

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, Jutzenbach, Knopf, Leiber, Meierstadt, Naumann, Ohrstenfurter, Pfaffbacher, Reif, Schubert, Talecht, Unterbaum, Zimmermann

HALFLING FORENAMES

Alasdair (Alan), Anastasia (Anna), Barnaby (Barney), 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)

HALFLING CLAN NAMES

Applebag, Cloverhill, Crumplot, Bumbleberry, Dibbly, Fatside, Firken, Fudge, Furrows, Greenthistle, Honeyheld, Huppennitzle, Kettlebrew, Meadowfoot, Rounderbend, Scrumper, Tippingtree, Udderbucket, Yellowbutter

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, 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, Cradryel, 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, Eastwalker, Farsight, Glorysoul, Highbringer, Icecall, Lightfinder, Morningstar, Noonchaser, Opaleyes, Pyrehand, Ritewise, Stormblade, Towerback, Underfoot, Windcall

WOOD ELF EPITHETS

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

MASTER SKILL LIST (p. 118)

<i>Animal Care (Int)</i>	Leadership (Fel)
<i>Animal Training (Int)</i>	Lore (Grp.) (Int)
Art (Grp.) (Dex)	Melee (Grp.) (WS)
Athletics (Ag)	Navigation (I)
Bribery (Fel)	Outdoor Survival (Int)
<i>Channelling (Grp.)(WP)</i>	Perception (I)
Charm (Fel)	<i>Perform (Grp.) (Ag)</i>
Charm Animal (WP)	<i>Pick Lock (Dex)</i>
Climb (S)	<i>Play (Grp.) (Dex)</i>
Consume Alcohol (T)	<i>Pray (Fel)</i>
Cool (WP)	<i>Ranged (Grp.) (BS)</i>
Dodge (Ag)	<i>Research (Int)</i>
Drive (Grp.) (Ag)	Ride (Ag)
Endurance (T)	Row (S)
Entertain (Grp.) (Fel)	<i>Sail (Ag)</i>
<i>Evaluate (Int)</i>	<i>Secret Signs (Grp.)(Int)</i>
Gamble (Int)	<i>Set Trap (Dex)</i>
Gossip (Fel)	<i>Sleight of Hand (Dex)</i>
Haggle (Fel)	Stealth (Ag)
<i>Heal (Int)</i>	Swim (S)
Intimidate (S)	Track (I)
Intuition (I)	<i>Trade (Grp.) (Dex)</i>
<i>Language (Grp.) (Int)</i>	

Basic Skills are shown in plain text.

Advanced Skills are shown in italics.

Grouped Skills are followed by (Grp.)

Basic Skills may be attempted even if you do not have any Advances in that Skill.

Advanced Skills may only be attempted if you have taken at least one Advance in that Skill.

CHARACTER TRAIT, MOTIVATION & QUIRK TABLE

Roll	Trait	Motivation	Ambition	Quirk
01-04	Arrogant	Authority	To avoid an obligation	A late bloomer of magical talent
05-08	Bawdy	Change	To be immortalised	Addicted to illicit substances or acts
09-12	Brash	Charity	To become someone else	Chronically unlucky
13-16	Calculating	Control	To convince someone to take the fall	Deeply in debt to the wrong people
17-20	Cavalier	Envy	To cure themselves or a loved one	Erring on the side of heresy
21-24	Charming	Fame	To do the work of the Gods	Extremely religious
25-28	Cold	Freedom	To earn affection	Gifted with recent good luck
29-32	Confident	Glory	To earn recognition	Gossipy and overly informed
33-36	Crude	Gluttony	To explore a mystery	Has a hidden talent
37-40	Dishonest	Happiness	To gain a promotion	Has a terrible short-term memory
41-44	Fierce	Infamy	To help a family member or friend	Hides a minor mutation
45-48	Gloomy	Justice	To hide from a shameful past	Holds to revolutionary ideals
49-52	Gracious	Knowledge	To improve themselves	Looking for investors for a new scheme
53-56	Gregarious	Love	To kill a hated enemy	Needlessly superstitious
57-60	Honest	Obligation	To locate something lost	Not who they say they are
61-64	Indignant	Pleasure	To make enough money for...	On the run from a darker past
65-68	Naïve	Power	To make it through just one more day	Outcast from their friends and family
69-72	Obsessive	Recognition	To prove a point	Recently retired from adventuring
73-76	Quiet	Respect	To prove their worth	Repeats themselves again and again
77-80	Reserved	Revenge	To reclaim what was taken	Scandalous reputation
81-84	Rude	Ruin	To regain honour	Speaks prayers to Darker powers
85-88	Shrewd	Servitude	To restore the family name	Spotless reputation
89-92	Vain	Survival	To spread suffering	Surprisingly literate / illiterate
93-96	Worrisome	Unity	To steal something of value	Utterly and desperately broke
97-00	Zealous	Wealth	To uncover a conspiracy	Well known in their community

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

Location
Head
Left (or Secondary) Arm
Right (or Primary) Arm
Body
Left Leg
Right Leg

HIT LOCATIONS (P. 159)

Reverse roll to hit and check below

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.

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.

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 (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
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.

MOVEMENT (p. 164)

- ☛ Walk: 2 × Movement
- ☛ Run: 4 × Movement
- ☛ Sprint: 4 × Movement + Average (+20) Athletics Test SL

TRAVEL (p. 262)

Transport	Move	Cost	Distance
Coach	6	-	-
Inside	-	2d	per mile
Outside	-	1d	per mile
Barge	8	-	-
Cabin	-	5d	per mile
Deck	-	2d	per mile
Cab	6	3d	per district
Ferry	4	1d	per 20 yards

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

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
Incendiary	Explosives	1GC	0	Scarce	SB	Special	Blast 4, Dangerous
Sling	Sling	1/–	0	Common	60	+6	–
Javelin	Throwing	10/6	1	Scarce	SBx3	+SB+3	Impale
Rock	Throwing	–	0	Common	SBx3	+SB	–
Throwing Axe	Throwing	1GC	1	Common	SBx2	+SB+3	Hack
Throwing Knife	Throwing	18/–	0	Common	SBx2	+SB+2	–

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.

ARMOUR (P. 300)

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 targets activate Deathblow (pg 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	Price	Enc	Availability	Penalty	Locations	APs	Qualities and Flaws
Leather Jack	12/–	1	Common	–	Arms, Body	1	–
Leather Jerkin	10/–	1	Common	–	Body	1	–
Leather Leggings	14/–	1	Common	–	Legs	1	–
Leather Skullcap	8/–	0	Common	–	Head	1	Partial
B. L. Breastplate	18/–	2	Scarce	–	Body	2	Weakpoints
Mail Chausses	2GC	3	Scarce	–	Legs	2	Flexible
Mail Coat	3GC	3	Common	–	Arms, Body	2	Flexible
Mail Coif	1GC	2	Scarce	–10 Perception	Head	2	Flexible, Partial
Mail Shirt	2GC	2	Scarce	–	Body	2	Flexible
Breastplate	10GC	3	Scarce	–	Body	2	Impenetrable, Weakpoints
Open Helm	2GC	1	Common	–10 Perception	Head	2	Partial
Bracers	8GC	3	Rare	–	Arms, Body	2	Impenetrable, Weakpoints
Plate Leggings	10GC	3	Rare	–10 Stealth	Legs	2	Impenetrable, Weakpoints
Helm	3GC	2	Rare	–20 Perception	Head	2	Impenetrable, Weakpoints







