

Task Difficulty by Obstacle

Ob 1	Easy, requires little thought
Ob 2	Routine, everyday tasks at your job
Ob 3	Difficult, requires concentration
Ob 4	Extremely difficult, risky
Ob 5	Master-level, requires expertise
Ob 6	Requires heroic effort
Ob 7	Ludicrously difficult, an improbable feat
Ob 8	Requires preternatural ability or lots of help
Ob 9	Nearly impossible
Ob 10	A miracle
Failure:	Put intent or story in the crosshairs and try to hit a BIT. If this is not possible, complicate the situation or break gear.

Significant Rules Exceptions

Test	Wound Penalties Apply	Open Ended 6's	Special Failure Conditions
All Skills	✓		
Magical Skills	✓	✓	
Astrology	✓	✓	1's O-E
All Stats	✓		
Perception	✓		No Test
Circles			
Faith		✓	No Test
Health			
Reflexes	✓		
Resources			No Test
Steel	✓	✓	
Working Carefully: +1D advantage, + 50% time			
Working Patiently: Allocate successes to increase quality.			
Working Quickly: Decrease time by 10% per success allocated			
Helping and FoRKing: Helping adds +2D if exponent 5 or higher. FoRKing adds +2D if exponent 7 or higher.			
Skills may help skills and stats. Stats may help stats. Stats may not help skills. Circles may help Circles (if appropriate). Resources may help Resources.			
Double Obstacle Penalty: When testing a stat in place of a skill (for Beginner's Luck), or versus a skill.			

Advancement: For skill exponents 1-4, you need to fulfill the routine and either the difficult or the challenging test requirements. In all other cases for skills and stats, routine tests do not count, and both difficult and challenging tests must be met. Greed and Ancestral Taint have special rules.

Test Difficulty by Obstacle and Dice Rolled

Obstacle:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Routine Test:	1+	3+	5+	6+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+	18+	19+	20+	21+	22+
Difficult test:	1*	2	3-4	4-5	5-7	6-8	7-9	8-10	9-11	10-12	11-13	12-14	13-15	14-16	15-17	16-18	17-19	18-20	19-21
Challenging test:	-	1	1-2	1-3	1-4	1-5	1-6	1-7	1-8	1-9	1-10	1-11	1-12	1-13	1-14	1-15	1-16	1-17	1-18

NUMBER OF DICE ROLLED FOR THE TEST. THE AMOUNT DETERMINES THE TYPE OF TEST ACHIEVED.

Practice Times

Skill Category	Cycle	R	D	C
Academic	6 months	2	4	8
Artisan	1 year	4	8	12
Artist	6 months	3	6	12
Craftsman	1 year	3	8	12
Forester	6 months	3	6	12
Martial	1 month	2	4	8
Medicinal	1 year	4	8	12
Military	6 months	2	4	8
Musical	1 month	2	4	8
Peasant	3 months	1	4	12
Physical	1 month	2	4	8
School of Thought	6 months	3	6	12
Seafaring	3 months	2	4	8
Social	1 month	2	4	8
Sorcerous	1 year	5	10	15
Special/Misc	3 months	3	6	12
Will (Stat)	1 year	4	8	16
Perception (Stat)	6 months	3	6	12
Agility (Stat)	3 months	2	4	8
Speed (Stat)	3 months	3	6	9
Power (Stat)	1 month	2	4	8
Forte (Stat)	2 months	4	8	16
Faith (Attribute)	1 year	5	10	20
Steel (Attribute)	2 months	1	3	9

HOURS PER DAY
TO EARN A TEST

Advancement

Exponent:	1	2	3	4	5	6	7	8	9
Routine tests:	1	2	3	4	-	-	-	-	-
Difficult tests:	1	1	2	2	3	3	4	4	5
Challenging tests:	1	1	1	1	1	2	2	3	3

NUMBER OF TESTS REQUIRED

Artha

Spending

Name	Cost	Effect
Luck	1 <i>Fate</i>	Open-end 6s
Shrug it Off	1 <i>Fate</i>	Temp negation of Sup. wound penalty
Boon	1 <i>Persona</i>	+1D to stat or skill test, max +3D
Focus	1 <i>Persona</i>	Counter a time complication
Grit Your Teeth	1 <i>Persona</i>	Temp negation of Light Wound penalty
Complication	1 <i>Persona</i>	Negate a failed roll with a consequence
Will to Live	1 <i>Persona</i>	Test Health to recover from a MW
Divine Inspiration	1 <i>Deeds</i>	Double dice for one test
Saving Grace	1 <i>Deeds</i>	Reroll failed dice from one test
Aristeia	5 F, 3 P, 1 D	Grey skill/stat, or ignore wound penalties

Earning

Name	Reward	Description
Belief	1 <i>Fate</i>	Driving the game forward with a Belief
Instinct	1 <i>Fate</i>	Playing an Instinct makes life difficult
Trait	1 <i>Fate</i>	A Trait sends the story in a new direction
Humor	1 <i>Fate</i>	An in-character game-stopper
Right Skill, Right Time	1 <i>Fate</i>	Having a skill to make the story go
Embodiment	1 <i>Persona</i>	Really good or distinctive roleplaying
Moldbreaker	1 <i>Persona</i>	Going beyond the bounds of the character
Workhorse	1 <i>Persona</i>	Doing all the work for a scenario
MVP	1 <i>Persona</i>	Being the crucial element of success
Personal Goals	1 <i>Persona</i>	Revenge, triumph, seduction, victory
Greater Goals Beyond the Call	1 <i>Deeds</i>	Accomplishing goals bigger than you!
	1 <i>Deeds</i>	Helping, no matter the cost

Circles

Occupation

Broad occupation, or same lifepath	—
Uncommon occupation, or within the same setting	+2 Ob
Specific occupation, an occupation rare or unique within setting	+3 Ob

Station

Same station, rank or social class	—
Lower rank, station or class	+1 Ob
Higher rank, station or class	+2 Ob
Highest station or rank in the setting	+3 Ob

Disposition and Character Knowledge

Disposition or knowledge common to circle	—
Disposition/knowledge different from members of circle	+1 - 2 Ob
A specific disposition or detailed/rare knowledge	+3 Ob

Time and Place

Doesn't matter	—
Unusual for this character	+1 - 2 Ob
Right here and now in the middle of trouble	+3 Ob

Resources

Ob 1—	Food for the day. Lodging for the night. Clothing, shoes, and other simple, mundane material goods. Day laborer's wages.
Ob 2—	Rent for a small flat or farmer's cabin. A sumptuous meal. A fancy pair of shoes. A mule. Gambeson. Padded or leather armor. Poor quality arms. Poor quality reinforced leather. Pot helm. Poor quality spangenhelm. Passage on a ship. Traveling gear. Servant's wages. Tools for peasant, seafaring and musical skills.
Ob 3—	Rent for a townhouse or a country villa. Run of the mill arms. Run of the mill bow. A letter of marque. Pay for household staff or a single assistant. Popular books. Riding or draft horse. A small cart. Exotic spices. Quilted or leather barding. A knight's wages. Tools for academic and craftsman skills. Run of the mill light mail. Poor quality bascinet.
Ob 4—	Jewelry, exotic fabrics, rare antiques and books. A palfrey or rouncy. Run of the mill chainmail. Sallet. Run of the mill long or great bow. A crossbow. A large baggage wagon, small barge or sturdy 18-man longboat. Rare herbs and minerals. A trained falcon. Plated leather or lamellar barding. Pay and support for a bodyguard or trainer. Tools for medicinal and artist skills.
Ob 5—	Turcoman warhorse. Run of the mill plated chainmail. Superior quality arms. Elven Tome of Lore. Chainmail barding. A lord's or captain's wages. Tools for special skills. Great helm.
Ob 6—	Destrier. Run of the mill full plate. Dwarven arms. Elven bow. Plated mail barding. A donation to the court for consideration of baronial rank. Tools for sorcerous skills.
Ob 7—	Warhorse of renown. Donation to the royal court to be considered for a viscountyship. Full plate barding. Dwarven shield.
Ob 8—	Industrial equipment: a printing press, a forge, a small cargo ship. Dwarven forge mask.
Ob 9—	A large cargo ship. A legendary warhorse. Elven plated mail.
Ob 10—	A warship. Building a castle. Dwarven mail.

Steel

+1 D	Feeling safe in a group of friends/allies.
+2 D	Being startled by something mundane.
+1 Ob	Being shot at / affected by magic. Seeing a murder.
+2 Ob	Small explosions. Committing murder.
+3 Ob	Explosions. Witnessing pronounced sorcery. Ghosts.
+4 Ob	Seeing undead or horrible magic. Natural disasters.
+5 Ob	Being in the presence of the supernatural.

Advanced Spell Casting

A spell can be cast normally, using the standard obstacle and actions for the spell, or you can modify the obstacle and actions by casting in three different ways: carefully, patiently and hastily. You can combine these methods as you see fit.

Carefully

This grants bonus dice to the spell while increasing the time taken.

- +1D = x2 actions
- +2D = x4 actions
- +3D = x6 actions, etc...

The maximum dice from casting carefully is equal to the spell obstacle or the Sorcery skill exponent, whichever is lower.

Patiently

The Sorcerer player can set aside dice from his Sorcery skill (including carefully dice). These dice are used to resist tax. Add them to Forte when testing against tax.

Hastily

This reduces time spent in casting the spell, but increases the difficulty of the casting and the chance of making an error. A spell can never be reduced below half its original actions.

- 1 action = +1 Ob to Cast / +0 Ob Tax
- 2 actions = +2 Ob to Cast / +1 Ob Tax
- 3 actions = +3 Ob to Cast / +2 Ob Tax
- 4 actions = +4 Ob to Cast / +3 Ob Tax, etc...

Tax

After an incantation is cast, test the caster's Forte. His obstacle is equal to the spell's obstacle. If he fails the tax test, temporarily subtract the margin of failure from his Forte. If the caster's Forte is reduced to zero, he is rendered unconscious.

Overtax

If a sorcerer's Forte is reduced below zero, he has overtaxed himself. For each point his Forte drops below zero, he takes physical damage equal to the obstacle of the spell in "pips" on the Greyscale. If multiple dice are lost, the pips are cumulative.

The Sickness

A wizard with the sickness may test to recover his taxed Forte when he rests. Once the character is resting, test Health against an obstacle equal to the number of Forte dice lost to determine how long it takes to recover.

The full rest time is four hours per lost die. Meeting the obstacle reduces the required resting time to three hours per die. Exceeding the obstacle by one reduces the resting time to two hours per die. Exceeding the obstacle by two reduces the resting time required to one hour per die, which is the minimum recovery time. Rest must be completed uninterrupted.

Failed Casting

If a sorcerer fails to meet the casting obstacle of a spell, roll the Die of Fate:

- 1 Unwanted Summoning
- 2 Garbled Transmission
- 3 - 6 Harmless Dissipation

Harmless Dissipation

The sorcerer has gotten lucky this time. His spell has no further effects, harmful or otherwise.

Unwanted Summoning

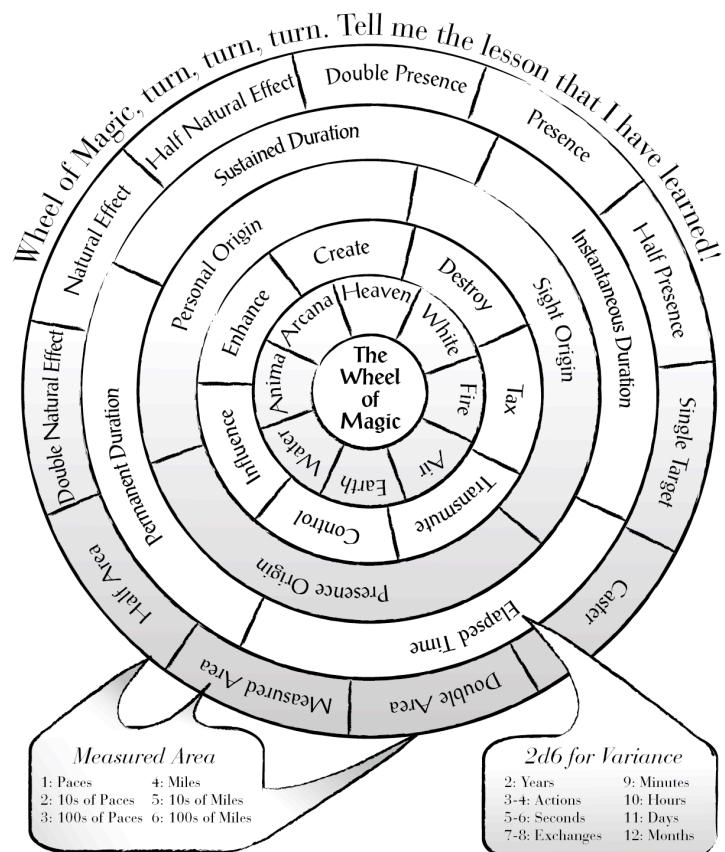
Roll 2d6 to see what the summoner has pulled from the void:

- 2 Deity
- 3 Major Corporeal Spirit (like a dæmon or a greater imp / querub)
- 4 - 5 Sanctified Dead (a spirit properly put to rest)
- 6 - 7 Restless Dead (the victim of murder, betrayal or war)
- 8 - 9 Minor Corporeal Spirit (like a lesser imp or querub)
- 10 Corporeal Spirit (like a querub / imp or a lesser dæmon / seraph)
- 11 Minor Deity (like a saint or a greater seraph or dæmon)
- 12 Chief Deity

Garbled Transmission

The spell has misfired. Consult the Wheel of Magic!

Roll two differently colored dice. The darker one indicates the direction on the wheel: Odd is counterclockwise, even is clockwise. The lighter die indicates how many steps the wheel shifts in that direction



Miscellaneous Weapon Gear

Weapon	Pow	Add	WS	VA	WL
Hilt/Pommel/Butt	1	2	1	—	-1 WL
	Automatically applies to all wpns				
Spiked Pommel	1	2	1	1	-1 WL
	May be added to any weapon				
Weighted Pommel	2	2	1	—	-1 WL
	May be added to any weapon				
Beak	1	2	1	3	As wpn
	May be added to polearm, axe or spear				

Shields as Weapons†

Weapon	Pow	Add	WS	VA	WL
Buckler / Target	1	2	2	—	Shortest
Heater / Great	2	2	1	—	Short
Black Iron (Ore)	2	2	2	1	Short

Found Weapons†

Weapon	Pow	Add	WS	VA
Bed knob	1	2	1	—
Spike/Nail	1	2	2	—
Bottle	1	2	2	—
Mallet	2	2	1	—
Broom Handle	1	2	2	—
Lantern	2	2	1	—
Chair	2	2	1	—
Branch	2	2	2	—
Pick	4	2	1	1

† Test Brawling or an analogous weapon skill.

Balance Dice

Balance dice are added to the user's skill for all melee maneuvers involving the weapon—Strikes, Great Strikes, Blocks, Counterstrikes, Feints and Disarms. Missile and thrown weapons of Superior Quality give a balance die to the user's skill for the purposes of hitting a target. Balance dice are the same shade as the weapon. If the optional persona Complications rule is in effect, a weapon will lose its balance dice before being broken completely.

Melee Weapons

Weapon	Pow	Add	WS	VA	WL	Handed
<i>Basic Weapons</i>						
Bare Fist	—	2	3	—	Shortest	One Handed
Stone	1	2	1	—	Shortest	One Handed
Club	2	2	2	—	Short	One Handed
Staff	2	2	2	—	Long	Two Handed
<i>Poor Quality Weapons</i>						
Knife, Shiv	0	1	X	—	Shortest	One Handed
Sword	3	2	2	—	Long	One Handed
Axe	4	2	1	1	Long	Two Handed
Spear	1	2	3	—	Longest	Two Handed
<i>Run of the Mill Weapons</i>						
Dirk	1	1	X	—	Shortest	One Handed
Hatchet	2	2	3	—	Short	One Handed
Mace	2	2	2	2	Short	One Handed
Short Sword	2	2	X	—	Short	One Handed
Arming Sword	2	2	4	—	Long	One Handed
Long Sword	3	2	3	—	Long	One Handed
Light Axe	3	2	2	1	Long	One Handed
Footman's Axe	4	2	1	1	Long	Two Handed
Hammer	3	2	1	2	Long	Two Handed
Polearm Axe Strike	4	2	1	—	Long	Two Handed
Polearm Thrust	2	2	2	1	Longer	Two Handed
Short Spear	2	2	3	—	Longer	One Handed
Spear	2	2	2	1	Longest	Two Handed
Lance	4	2	1	2	Longest	One Handed*
<i>Superior Quality Weapons</i>						
Dagger	1	1	X	1	Shortest	One Handed
Long Sword	3	2	3	1	Long	One Handed
Great Mace	2	2	2	3	Long	Two Handed
Sweet Axe	4	2	2	2	Long	Two Handed
Polearm Axe Strike	4	2	1	1	Long	Two Handed
Polearm Thrust	2	2	2	2	Longer	Two Handed
Hammer	3	2	2	2	Longer	Two Handed
Spear	2	2	2	2	Longest	Two Handed

X These weapons can Strike consecutively any amount of times.

* Must be mounted and have Mounted Combat Training. Counts as a club after charge.

Dwarven and Elven arms are superior quality weapons. Dwarven arms add +1 balance die.

Bows and Crossbows

RANGE AND COVER◇

Weapon	DoF:	1-2	3-4	5-6	VA	Opt	Ext/ OoR	Max
Hunting Bow		I: B4	M: B7	S: B10	1	2D	1D	100 paces
	<i>Actions:</i>	<i>Nock and draw: 5.</i>						
Elven Bow		I: B4	M: B8	S: B11	2	3D	3D	250 paces
	<i>Actions:</i>	<i>Nock and draw: 5.</i>						
Great Bow		I: B4	M: B8	S: B12	2	2D	4D	300 paces
	<i>Actions:</i>	<i>Nock and draw: 7.</i>						
Crossbow		I: B4	M: B8	S: B11	2	1D	3D	125 paces
	<i>Actions:</i>	<i>Fire crossbow: 2. Load bolt: 16.</i>						
Heavy Crossbow		I: B5	M: B9	S: B13	3	1D	5D	350 paces
	<i>Actions:</i>	<i>Fire crossbow: 2. Load bolt: 32.</i>						
Dwarven Arbalest	Can be loaded with bolts or rocks.							
	DoF:	1-2	3-4	5-6	VA			
Bolts		I: B4	M: B8	S: B11	2	1D	3D	125 paces
	DoF:	1-4	5	6	VA			
Rocks		I: B3	M: B6	S: B9	—	1D	1D	50 paces
	<i>Actions:</i>	<i>Fire crossbow: 2. Load bolt: 10. Load rock: 6.</i>						

Firearms and Explosives §

RANGE AND COVER◇

Weapon	DoF:	1-4	5	6	VA	Opt	Ext/ OoR	Max
Pistol		I: B4	M: B8	S: B11	*	2D	1D	10 paces
	<i>Actions:</i>	<i>Nock and draw: 5.</i>						
Arquebus		I: B4	M: B8	S: B12	*	1D	1D	50 paces
	<i>Actions:</i>	<i>Nock and draw: 5.</i>						
	DoF:†	1-2	3-4	5-6				
Iron-Cased Bomb		I: B4	M: B8	S: B12	4	1D	1D	50 paces
	<i>Actions:</i>	<i>Physical action (light fuse): 2 actions with a ready flame. Throw object: 2 actions, +1 Ob penalty: Bomb detonates on same volley/action of the following exchange after it's lit.</i>						

* **VA by Range:** Too close to shoot VA 4, optimal VA 3, extreme VA 1.

† **Bomb DoF:** -1 to the DoF when thrown at extreme range or detonated at lunging distance.

§ **The Gunpowder Die:** Before rolling to hit with any gunpowder weapon, roll a DoF. If the die comes up as a 1, the weapon misfires. See page 470 for firearms, and page 471-472 for bombs.

◇ **Range and Cover Dice:** Are added to *maneuvers* in R&C, but not to attack or other actions.

Specialty Arrowheads

Arrowhead	IMS	DoF	VA	Ob to Hit
Hunting Head				Standard arrowhead.
Bodkin Head	-1		+1	
Leaf Head	+1		-1	
Frog Crotch	+1	+1	-1	+1
Blunt Head	-1	-1	-1	
Barbed Tip*				Same as standard arrowhead.

* Barb-tipped arrows deal an additional Mark wound if the arrow is incorrectly removed. It is an Ob 4 Field Dressing or Ob 3 Surgery test to remove a barbed arrow properly.

Specialty Bolts

Bolt	IMS	DoF	VA	Ob to Hit
Helmeted				Standard crossbow bolt.
Fisted Bolt	+1	+1		+1
Spear Tip	-1		+1	
Mallet Head†		+1		

† Ranges reduced by 10 paces per category.

Thrown Weapons

Weapon	I	M	S	Po	VA
Palm-sized Rock	1-3	4-5	6	+0	—
Large Rock, Brick	1-3	4-5	6	+1	—
Throwing Knife	1-2	3-5	6	+1	—
Darts, Barbs, Spikes	1-2	3-5	6	+0	—
Shuriken §	1-2	3-5	6	+1	—
Javelin	1-2	3-4	5-6	+2	1
Thrown Hatchet	1-4	5	6	+2	—
Thrown Axe	1-4	5	6	+3	—
Roden Knives◇	1-2	3-4	5-6	+1	1

§ Ninja only.

◇ Roden only.

Thrown weapons give a 1D bonus to R&C maneuvers at all ranges, and have a maximum range of 30 paces. Weapons used in melee do not give bonus range dice, and have a maximum range of 7 paces.

Die of Fate Modifiers

Exceed Ob: +1 DoF

Double Ob: +2 DoF

Triple Ob: +3 DoF

Extreme Range: -1 DoF

Armor

Poor quality: All 1's count
RotM quality: Only one 1 counts
Superior quality: Only one 1 counts, and is re-rolled

Armor Type	Dice
Gambeson	1D
Reinforced Leather	2D
•Half-sleeves / leggings	1D
Light mail	3D
•Half-sleeves / leggings	2D
Heavy mail	4D
•Half-sleeves / leggings	2D
Plated mail	5D
•Half-sleeves / leggings	3D
Full plate	6D
•Half-sleeves / leggings	3D

Clumsy Weight Penalties

TORSO PROTECTION (+1D)			ARM PROTECTION		LEG PROTECTION	
Health / Forte for Fatigue	Stealthy	Swimming	Agility	Throwing & Shooting	Speed	Climbing
—	—	—	—	—	—	—
+1 Ob	—	+1 Ob	+1 Ob	—	—	—
—	—	—	—	—	—	—
+1 Ob	+1 Ob	+1 Ob	+1 Ob	+1 Ob	+1 Ob	—
—	—	—	—	—	—	—
+1 Ob	+1 Ob	+2 Ob	+2 Ob	+2 Ob	-1D	+1 Ob
—	—	—	—	—	—	—
+2 Ob	+2 Ob	+2 Ob	+2 Ob	+2 Ob	-1D	+1 Ob
—	—	—	+1 Ob	+1 Ob	+1 Ob	—
+2 Ob	+1 Ob	+3 Ob	+1 Ob	+1 Ob	-1D	+1 Ob
—	—	—	—	—	—	—

Shields

Shield Type	Dice	Positioning Test Penalty	Max Lock	Actions to Drop	Shield vs Missiles in Fight	Steel Maneuvers in Range & Cover
Parrying Blade	0D*	—	—	0	—	—
Buckler	1D	—	Pow	1	—	—
Target Shield	2D	-1D, min 1	Pow -1	2	+1 Ob to be shot	—
Heater	3D	-1D, min 0	Pow -2	2	+2 Ob to be shot	—
Great Shield	4D	-2D, min 0	Pow -3	2	+3 Ob to be shot	+1D

* Parrying blades do not provide bonus dice for defense, but they still allow the player to use the Block and Strike action. If you Block with your sword and Strike with the parrying blade, add +1D to the Block portion.

The positioning test penalty is reduced from the advantage dice you would normally get. Max Lock is the maximum level of a lock you can get if you have on hand encumbered by a shield.

In Fight: The Ob penalty applies to the person shooting. If missile VA >= shield dice, no protection. **In Range & Cover:** Shields increase cover rating by one step, if shield dice = < VA. Else, no protection.

Helmets

Helmet Type	Dice	Perception & Observation
Skull cap or leather hood	1D	—
Light helmet, Pot helm	2D	+1 Ob
Spangenhelm	3D	+1 Ob
Open-faced bascinet	4D	+1 Ob
Barbute	4D	+2 Ob
Sallet, Closed bascinet	5D	+2 Ob
Great helm	6D	+3 Ob

Repairing armor: Repairs are made to individual locations. Test against the obstacle according to the armor type being repaired or how badly the armor is damaged. Meeting the obstacle repairs one die. Margin of success can repair additional dice.

Repairing Armor

Skill	Obstacles
Sewing, Tanner:	Gambeson, Ob 1. Reinforced leather, Ob 2. Light mail, Ob 4.
Mending: (any armor)	Lightly Damaged (1D), Ob 1. Moderately damaged (2D), Ob 2. Badly damaged (3D), Ob 4. Shredded (4D), Ob 6. Ruined (5D), Ob 8.
Blacksmith:	Light mail or light helmet, Ob 2. Heavy mail or spangenhelm, Ob 3. Plated mail or bascinet, Ob 4. Sallet, Ob 5. Great Helm, Ob 6. Full plate, Ob 7.
Armorer:	Gambeson, reinforced leather, light mail or light helmet, Ob 1. Heavy mail or spangenhelm, Ob 2. Plated mail or bascinet, Ob 3. Sallet, Ob 4. Great Helm, Ob 5. Full plate, Ob 5.

Elven Armor:
 Dwarven-Made Armor (RotM):
 Dwarven Mail (SQ):
 Dwarven Shield:

Wounds: First Aid and Medical Treatment

Skill Used	Superficial	Light	Midi		Severe		Traumatic		Mortal	
	Ob to Treat	Ob to Treat	Ob for First Aid	Ob to Treat	Ob for First Aid	Ob to Treat	Ob for First Aid	Ob to Treat	Ob for First Aid	Ob to Treat
<i>Apothecary</i>	Ob 1	Ob 2	Ob 2	Ob 4	Ob 3	Ob 6	Ob 4	Ob 8	Ob 6	Ob 12
<i>Bloodletting</i>	Ob 1	Ob 2	Ob 1	Ob 4	Ob 2	Ob 8	Ob 3	Ob 12	Ob 4	Ob 16
<i>Child Rearing</i>	Ob 1	Ob 2	Ob 3	Ob 4	Ob 4	Ob 8	Ob 6	Ob 12	Ob 10	Ob 16
<i>Field Dressing</i>	Ob 1	Ob 2	Ob 2	Ob 4	Ob 3	Ob 8	Ob 6	Ob 12	Ob 8	Ob 16
<i>Herbalism</i>	Ob 1	Ob 2	Ob 3	Ob 4	Ob 4	Ob 5	Ob 5	Ob 6	Ob 7	Ob 10
<i>Khirurgy</i>	Ob 1	Ob 2	Ob 2	Ob 3	Ob 3	Ob 4	Ob 4	Ob 5	Ob 5	Ob 7
<i>Nursing</i>	Ob 1	Ob 2	Ob 3	Ob 4	Ob 4	Ob 8	Ob 6	Ob 12	Ob 10	Ob 16
<i>Song of Soothing</i>	Ob 1	Ob 2	Ob 1	Ob 4	Ob 2	Ob 5	Ob 3	Ob 6	Ob 4	Ob 10
<i>Surgery</i>	Ob 1	Ob 2	Ob 2	Ob 3	Ob 3	Ob 4	Ob 3	Ob 5	Ob 5	Ob 7

First Aid: First aid stops the bleeding of midi through mortal wounds. If first aid is not delivered, these wounds will progress to the next wound level. Midi wounds will stop bleeding once they progress to severe, but other wounds will continue to bleed until tended to. Superficial and light wounds do not bleed out.

Shrugging Off the Pain

Clearing the Cobwebs: Reduce Superficial Ob penalty by 1. Requires Ob 2 Health test and 2 actions in Fight.

Gritting Your Teeth: Shrug off -1D of wound penalties. Requires Ob 4 Health test and 4 actions in Fight, or 1 volley in R&C.

Recovery

Failed Treatment or Recovery

All wounds require a Health test to recover from. The Obs are listed below. Midi wounds and worse also require medical treatment before the Health test can be made. See the table above for Obs. If the tests for medical treatment or recovery are failed, see pages 495-497 for repercussions.

Superficial Wounds Ob 1 Health Test

If successful, the pain fades immediately. If failed, it remains throbbing for 10 minus Forte in hours.

Light Wounds Ob 2 Health Test

If successful, the pain fades immediately. If failed, the penalty remains for 24 hours minus the Forte exponent.

Midi Wounds Ob 3 Health Test

This test may not be taken until and unless the character receives medical treatment using one of the skills listed above. Midi wounds that bleed out become severe wounds, but then stop bleeding. A midi wound takes 2-12 weeks to recover from. The first die is recovered as soon as a successful medical skill test is made. The second die is recovered when the wound closes completely.

Severe Wounds Ob 4 Health Test

This test may not be taken until and unless the character receives medical treatment using one of the skills listed above. A Severe Wound needs 1-3 months to heal completely. The first die is recovered as soon as a successful medical skill test is made. The second die is recovered at the halfway point in the healing time. The third die is recovered when the wound closes completely.

Traumatic Wounds Ob 5 Health Test

This test may not be taken until and unless the character receives medical treatment using one of the skills listed above. 2-6 months of rest are required to heal from a Traumatic Wound. The first die is recovered as soon as a successful medical test is made. The second die is recovered in one-third of the healing time, the third die heals in two-thirds of the total time and the fourth die comes back once the wound is completely closed.

Mortal Wounds Ob 6 Health Test

Recovering from a mortal wound most definitely requires medical treatment using one of the skills listed above. The player must also explicitly state his character has the Will to Live and pay a persona point of artha.

Mortal wounds heal differently than other wounds. The character must heal from each type of wound in succession from mortal down to superficial. Healing time is divided into 6 unequal parts. For the duration of the mortal stage, the character is incapacitated and unconscious for 4-24 months, -10% per extra success on the Health test (90% maximum reduction). After the mortal stage is passed, the character makes another Health test for the traumatic stage, and heals following the rules for traumatic wounds. Roll a new Health test for each wound, all the way down to superficial, until the character has completely healed and recovered all lost dice.

Bleeding Out and Recovery Times

Midi wounds bleed out at the end of the session. Severe wounds bleed out at the end of the second scene after its issue. Traumatic wounds bleed out at the end of the next scene. Mortal wounds bleed out at the end of this scene.

When making a Health test to recover from a wound, extra successes over the Ob reduce time by 10%, up to a maximum of -90%.

Range and Cover: Readjusting Range

Winner's Weapon, Range & Dice	Loser's Weapon and Readjusted Range								
	Melee Weapon	Pistol	Thrown Weapon	Arquebus	Hunting Bow	Crossbow	Elven Bow	Great Bow	Heavy Crossbow

Melee or No Weapon

Optimal (—)	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (—)	Extr	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Out of Range (—)	Out	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt

Pistol

Optimal (2D)	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Extr	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt	Opt

Thrown Weapon

Optimal (1D)	Extr	Extr	Opt	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Out	Out	Extr	Extr	Extr	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt

Arquebus

Optimal (1D)	Out	Out	Extr	Opt	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Out	Out	Out	Extr	Opt	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Out	Out	Extr	Extr	Opt	Opt	Opt

Hunting Bow

Optimal (2D)	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt	Opt
Extreme (1D)	Out	Out	Out	Out	Extr	Opt	Opt	Opt	Opt
Out of Range (1D)	Out	Out	Out	Out	Out	Extr	Extr	Extr	Extr

Crossbow

Optimal (1D)	Out	Out	Extr	Extr	Opt	Opt	Opt	Opt	Opt
Extreme (3D)	Out	Out	Out	Out	Out	Extr	Extr	Opt	Opt
Out of Range (3D)	Out	Out	Out	Out	Out	Out	Extr	Extr	Extr

Elven Bow

Optimal (3D)	Out	Out	Out	Out	Extr	Extr	Opt	Opt	Opt
Extreme (3D)	Out	Out	Out	Out	Out	Out	Extr	Extr	Extr
Out of Range (3D)	Out	Out	Out	Out	Out	Out	Out	Extr	Extr

Great Bow

Optimal (2D)	Out	Out	Out	Out	Extr	Extr	Opt	Opt	Opt
Extreme (4D)	Out	Out	Out	Out	Out	Out	Extr	Extr	Extr
Out of Range (4D)	Out	Out	Out	Out	Out	Out	Out	Out	Extr

Heavy Crossbow

Optimal (1D)	Out	Out	Out	Out	Extr	Extr	Extr	Opt	Opt
Extreme (5D)	Out	Out	Out	Out	Out	Out	Out	Extr	Extr
Out of Range (5D)	Out	Out	Out	Out	Out	Out	Out	Out	Out

Bonus dice for range are added to Range & Cover maneuvers only, not to attack actions.

A Dwarven arbalest uses the range and dice of a crossbow when firing bolts, and the range and dice of an arquebus when firing rocks.

Crossbows firing mallet head bolts have ranges reduced by 10 paces per category.