile	3
e	8	_	- 109.00	100
abin	-	5d	per mile	
eck	11-76	2d	per mile	-
	6	3d	per district	N To
y	4	ld	per 20 yards	1

Move = miles per hour. Travel 6 hours before Endurance Test is required.

COMMON CONDITIONS (P. 167)

extra Stunned Condition.

### COMPLETING A CAREER (P.

	You must	have the	e number	of Adva	nces liste
	below in	all your	Career le	vel's Ch	aracteristic
M	and in eig	ght of yo	ur availal	ole Skills	s. You
	must also have at least 1 Talent from your				
	current C	Career leve	el. Previo	us Skills	and
	Talents yo	ou have g	gained co	unt towa	rds this.
100			í		
	Level		2	3	4

### ADVANCEMENT COSTS (P. 47)

Adv 5 10 15 20

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
		VD C

#### XP Cost 100 +100 per times already taken 100 Exit Completed Career Exit Incomplete Career

Entangled, Fatigued, Poisoned, Prone,

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 ar

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

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 Critica

Wound. You recover from the Unconscious Condition when you are

in a safe location and have time to rest (as determined by the GM).

end of the Round, you lose all Surprised Conditions.

#### CONDITIONS (P. 167) Ablaze, Bleeding, Blinded, Broken, Deafened

Stunned, Surprised, and Unconscious.

Hand Weapon

Shield (Buckler)

Shield

Unarmed

Knuckleduster

Main Gauche

Swordbreaker

Quarter Staff

Great Axe

Zweihander

Longbow

Crossbow

Incendiary

Repeater Hand

Repeater Pistol

Throwing Axe

Throwing Knife

Warhammer

Blunderbuss

Bastard Sword

Improvised Weapon

### 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 (pe 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.

#### ARMOUR (p. 300) Locations APs

WEAPONS & SHIELDS (P. 294)

N/A

Common

Common

Scarce

Scarce

Rare

Scarce

Rare

Scarce

Scarce

Common

Scarce

Scarce

Scarce

Scarce

Common

Rare

Scarce

Scarce

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 weapon suffer -10 to hit. As an Action, perform an Opposed Melee Test to step into In-fighting - weapons longer than Short count as Improvised.

0 Common

1 Common

Average

Varies

Very Short

Personal

Average

Short

Very Long

Long

Long

Average

SB<sub>x</sub>3

Massive

Very Short +SB+2

Very Short

+SB+4

+SB+2

+SR+4

+SB+3

+SB+4

+SB+5

+SB+6

+SB+6

+SB+5

+SB+4

+SB+3

+12

Qualities and Flaws (pg 297)

Undamaging

Shield 1, Defensive, Undamaging

Fast, Impale

Undamaging

Distract, Wrap

Defensive

Impale

Impale

Defensive, Pummel

Damaging, Defensive

Damaging, Pummel, Slow

Damaging, Hack

Blast 3, Dangerous, Reload

Dangerous, Reload 3

Pistol, Reload 1

Damaging, Precise

Reload

Dangerous, Pistol, Reload 4, Repeater 4

Blast 5, Dangerous, Impact

Blast 4, Dangerous

Qualities and Flaws

Arms, Body 2 Impenetrable, Weakpoints

2 Impenetrable, Weakpoints

Dangerous, Reload 5, Repeater 4

Hack, Impale, Tirir

Shield 2. Defensive, Undamaging

Price Enc Availability

1 Common

1 Common

0 Common

1GC

N/A

2GC

4GC

1GC

3GC 0

2-Handed

Throwing

#### Price Enc Availability Penalty

#### 12/- 1 Common 10/- 1 Common Leather lerkin Body Leather Skullcan 8/- 0 Common Head Partial Weakpoints 2GC 3 Scarce Legs Flexible 3GC 3 Common Flexible IGC 2 Scarce Head Mail Shirt 2GC 2 Scarce Flexible 10GC 3 Scarce Impenetrable, Weakpoints

-10 Stealth

Legs

3GC 2 Rare -20 Perception Head 2 Impenetrable, Weakpoints

Rare