



MIGHT

FANTASY ROLE-PLAYING SYSTEM
AND SETTING GUIDELINE MANUAL

by

Basil Koufos



Rising Phoenix Games



STEEL FORGE
GAMES



BY BASIL KOUFOS

FANTASY ROLE-PLAYING SYSTEM AND SETTING GUIDELINE MANUAL

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Published by Basil Koufos and Steel Forge Games

Digital Publishing by Rising Phoenix Games

ISBN: 978-0-620-56511-0

First printing 2013

Second printing 2015

Printed and bound in South Africa

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Introduction

Welcome to a fantasy world limited only by your imagination. The game of Might involves playing the role of heroes in a fantasy setting you create. Classical myths and legends to modern-day fantasy can serve as inspiration. Although game rules form a firm foundation for overall game balance, they must not hinder or slow down the actual game. The rules within this manual are all that you need to send you on your adventure, providing you with many unforgettable role-playing experiences.

In the game of Might, there is one person in charge of the story, known as the Story Teller, who describes what the characters see and feel. There are usually between two to five role-players within the Story Teller's setting and concept. A gaming session can take a few hours to a full day, and takes place in the comfort of someone's home.

The Might manual provides the system and some basic setting guidelines, which assist the Story Teller in creating the adventure or epic quest and control the allies, opponents and beasts, known as Story Characters. It also assists you to create your Playing Characters. Playing Characters start off as inexperienced adventurers, but as time goes by, with sheer determination, patience and a bit of luck, can become living legends, commanding great power, immense wealth and massive armies.

There are no character constraints in this game, such as only being able to play a straightforward warrior, assassin or wizard. You decide which path your character takes. You could play a thief who can control the elements or a hunter with the power to heal. Without the limitations of specific character classes, the possibilities are endless. These choices affect your character's future development within the game. Teamwork amongst the Playing Characters is vitally important as well, so discuss character concepts and histories before you begin. If each character starts off with the same skills the team will struggle. Spreading the skills out is always wiser.

It is advisable that both Story Teller and Playing Characters go through the Might manual to familiarize themselves with the rules and general gameplay. A group concept and setting is then discussed. How do the Playing Characters look, are they related, what sort of people are they, are they from the same town or village, how did they meet? What sort of world do they live in and what is the current situation? These are all important questions that add depth and purpose to the characters. Once this has been established it is vital for the group to have short term and long term goals. The Story Teller can provide as much information as is necessary, not giving away too many twists and turns within the story. These will be revealed to the characters during gameplay, as the story unfolds from session to session.

Once this is complete it is time to create your Playing Character. Your character has Abilities, Primary Skills, a Speciality and Secondary Skills, which describe your strengths within the game. These attributes are governed by levels or ●. The more ● you have in an Ability or Skill the better you are at it. The more ●, the more Progress Points are required. The Story Teller awards Progress Points to the Playing Characters at the end of each gaming session.



During gameplay there are times where a character has to perform an action or use a skill. They will either succeed or fail. The game of Might revolves around chance, which is controlled by dice rolls made during certain situations the Story Teller describes. Each ● is equivalent to the roll of a six sided die or 1 die. The more dice a character can roll during these situations, the better the chance of success, even if the odds are high. For example, if a character rolls a total of 4 dice and rolls a 6, 3, 4 and 1, that is a total of 14. There are also bonuses and penalties, which can affect this total. These adjustments are discussed in detail throughout this manual.

The steps below provide a summary of character creation, while the following chapters discuss how the game works and how a character progresses. Each player writes down his or her character ● scores and notes on a copy of the Character Sheet provided at the end of this manual. A set of six sided dice is recommended for each player. Initial starting points are discussed in Chapter 9: Experience and Training.

CHARACTER CREATION PROCEDURE SUMMARY
Group concept discussed
Character concept discussed
Character name, Nature, Language, Domain and Speciality chosen
Distribution of Progress Points to Abilities, Primary Skills, a Speciality and Secondary Skills
Equipment purchase and finalizing of Character Sheet and dice pools

Chapter 1: Abilities, Might and Nature

Abilities influence Primary Skills, Specialities and Secondary Skills. No Skill or Speciality ● can exceed the associated Ability ●. The higher one's Abilities, the higher one's Might, which is a powerful Ability on its own. Might grants a character many benefits, it separates legends from mortals. The five Abilities and Might are discussed in detail below.

Command

The ability to

- ◆ lead in the construction and repair of various types of structures, war machines and land transport
- ◆ manipulate, seduce or interrogate another person
- ◆ ride on horseback for longer
- ◆ captain, lead in the construction and repair of various types of boats and ships
- ◆ lead various levels of soldiers

A character with 0 ● cannot interact with groups of people successfully and cannot lead.

COMMAND	INTERACTION WITH PEOPLE AND ABILITY TO LEAD
●	Average charisma and leadership
●●	Respected charisma and leadership
●●●	Renowned charisma and leadership
●●●●	Legendary charisma and leadership
●●●●●	Divine charisma and leadership

Knowledge

The ability to

- ◆ use magic successfully
- ◆ make and repair various kinds of armour and shields
- ◆ communicate in more than one language
- ◆ make various items
- ◆ make and identify certain types of poison and poison antidotes, and increases the healing rate of groups of people through the use of herbal tonics
- ◆ bless or curse, create disease or remove it from a person or area that it is affecting
- ◆ use various levels of disguise, make and disable locks, and build traps
- ◆ be schooled in the geography, history and politics of a specific area, while being knowledgeable in general academics
- ◆ know the direction of travel, find food, water and basic shelter in various environments for oneself and for a group of people
- ◆ make and repair various kinds of weapons and make various types of ammunition



A character with 0 ● is simple and unintelligent.

KNOWLEDGE	STRENGTH OF MIND
●	Average wisdom and knowledge
●●	Respected wisdom and knowledge
●●●	Renowned wisdom and knowledge
●●●●	Legendary wisdom and knowledge
●●●●●	Divine wisdom and knowledge

Sense

The ability to

- ◆ be aware of one's surroundings
- ◆ tame a variety of beasts and to breed various animals
- ◆ investigate various incidents that have happened, discover a disguised opponent and find traps and hidden doors
- ◆ be stealthy, blend into the environment, steal without being caught and automatically ready special melee attacks
- ◆ follow various tracks

A character with 0 ● is oblivious of significant happenings around them.

SENSE	ATTUNEMENT TO THE WORLD AROUND YOU
●	Average sense attunement
●●	Respected sense attunement
●●●	Renowned sense attunement
●●●●	Legendary sense attunement
●●●●●	Divine sense attunement

Speed

The ability to

- ◆ have many actions within a short space of time
- ◆ act first during combat
- ◆ dodge out of the way of various attacks, including non-deflectable attacks
- ◆ sprint faster

A character with 0 ● is slow, limited to 1 action every 2 rounds and always goes last, no matter the initiative. If more than 1 combatant has 0 ● the highest single die roll between them goes first.

SPEED	SPEED OF REFLEXES AND LIMB
●	Average speed
●●	Respected speed
●●●	Renowned speed
●●●●	Legendary speed
●●●●●	Divine speed

Strength

The ability to

- ✦ use melee successfully
- ✦ perform great jumps and have superior balance
- ✦ climb up or down various surfaces for longer
- ✦ walk, march or row and go without sleep for longer, endure more damage, have an increased active life span and be immune to various types of poison and disease
- ✦ run and sprint for longer
- ✦ swim for longer

A character with 0 ● is considered weak.

STRENGTH	PHYSICAL STRENGTH AND ENDURANCE
●	Average strength
●●	Respected strength
●●●	Renowned strength
●●●●	Legendary strength
●●●●●	Divine strength

Might

Might affects a character's reputation. The more Might ● one has the more heroic and well known the character is. Opponents feel more fear and allies show more respect. The Story Teller determines the effect during gameplay, which can manifest into something visual. A character with ●●●●● Might is second only to the Nature Gods. Might also makes the impossible possible through bonuses. A character's Might bonus is determined by every 5 Ability ● one has. If a character has one Ability on ●● and the other four on ●●●, one's Might is ●● and would get the bonuses of ●● Might. These bonuses are as follows:

A permanent +1 per Might ● to all Primary Skill rolls, maximum +5 bonus
A Speciality adds an extra +1 per Might ● to a specific Primary Skill branch, maximum +5 bonus
Increases Nature Points available to the character
Grants a character greater aid from the spirit realm
Enables a character to use minor and major magical items



Nature

A character's Nature governs one's personality. It makes a character more real. This can evolve over time, but a sudden change will affect one's Nature Points.

NATURE	PERSONALITY
Martyr	Will do anything for anyone
Good	Looks after those close to themselves
Neutral	Maintains the balance between good and evil
Lawbreaker	Looks after themselves, even if it means hurting others
Evil	Opposes all that is good

Nature Points

Nature Points are limited by a character's Might score. If one stays true to one's Nature, 1 Nature Point is received at the end of each role-playing session. This point is equivalent to a bonus die used for heroic actions, which a character can use at any time during game play, or 1 Progress Point. The character must declare that one is using Nature Point bonus dice before the action is performed and can use them all at once. If a character has ●●● Might, one's Nature Points cannot go above 3.

If a character strays from one's Nature or does something that contradicts one's beliefs, 1 Nature Point is lost for every ● of Might the character has. It is up to the Story Teller to decide. A character with a Martyr Nature killing an innocent person is a good example. This total can go below 0 but does not detract from normal dice pools or Progress Points. It will just take more sessions for the character to get the Nature Point bonuses. If a character loses Nature Points more than five times in a row due to acts committed opposing one's Nature, the character can decide to change to a more suitable Nature and stick to it. No more Nature Points will be lost. Characters with a Neutral Nature lose Nature Points immediately for committing acts of great good or evil. If at the end of the role-playing session, the character receives a Nature Point and is already maxed out, the Nature Point is changed to a Progress Point.

Spirits and Nature

Nature also grants help from the Spirit Realm. The higher a character's Nature the more powerful the aid given. A character can either ask for assistance or guidance in times of great need. Although this does not cost Nature Points, it cannot happen very often so a character's need must be justified. The player must declare this to the Story Teller before the intended aid is needed.

There are five levels of spirits in the Spirit hierarchy, who all belong and answer to their respective Nature Gods. The Story Teller can decide to involve a spirit or Nature God in order to enhance the story, however, there could be a reaction from an opposing spirit or Nature God to maintain balance.

A character asks for help from the spirits of their Nature. If the character has gone against their Nature, that specific spirit hierarchy might not grant the aid needed, it is up to the Story Teller to decide. A spirit can appear to the character in the real world if the assistance is granted or guidance given.



When a character needs assistance from a minor, lesser or greater spirit, the assistance is instant. It is as though the spirit senses the character's need and in turn slows down time to aid the character. If this is used for a special melee attack the opponent can still roll one's Strength to avoid the effect. This is discussed in Chapter 2: Primary Skills. Assistance from a lesser or demi-god takes 1 minute of uninterrupted meditation. When they appear they will do everything in their power to assist the character for the allocated time.

When a character needs guidance from a minor, lesser or greater spirit, it takes 1 hour of uninterrupted meditation. This can be in the form of visions, whose detail and length is dependent on the level of spirit. Guidance from a lesser or demi-god takes 1 day of uninterrupted meditation. Seeing through the eyes of a lesser or demi-god lasts for 1 minute and 1 hour respectively, giving the character the ability to see any vision anywhere in the world.

TYPE OF SPIRIT	NATURE NEEDED	AID GIVEN	ASSISTANCE GRANTED	GUIDANCE GIVEN
Minor spirits	●	Once a month	1 extra action at beginning of one's initiative	Helpful hint
Lesser spirits	●●	Once every 6 months	1 reroll when player decides, only reroll counts	Helpful hints
Greater spirits	●●●	Once a year	1 attack defended completely or 1 undefendable attack (cannot be dodged or deflected)	Guidance given in a certain situation
Lesser gods	●●●●	Once every 5 years	Lesser god aids the character directly for 1 die rounds	Can see through the eyes of the lesser god
Demi gods	●●●●●	Once every 10 years	Demi-god aids the character directly for 1 die rounds	Can see through the eyes of the demi-god

Chapter 2: Primary Skills

A character has two Primary Skills: Magic and Melee. Both Primary Skills are limited by an Ability. Magic is limited by Knowledge and Melee is limited by Strength. Within each of these Primary Skills there are five branches, which are discussed in this Chapter in more detail. If a character has ● Knowledge and ●● Strength, all Magic and Melee Primary Skill branches are available but limited to ● and ●● respectively. Only with ●●● Knowledge or Strength can a character raise a Magic or Melee branch to ●●●.

Primary Skills are the only skills in which a character can specialize. If a character is specialized in one of the 5 magical branches the effect of the spell is increased. A character with ● Knowledge, ● Combat Magic and ● Combat Magic speciality will roll 2 dice and have a 5 meter range instead of rolling 1 die with a 5 meter range when using that branch. If a character is specialized in one of the 5 melee branches, more attack dice are rolled. A character with ●● Strength, ●● Hand to Hand and ●● Hand to Hand speciality will roll 4 dice instead of 2 dice when using that branch.

A weaker version of the spell or skill can be used, but extra speciality dice and Might bonuses remain unchanged. A character with ● Might, ●●● in a Primary Skill and ●●● in its speciality, who decides to use its ● level, will roll 4 dice +2, instead of 6 dice +2, but keep all ● level bonuses. Specializing in a skill is chosen at character creation. It takes a lifetime of research and dedication to perfect. A character can only specialize in one branch within Magic or Melee.

MAGIC	MAGICAL ABILITY
Combat	Ability to magically attack
Control	Ability to defy the laws of nature
Element	Ability to command the elements
Heal	Ability to cure injuries
Protection	Ability to protect yourself and those around you

MELEE	COMBAT ABILITY
Body	Proficient in using the body as a weapon
Hand to hand	Proficient in the use of hand to hand weapons
Ranged	Proficient in the use of ranged weapons
Thrown	Proficient in the use of thrown weapons
War machines	Proficient in the use of war machines

Actions per Character Round

Each character round in the game is equivalent to 1 second. Every ● in Speed a character has is equivalent to 1 action per round. It takes 1 action to move 2 meters during combat, shout a command or warning, draw a weapon, dodge, attack or deflect with most weapons, ready aim attacks against opponents or items, non-lethal attacks, restrain and knock back attacks, or cast a ● magic spell. It takes 2 actions to attack or deflect with heavy weapons, cast a ●● magic spell and 4 actions to ready a bow, crossbow or sling.

SPEED	HOW MANY ACTIONS YOU HAVE IN A ONE SECOND ROUND
●	1 actions
●●	2 actions
●●●	3 actions
●●●●	4 actions
●●●●●	5 actions

Attack Sequence

Before combat begins, all combatants roll initiative once to see in what order they get to act during the battle. Speed score and weapon initiative penalty, if applicable govern initiative. A character with ●● Speed attacking with an axe rolls 2 dice minus its weapon initiative penalty. The highest roll acts first and applies to all rounds during the battle. The combatants decide at the beginning of each round how they will use up their actions. Their Speed score determines how many actions they each have per round. A defender can defend against an attacker anytime during combat if one has enough actions, but can only draw a weapon, attack, use a spell, move or shout out on one's initiative.

If an opponent with ● Speed wins initiative and decides to attack a character with ●● Speed, the character can automatically defend and still have 1 action left over.

No more than 4 opponents can attack one person at the same time at close quarters. If there are more ranged attacks than the character can deflect, they count as one non-deflectable attack and only the Dodge Secondary Skill can be used to move out of the way.

If four opponents with ● Speed are attacking a character with ●● Speed, that is a total of 4 actions against 2 actions in the round. Initiative gets rolled to see in what order the combatants attack. If the defending character goes first one can use 2 actions to attack, deflect, dodge or move two meters in any combination that suits the character. If the character decides to use up all available actions to move out of the way, any attackers still in range can attack.

A character attacking with a hand to hand weapon must be within reach of the opponent. If the opponent uses 1 action to move 2 meters away from the character, they are out of range and cannot attack, unless the character decides to also use 1 action to move closer to the opponent. If the character is attacking with a reach weapon, the opponent has to take 2 actions to move 4 meters away to be out of range.

If an opponent decides to run away from the character, the character gets 1 free round of actions to act. If an opponent is running or sprinting past the character, the character will have 1 full round of actions less 1 or 1 full round of actions less 2 respectively. A character with ●●●● Speed will have 3 actions if an opponent is running past and 2 actions if an opponent is sprinting past. A character with ● Speed will still get 1 action. This applies to both combatants.

If a character wants to trip a stationary, running or sprinting opponent and has equal to or greater Strength, the opponent can attempt to dodge, but will have a -5 penalty for running and a -10 penalty for sprinting added to the dodge roll. If the opponent rolls equal to or higher one evades the trip attempt, if the roll is less the opponent falls and remains prone for 5 actions. The opponent must be aware of the trip to attempt to roll a dodge. If a character wants to trip a moving animal or beast the Story Teller decides if it is possible.

Magic Description

Magic is considered a rare gift, but any Playing Character has the option of using this skill. When creating a character and deciding on their direction, a Chosen Domain is selected. The Chosen Domain not only affects the visual description of the spell but if the character is in that domain the spell's cost is halved. The five domains are: Desert, Forest, Plains, Snow and Water. Visuals of spells could be as follows: fire for Desert, sharp roots and vines springing from the ground for Forest, strong winds for Plains, large icicles for Snow and lightning for Water. The character decides in the end.

Magical Allowance

The more Knowledge a character has, the more powerful the Magic. However, each time a spell is cast it uses up Magical Allowance. Magical Allowance is determined by the character's Knowledge score x5. A character with ●●● Knowledge has a Magical Allowance of 15.

The more powerful the spell the longer it takes to cast and the more expensive it is. Each ● takes 1 action to cast and costs one point of Magical Allowance. A ●● spell takes 2 actions to cast and is cast on the second action. With ●●● Knowledge, 15 ● spells, 5 ●●● spells or anything in between can be cast. If a character has a Magical Allowance of 15 and casts a ●●● spell in one's Domain, 1½ points are used up, not 3. One would have 13½ points remaining. A character needs ●●●● Knowledge to cast a ●●●● spell.

Once a character has used up one's Magical Allowance, uninterrupted rest or meditation is needed to recharge it. A character with no more Magic Allowance is so tired from the exertion that all movement rates are halved, except using an action to move 2 meters during combat remains the same. One point of Magical Allowance is recharged for every hour the character rests.

If a character uses a shield, has their hands tied, mouth gagged, or attempting to be stealthy, no spells can be cast. If a character using Magic is restrained or knocked out while casting a spell, the spell is disrupted and the Magical Allowance cost is still used up. A character cannot perform any other actions, such as attacking, moving, dodging or deflecting during spell casting, as it takes up all of one's concentration. An Awareness roll can be made by an opponent to determine if they are in seeing and hearing range of the character casting a spell.

Instinctive Magic Defense

A character who has the skill to cast Magic spells can instinctively use Magic to make it harder for the opponent to hit. Each ● in Knowledge a character has adds a -1 penalty to the opponent's attack roll. An opponent attacking a character with ●●● Knowledge who has Instinctive Magic Defence activated will have a -3 penalty on all of one's attacks for the duration of this spell. This is against Magical and Melee attacks that the character is expecting. Each round this magical ability is activated costs 1 point of Magical Allowance and can be used simultaneously with other spells or actions. If it is activated in the character's Domain, the payment in Magical Allowance is made every 2 rounds.

No action is required for this protection effect, its effect is instant, provided that the player wants to and the character has enough Magical Allowance to activate it. A character cannot use any stealth while one's Instinctive Magic Defense is active.

DOMAIN	INSTINCTIVE MAGIC DEFENSE EXAMPLES
Desert	Character emanates extreme heat, the higher one's Knowledge score the hotter it gets and the greater the penalty
Forest	Character hardens skin like bark from a tree, the higher one's Knowledge score the harder it gets and the greater the penalty
Plains	Character surrounded by strong buffeting winds, the higher one's Knowledge score the stronger the winds and the greater the penalty
Snow	Character emanates extreme cold, the higher one's Knowledge score the colder it gets and the greater the penalty
Water	Character surrounded by electric sparks, the higher one's Knowledge score the more intense the sparks get and the greater the penalty

Magic Combat

Several things happen during a Magic combat round. There is an initiative roll governed by Speed score. The spell strength determines the amount of actions it takes to cast it. The highest score acts first if the spells used have the same casting time. If the character rolls higher and the spell takes longer to cast than the opponent's spell or action, the opponent acts first on the next action. If the opponent can dodge or deflect (add deflect modifier), a roll is made in defense. Finally, there is damage, which are the remaining successes subtracted by the armour and shield's damage reduction score if applicable. This number is the amount of damage the character takes. Speed Ability determines the amount of actions per round.

For example:

Character A and character B have ●● Knowledge, ●● Speed and ● Might. Both characters roll 2 dice due to their Speed. Character A gets 10 and Character B gets 8, character A acts first.

Character A has ●● Combat Magic, ●● Combat Magic speciality and her Chosen Domain is Snow. Character B has ●● Heal Magic, ● Heal Magic speciality and his Chosen Domain is Forest. They are battling in a snowy area so character A is in her Chosen Domain, her cost is halved. She casts a ●● Combat Magic spell in two actions and subtracts only 1 from her Magical Allowance, not 2.

Because Character A is specialized in this branch of magic her effect is increased. She can attack her target from 20 meters, rolls 4 dice +2 (+1 Might, +1 Might Speciality) for her spell and gets a 20. Character B cannot dodge or deflect and has not activated his Instinctive Magic Defense, so he takes 20 health points of unsoakable damage from her attack roll. A character's Might bonus is not added again to damage.

Character B goes from 50 to 30 health points. He is considered hurt and has a -2 penalty on all his rolls. His turn comes. He can only cast one ●● Heal Magic spell on himself and it takes him 2 actions to cast it. He subtracts 2 from his Magical Allowance. Because he is specialized in this branch of magic he rolls 3 dice -2 +2 (-2 wound penalty, +1 Might, +1 Might Speciality) and gets a 10. He regains 10 health points to take him up to 40 and is considered bruised with a -1 penalty. By the time he has healed himself character A is ready to cast another Combat spell.

"She shouts out aloud to the spirits of the Snow, energy courses through her body, charging her outstretched arms with electric frost. Large razor sharp icicles materialize from her hands and race towards her enemy. They crash against him as he looks on in disbelief, his howl of pain echoes around him. Injured but not defeated, he whispers to the spirits of the Forest to aid him. Cool tree sap instantaneously flows from his wounds as a sweet forest breeze blows over him reassuringly. He gets ready to continue the fight..."

Combat Magic (Knowledge)

This skill allows the character to perform a ranged attack using magic. Each Combat spell cast affects one opponent that must be in the character's line of sight. Only powerful dodge skills can defend against this magic, it cannot be soaked by normal armour and shields. If a character has ●●●● Knowledge, ●●●● Combat Magic, ●●● Combat Magic speciality and ●● Might, one would roll 7 dice +4 and have a 200 meter range. Environmental and cover penalties apply to all ranged attacks.



- 1 die of unsoakable damage at (Knowledge score) x5 m.
- 2 dice of unsoakable damage at (Knowledge score) x10 m.
- 3 dice of unsoakable damage at (Knowledge score) x20 m.
- 4 dice of unsoakable damage at (Knowledge score) x50 m.
- 5 dice of unsoakable damage at (Knowledge score) x100 m.

Control Magic (Knowledge)

This skill allows the character to control a single or multiple entities using magic. Each Control spell cast controls a single entity that must be in the character's line of sight, including oneself. If a character has ●● Knowledge, ●● Control Magic, ● Control Magic speciality and ●● Might, rolls 3 dice +3 and gets a 10, a 50 kg object can be controlled and moved at 20 meters per round for 2 minutes. If an opponent does not have enough strength to deflect the entity being controlled, only a move action or the Dodge Secondary Skill can be attempted to successfully move out of the way. If an opponent has Control Magic, one can attempt to seize control of the entity and counter attack, by rolling an opposed Control Magic roll. The one who can control the most weight seizes control of the entity. If the character wants to take control of an opponent, an opposed Strength roll is made against the character's Control Magic roll. If the opponent has ●●● Strength and the character has ●●●● Control Magic, 3 dice are rolled against 4 dice respectively. If the character rolls higher one successfully takes control of the opponent and can cause crushing damage, which is discussed in Chapter 4: Health and Damage. If the opponent rolls equal to or higher the Control Magic fails. Only one attempt can be made per entity. Ranged, thrown and war machine attacks cannot be controlled. Characters can also combine their Control Magic to control a heavier entity or increase the amount of entities being controlled.



- 1 die x1 kg, maximum travel speed of 20 m per round, duration of (Knowledge score) minutes.
- 2 dice x5 kg, maximum travel speed of 20 m per round, duration of (Knowledge score) minutes.
- 3 dice x10 kg, maximum travel speed of 20 m per round, duration of (Knowledge score) minutes.
- 4 dice x50 kg, maximum travel speed of 20 m per round, duration of (Knowledge score) minutes.
- 5 dice x100 kg, maximum travel speed of 20 m per round, duration of (Knowledge score) minutes.

Element Magic (Knowledge)

This skill allows the character to command the elements using magic. The visual effect of the spell is determined by one's chosen Domain. Those within the area of effect suffer unsoakable damage for the duration of the spell. One can attempt to leave the area and avoid some of the damage by using a move action or the Dodge Secondary Skill only. Those that are within 2 meters from the character are immune to the effects of the spell. Everyone else in the area of effect suffers the consequences. If a character has ●●● Knowledge, ●●● Element Magic and ● Might, all those in a 45 meter radius, excluding those close enough to the character, suffer 3 dice of damage + 1 in 3 rounds. This magic is very effective when surrounded by many troops but is considered a battle, not mass combat. The Story Teller decides on what percentage of the opposing force is in the area of effect.



- Chosen Domain affects a (Knowledge score) x5 m radius from the caster, all in the area of effect suffer 1 die of unsoakable damage in 1 round.
- Chosen Domain affects a (Knowledge score) x10 m radius from the caster, all in the area of effect suffer 2 dice of unsoakable damage in 2 rounds.
- Chosen Domain affects a (Knowledge score) x15 m radius from the caster, all in the area of effect suffer 3 dice of unsoakable damage in 3 rounds.
- Chosen Domain affects a (Knowledge score) x20 m radius from the caster, all in the area of effect suffer 4 dice of unsoakable damage in 4 rounds.
- Chosen Domain affects a (Knowledge score) x25 m radius from the caster, all in the area of effect suffer 5 dice of unsoakable damage in 5 rounds.

Heal Magic (Knowledge)

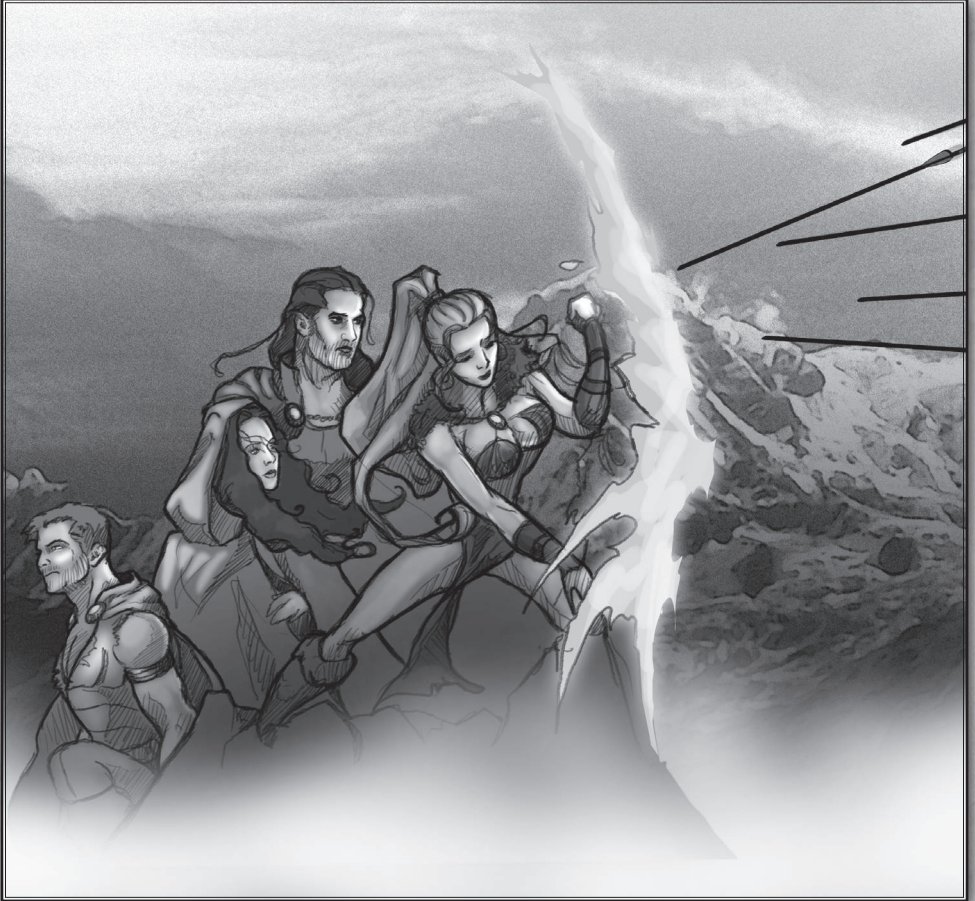
This skill allows the character to restore health points to an individual or group using magic, and stop bleeding from a severe wound. The character must be close enough and within line of sight from those in need of healing, and the effect is instant. This can be cast on any living creature, including oneself. If a character has ●● Knowledge, ●● Heal Magic, ● Heal Magic speciality and ● Might, one would be able to heal 2 people of 3 dice +2 health points each from 8 meters away. A character with ●●●● Heal Magic can spend a day to completely heal the scars of a single person, while ●●●●● Heal Magic will return senses and limbs to a single person.



- Can heal one person of 1 die of health points from (Knowledge score) x 2 m away.
- Can heal two people of 2 dice of health points from (Knowledge score) x 4 m away.
- Can heal three people of 3 dice of health points from (Knowledge score) x 6 m away.
- Can heal four people of 4 dice of health points from (Knowledge score) x 8 m away.
- Can heal five people of 5 dice of health points from (Knowledge score) x 10 m away.

Protection Magic (Knowledge)

This skill allows the character to protect themselves and allies nearby using magic. This protects from both physical and magical damage, and can be layered on in advance. The protection increases if more than one Protection Magic spell is cast at once, allies must be within the area of effect to benefit from this. The roll is made when the spell is cast and any damage received by the character and allies is subtracted from the total rolled. If a character has ●●●● Knowledge, ●●●● Protection Magic, ●●● Protection Magic speciality and ●●● Might, one would roll 7 dice +6 and be immune to that amount of damage for 4 minutes. Once damage exceeds the total rolled or the duration ends, the spell is no more and damage goes through as normal.



- Protects a 2 m radius from the caster from 1 die of damage for (Knowledge score) minutes.
- Protects a 4 m radius from the caster from 2 dice of damage for (Knowledge score) minutes.
- Protects a 6 m radius from the caster from 3 dice of damage for (Knowledge score) minutes.
- Protects an 8 m radius from the caster from 4 dice of damage for (Knowledge score) minutes.
- Protects a 10 m radius from the caster from 5 dice of damage for (Knowledge score) minutes.

Melee Description

Melee is considered a way of life for many societies. The more Strength a character has, the more powerful the Melee attacks. If a character is attempting to perform an attack or deflect with a Primary Skill that one has no experience or ● in, for example using a bow for the first time in an attempt to save a friend, the character can roll one die or dice equivalent to one's Strength with a -5 penalty plus one's Might score, with none of the added bonuses the skill grants. If the character has ●●● Strength and ● Might, one would roll 3 dice with a -4 penalty and have no range or other bonuses, while attacking with a bow. The character can still do damage with a bow but lacks the experience to use it effectively. Nature Points can be used to increase the dice pool, however, special melee attacks cannot be used.

Special Melee Attacks

Magical attacks are normally undefendable and unsoakable, are more effective in a character's Chosen Domain and Instinctive Magic Defense can make it harder for opponents to hit, but Melee attacks have their own advantages. A character can use normal attacks during combat, or choose from five special melee attacks. They are more difficult to use but can prove to be very efficient in battle. These are aimed attacks against opponents, aimed attacks against items, knock back attacks, non-lethal attacks and restraining attacks. If a character is charging or successfully surprises an opponent, one can automatically ready a special melee attack. These can be used against beasts, make someone fall while climbing or dismount a rider. Some of these attacks are only possible using certain Melee skills. Only normal attacks are available for war machines, wound penalties apply to opposing Strength rolls and an opponent with 0 Strength can still roll one die with a -5 penalty.

Aimed Attacks Against Opponents

A character can use one extra action to ready an attack to do more grievous damage against an opponent. If successful, for every 1 die taken away from the to hit roll, an extra 1 die of aimed damage is rolled and the more severe the consequence is.

If any damage gets through the opponent's defense, both combatants roll their Strength score to see if the aimed damage goes through and the specific consequence takes effect. If the character's roll is higher the aimed damage goes through and the consequence takes effect. If the opponent's roll is equal to or higher there is no aimed damage or consequence. Even if the aimed damage and consequence is avoided, the initial damage still goes through to the opponent.

If 3 dice of aimed damage go through and the opponent fails their Strength roll, the damage received is doubled before the armour and shield damage reduction score is applied. If all damage is soaked by an opponent's armour and shield, there is no consequence. If the opponent is using Protection Magic and fails one's Strength roll, only damage is rolled and no consequences take place. Aimed attacks can be attempted using Body, Hand to Hand, Ranged and Thrown Primary Skills.

AIMED DAMAGE	CONSEQUENCE WITH SUCCESSFUL OPPOSED STRENGTH ROLL
1 die	Opponent has a -5 penalty to all combat related rolls for 1 action
2 dice	Opponent disarmed, cannot attack for 5 actions until weapon is picked up, can use 1 action to draw another weapon. Unarmed opponent or beast has a -5 penalty to all combat related rolls for 1 round
3 dice	Opponent receives double damage before armour and shield damage reduction score is applied
4 dice	Opponent has a limb severed/sense crippled, has one's Might score in minutes to live unless blood stopped using Heal Magic. Permanent -5 penalty plus one's Might score on all Speed and Strength or Sense Skills
-	Opponent is instantly killed

Aimed Attacks Against Items

A character can use one extra action to ready an attack against armour, a shield, an artefact or weapon. If successful, for every 1 die taken away from the hit roll, an extra aimed damage level is taken by the item.

If any damage gets through the opponent's defense, both combatants roll their Strength score to see if the item is damaged. If the character's roll is higher and has done enough aimed damage to the item, it gets damaged. If the opponent's roll is equal to or higher, or if the item is superior, there is no damage to the item. Even if the item damage is avoided, the initial damage still goes through to the opponent. Armour, shields, artefacts and weapons have 5 durability levels each. Only magical weapons can damage other magical items. More than 5 levels of aimed damage can be done in one attack.

If 4 levels of aimed damage go through and the opponent fails their Strength roll, a poor quality item loses 4 durability levels, an average item loses 3 durability levels and an excellent quality item loses 2 durability levels. Only if the weapon inflicting the damage is magical will it damage another magical item. Aimed attacks can be attempted using Body, Hand to Hand, Ranged and Thrown Primary Skills.

AIMED DAMAGE LEVEL	POOR QUALITY	AVERAGE QUALITY	EXCELLENT QUALITY	MINOR MAGICAL ITEM	MAJOR MAGICAL ITEM
1 level aimed damage	Lose 1 durability level	No effect	No effect	No effect	No effect
2 levels aimed damage	Lose 2 durability levels	Lose 1 durability level	No effect	No effect	No effect
3 levels aimed damage	Lose 3 durability levels	Lose 2 durability levels	Lose 1 durability level	No effect	No effect
4 levels aimed damage	Lose 4 durability levels	Lose 3 durability levels	Lose 2 durability levels	Lose 1 durability level (magical weapon attack only)	No effect
5 levels aimed damage	Instantly destroyed	Lose 4 durability levels	Lose 3 durability levels	Lose 2 durability levels (magical weapon attack only)	Lose 1 durability level (magical weapon attack only)

Knocking Back an Opponent

A character can use one extra action to ready an attack to knock back an opponent. If successful, for every 1 die taken away from the to hit roll, increases the knock back distance.

If any damage gets through the opponent's defense, both combatants roll their Strength score to see if the opponent is knocked back. If the character rolls higher the opponent is knocked back. If the opponent's roll is equal to or higher there is no knock back. Even if the knock back is avoided, the initial damage still goes through to the opponent. More than 5 levels of knock back can be done in one attack.

If 2 dice are taken away and the opponent fails their Strength roll, they are instantly knocked back 4 meters. A knocked back opponent remains prone for 5 actions. Knocking back an opponent can only be attempted using the Body Primary Skill.

KNOCK BACK LEVEL	DISTANCE
1 die	2 m
2 dice	4 m
3 dice	6 m
4 dice	8 m
5 dice	10 m

Non-lethal Attacks

A character can use one extra action to ready an attack so that it is non-lethal. If successful, for every 1 die taken away from the to hit roll, increases the duration of the opponent's non-lethal damage.

If any damage gets through the opponent's defense, both combatants roll their Strength score to see if the opponent is stunned or knocked out. If the character rolls higher, 1 die is rolled to determine the duration. If the opponent's roll is equal to or higher there is no stun or knock out. Even if the stun or knock out is avoided, the initial damage still goes through to the opponent. An opponent who is stunned or knocked out is incapacitated until the duration ends.

If 5 levels of non-lethal damage go through, the opponent is knocked out for 1 die in days. If the character rolls a 3 the opponent is knocked out for 3 days. If a character has a high dice pool and is facing a weak opponent, one can declare an attack with less attack dice by holding back and doing less damage. Non-lethal combat can only be attempted using Body or Hand to Hand Primary Skills.

LEVEL OF NON-LETHAL DAMAGE	CONSEQUENCE WITH SUCCESSFUL OPPOSED STRENGTH ROLL	DURATION OF CONSEQUENCE
1 level	Stunned	1 die actions
2 levels	Stunned	1 die rounds
3 levels	Knocked out	1 die minutes
4 levels	Knocked out	1 die hours
5 levels	Knocked out	1 die days

Restraining an Opponent

A character can use one extra action to ready an attack to restrain an opponent. If successful, for every 1 die taken away from the to hit roll, increases the opponent's restraining damage by 1 die.

If any damage gets through the opponent's defense, both combatants roll their Strength score to see if the opponent is restrained. If the character rolls higher the opponent is restrained. One can attempt to break the other's hold by using an opposed Strength roll (Strength ●) times before giving up and taking damage. The character can decide to restrain the opponent without doing damage. If the opponent's roll is equal to or higher the restrain is unsuccessful. Even if the restrain is avoided, the initial damage still goes through to the opponent. More than 5 levels of restraining damage can be done in one attack.

If one is restraining or restrained by another, no other actions except breaking free can take place by both combatants. The opponent is automatically disarmed as well. No more than one combatant can restrain another. Restraining an opponent can only be attempted using the Body Primary Skill.

RESTRAINING DAMAGE LEVEL	DAMAGE PER ROUND
1 die	1 die
2 dice	2 dice
3 dice	3 dice
4 dice	4 dice
5 dice	5 dice

Melee Combat

There are several things that happen during a melee combat round. There is an initiative roll governed by Speed score and weapon initiative penalty. The highest score acts first and the character attacks. If the opponent can dodge or deflect (add deflect modifier), a roll is made in defense. Finally, there is damage, which are the remaining successes added to the weapon damage and subtracted by the armour and shield's damage reduction score if applicable. This number is the amount of damage the character takes. The Speed score determines the amount of actions per round.

For example:

Character A and character B have ●●● Strength, ●● Speed and ● Might. They are each attacking with longswords (-3 weapon initiative penalty). Both characters roll 2 dice -3+3 (-3 weapon initiative penalty, +3 Hand to Hand Primary Skill bonus) due to their Speed. Character A gets 9 and character B gets 7, character A acts first.

Character A has ●●● Hand to Hand Melee and ● Hand to Hand Melee speciality. Character B has ●●● Hand to Hand Melee. She decides to attack with 4 dice +2 (+1 Might, +1 Might Speciality) and gets a 20. Character B decides to deflect with 3 dice +1+3 (+1 Might, +3 deflect modifier) and gets an 8. $20-8=12$, so 12 points get through character B's defense. The weapon damage of her longsword is +6, which is added to the 12, making it 18. Character B is wearing leather armor, which takes 4 off the 18, so he takes 14 health points of damage. Character B goes from 50 to 36 health points. He is considered hurt and has a -2 penalty on all his rolls, until he recovers from his injury. A character's Might bonus is not added again to damage.

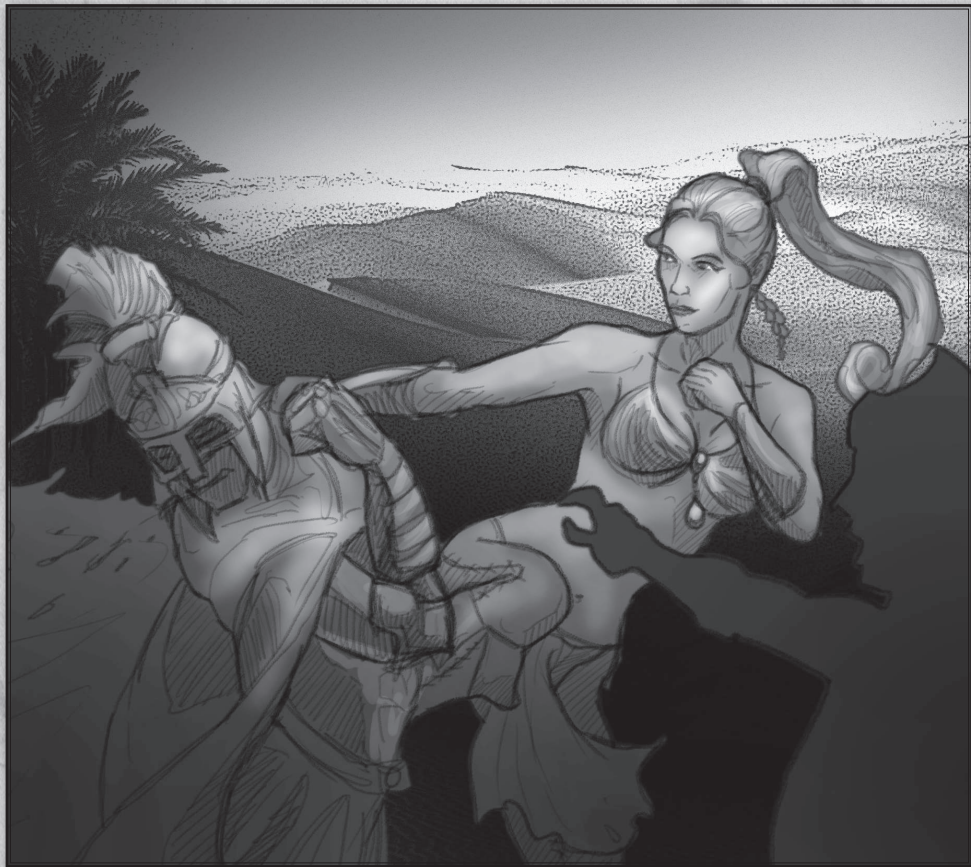
Character A decides to press on with her attack for this round. She takes a bit more time to aim her attack. Instead of 4 dice +2, she rolls 2 dice +2. If her aimed attack and her Strength roll is greater than her opponent's, the opponent takes normal damage, aimed damage and suffers a consequence, which is a disarm attack.

Since Character A spends an extra action aiming, Character B spends his action shouting for assistance, then deflects once more with 3 dice -2+1+3 (-2 wound penalty +1 Might, +3 deflect modifier). He gets an 8. Character A rolls 2 dice +2 (+1 Might, +1 Might Speciality) and gets a 9. $9-8=1$, so 1 point gets through character B's defense. Her longsword is +6, making it 7. The leather armour soaks 4, so he takes another 3 health points of damage. Both combatants roll their Strength score (wound penalties apply) and character A rolls higher. She rolls 2 dice for her aimed damage and gets 5, her longsword is +6, making it 11. The leather armour soaks 4 and another 7 health points of damage is taken by Character B. He is also disarmed. He cannot attack for 5 actions until he has retrieved his weapon, or he can draw a second weapon if he has one. He also has a -5 penalty to all combat-related rolls for 1 round.

"Her attack is blindingly fast, too fast. He raises his sword to parry but only manages to slow the blade. It strikes its mark with well-practiced accuracy. Her gleaming longsword gets past his leather padding. He feels searing pain as he pulls back, his lifeblood is warm against his sweaty skin. She takes a moment to aim her next attack. He shouts for assistance as she gets past his attempt to parry her once more. More pain is felt. She smiles as her sword twists towards his. Her attack was intended to wound and to disarm him. How could he be so careless. The weapon clatters against the floor several meters away from him. His eyes are full of fear..."

Body (Strength)

This skill allows the character to attack and deflect using one's body as a weapon. With enough Strength the opponent's or beast's damage reduction score stays the same and is not doubled due to the unarmed attack, while the character benefits from extra attacks. One can also attempt to do aimed damage to an opponent or item, knock back, do non-lethal damage or restrain. Extra attacks cannot be made while holding a shield. If a character has ●●●● Strength, ●●●● Body Melee, ●●● Body speciality and ●● Might, one would roll 7 dice +4 with each Body attack and deflect, and have 4 extra attacks each round. The character can use all of these extra attacks on one's initiative, before using any other actions. Special melee attacks cannot be used with extra attacks, they can only be used during normal actions. Using one's body to deflect armed strikes has a -5 penalty.



- 1 die, 1 extra attack, opponent's or beast's damage reduction score doubled.
- 2 dice, 2 extra attacks, opponent's or beast's damage reduction score doubled.
- 3 dice, 3 extra attack, opponent's or beast's damage reduction score doubled.
- 4 dice, 4 extra attacks, opponent's or beast's damage reduction score normal.
- 5 dice, 5 extra attacks, opponent's or beast's damage reduction score normal.

Hand to Hand (Strength)

This skill allows the character to attack and deflect using hand to hand weapons. Area attacks cannot be deflected and weapon deflect modifiers are not added when deflecting ranged or thrown attacks. With enough Strength one can negate weapon initiative penalties and movement penalties. One can also attempt to do aimed damage to an opponent or item, or do non-lethal damage to an opponent. A character can fight simultaneously with two light weapons with ●● Strength, two average weapons with ●●● Strength and two heavy weapons with ●●●● Strength. If a character were to fight with a light and average weapon, one would still need ●●● Strength to wield both simultaneously. The advantage of using two weapons during battle is that each weapon's strong point is used to gain the upper hand, for example, using a staff to deflect and a mace to attack. If a character has ●● Strength, ●● Hand to Hand Melee, ● Hand to Hand speciality and ●● Might, one would roll 3 dice +3 with each Hand to Hand attack and 3 dice +3 + weapon deflect modifier for each deflect (not applied for ranged or thrown attacks), and have -2 off one's weapon initiative penalty.



- 1 die, -1 off weapon initiative penalty.
- 2 dice, -2 off weapon initiative penalty.
- 3 dice, -3 off weapon initiative penalty.
- 4 dice, -4 off weapon initiative penalty, can attack and deflect without movement penalties while doing athletics, can attack and deflect with a -5 while climbing or swimming.
- 5 dice, -5 off weapon initiative penalty, can attack and deflect without any movement penalties while climbing or swimming.

Ranged (Strength)

This skill allows the character to attack using ranged weapons. With enough Strength one can increase their range and have no environmental penalties. The target can only dodge or deflect the ranged attack (weapon deflect modifiers are not added), a movement action cannot be used to get out of the way. One can also attempt to do aimed damage to an opponent or item. If a character has ●●● Strength, ●●● Ranged Melee and ● Might, one would roll 3 dice +1 with each Ranged attack and have x3 the range.



- 1 die, standard range.
- 2 dice, range x2.
- 3 dice, range x3.
- 4 dice, range x4, environmental penalties halved.
- 5 dice, range x5, no environmental penalties.

Thrown (Strength)

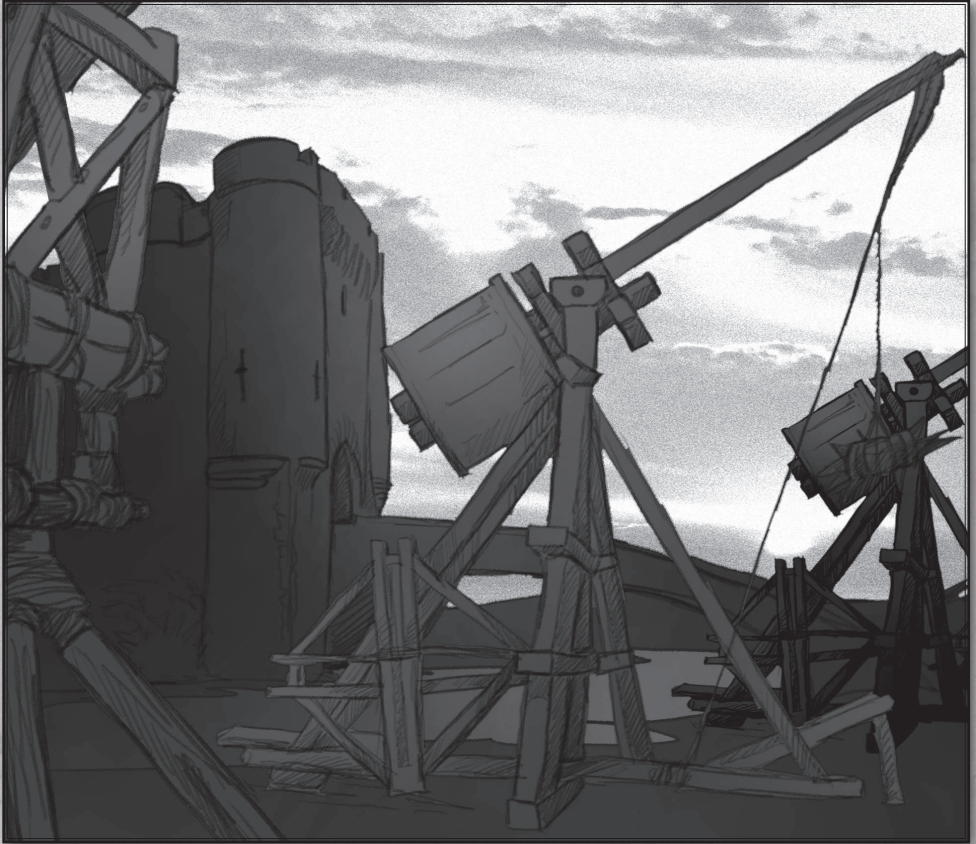
This skill allows the character to attack using thrown weapons. With enough Strength one can increase their range and have no cover penalties. The target can only dodge or deflect the thrown attack (weapon deflect modifiers are not added), a movement action cannot be used to get out of the way. If the target wants to catch a thrown weapon, an opposed Thrown Skill roll is made with a -5 penalty. If the target rolls higher the weapon is caught and can be thrown back. The character would now have the -5 penalty if one decides to catch the weapon. If the roll is equal to or less the full attack goes through and no deflect or dodge can take place. Any weapon can be thrown with this skill, the accuracy range is shown in brackets in the Weapons list in Chapter 6: Equipment and Wealth. One can also attempt to do aimed damage to an opponent or item. If a character has ●● Strength, ●● Thrown Melee, ● Thrown speciality and ● Might, one would roll 3 dice +2 with each Thrown attack and have x2 the range.



- 1 die, standard range.
- 2 dice, range x2.
- 3 dice, range x3.
- 4 dice, range x4, no light cover penalties, heavy cover penalties -5.
- 5 dice, range x5, no heavy cover penalties.

War Machines (Strength)

This skill allows the character to attack using various war machines. With enough Strength one can increase their range, lessen crews and have no vessel movement penalties when the target is moving very rapidly. This can be applied to moving land transport as well. All war machine attacks are non-deflectable in normal combat and mass combat due to their area effect. Single targets can only dodge the ranged attack using the Dodge Secondary Skill, a movement action cannot be used to get out of the way. If a character has ●●●●● Strength, ●●●● War Machines Melee, ●●● War Machines speciality and ●●● Might, one would roll 7 dice +6 for each War Machines attack, have x4 the range and vessel movement penalties halved, when in control of any amount of war machines.



- 1 die, standard range.
- 2 dice, range x2.
- 3 dice, range x3.
- 4 dice, range x4, only half the people required to operate the war machines, no fast vessel movement penalties, very fast vessel movement penalties -5.
- 5 dice, range x5, only a quarter of the people required to operate the war machines, no very fast vessel movement penalties.

Bonuses and Penalties During Combat

During combat there are bonuses and penalties that the Story Teller can apply due to various conditions, which are discussed below. Penalties can be minimized, even negated with certain skills.

Low Light, No Light, Non-Deflectable, Magical and Surprise Attacks

When a character or opponent is attacking with Magic or Melee, or attempting to deflect, dodge, investigate or track in low light without some form of lighting, a -5 penalty is applied to all related rolls. When a character or opponent is attacking with Magic or Melee, or attempting to deflect, dodge, investigate or track in total darkness without some form of lighting, a -10 penalty is applied to all related rolls. This penalty can be negated with a high enough Awareness Secondary Skill.

If a character is defending against a non-deflectable attack a high enough Dodge Secondary Skill is needed. Magical attacks can only be defended against with a high enough Dodge Secondary Skill or a magical weapon. If a character is attempting to surprise an opponent, Stealth is rolled against the opponent's Awareness roll. If character A has ●● Stealth and character B has ● Awareness, character A rolls 2 dice and character B rolls 1 die. If character A rolls higher and decides to perform a surprise or special melee attack, Character B cannot act for one action during this attack or use a shield to reduce damage. After the character's surprise action both combatants roll initiative to see who acts first. If character B rolls equal to or higher than character A, there is no surprise action and both combatants roll initiative.

ATTACK CONDITION	RESULT
Low light	-5 to attack, deflect, dodge, investigate and track
No light	-10 to attack, deflect, dodge, investigate and track
Non-deflectable attack	Successful dodge roll needed to defend
Magical attack	●●●●/●●●●●●●● dodge roll or magical weapon needed to defend
Surprise attack	Successful opposed awareness roll needed to defend

Cover Penalties, Vessel Movement Penalties and Elevation Bonuses

Cover, vessel movement and elevation provides advantages and disadvantages to both the character and opponent. There is light and heavy cover that adds a -5 or -10 penalty to the attack. There is also fast and very fast vessel movement that adds a -5 or -10 penalty to a war machine attack. If an opponent is prone or asleep, or the person attacking is on horseback or on higher elevation, a +5 bonus is added to attack and deflect. If both combatants have higher elevation bonuses, then they are cancelled.

COVER, VESSEL MOVEMENT AND ELEVATION	PENALTIES AND BONUSES
Light cover	-5 from attack
Heavy cover	-10 from attack
Fast vessel movement (25 km/h to 49 km/h)	-5 from war machine attack
Very fast vessel movement (50 km/h and up)	-10 from war machine attack
Opponent prone or asleep/higher elevation	+ 5 to attack and deflect

Movement and Balance Penalties on Attacks

If a character is doing athletics, climbing, riding, running, sprinting or swimming, one cannot use Magic to cast spells or use an action to move 2 meters during combat. Dodging while doing athletics or running has a -5 penalty and dodging while sprinting a -10 penalty. Attacking or deflecting while doing athletics has a -5 penalty. Attacking or deflecting while climbing or swimming has a -10 penalty. This can be negated with a high enough Hand to Hand Primary Skill. The Story Teller can add a further balance penalty of between -1 and -5 to any combat rolls if the conditions the character, opponent or beast is in affects balance, for example fighting on slippery ice or a thin ledge, but can be negated with a high enough Athletics Secondary Skill. Beasts in their Domain do not suffer balance penalties. A character cannot hold a shield while climbing so any shield bonuses are negated if one is attacked. A character needs the Riding Secondary Skill to attack and deflect normally while riding or galloping. Any ranged attacks have a -5 penalty while riding and a -10 penalty while galloping, the elevation bonus still applies. This can be negated with a high enough Ride Secondary Skill. A character charging on horseback can only attack targets that are in range, aimed and non-lethal attacks can be used.

ACTION	ATHLETICS	CLIMB	RIDE	RUN	SPRINT	SWIM
Use magic	No	No	No	No	No	No
Move 2 m	No	No	No	No	No	No
Dodge	-5	No	No	-5	-10	No
Attacks	-5	-10	Normal,-5,-10	Normal	Normal	-10
Deflects	-5	-10	Normal	Normal	Normal	-10

Firing into a Melee and Blundering a Roll

When a character directs a ranged or thrown attack into a melee involving fellow characters or allies, a -5 penalty is taken on the attack roll, minus their appropriate Primary Skill ●. So a character with ●● in Thrown has a -3 penalty, not a -5. If during combat, after the character has rolled to hit lands up with a negative number, one will either hit a fellow character or ally, or lose one action per -1 to recover from the blundered attack. This could be dropping a weapon, tripping or having a lapse in concentration. The Story Teller can decide on a consequence. If the character rolls 1 die to attack with a short sword, has a -4 wound penalty and rolls a 1, the total is -3. If there are fellow characters or allies within range, the full attack roll hits them. They cannot dodge, deflect or use a shield to reduce damage, as it is considered a surprise attack. Only their armour's damage reduction score counts and consequences of special melee attacks still apply. If no fellow characters or allies are within range, one will spend 3 actions recovering from the blundered attack. No attacking, deflecting or moving can take place for those 3 actions. A character cannot blunder an initiative, dodge, deflect or magic roll, one will just go last or not succeed.

ACTION	PENALTY
Ranged or thrown attack into melee with allies	Up to -5 to attack
Initiative	Cannot go below 0
Attack	Hit ally or -1 action per negative number
Dodge/deflect	Cannot go below 0
Magic	Magical allowance still used up

Trick Shots

There are times when a character wants to attempt a very tricky hand to hand, ranged or thrown shot, like throwing a knife at a very small target or trying to impress a crowd. A normal to hit roll is made against the penalty the Story Teller decides on, depending on the specific situation, as shown below. If the character rolls higher the trick shot is considered a success, if the character rolls equal to or less it is considered a failure. Trick shots cannot be used in combat.

DIFFICULTY OF TRICK SHOT	PENALTY ON ATTEMPT
Challenging	-5
Hard	-10
Very hard	-15
Extreme	-20
Impossible	-25

Accurate Throwing Distances of Objects

The greater the character's strength, the further one can accurately throw an object and the heavier it can be. Objects are not considered weapons so Thrown Primary Skill range bonuses do not apply. Throwing an object with less accuracy doubles the listed distances. All thrown objects move at 20 meters per round and falling objects at 10 meters per round. Crushing damage is discussed in Chapter 4: Health and Damage.

STRENGTH	1 kg or less	10 kg or less	100 kg or less	1000 kg or less	More than 1000 kg (max 5 tons)
●	10 m	5 m	-	-	-
●●	20 m	10 m	5 m	-	-
●●●	50 m	20 m	10 m	-	-
●●●●	100 m	50 m	20 m	10 m	-
●●●●●	200 m	100 m	50 m	20 m	10 m

Strength Equivalents

There are times when a character needs to complete an action with pure strength. For example, keeping a gate shut or lifting something heavy out of the way. The following table gives the equivalent strength in men.

STRENGTH ●	EQUIVALENT MEN
●	1 man
●●	2 men
●●●	5 men
●●●●	10 men
●●●●●	100 men

Mass Combat

Mass combat is governed by Command and War. War is a Secondary Skill that is discussed in Chapter 3: Secondary Skills. If a character has ●●● Command and ●● War, the total attack or deflect roll per round is 5 dice, before any bonuses or penalties. A character or soldier's Might bonus is not added to the above rolls during mass combat. One round in mass combat is equivalent to 1 minute, both forces make an attack or a deflect roll each mass combat round. There is no dodging or special melee attacks in mass combat and wound penalties do not apply. Each ● represents the standard 50 health points. Fighting against beasts or spell casters is considered a normal battle, not mass combat, therefore normal attack sequences take place. Group attacks and deflects can be rolled as one against opponents if the players decide to save time.

Damage is calculated by subtracting it from the enemies damage reduction score and modified depending on the amount of soldiers per force. If 100 men are attacking 1000 men, only 10% of the final damage goes through. If 5000 men are attacking 1000 men, 100% of the final damage goes through. All damage is rounded off to the nearest whole number.

The higher a character's Command score, the more soldiers can be led. The higher a character's War score, the better trained and better equipped the soldiers are. Cavalry soldiers count as 2 men but have a +5 bonus to attack and deflect due to the higher elevation bonus. A further +5 is added to their first attack when charging into battle with a reach weapon. The horse must be galloping and cannot be slowed down due to terrain for a minimum of 50 meters. Troop movement, elevation and range are important considerations as this can affect the outcome of the battle.

A commander can split one's force into smaller groups to be more effective in battle. The amount of smaller groups is limited by one's Command score ●. Therefore the maximum split is 5 groups. The largest split group cannot exceed 10 000 men while the smallest split group cannot be less than 10 men. A character with ●●●● Command can lead a maximum force of 10 000 men, which can be split into 2 groups of 5000 men or 1 group of 5000 men, 2 groups of 2000 men and 1 group of 1000 men. Each split group wields the same weapons and is treated as a separate force that has its own attack, deflect and morale. One cannot split or combine a group during mass combat. The type of split per maximum number of men is shown in the following table.

COMMAND ●	MAXIMUM NUMBER OF MEN	TYPE OF SPLIT/LOSS OF MEN ORDER
●	10 men	Cannot split
●●	100 men	100, 50, 20, 10
●●●	1000 men	1000, 500, 200, 100
●●●●	10 000 men	10 000, 5000, 2000, 1000
●●●●●	50 000 men	Maximum 10 000

The Story Teller decides how many mass combat rounds it takes before an attacking force reaches their opponent or breaches a structure, like a stronghold or fortress. Cover and elevation bonuses are taken into consideration. A ranged attack force can only attack once per mass combat round. It cannot deflect unless it changes to a melee weapon. Retreating forces cannot attack, they can only deflect and retreat at 50 meters per minute in normal conditions. If a force is being attacked by more than one opposing force in the same round, it can deflect more times but will have a -5 penalty.

Characters can directly involve themselves in the battle to try sway the balance in their favour. This is considered a normal battle, not mass combat, so Might bonuses can be used. If the commander of the army decides to directly involve oneself in the battle and dies, the second in command's Command score ● applies. Only the amount of soldiers that one can control will remain to fight, the rest retreat, starting from the most injured. The War score is not taken into account, as the soldiers are already involved in the battle. Once the battle is over it is up to the Story Teller to decide which of the soldiers follow the new commander.

If all 50 health points are lost, a force drops in the loss of men order as shown in the previous table and both commanders roll their Command score for troop morale. If the losing commander's roll is equal to or higher than the winning commander's roll, no penalty is taken. If it is less, a -5 penalty is taken on all future rolls. The commander can decide to surrender or call a retreat. A roll cannot be blundered, even if it goes below 0, one will just not succeed. Each time a force loses 50 health points another morale roll is made. If a force of 5000 men loses 50 health points, 2000 men are alive. If the same force loses another 50 health points 1000 men are alive. If another 50 health points are lost there are 500 men left. This carries on until the force surrenders, retreats or is completely wiped out. A character with ●●●●● Command does not roll morale rolls.

For example:

Both commanders roll their Command score to see who deploys their army first. Character A gets a higher roll and goes first. Character A has ●●● Command and ●● War, which are a maximum of 1000 men that are skilled soldiers wearing leather armour, bearing short swords and small shields. Character B has ●●●● Command and ● War, which are a maximum of 1000 men that are average soldiers wearing leather armour bearing axes. Character A rolls a 5 dice attack and gets 24, character B rolls a 4 dice +2 (+2 deflect modifier) deflect and gets 13. $24-13=11$, so 11 points get through the armies defense. Character A's troops are skilled soldiers bearing short swords, which add +4 to damage, making it 15. Character B's troops are average soldiers wearing leather armour, which takes 4 off the 15, so character B's force takes 11 health points of damage. If character B's force was double in size 50% of the damage would go through totalling 6 health points, not 11.

If the force's health points reach 0, it loses 500 men and both commanders roll their Command score for troop morale. A ●●● Command is 1000 men, so there are 500 men left. If more damage is taken it flows over to the next 50 health points.

A commander can surrender anytime during the battle. If a character has a Martyr Nature, one will immediately accept the opposing commander's surrender and after negotiations, let the opposing force leave in peace. If a character has a Good Nature, negotiations will take place and terms will be reached that are favourable to the character. A character with a Neutral Nature weighs up all the facts and decides the most appropriate course of action. A character with a Lawbreaker Nature will not accept the opponents surrender and take those fit enough as slaves. If a character has an Evil Nature one will continue the attack until all of the opponent's troops are wiped out. The Story teller can decide to speed up mass combat by only playing a few mass combat rounds to decide the outcome of the battle.

War Machines Available

The maximum amount of war machines a Commander can have depends on their Command ● and funding received to build them.

COMMAND ●	MAXIMUM AMOUNT OF WAR MACHINES A COMMANDER CAN HAVE
●	1 war machine
●●	5 war machines
●●●	10 war machines
●●●●	20 war machines
●●●●●	50 war machines

War Machines and Mass Combat

When war machines are used in mass combat, there is a percentage of damage that goes through per number of men. The more war machines firing simultaneously at the opposing force, the greater the damage. All damage is rounded off to the nearest whole number and subtracted by the force's damage reduction score. Attacks can be enhanced with liquid fire, which doubles the damage. This is discussed further in Chapter 4: Health and Damage. If one fires 10 war machines enhanced with liquid fire at 1000 men, 20% of the damage goes through, not 10%. A character or soldier's Might bonus is added when attacking with war machines in mass combat.

If any number of the opponent's men is in range of the war machine, it is immediately immobilized. If no one manning the war machine has the War Machines Primary Skill, the war machine cannot be operated. All war machine attacks are non-deflectable in mass combat. Each war machine attack takes 1 minute per mass combat round.

NUMBER OF MEN	10	20	50	100	200	500	1000	2000	5000	10000
1 war machine	100%	50%	20%	10%	5%	2%	1%	No effect	No effect	No effect
5 war machines	500%	250%	100%	50%	25%	10%	5%	1%	No effect	No effect
10 war machines	1000%	500%	200%	100%	50%	20%	10%	5%	1%	No effect
20 war machines	2000%	1000%	400%	200%	100%	40%	20%	10%	5%	1%
50 war machines	5000%	2500%	1000%	500%	250%	100%	50%	20%	10%	5%

Chapter 3: Secondary Skills

A character has 25 Secondary Skills to choose from. Each Secondary Skill is limited by an Ability, which is shown in brackets next to it. For example, if a character wants to have ●●●● in the Scholar Secondary Skill, ●●●● of Knowledge is needed.

In some cases two opposing Secondary Skill rolls are made to see which character is successful, or a Secondary Skill rolled against an Ability. If a character is being stalked and has ●●● Awareness, while the opponent has ●● Stealth, both characters roll their appropriate Secondary Skill to see who is successful. It will be 3 dice against 2 dice respectively. Various Secondary Skills can be used simultaneously as well. Wound penalties apply to all rolls

Armourer (Knowledge)

This skill allows the character to make and repair various kinds of armour and shields from the Armour and Shields list in Chapter 6: Equipment and Wealth. With enough Armourer Skill one can create, repair and identify armour and shields with minor or major magical abilities. More than one minor or major magical ability can be added to the armour or shield, as long as it is not the same or similar ability. It takes longer to forge but is seen as one magical item. Major magical armour or shields can have minor magical abilities, but not visa versa. Armour comes with adjustable straps for different body types, but the Story Teller can decide that an armourer is needed for major adjustments. A forge and armourer tools are required for the duration of the forging.



- Can make a poor quality suit of leather armour or shield once per day, chain armour every 2 days and plate armour every 3 days. Every damage level takes 5, 10 and 15 hours to repair respectively.
- Can make an average quality suit of leather armour or shield once per week, chain armour every 2 weeks and plate armour every 3 weeks. Every damage level takes 2, 3 and 4 days to repair respectively.
- Can make an excellent quality suit of leather armour or shield once per month, chain armour every 2 months and plate armour every 3 months. Every damage level takes 1, 2 and 3 weeks to repair respectively.
- Can make a suit of minor magical leather armour or shield once per year, chain armour every 2 years, plate armour every 3 years and identify their minor magical abilities. Each added minor magical ability adds an extra year to the forging duration. Every damage level takes 2, 4 and 6 months to repair respectively.
- Can make a suit of major magical leather armour or shield once every five years, chain armour every 10 years, plate armour every 15 years and identify their major magical abilities. Each added major magical ability adds an extra five years to the forging duration. Every damage level takes 1, 2 and 3 years to repair respectively.

Athletics (Strength)

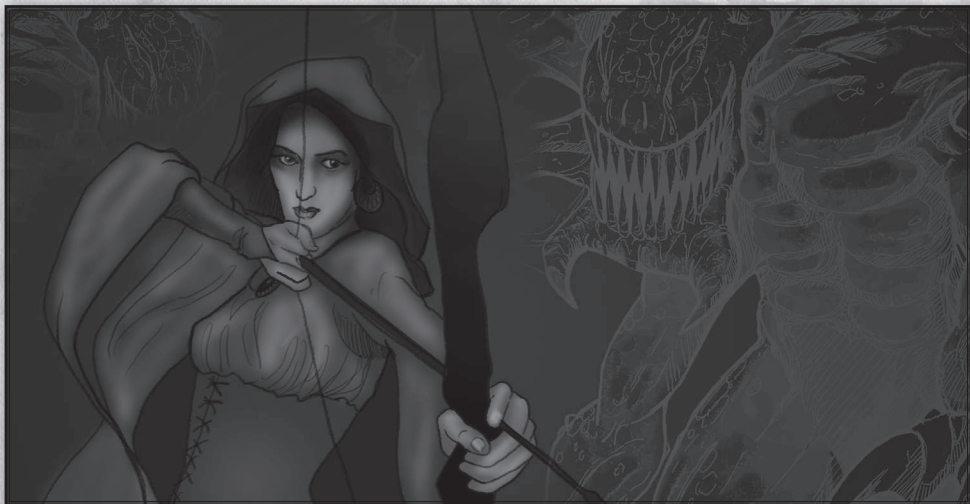
This skill allows the character to perform great jumps and have superior balance. With enough Athletics Skill one can ignore falling damage, move across any obstacle, as long as it is solid and not liquid or gaseous and negate balance penalties to combat rolls. If a character does not have a high enough Athletics Skill to do so automatically, one can roll an opposed Athletics roll against the difficulty of the obstacle. This is determined by the Story Teller. Each level of difficulty is equivalent to 1 die. For example, crossing a slippery thin ledge has a 1 die difficulty, while sprinting across treetops has a maximum of a 5 die difficulty. If the character rolls equal to or higher one moves over safely at walking speed. If the character rolls less, one immediately falls. The balance penalty to any combat rolls is still applied. The character travels at 10 meters per round while jumping. Vertical jumps and horizontal jumps from a stand still position take 2 actions to ready. If a character takes a 10 meter run up, which takes 4 actions to ready, the horizontal jump distance is x1.5 greater. If a character does not have the Athletics Skill, only one's Strength score is used to determine jump distances, only challenging obstacles can be crossed at climbing speed and no skill bonuses apply. A character must see where one is going to perform Athletics or have a high enough Awareness Skill.



- Vertical jump (Strength score) meters, horizontal jump (Strength score + Athletics score) meters, can move across a challenging obstacle at walking speed, -1 off balance penalty to combat rolls.
- Vertical jump (Strength score) meters, horizontal jump (Strength score + Athletics score) meters, can move across a hard obstacle at walking speed, -2 off balance penalty to combat rolls.
- Vertical jump (Strength score) meters, horizontal jump (Strength score + Athletics score) meters, can move across a very hard obstacle at walking speed, -3 off balance penalty to combat rolls.
- Vertical jump (Strength score + Athletics score) meters, horizontal jump (Strength score x Athletics score) meters, falling damage halved, can move across an extreme obstacle at running speed, -4 off balance penalty to combat rolls.
- Vertical jump (Strength score + Athletics score) meters, horizontal jump (Strength score x Athletics score) meters, no falling damage applied, can move across an impossible obstacle at sprinting speed, -5 off balance penalty to combat rolls.

Awareness (Sense)

This skill allows the character to be aware of one's surroundings. One can see the smallest movement, hear the softest sound, even smell and feel with precise accuracy. With enough Awareness Skill one can see in total darkness and attempt to perceive invisible opponents and items. The Story Teller decides on the conditions and if any senses are penalized. If a character is attempting to listen through several thick walls or look for distant detail in a sandstorm, an extreme condition penalty can be applied by the Story Teller on one's Awareness Skill. If an opponent wants to surprise or steal from the character, a Stealth roll is made against the character's Awareness roll once the opponent is in their Awareness range. If the character rolls equal to or higher one becomes aware of the opponent and initiative is rolled to see who acts first. If the opponent rolls higher the character is surprised (or stolen from), and in turn cannot act for one action. If a character does not have the Awareness Skill, Awareness is Sense score x5 meters for sight, rest of senses x 1/2 a meter. If an opponent is attempting to surprise or steal from the character, a Sense roll -5 is rolled by the character. If a character is asleep all Awareness is at one hundredth. If a character has ●● Sense and ●● Awareness, one's Awareness will be less than a meter, not 40 meters. When waking up in an emergency, the character rolls 1 die to determine how many actions are needed to be ready to act, like readying a weapon or move action.



- Aware of surroundings in a (Sense score + Awareness score) x 5 m radius for sight, rest of senses x 1/2 m radius.
- Aware of surroundings in a (Sense score + Awareness score) x 10 m radius for sight, rest of senses x 1 m radius.
- Aware of surroundings in a (Sense score + Awareness score) x 20 m radius for sight, rest of senses x 2 m radius.
- Aware of surroundings in a (Sense score + Awareness score) x 50 m for sight, rest of senses x 5 m radius, low light attack, deflect, dodge, investigate and track penalty negated, no light attack, deflect, dodge, investigate and track penalty -5, can attempt to perceive invisible opponents or items in a 10 m radius.
- Aware of surroundings in a (Sense score + Awareness score) x 100 m for sight, rest of senses x 10 m radius, no light attack, deflect, dodge, investigate and track penalty negated, can attempt to perceive invisible opponents or items in a 100 m radius.

Beast Affinity (Sense)

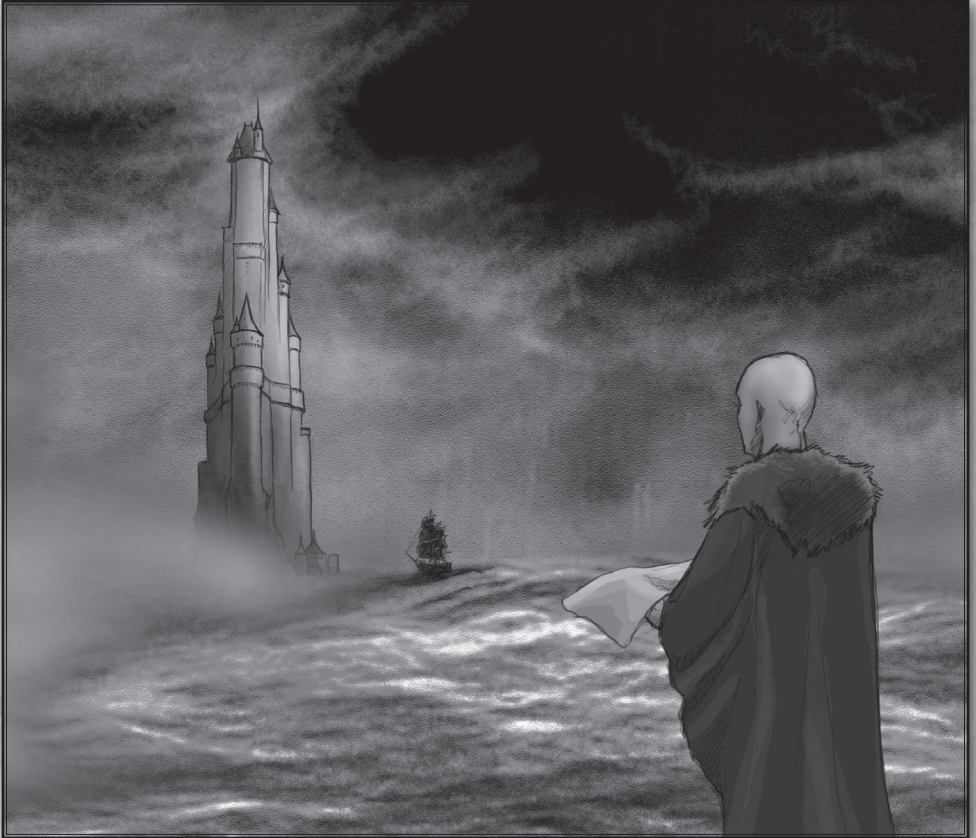
This skill allows the character to tame a variety of beasts and to breed various animals. With enough Beast Affinity Skill one can tame the most legendary beasts, see and hear through a tamed beast's senses and call upon nearby beasts for assistance during times of danger. When a character encounters a beast, a Beast Affinity roll can be attempted on one's initiative against the beast's Sense roll. If the character rolls higher the beast will not attack, this interaction takes the character one minute. If the character rolls again and rolls higher once more the beast is tamed, this interaction takes one day, provided that the character has the time to spare. If the character rolls equal to or less with the first roll, the beast ignores the attempt and attacks immediately. This is considered a surprise attack. If the character rolls equal to or less with the second roll the beast is not tamed after the day of interaction but will not attack. The character cannot try to tame the same beast again. If one encounters a group of beasts one can attempt to tame one beast only, if successful none of the other beasts will attack. If they are provoked however, they will attack. The character can call upon beasts for assistance once per day. They arrive in (Beast Affinity roll) rounds. Once the beasts have assisted the character to the best of their abilities without being killed in the process, they depart immediately. Chapter 10: Story Characters discusses the various types of beasts in more detail.



- Breed pets and livestock with great success, can attempt to tame small beasts and make tamed beasts understand single word commands.
- Breed riding horses with great success, can attempt to tame large beasts and make tamed beasts understand basic commands.
- Breed warhorses with great success, can attempt to tame huge beasts and make tamed beasts understand advanced commands.
- Can attempt to tame great beasts, see and hear through a tamed beast's senses when within 1 km from the character, and attempt to call upon all beasts in the surrounding area for assistance.
- Can attempt to tame legendary beasts, see and hear through a tamed beast's senses when within 10 km from the character, and attempt to call upon all beasts in the surrounding area for assistance.

Builder (Command)

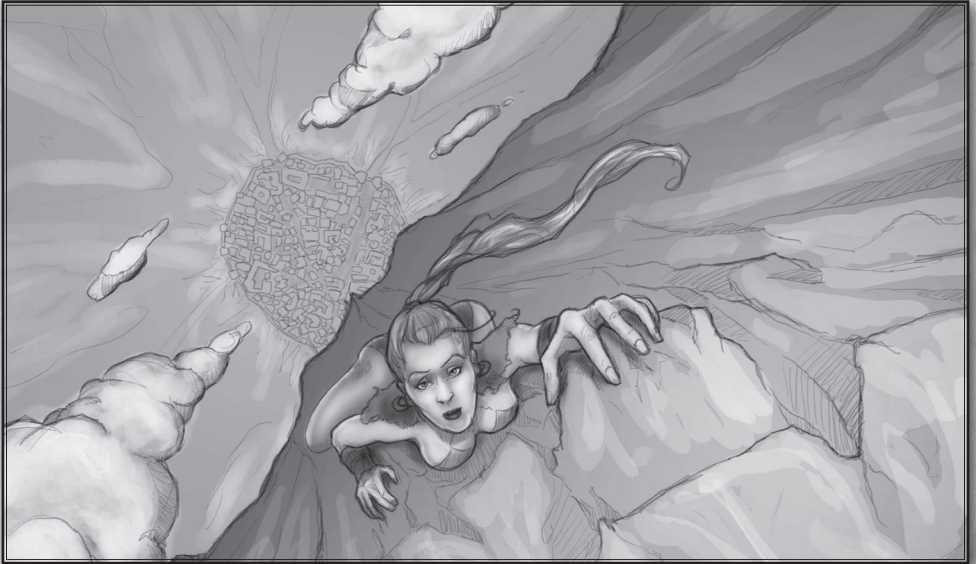
This skill allows the character to lead in the construction and repair of various types of structures, war machines and land transport. With enough Builder Skill one can create legendary structures that are almost impossible to conquer. If a character wants to build a structure, war machines or land transport, enough Command ● are required to lead the builders necessary for the construction. If a character wants to keep a structure hidden from sight it is up to the Story Teller to decide if it is possible and how much extra building time is required. An opposed Awareness roll is made against the character's Builder roll. If the roll is higher the structure is found, if the character rolls equal to or higher the structure remains hidden. The amount of time required to build and repair the various types of structures, war machines and land transport is discussed in Chapter 7: Structures, Ships, War Machines and Land Transport.



- Can construct a basic structure.
- Can construct a middle class structure.
- Can construct an upper class structure.
- Can construct a kingly structure, all structures built take half damage.
- Can construct a legendary structure, all structures built take quarter damage.

Climb (Strength)

This skill allows the character to climb up or down various surfaces for longer. With enough Climb Skill one can climb up or down any surface at high speed, without the use of climbing gear, for great lengths of time and with no movement penalties. Climbing gear is any amount of rope with 1 grappling hook (the Story Teller decides if it is necessary). If a character does not have ● Awareness Skill or a high enough Climb Skill, climbing during the night without some form of lighting halves the current movement rate. The character must rest for a total of 10 hours between climbs once the maximum time is reached, or lose 1 health point for every hour without rest. This penalty is negated once the character has sufficiently recovered. A character cannot climb without climbing gear and without the Climb Skill. A character can climb with the use of climbing gear but without the Climb Skill, the time it takes to climb is doubled. A character without climbing gear but with the Climb Skill can climb at the normal climbing speed without any increase in speed, unless one has a high enough Climb Skill. Only when current climbing speed is exceeded, a successful special melee attack or beast stun attack can make someone fall. If someone is attempting to cut a rope from afar, it is considered a trick shot. Its defense is the penalty determined by the Story Teller using the Trick Shots table in Chapter 2: Primary Skills. Each rope can hold 500kg, while each chain can hold 1 000kg.



- Can climb up or down at normal climbing speed with climbing gear for (Strength score + Climb score) hours.
- Can climb up or down at x2 climbing speed with climbing gear for (Strength score + Climb score) hours.
- Can climb up or down at x3 climbing speed with climbing gear for (Strength score + Climb score) hours.
- Can climb up or down at x4 climbing speed without climbing gear for (Strength score x Climb score) hours, movement penalties halved.
- Can climb up or down at x5 climbing speed without climbing gear for (Strength score x Climb score) hours, no movement penalties.

Communicate (Knowledge)

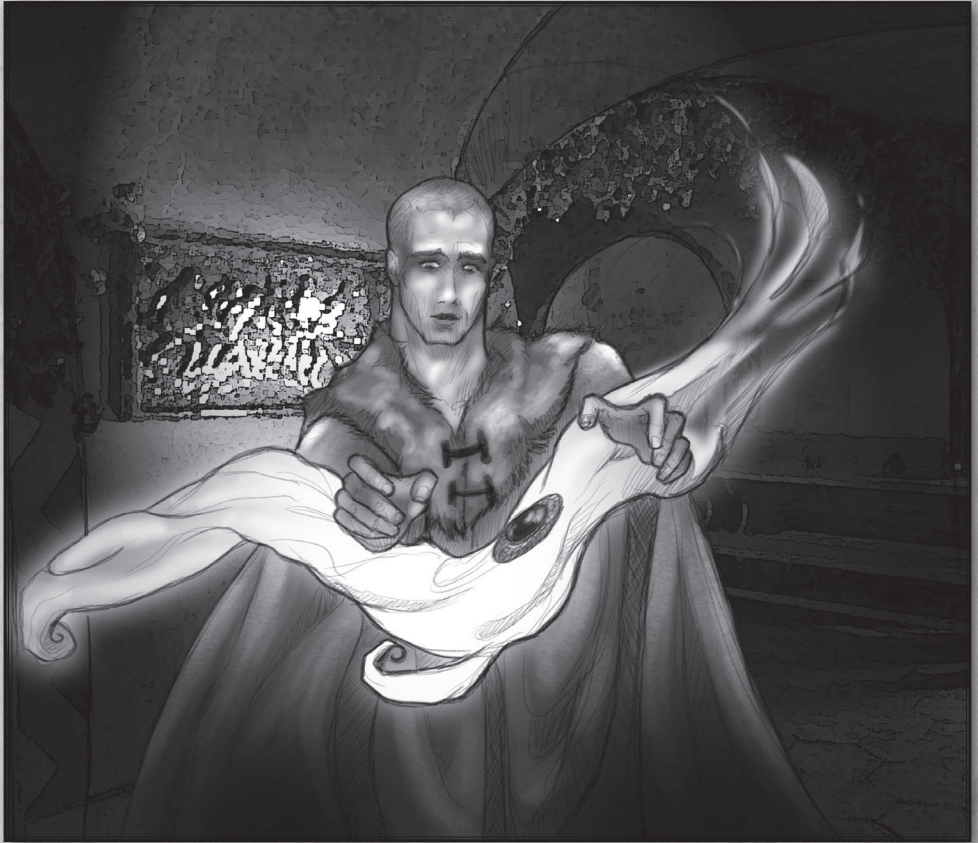
This skill allows the character to communicate in more than one language. With enough Communicate Skill one can communicate telepathically. There are five languages in existence: the tongue of the Desert, Forest, Plains, Snow and Water. One of these is chosen at character creation to be the character's mother tongue. It does not have to be the same as their chosen Domain. Characters come from different backgrounds and speak different languages, but most have a basic understanding of a common language called the Trade tongue. If a character has ● Communicate one can speak a second language brokenly with an accent. If the character has ●● one can speak other languages well but with an accent. If the character has ●●● or more one can speak languages fluently without an accent.



- Can understand one extra language.
- Can understand two extra languages.
- Can understand three extra languages.
- Can understand and communicate telepathically in all five languages, must be able to see the person communicated with, the other person's response will be heard.
- Can understand and communicate telepathically in all five languages, can communicate with anyone the character has already met anywhere in the world, the other person's response will be heard.

Craft (Knowledge)

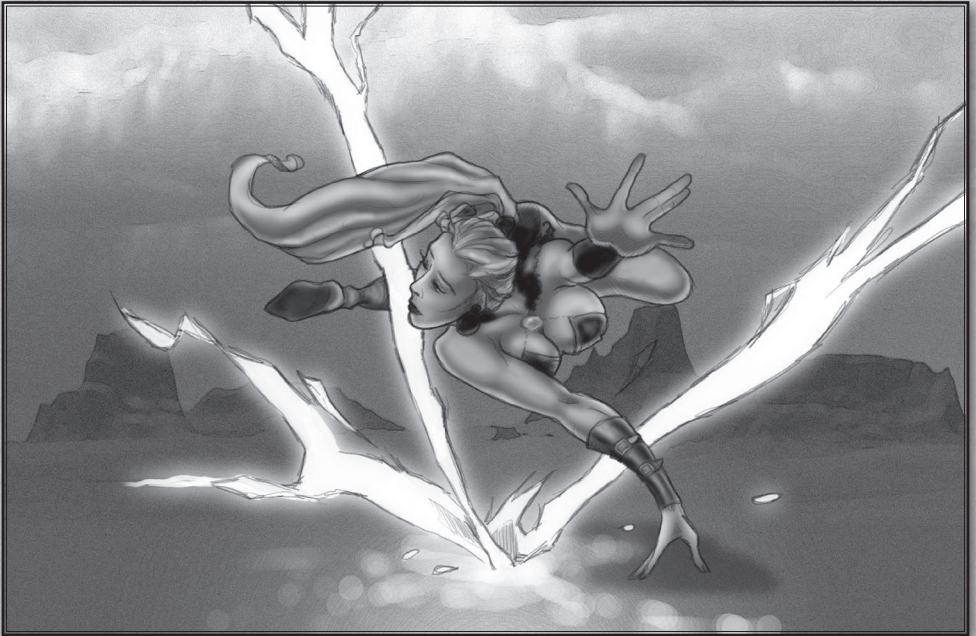
This skill allows the character to make various items from the Equipment list in Chapter 6: Equipment and Wealth. With enough Craft Skill one can create, repair and identify artefacts with minor or major magical abilities. More than one minor or major magical ability can be added to the artefact, as long as it is not the same or similar ability. It takes longer to make but is seen as one magical item. A major magical artefact can have minor magical abilities, but not vice versa. An appropriate area and craftsman tools are required for the duration of the item or artefact creation. Any other skills that require Craft must be trained for separately.



- Can make an item with a ● cost once per day.
- Can make an item with a ●● cost once per week.
- Can make an item with a ●●● cost once per month.
- Can make a minor magical artefact once per year and identify their minor magical abilities. Each added minor magical ability adds an extra year to the creation duration. Every damage level takes 2 months to repair.
- Can make a major magical artefact once every five years and identify their major magical abilities. Each added major magical ability adds an extra five years to the creation duration. Every damage level takes 1 year to repair.

Dodge (Speed)

This skill allows the character to dodge out of the way of various attacks, including non-deflectable attacks. With enough Dodge Skill one can dodge against magical attacks. If a character has ●●● Speed and ●●● Dodge, one will have 6 dice to dodge an attack, including a 3 meter radius non-deflectable area attack in one action, provided that one rolls equal to or higher than the opponent's attack roll. If the area of effect is very large, a character can use move actions to move out of the way if allowed, or if one has a high enough Dodge Skill, move faster out of the way. There is a -5 penalty in low light conditions and a -10 penalty in no light conditions applied to the above rolls if the character does not have a high enough Awareness Skill or some form of lighting. If a character cannot dodge due to one's surroundings, like a small cave, one can only deflect in defense. If a character does not have the Dodge Skill, a Speed roll -5 is rolled by the character to dodge standard attacks only.



- Roll (Speed score + Dodge score) dice to dodge an attack, including a 1 m radius non-deflectable area attack in 1 action when successful.
- Roll (Speed score + Dodge score) dice to dodge an attack, including a 2 m radius non-deflectable area attack in 1 action when successful.
- Roll (Speed score + Dodge score) dice to dodge an attack, including a 3 m radius non-deflectable area attack in 1 action when successful.
- Roll (Speed score + Dodge score) dice to dodge an attack, including a 4 m radius non-deflectable area attack in 1 action when successful, can dodge against magical attacks when successful.
- Roll (Speed score + Dodge score) dice to dodge an attack, including a 5 m radius non-deflectable area attack in 1 action when successful, can dodge against magical attacks when successful.

Endurance (Strength)

This skill allows the character to walk, march or row and go without sleep for longer, endure more damage, have an increased active life span and be immune to various types of poison and disease. With enough Endurance Skill one can remain active for great lengths of time, be immune to cursed poison, black sickness, and negate wound and movement penalties when injured. If a character does not have ● Awareness Skill, walking/marching during the night without some form of lighting halves the current movement rate. If a character does not have the Endurance Skill, one can walk/march or row for 5 hours per day. The character must rest for a total of 10 hours between walks, marches or rows once the maximum time is reached, or lose 1 health point for every hour without rest when walking, marching or rowing. This penalty is negated once the character has sufficiently recovered. A character temporarily loses ● in an Ability for every extra hour one goes without sleep. The player rolls 1 die to determine the rate in hours it takes to regain lost Ability ●. If a 3 is rolled it takes 3 hours of rest to recover each Ability ●. If all Ability ● are lost the character passes out for 8 hours. The player chooses in what order the Ability ● are temporarily lost.



- Walk, march or row for 10 hours without rest, 1 day without sleep, +10 more health points and 10 years to lifespan (max 60 active years), immune to weak poison and red sickness.
- Walk, march or row for 20 hours without rest, 2 days without sleep, +10 more health points and 10 years to lifespan (max 70 active years), immune to regular poison and blue sickness.
- Walk, march or row for 30 hours without rest, 3 days without sleep, +10 more health points and 10 years to lifespan (max 80 active years), immune to strong poison and brown sickness.
- Walk, march or row for 40 hours without rest, 4 days without sleep, +10 more health points and 10 years to lifespan (max 90 active years), immune to deadly poison and grey sickness, wound penalties halved (rounded down, max -2), movement rates halved when health points go below one quarter only.
- Walk, march or row for 50 hours without rest, 5 days without sleep, +10 more health points and 10 years to lifespan (max 100 active years), immune to cursed poison and black sickness, wound penalties negated, no movement rate penalties when injured.

Herbalist (Knowledge)

This skill allows the character to make and identify certain types of poison and poison antidotes, and increases the healing rate of groups of people through the use of herbal tonics. With enough Herbalist Skill one can make and identify powerful poison and poison antidotes, and help heal large numbers of injured faster. The character must remain with those in need to increase their healing rate. No healing takes place if the injured do not rest or are taking any form of damage. If there is more than one character with the Herbalist Skill, the amount of people being healed will increase. Making a poison or poison antidote is discussed in Chapter 4: Health and Damage. Poison can be diluted to effect more victims, but the more it is diluted the less the damage. Herbal tonics can also be made for individuals, their purpose and strength determined by the character's skill level and Nature. However, the Story Teller decides on the impact that these have on the story.



- Can make and identify weak poisons/weak poison antidotes, healing rate of (Knowledge score + Herbalist score) people doubled.
- Can make and identify regular poisons/regular poison antidotes, healing rate of (Knowledge score + Herbalist score) x10 people doubled.
- Can make and identify strong poisons/strong poison antidotes, healing rate of (Knowledge score + Herbalist score) x100 people doubled.
- Characters with Neutral, Lawbreaker and Evil Natures can make deadly poisons, characters with any Nature can identify deadly poisons and make deadly poison antidotes, healing rate of (Knowledge score + Herbalist score) x500 people doubled, healing rate of (Knowledge score + Herbalist score) x10 people x10 faster.
- Characters with Lawbreaker and Evil Natures can make cursed poisons, characters with any Nature can identify cursed poisons and make cursed poison antidotes, healing rate of (Knowledge score + Herbalist score) x1000 people doubled, healing rate of (Knowledge score + Herbalist score) x100 people x10 faster.

Investigation (Sense)

This skill allows the character to investigate various incidents that have happened, discover a disguised opponent and find traps and hidden doors. With enough Investigation Skill one can investigate things that took place in the past that go months back in any environment, see through any disguise, spring the most concealed trap and discover a hidden door. A character attempting to discover a disguised opponent, rolls an Investigation roll against the opponent's Resourcefulness roll. A character attempting to find a trap rolls against the trap's level of Resourcefulness. A character attempting to find a hidden door rolls against the maker's Builder roll. If the character rolls higher one sees through an opponent's disguise, finds the trap or hidden door. If the roll is equal to or less the opponent's disguise is successful, the trap is sprung or the hidden door is not discovered. There is a -5 penalty in low light conditions and a -10 penalty in no light conditions applied to the above rolls if the character does not have some form of lighting or a high enough Awareness Skill. If a character does not have the Investigation Skill, or a low Investigation Skill and a high Sense, a Sense roll -5 is rolled by the character. This also applies to beasts that are about to be trapped. The character cannot investigate an incident if it took place beyond one's investigation limit. Good and normal conditions have no effect on the investigation time, difficult conditions halve the time, very difficult conditions quarter the time and extreme conditions lessen the time by one eighth. Depending on a character's skill, one can take an hour to a day to solve the incident and come to a conclusion.



- Can investigate (Sense score + Investigation score) minutes after an incident.
- Can investigate (Sense score + Investigation score) hours after an incident.
- Can investigate (Sense score + Investigation score) days after an incident.
- Can investigate (Sense score + Investigation score) weeks after an incident, environmental penalties halved.
- Can investigate (Sense score + Investigation score) months after an incident, no environmental penalties.

Manipulation (Command)

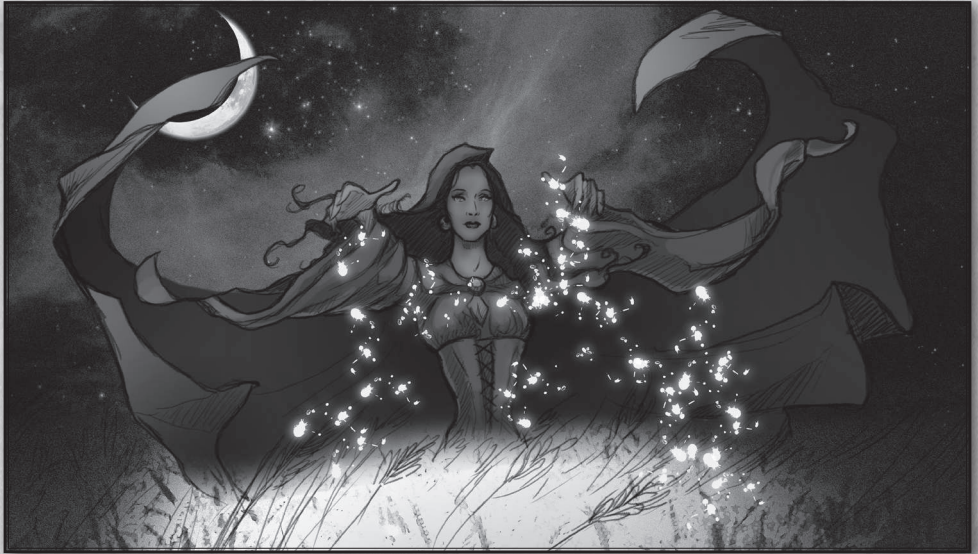
This ability allows the character to manipulate, seduce or interrogate another person. Those affected must be willing to listen and cannot directly hurt themselves, for example being ordered to jump off a cliff. A character can however convince a suspicious guard to let one pass without questions or sell an item for more than it is truly worth. The character rolls a Manipulation roll against the opponent's Command roll. A person with 0 Command rolls 1 die with a -5 penalty. If the character rolls higher the manipulation works, if the roll is equal to or less the attempt is unsuccessful. If successful, the greater the difference between the two rolls, the faster the character manipulates the other person. The Story Teller determines the time, which takes a minute with a great difference in rolls, to an hour with a low difference in rolls. With enough Manipulation Skill one can create illusions of anything the character has seen, either man-made or natural. Those attempting to see past this illusion must roll a Command roll against the character's Manipulation roll. If they roll less the illusion stands, if they roll equal to or higher they see through it. A lesser illusion lasts for 1 die in minutes, while a greater illusion lasts for 1 die in hours. Each minute spent creating it increases its size by 1 m³. Illusions can only be attempted once per day. If an opponent has a greater Command score any manipulation attempted is futile. Manipulation also allows the character to entertain audiences of various sizes with great success, be it with music, story telling or singing. A beast cannot be manipulated.



- Can manipulate one person with a ● Command score when successful, can entertain 10 people.
- Can manipulate one person with a ●● Command score when successful, can entertain 100 people.
- Can manipulate one person with a ●●● Command score when successful, can entertain 1000 people.
- Can manipulate one person with a ●●●● Command score when successful, can create a lesser illusion, can entertain 10 000 people.
- Can manipulate one person with a ●●●●● Command score when successful, can create a greater illusion, can entertain more than 10 000 people (maximum 50 000).

Mystic (Knowledge)

This skill allows the character to bless (only available to characters who have a Martyr, Good or Neutral Nature) or curse (only available to characters who have a Neutral, Lawbreaker or Evil Nature) a recipient or oneself. No more than one blessing or curse can run at the same time, although a blessing can lessen or negate a curse and vice versa. The character can bless/curse (Knowledge score) recipients. If a character has ●●● Knowledge and ●● Mystic, one can bless/curse three recipients with a +2/-2 on all their dice rolls for five hours. Once their bonuses or penalties have run their course, the character has three blessings/curses available. With enough Mystic Skill one can have a great impact on the recipient's luck. The blessing/curse takes one minute to prepare through meditation. The character must touch the recipient for the blessing/curse to be successful. This takes one action. If the character that blessed/cursed others dies, the blessing/curse ends immediately. A character can also create disease (only available to characters who have a Neutral, Lawbreaker or Evil Nature) or remove it from a person or area that it is affecting (available to characters with any Nature). With enough Mystic Skill one can create or remove Black sickness and automatically sense all diseases in infected areas. Creating a disease or removing it from a person or infected area is discussed in Chapter 4: Health and Damage. The Story Teller can also add a disease due to the condition of an environment.



- Bless/curse +1/-1 for (Knowledge score + Mystic score) minutes, can create or remove red sickness in a (Knowledge score + Mystic score) x10 m radius.
- Bless/curse +2/-2 for (Knowledge score + Mystic score) hours, can create or remove blue sickness in a (Knowledge score + Mystic score) x10 m radius.
- Bless/curse +3/-3 for (Knowledge score + Mystic score) days, can create or remove brown sickness in a (Knowledge score + Mystic score) x10 m radius.
- Bless/curse +4/-4 for (Knowledge score + Mystic score) weeks, can create or remove grey sickness in a (Knowledge score + Mystic score) x10 m radius, can sense all diseases in a 1 km radius.
- Bless/curse +5/-5 for (Knowledge score + Mystic score) months, can create or remove black sickness in a (Knowledge score + Mystic score) x10 m radius, can sense all diseases in a 10 km radius.

Resourcefulness (Knowledge)

This skill allows the character to use various levels of disguise, make and disable locks, and build traps. With enough Resourcefulness Skill one can physically alter oneself, make and disable any lock, create some formidable traps and escape one's bonds. The character attempting to successfully pull off a disguise or trap must make a Resourcefulness roll against the opponent's Investigation roll to see if one is successful. If the character rolls equal to or higher the disguise works or the trap is sprung. If one rolls less the opponent discovers the disguise or the trap is found. If the character does not have disguise gear, lock or trap tools and is attempting one of these tasks, ● in Resourcefulness is lost. Disguising oneself takes 1 minute per level of disguise to complete. For the character to replicate another person, one must be within close proximity from the person for an added 1 hour to succeed. The character does not need to do this again if it is the same person. When a concealed trap is sprung, targets cannot defend and shields cannot reduce the damage either, only armour can soak the damage.



- Basic disguise, can make and disable a simple lock, build a poorly hidden trap, traps have a 1 m radius affect.
- Good disguise, can make and disable a regular lock, build a sufficiently hidden trap, traps have a 2 m radius affect.
- Excellent disguise, can make and disable an advanced lock, build a well hidden trap, traps have a 3 m radius affect.
- Can alter one's physical proportions to replicate another person, can make and disable a superior lock, build a completely hidden trap, traps have a 4 m radius affect, can escape rope bonds in 1 minute.
- Can completely replicate another person, including mannerisms and sound of voice, can make and disable a perfect lock, build an undetectable trap, traps have a 5 m radius affect, can escape chain bonds in 1 minute.

Ride (Command)

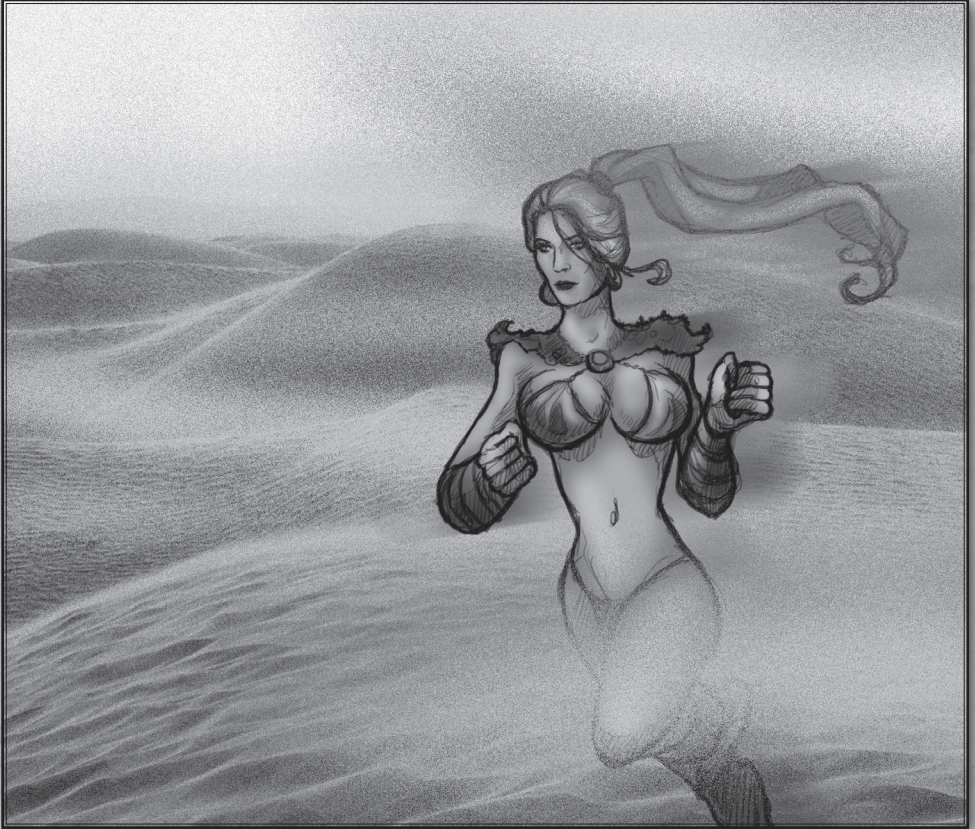
This skill allows the character to ride on horseback for longer. It also adds a +5 bonus to attack and deflect rolls due to the higher elevation bonus. With enough Ride Skill one can ride for great lengths of time, no penalty is taken when using ranged attacks on horseback, the mount fears no beasts and one can ride over any terrain without movement penalties. If a character does not have ●● Awareness Skill or a high enough Ride Skill, riding during the night without some form of lighting halves the current movement rate. The character must rest for a total of 10 hours between rides once the maximum time is reached, or temporary lose ● in an Ability for every extra hour one goes without rest. The player rolls 1 die to determine the rate in hours it takes to regain all lost Ability ●. If a 3 is rolled it takes 3 hours of rest to recover each Ability ●. If all Ability ● are lost the character passes out for 8 hours. The player chooses in what order the Ability ● are temporary lost. If a character does not have this skill, one can ride a horse while it canters for (Command score) hours, but if it gallops the character falls off immediately and takes a minimum of 1 die x2 health points of unsoakable damage. Only a successful special melee attack or beast stun attack can dismount a rider. If a mount encounters a beast and the rider does not have the skill to reassure it, a Ride roll is made against the beast's Strength. If the character rolls equal to or higher the mount remains calm, if one rolls less the mount will not approach the beast. A second roll is made and if failed, the mount flees away at a gallop for 1 die in minutes. A character can summon one's horse from 100 meters per Ride ● and it will canter to its rider immediately. A character with ●●● Ride can summon one's horse from 300 meters away. A tamed beast considered large or bigger can be ridden using the Ride skill. Riding without a saddle halves the character's total riding time.



- Can ride for (Command score + Ride score) hours, mount fears no small beasts.
- Can ride for (Command score + Ride score) hours, mount fears no large beasts.
- Can ride for (Command score + Ride score) hours, mount fears no huge beasts.
- Can ride for (Command score x Ride score) hours, no ranged attack penalty when horse canters, -5 ranged attack penalty when galloping, mount fears no great beasts, movement penalties halved.
- Can ride for (Command score x Ride score) hours, no ranged attack penalty when horse gallops, mount fears no legendary beasts, no movement penalties.

Run (Strength)

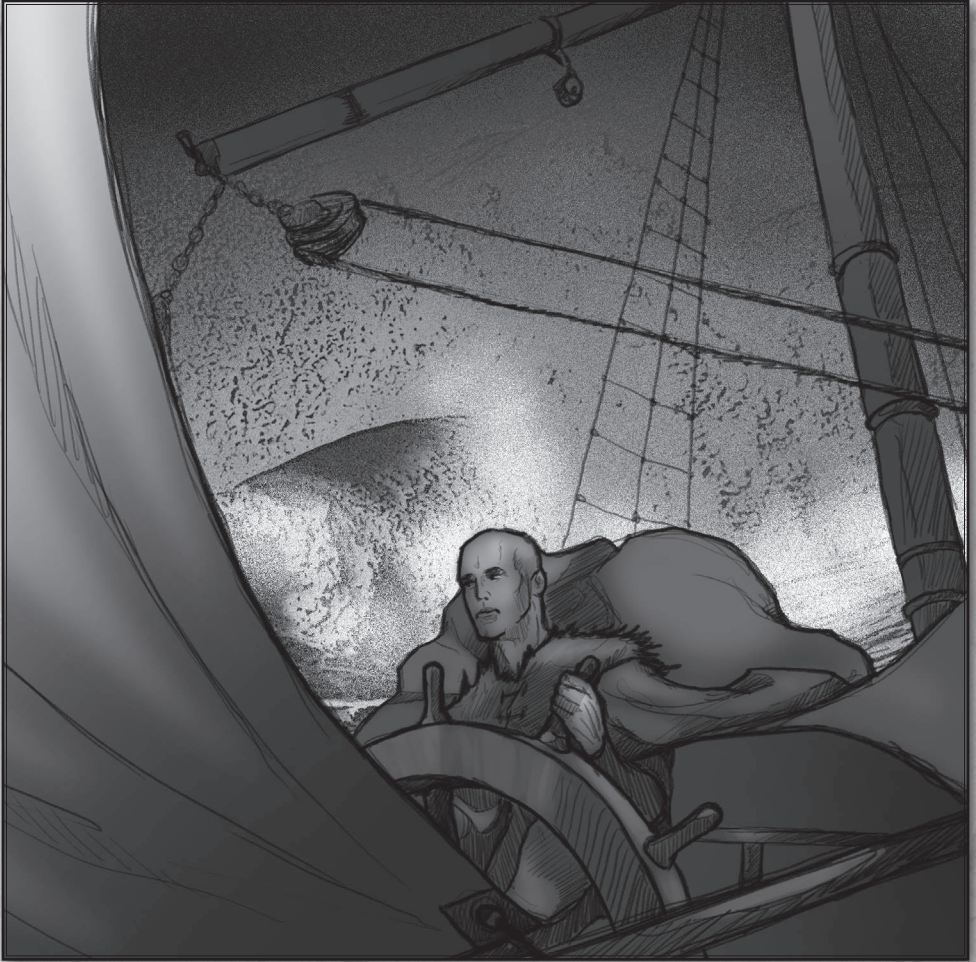
This skill allows the character to run and sprint for longer. With enough Run Skill one can run and sprint for great lengths of time over any terrain without movement penalties. If a character does not have ●● Awareness Skill or a high enough Run Skill, running and sprinting during the night without some form of lighting halves the current movement rate. The character must rest for a total of 10 hours between runs or sprints once the maximum time is reached, or lose 1 health point for every hour without rest when running and 1 health point for every minute without rest when sprinting. This penalty is negated once the character has sufficiently recovered. If a character does not have this skill one can run for (Strength score) hours and sprint for (Strength score) minutes.



- Can run for (Strength score x Run score) hours and sprint for (Strength score + Run score) minutes.
- Can run for (Strength score x Run score) hours and sprint for (Strength score + Run score) minutes.
- Can run for (Strength score x Run score) hours and sprint for (Strength score + Run score) minutes.
- Can run for (Strength score x Run score) days and sprint for (Strength score x Run score) hours, movement penalties halved.
- Can run for (Strength score x Run score) days and sprint for (Strength score x Run score) hours, no movement penalties.

Sail (Command)

This skill allows the character to captain, lead in the construction and repair of various types of boats and ships. With enough Sail Skill one can sail at great speeds, vessel damage is at a minimum and no movement penalties apply. The amount of time required to construct and repair various types of boats and ships is discussed in Chapter 7: Structures, Ships, War Machines and Land Transport.



- Standard sailing speed, can build rowing boats.
- Sailing speed x2, can build sailing ships.
- Sailing speed x3, can build galleons.
- Sailing speed x4, all boats and ships built take half damage, movement penalties halved.
- Sailing speed x5, all boats and ships built take quarter damage, no movement penalties.

Scholar (Knowledge)

This skill allows the character to be schooled in the geography, history and politics of a specific area, while being knowledgeable in general academics. Everything can be recorded on parchment and kept or sold, like maps. With enough Scholar Skill one can become all knowing, have the ability to teleport to places one has physically been to and be able to record and decipher various magical runes. Teleportation can be done once per day. This takes 1 minute to prepare through meditation. Only the character and one's belongings can be teleported. When it comes to magical runes it is up to the Story Teller to decide what sort of role they play within the story. These runes were an ancient form of the Trade tongue that was lost through the ages. Very few scholars know its secrets. The character rolls an opposed Scholar roll against the person who originally wrote the text to see if one can decipher it. If the roll is equal to or higher the runes are deciphered, if it is less they will forever be a mystery to the character.



- Have knowledge in the geography, history and politics of one's birthplace, can read and write.
- Have knowledge in the geography, history and politics of surrounding lands, good academic knowledge.
- Have knowledge in the geography, history and politics of a region, excellent academic knowledge.
- Have knowledge in the geography, history and politics of one's realm, legendary academic knowledge, can teleport to a place that the character can see, can record and attempt to decipher magical runes.
- Have knowledge in all geography, history and politics, all knowing, can teleport to anywhere the character has already been to, can record and attempt to decipher magical runes with greater success.

Stealth (Sense)

This skill allows the character to be stealthy, blend into the environment, steal without being caught and automatically ready special melee attacks. With enough Stealth Skill one can remain invisible to the eye for hours, negate armour and shield maneuverability penalties, and movement penalties. If the character wants to surprise an opponent and is in their Awareness range, the opponent rolls an Awareness roll against the character's Stealth roll. If the character rolls higher, one successfully surprises the opponent and gets to act first. If the opponent rolls equal to or higher one becomes aware of the character and initiative is rolled. Stealing an item on an opponent is the same opposed roll, but the Story Teller can apply up to a -5 penalty, depending on the difficulty. Only a successful aim for an instant kill, restrain or non-lethal stun or knock out attack can take down an opponent quietly. If a character does not have the Stealth Skill, or a low Stealth Skill and a high Sense, and is attempting to surprise or steal from an opponent, a Sense roll -5 is rolled by the character. Armour and shield maneuverability penalties have up to a -5 penalty, athletics and running have a -5 penalty, while sprinting has a -10 penalty on Stealth rolls. However, if a character is invisible these penalties do not apply. Stealth cannot be rolled when casting magical spells. Once an invisible character enters combat one becomes visible. Invisibility can be done once per day and takes 1 minute to activate. If a character is riding a beast that can be Stealthy, the opponent rolls one's Awareness against the beast's Stealth, not the character's. Horses, mules and oxen do not have Stealth, so a character cannot use Stealth while riding them.



- Have basic knowledge of stealth and blending into the environment.
- Have good knowledge of stealth and blending into the environment.
- Have excellent knowledge of stealth and blending into the environment.
- Stay invisible to the eye for (Sense score + Stealth score) minutes, no armour or shield maneuverability penalty, no athletics, running or sprinting penalty when invisible.
- Stay invisible to the eye for (Sense score + Stealth score) hours, no armour or shield maneuverability penalty, no athletics, running or sprinting penalty even when visible.

Survival (Knowledge)

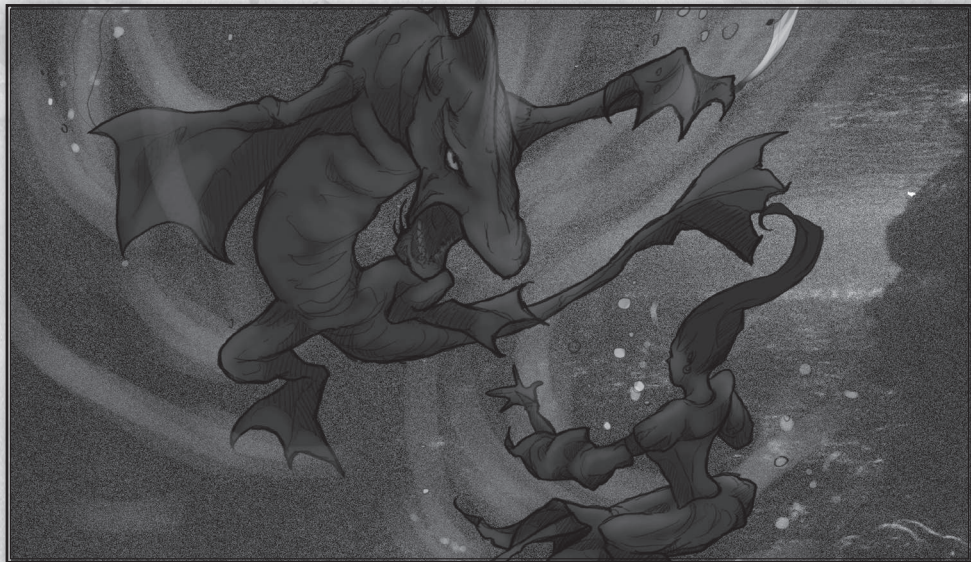
This skill allows the character to know the direction of travel, find food, water and basic shelter in various environments for oneself and for a group of people. With enough Survival Skill one can live off any environment and take no damage from the elements. It is also easier to light a fire. If the environment is beyond the character's survival abilities or there are one too many people in the group, those affected suffer 2 dice of damage for lack of food and 2 dice of damage for lack of water every day until they have their own provisions (half rations 1 die of damage/day). It takes the character 1 hour to find enough provisions for oneself each day and an extra hour per person. If an opponent wants to begin tracking the character, the opponent rolls a Tracking roll against the character's Survival roll. If the character rolls equal to or higher one successfully evades the opponent. If the opponent gets a higher roll one successfully tracks the character. A character can spend time making the conditions to find the tracks more difficult. The Story Teller determines the time it takes and area covered based on the character's skill level. If opponents or beasts attempt to become aware of the character's shelter they must roll an Awareness roll against the character's Survival roll. If there is a lit fire at the shelter the character loses ● in Survival for this roll. If they roll higher the shelter is found, if the character rolls equal to or higher the shelter remains hidden.



- Can find food, water and basic shelter in a good/normal environment for oneself.
- Can find food, water and basic shelter in a good/normal environment for (Knowledge score + Survival score) people or alone in a difficult environment.
- Can find food, water and basic shelter in a difficult environment for (Knowledge score + Survival score) people or alone in a very difficult environment.
- Can find food, water and basic shelter in a very difficult environment for (Knowledge score + Survival score) people or alone in an extreme environment, damage from the elements halved.
- Can find food, water and basic shelter in an extreme environment for (Knowledge score + Survival score) people and can survive alone indefinitely without any provisions, no damage from the elements.

Swim (Strength)

This skill allows the character to swim for longer. With enough Swim Skill one can swim extremely fast for great lengths of time, hold one's breath for hours while active and suffer no movement penalties. The character must rest for a total of 10 hours between swims once the maximum time is reached or when one cannot hold one's breath any longer, or lose 1 health point every round due to drowning. A character without the Swim Skill cannot swim, but can hold one's breath for (Strength score) minutes before losing health points. This penalty is negated once the character has sufficiently recovered. When swimming underwater swimming speed is halved and the time is limited by how long one can hold one's breath. Visibility underwater is 100 meters in good conditions, 50 meters in normal conditions, 10 meters in difficult conditions, 5 meters in very difficult conditions and 1 meter in extreme conditions. This distance is multiplied by 2 for each ● in Awareness Skill a character has. A character with ●● Awareness Skill can see 400 meters underwater in good conditions, 200 meters in normal conditions, 40 meters in difficult conditions, 20 meters in very difficult conditions and 4 meters in extreme conditions. The amount of actions a character has when underwater are halved (rounded up). Only beasts dwelling in water do not have this penalty. Ranged and thrown attack range is at one tenth.



- Can swim for (Strength score + Swim score) hours, standard swimming speed, can hold one's breath for (Strength score + Swim score) minutes.
- Can swim for (Strength score + Swim score) hours, swimming speed x2, can hold one's breath for (Strength score + Swim score) minutes.
- Can swim for (Strength score + Swim score) hours, swimming speed x3, can hold one's breath for (Strength score + Swim score) minutes.
- Can swim for (Strength score x Swim score) hours, swimming speed x4, can hold one's breath for (Strength score + Swim score) hours, movement penalties halved.
- Can swim for (Strength score x Swim score) hours, swimming speed x5, can hold one's breath for (Strength score + Swim score) hours, no movement penalties.

Tracking (Sense)

This skill allows the character to follow various tracks. With enough Tracking Skill one can follow tracks in any environment for great lengths of time. Tracking someone in a very difficult environment halves the difficult environment time. Every extra person that is being tracked adds 1 to the character's total score, 2 if the person is on horseback and 10 if the person is on land transport. If a character has ●●● Sense, ●●● Tracking and is tracking 3 people, the time available to the character will be 8 days in a good environment, 8 hours in a normal environment, 8 minutes in a difficult environment and 4 minutes in a very difficult environment. A character can only track a person or a group if a successful Tracking Skill roll is made against the opposing Survival Skill roll. There is a -5 penalty in low light conditions and a -10 penalty in no light conditions applied to the above roll if the character does not have a high enough Awareness Skill or some form of lighting. If the person or group being tracked does not have Survival Skill or one person rolls less on their Survival Skill roll, the person tracking can automatically follow those tracks for the duration of the tracking. A character can track at half of one's movement speed. If the tracks are very visible, even to those who do not have Tracking Skill, the Story Teller decides how long they can be followed for. Tracking applies to beasts as well, a Tracking Skill roll is made against their Survival roll.



- Can attempt to track an individual in a good environment with tracks that are (Sense score + Tracking score) minutes old.
- Can attempt to track an individual in a good environment with tracks that are (Sense score + Tracking score) hours old, normal environment (Sense score + Tracking score) minutes old.
- Can attempt to track an individual in a good environment with tracks that are (Sense score + Tracking score) days old, normal environment (Sense score + Tracking score) hours old, difficult environment (Sense score + Tracking score) minutes old.
- Can attempt to track an individual in a good environment with tracks that are (Sense score + Tracking score) weeks old, normal environment (Sense score + Tracking score) days old, difficult environment (Sense score + Tracking score) hours old, extreme environment or through air/water (Sense score + Tracking score) minutes old.
- Can attempt to track an individual in a good environment with tracks that are (Sense score + Tracking score) months old, normal environment (Sense score + Tracking score) weeks old, difficult environment (Sense score + Tracking score) days old, extreme environment or through air/water (Sense score + Tracking score) hours old.

War (Command)

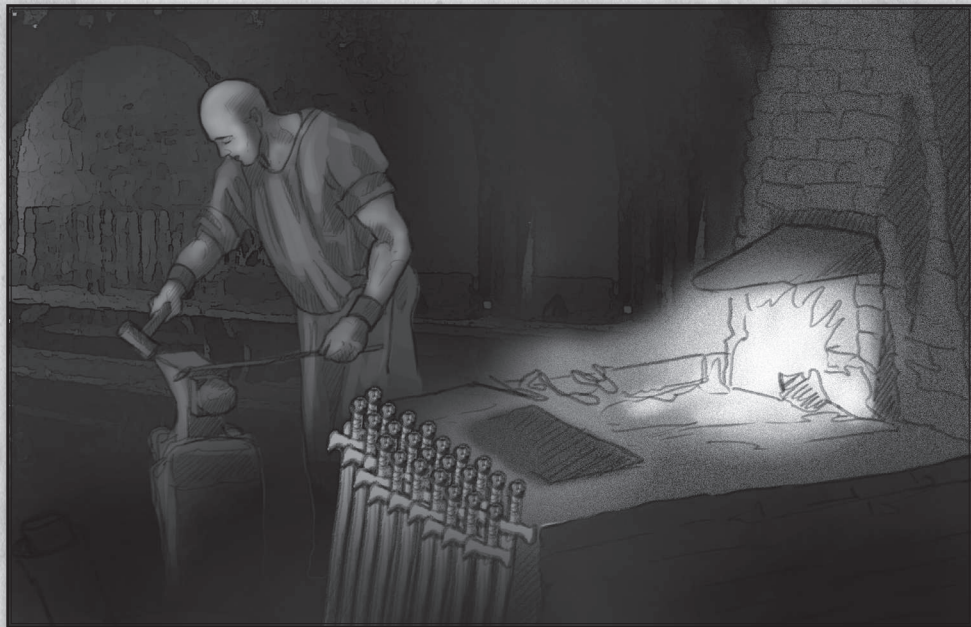
This skill allows the character to lead various levels of soldiers. With enough War Skill one can have a formidable army that is willing to die in battle for the character, while suffering no morale penalties, as discussed under Mass Combat in Chapter 2: Primary Skills. Soldiers are divided into three groups: infantry, ranged and cavalry. During mass combat all soldiers have ● Knowledge, ● Sense and ● Speed, their Strength ● are determined by their level. Each Strength ● gives them the same amount of ● in all five Melee Primary Skills, except average soldiers who do not have any ● in ranged combat. A superior and expert soldier has ●● Strength and ●● in all five Melee Primary Skills, while an elite soldier has ●●● Strength and ●●● in all five Melee Primary Skills. All soldiers have ● in Athletics, Awareness, Climb, Endurance, Investigation, Run, Scholar, Survival, Swimming and Tracking, while cavalry soldiers have ● Command, ● Manipulation and ● Ride. Superior, expert and elite soldiers have ● Might, but do not apply this bonus during mass combat. Although soldiers have ● Endurance they only have 50 health points, but do not suffer from wound penalties in mass combat. A cavalry soldier counts as 2 soldiers but has a +5 bonus to attack and deflect rolls due to the elevation bonus, therefore a commander with ●●● Command can lead a maximum of 500 cavalry soldiers on riding horses or 1000 infantry or ranged soldiers. A soldier's Strength determines what weapons can be used and no more than two weapons are carried. All equipment is considered average quality.



- Average soldier, ● Strength, light weapon, leather armor, only infantry available.
- Skilled soldier, ● Strength, light weapon, leather armor, small shield, can use infantry and ranged.
- Superior soldier, ●● Strength, average weapon, leather armor, large shield, can use infantry, ranged and cavalry.
- Expert soldier, ●● Strength, average weapon, chain mail, small shield, can use infantry, ranged and cavalry, first morale roll negated.
- Elite soldier, ●●● Strength, average weapon, chain mail, large shield or heavy weapon, chain mail and no shield, can use infantry, ranged and cavalry, no morale rolls needed.

Weaponsmith (Knowledge)

This skill allows the character to make and repair various kinds of weapons and make various types of ammunition from the Weapons and Ammunition list in Chapter 6: Equipment and Wealth. With enough Weaponsmith Skill one can create, repair and identify weapons with minor or major magical abilities. More than one minor or major magical ability can be added to the weapon, as long as it is not the same or similar ability. It takes longer to forge but is seen as one magical item. A major magical weapon can have minor magical abilities, but not vice versa. All weapons made come with appropriate scabbards/holders. A forge and weaponsmith tools are required for the duration of the forging.



- Can make a poor quality light weapon once per day, an average weapon every 2 days and a heavy weapon every 3 days. Every damage level takes 5, 10 and 15 hours to repair respectively, can make ● ammunition once per day.
- Can make an average quality light weapon once per week, an average weapon every 2 weeks and a heavy weapon every 3 weeks. Every damage level takes 2, 3 and 4 days to repair respectively, can make ●● ammunition once per day.
- Can make an excellent quality light weapon once per month, an average weapon every 2 months and a heavy weapon every 3 months. Every damage level takes 1, 2 and 3 weeks to repair respectively, can make ●●● ammunition once per day.
- Can make a minor magical light weapon once per year, an average weapon every 2 years, a heavy weapon every 3 years and identify their minor magical abilities. Each added minor magical ability adds an extra year to the forging duration. Every damage level takes 2, 4 and 6 months to repair respectively.
- Can make a major magical light weapon once every five years, an average weapon every 10 years, a heavy weapon every 15 years and identify their major magical abilities. Each added major magical ability adds an extra five years to the forging duration. Every damage level takes 1, 2 and 3 years to repair respectively.

Chapter 4: Health and Damage

All adult characters have 50 health points. This can be increased using the Endurance Secondary Skill. If a character is injured one must spend time recovering. The more severe the injuries, the more visible and permanent the scars will be. Natural healing rate is normal in an indoor or sheltered environment and doubled when outdoors. All natural healing rates are increased with the Herbalist Secondary Skill. No healing takes place if a character, ally/opponent, beast or animal does not rest or is taking any form of damage. When health points drop below 50%, all movement rates are halved. When health points drop below 20%, 1 health point of damage is taken each minute. This can be avoided with magical healing or herbal tonics. Wound penalties are taken on all rolls. A character with 38 out of 60 health points (● Endurance) has a -2 wound penalty. When all health points are lost, one is dead.

HEALTH POINTS	STATE	HEALING RATE	WOUND PENALTY
99-80%	Bruised	1/hour	-1
79-60%	Hurt	1/3 hours	-2
59-40%	Injured	1/6 hours	-3
39-20%	Critical	1/12 hours	-4
19-1%	Near death	1/day	-5

Poison

Poison is spread through direct contact. A character rolls one's Strength score in dice against the poison strength, rolled by the Story Teller, to avoid the effect. Weak poison has a 1 die strength difficulty while Cursed poison has a 5 dice strength difficulty. A character who rolls less on this roll is infected by the poison. The damage taken depends on the poison type and lasts for 1 die in days in the victim's system, which is rolled by the victim. If a character is poisoned more than once in a combat, be it from several poisoned arrows or poisonous beast bites, a +1 is added to each damage die rolled. A person poisoned 4 times with strong poison who has rolled a 4, will take 1 die of damage +3 every 3 hours for 4 days. The Story Teller determines the symptoms.

If the character has a high enough Herbalist Secondary Skill one can make the necessary antidote to neutralise the poison immediately. The time it takes to make depends on the antidote. The more deadly the poison, the greater level of Herbalism Secondary Skill is required. A poison antidote can neutralise its own poison or weaker poisons.

POISON TYPE	DAMAGE DONE	HERBALISM ● REQUIRED	TIME TO MAKE POISON/ ANTIDOTE
Weak	1 die every day	●	1 hour to make one dose
Regular	1 die every 6 hours	●●	1 day to make one dose
Strong	1 die every 3 hours	●●●	1 week to make one dose
Deadly	1 die every minute	●●●●	1 month to make one dose
Cursed	1 die every round	●●●●●	1 year to make one dose

Disease

Disease is spread through an infected area. A character rolls one's Strength score in dice against the disease strength, rolled by the Story Teller, to avoid the effect. Red sickness has a 1 die strength difficulty while Black sickness has a 5 dice strength difficulty. A character who rolls less on this roll is infected with the disease and takes damage once per day for 1 die per level of disease in days, which is rolled by the victim. A person infected with Grey sickness who rolls 4 dice and gets a 12, will be infected for 12 days, taking 1 die x4 of damage each day of infection. The Story Teller determines the symptoms, but an infected person's skin tone reflects the colour of the disease type.

For each Mystic Secondary Skill level the character attempting to heal the victim has, reduces the days of infection by one die in days. If a character has ●● Mystic and is attempting to treat someone infected with the Grey sickness, the duration will be 2 dice in days, not 4. Creating a disease or removing it from a person or infected area takes 1 day, provided that the character has a high enough Mystic Secondary Skill.

DISEASE TYPE	DAMAGE PER DAY	MYSTIC ● REQUIRED	DURATION OF DISEASE
Red sickness	1 die	●	1 die in days
Blue sickness	1 die x2	●●	2 dice in days
Brown sickness	1 die x3	●●●	3 dice in days
Grey sickness	1 die x4	●●●●	4 dice in days
Black sickness	1 die x5	●●●●●	5 dice in days

Falling Damage

A character who falls automatically takes falling damage. Armour and shield damage reduction score does not reduce falling damage. If one's Athletics Secondary Skill is high enough falling damage can be halved, even negated. The Story Teller can decide to add 5 or 10 points of damage to the total damage rolled if the surface is more dangerous, like jagged rocks, or subtract 5 or 10 points of damage off the total damage if the surface is less dangerous, like a body of water.

FALLING HEIGHT	DAMAGE DONE
3-5 m	1 die x2
6-10 m	1 die x4
11-15 m	1 die x6
16-19 m	1 die x8
20 or more m	1 die x10

Fire Damage

Fire causes continuous damage, especially when using liquid fire to attack. Liquid fire is a flammable mixture that doubles the duration of fire and causes more damage. It is very useful with war machines and ranged combat. For every 2 rounds a structure burns or a character stays in the affected area, 1 health point of unsoakable damage is taken. Each person attempting to put out the fire reduces its duration by 1 minute.

If a person is using water, its duration is reduced by 2 minutes. No other actions can be taken during this time except putting out the fire, dodging or moving out of the affected area, unless the Story Teller decides otherwise.

If a large liquid fire is affecting a 10 meter radius, the Story Teller rolls 3 dice and gets 10, the fire lasts for 10 minutes x2 (liquid fire), totalling 20 minutes. 600 points of automatic damage are taken. If there are 3 people with water in the affected area, they can either escape if possible and take minimal damage, or attempt to put out the fire. The fire will be reduced by 6 minutes and cause 420 health points of automatic damage to a structure and to each person. If there are 19 people without water, the fire will burn for 1 minute and only cause 30 health points of automatic damage.

TYPE OF FIRE	SIZE OF FIRE	DURATION OF FIRE
Small fire	1 m radius	1 die in minutes
Bonfire	5 m radius	2 dice in minutes
Large fire	10 m radius	3 dice in minutes
Very large fire	20 m radius	4 dice in minutes
Inferno	50 m radius	5 dice in minutes

Traps

Traps are governed by the level of concealment and damage. They can be set inside various objects or within an environment using trap tools. The character decides where the trap is placed and how it is sprung. If a character has ●●● Knowledge and ●● Resourcefulness, that is a total of 5. The best trap one can build is a sufficiently hidden trap and if sprung cause 3 dice of damage, or build a poorly hidden trap and if sprung cause 4 dice of damage. With ●●●● Knowledge and ●●●● Resourcefulness, the character can keep a trap visible but if sprung cause 10 dice of damage.

Each ● of concealment or damage takes between 10 and 60 minutes to complete. The Story Teller decides how long it will take based upon the intricacy of the trap and where it is set. The trap affects a one meter radius per ● in Resourcefulness, once it has been sprung it is no more. All those in the affected area take damage. A character can use a net if one wants to capture an opponent or beast without doing damage. They are trapped for the character's Resourcefulness ● in minutes minus their Strength ●. If a net is thrown onto a stationary opponent, they are trapped for five actions minus their Speed ●. A net's range is 4 meters and a move 2 meters action is needed to avoid it. A captured opponent or beast cannot attack, deflect or dodge. Those close enough to the trap with enough Awareness can hear it being sprung.

RESOURCEFULNESS	DAMAGE BASED ON KNOWLEDGE ●
● Poorly hidden	● 1 die
●● Sufficiently hidden	●● 2 dice
●●● Well hidden	●●● 3 dice
●●●● Completely hidden	●●●● 4 dice
●●●●● Undetectable	●●●●● 5 dice

Crushing Damage

There are times where damage is caused by other means, for example a hurled metal pot affecting one person, to a large boulder affecting an area. The weight of the object affects the damage, which is determined by the Story Teller. If the character has enough Strength, one can attempt to deflect the object, or use a Dodge Secondary Skill or a move action to get out of the way. If an object thrown at the character is 100kg or less, 1 die x6 is rolled by the Story Teller. If a 4 is rolled, 24 points of damage must be defended against. Health points are lost if any damage gets past a target's defence. A person with 0 Strength does 1 die of damage with an object of 1kg or less. The Story Teller decides how much damage the object can take before it is destroyed.

If a character is attempting to catch a thrown object in mid air instead of dodging, deflecting or moving out of the way, an opposed Strength roll with a -5 penalty is made against the attacker's Strength. If the character rolls higher the object is caught and can be thrown back. The attacker would now have the -5 penalty if one decides to catch the object. If the roll is equal to or less, the full damage roll applies and is subtracted from the target's damage reduction score. No deflect, dodge or move can take place. An opponent or beast controlled by a Control Magic spell takes damage according to their weight for the duration of each successful spell cast on them.

OBJECT WEIGHT	DAMAGE	STRENGTH NEEDED TO DEFLECT
1 kg or less	1 die x 2	●
10 kg or less	1 die x 4	●●
100 kg or less	1 die x 6	●●●
1000 kg or less	1 die x 8	●●●●
More than 1000 kg (max 5 tons)	1 die x 10	●●●●●

Old Age, Death and the Afterlife

If a character survives one's adventures, on average will be active for 50 years. Every year thereafter the character loses ● in an Ability. When a character has no more Ability ●, one dies from old age. A character retains one's Might bonuses until the end. Once a character has passed away, Might enables the character to enter the Spirit Hierarchy of one's Nature and have the power to assist the living of the same Nature from the Spirit Realm. Characters entering the afterlife without Might enter the Spirit Hierarchy of their Nature but do not have the power to assist the living. In the afterlife the character has the same Abilities, Primary Skills, Specialties and Secondary Skills as one had in one's prime. Equipment can only be taken to the afterlife with a specific magical artefact and a minimum of ●●●● Might. Lesser gods and demi-gods always appear to the living in the real world with these items. Spirits cannot be destroyed by the living, only sent back to their spirit realm.

MIGHT NEEDED	TYPE OF SPIRIT ONE BECOMES IN THE AFTERLIFE
●	Minor spirit
●●	Lesser spirit
●●●	Greater spirit
●●●●	Lesser god
●●●●●	Demi-god, directly below the five Nature Gods

Chapter 5: Movement, Environment and Time

Distance covered depends on a character's Endurance Secondary Skill. A character can walk/march or row for 10 hours for each ● in Endurance one has. If a character has no skill in Endurance one can walk/march or row for 5 hours per day. If a character does not have the Awareness Secondary Skill, walking/marching during the night without some form of lighting makes the conditions difficult and movement rate is halved. If a character has ●●● Endurance, one can remain active for 30 hours without rest, walk/march 120km (30 hours x 4km) or row 150km (30 hours x 5km) in a normal environment before losing health points. The character must rest for a total of 10 hours when one reaches one's maximum walking/marching or rowing distance, or lose 1 health point for every hour without rest. This penalty is negated once the character has sufficiently recovered. This excludes damage from the elements.

The climbing, running, sprinting and swimming durations are determined by their relevant Secondary Skills. These amounts are in addition to standard movement rates. If a character does not have enough Awareness Secondary Skill, climbing, running and sprinting during the night without some form of lighting halves the current movement rate. If a character has ● Strength, ● Run and ● Endurance, one can walk for 10 hours and run for 1 hour (10 x 4km/h + 1 x 15km/h), totaling 55km in normal conditions before losing health points. One can sprint for 2 minutes as well. If the character were to exceed one's maximum walking time, one would lose 1 health point per extra hour of walking. If the character were to exceed one's maximum running time of 1 hour and sprinting time of 2 minutes, one would also lose 1 health point per extra hour of running and 1 health point per extra minute of sprinting. This penalty is negated once the character has sufficiently recovered. This excludes damage from the elements.

A horse can canter for 10 hours per day, gallop for 2 hours per day or a combination of both, totaling no more than 100km traveled in normal conditions per day. The horse must rest for a total of 10 hours between canters or gallops once the maximum time is reached, or lose 1 health point for every hour without rest when cantering and 1 health point for every minute without rest when galloping. This penalty is negated once the horse has sufficiently recovered. A warhorse takes 1 die of damage per day in extreme conditions only, while other animals take 2 dice of damage per day in extreme conditions and 1 die of damage per day in very difficult conditions.

When a character or horse rests, the 10 hours include stopping for breaks in between the journey, eating, sleeping and regaining lost health points. The individual and group movement rates are average rates in normal conditions.

INDIVIDUAL MOVEMENT	SPEED
Climb	10 m/minute, time doubled without climb skill
Run	15 km/hour
Sprint	5 m/round +2 m/round for each speed ●
Swim	40 m/minute, need swim skill to swim
Walk	4 km/hour

GROUP MOVEMENT	SPEED
March	4 km/h
Canter	10 km/h
Gallop	50 km/h
Row	5 km/h
Sail	Galleons 5 km/h, sailing ships 10 km/h

Environmental Penalties and Bonuses

Terrain, weather and wind have an impact on movement and senses. The conditions affecting the environment vary from good to extreme. The terrain might be normal but the weather very difficult in the same environment. The Story Teller is in charge of condition changes, although extreme conditions are rare. The following modifications are applied to movement and sense rates due to the environment.

If a character is in difficult conditions, movement rate is halved, senses are halved and accuracy range is limited to 50 meters. If one has the Awareness Secondary Skill, accuracy range is halved but the maximum range in brackets does not apply. A character in difficult conditions with ●●● Sense and ●●● Awareness will have one's sight halved to 60 meters and other senses to 6 meters. One's accuracy range will be halved but not limited to 50 meters. If the character has ●●●● Strength, ●●●● Ranged Primary Skill and attacking with a longbow, its accuracy range in normal conditions is 400 meters and environmental penalties are halved, but in difficult conditions would become 300 meters. A character with ●●● Ranged Primary Skill would have an accuracy range of 150 meters. If the character does not have the Awareness Secondary Skill, one's accuracy range would be limited to 50 meters..

Damage from the elements is taken at the end of each day if the character is not sufficiently covered. A campfire or travel blanket reduces damage from the elements by 2 dice each. If a character is in a difficult environment and is resting next to a fire and not sufficiently covered, 2 dice of damage is taken, not 4 dice. The Story Teller can increase the rate of damage from the elements to account for situations like poisonous gas or smoke, deep water pressure and lack of oxygen at high altitudes.

A character can attempt to light a fire by rolling 1 die (Survival Secondary Skill) times per day. In a good environment a 2, 3, 4, 5 and 6 is successful, in a normal environment a 3, 4, 5 and 6 is successful, in a difficult environment a 4, 5 and 6 is successful, in a very difficult environment a 5 and 6 is successful and in an extreme environment a 6 is successful. Using flint and steel adds +1 to the roll. Campfires, torches and lanterns illuminate a 5 meter radius. Torch and campfires take 1 minute to be lit and several rounds to be put out. Torches cannot be used in extreme conditions but lanterns can be used in any conditions.

If a character is in a standard tent, damage from the elements is reduced by 1 die. If a character is in a fine tent, damage is reduced by 2 dice. If a character is in a royal tent, damage is reduced by 3 dice. A character needs enough Survival ● to find basic shelter in various environments for oneself and one's companions, this reduces damage by 1 die. The Story Teller determines what sort of shelter is found. If no damage is taken from the elements and a character has cover, healing takes place at indoor or sheltered equivalent rates.

CONDITIONS	MOVEMENT	SENSES AND ACCURACY RANGE	DAMAGE FROM THE ELEMENTS
Good terrain (level roads), weather or wind	Sail x1.5	No change	-
Normal terrain (any roads), weather or wind	No change	No change	2 dice of damage per day of exposure (automatic)
Difficult terrain, weather or wind	1/2	1/2 (max 50 m/5 m with no awareness secondary skill)	4 dice of damage per day of exposure (automatic)
Very difficult terrain, weather or wind	1/4	1/4 (max 20 m/2 m with no awareness secondary skill)	8 dice of damage per day of exposure (automatic)
Extreme terrain, weather or wind	1/8	1/8 (max 10 m/1 m with no awareness secondary skill)	Story teller decides

Time

There are 12 months per year, in the following order, from the first to the last month: early spring, mid spring, late spring, early summer, mid summer, late summer, early autumn, mid autumn, late autumn, early winter, mid winter and late winter.

In general, a person works for 6 days and rests for 1 day every week. There are 4 weeks per month, totaling 28 days. The last two days of each month are considered holidays or trading days and not part of the 4 week cycle, giving a total of 30 days per month. There are 360 days per year, 24 of these are holidays or trading days, 48 of these are days of rest and 288 of these days of work. All other measurements of time remain unchanged.



Chapter 6: Equipment and Wealth

It is recommended that new characters begin with ●● gold pieces that are received, worked for, inherited, stolen, won or found, and set out to buy equipment. The prices in this chapter are average prices. These can fluctuate due to the type of merchants or craftsmen on hand, services offered and the availability of specific types of armour and shields, weapons and other items. 1 gold piece is equivalent to 10 silver pieces. The Story Teller decides what is and what is not available.

An item of average quality is ten times more valuable than a poor quality item, an excellent quality item is ten times more valuable than an average quality item. Minor and major magical items are the most valuable. It is up to the Story Teller or players to come up with appropriate descriptions.

VALUE ●	VALUE IN GOLD PIECES
●	1 gp or less
●●	10 gp or less
●●●	100 gp or less
●●●●	1000 gp or less
●●●●●	More than 1000 gp

Average Money Made

Average money made by various classes of society is illustrated below. Peasants can be involved in agriculture, building, fishing, livestock or mining. Servants are used by the wealthy. Soldiers and sailors are hired for various quests, to maintain order and to protect their kingdom. Merchants and Craftsmen sell goods and trade various items, while Royalty are in charge of running the kingdom and its people. For this to take place successfully, taxes are necessary. This varies from ruler to ruler and it is up to the Story Teller to decide how the kingdom's people react and if they remain happy and loyal.

Festivities amongst the various classes depend on the characters and Story Teller. They take place during days of rest, holidays or trading days. Games of chance generally take place amongst the lower class. An opposed Knowledge plus Resourcefulness Secondary Skill roll is made. If the roll is higher one wins, if it is the same the roll is made again, if it is less one loses. All of the above can enhance the Story.

CLASS	MONEY MADE
Peasant/builder with tools	● per month
Servant	● per month
Soldier/sailor	● per month, amount multiplied by War ●
Merchant/craftsman	●●●/●●●● per month
Royalty	●●●●● per month

Equipment Durability and Damage

The better equipment is made, the longer it lasts. This also makes it more expensive. Each item has certain durability levels and can only be damaged or destroyed if enough aimed damage is taken. If durability levels reach 0 the item is destroyed. Durability levels can be restored but the more damage taken the longer the repair takes. Armour, shields and weapons also suffer from wear and tear as time goes by. If they are not maintained they will become irreparable. It is up to the character to look after one's armour, shield and weapons. If the item is abused wear and tear is increased, if it is stored away no wear and tear takes place.

ITEM QUALITY	HEALTH LEVELS	AVERAGE WEAR AND TEAR
Poor quality	5 poor quality durability levels	-1 durability level per week
Average quality	5 average quality durability levels	-1 durability level per month
Excellent quality	5 excellent quality durability levels	-1 durability level every year
Minor magical item	5 minor magical durability levels	-1 durability level every 10 years
Major magical item	5 major magical durability levels	-1 durability level every 50 years

Carrying Limitations

A character can carry 5 items on them self, their weight not exceeding their Strength. This does not include clothes worn. A belt pouch holds 100 gold/silver pieces and is equivalent to 1 item. 10 poison doses/antidotes are equivalent to 1 item as well. A sack will enable a character to carry 5 items totalling no more than 25kg. A backpack will enable a character to carry 5 items totalling no more than 25kgs. Saddlebags will enable the character to carry 10 more items totalling no more than 50kgs. More than this will cause the sack, backpack or saddlebag to break.

A character needs a minimum of ● Strength to carry a full backpack or sack and ●● Strength to carry both. If a character wants to do athletics, climb or run with a full backpack or sack ●● Strength is needed. If a character wants to dodge, sprint or swim with a full backpack or sack ●●● Strength is needed. If a character has both, an extra ● in Strength is needed to perform the actions above. A character needs ●● Strength to carry a full saddlebag, ●●● Strength to do athletics, climb or run with it and ●●●● Strength to dodge, sprint or swim with it. If any of these items are not full or if too much is being carried, it is up to the Story Teller to decide what the character can and cannot do. The following example shows a character with ●●● Strength and a backpack.

CARRIED ON BODY	CARRIED IN BACKPACK
Chain armour	Travel blanket
2 handed sword	Travel provisions
Throwing knives x10	Water skin
50 m rope	10 m chains
Grappling hook	Cuffs/shackles

Armour and Shields

Armour and shields reduce or soak damage that gets past a character's defense. Unsoakable damage, like damage from magic, cannot be soaked by normal armour and shields. If it is a surprise attack or a concealed trap that has been sprung, shields cannot reduce the damage. When damage reduction score is halved due to an attack it is rounded up. A character can spend an action to use one's shield as a weapon during combat, and if a successful Hand to Hand attack is made, add +2 to damage.

To effectively use and maneuver while using armour and shields, enough Strength ● are needed. If a character needs to perform any other actions more Strength is required. If the maneuverability ● of armour or a shield is reduced to 0 ● due to it being magical, it is as if the character is wearing a set of clothing and does not take up any space. However, one can never wear two sets of armour simultaneously. If armour is being carried it is equivalent to carrying 5 items. Extra shields and weapons can be carried on one's body.

The amount of time it takes to put armour on is shown in the table below, taking it off takes half the time. If a character is assisted it halves the time once more. A single Magic Allowance point is regained every 2 hours with uninterrupted rest or meditation while wearing armour, instead of every 1 hour. One cannot heal naturally while wearing armour.

A character's Stealth Skill is also affected due to the noise armour makes. For every ● in maneuverability that the armour or shield has, a -1 penalty is taken on all Stealth rolls. If a character is wearing chain armour and carrying a small shield, and is attempting to use Stealth, a -3 penalty is taken on all Stealth rolls. If the chain armour is major magical armour with a maneuverability bonus, the maneuverability is reduced by ●●, therefore the penalty would only be -1. A character with a high enough Stealth Secondary Skill does not have this penalty.

Although the table below has only five types of armour and shields, it is up to the Story Teller or players to come up with an appropriate description for these items. A chain vest with metal gauntlets could offer the same damage reduction score as a full chain shirt.

ARMOUR & SHIELDS	MANEUVERABILITY (str)	ATHLETICS, CLIMB & RUN (str)	DODGE, SPRINT & SWIM (str)	DAMAGE REDUCTION SCORE	TIME TO PUT ON (halved with assistance)	VALUE (average quality)
Chain	●●	●●●	●●●●	-8	5 minutes	●●
Leather	●	●●	●●●	-4	2 minute	●●
Plate	●●●	●●●●	●●●●●	-12	10 minutes	●●●
Shield (large)	●●	●●	●●●	-4	-	●●
Shield (small)	●	●	●●	-2	-	●

Weapons

Each weapon has advantages and disadvantages while inflicting various degrees of damage. Each weapon requires enough ● in Strength to use effectively. ● maneuverability weapons are considered light, ●● maneuverability weapons are considered average and ●●● maneuverability weapons are considered heavy. All ●●● maneuverability weapons, like the battleaxe, long spear, maul and double-handed sword are two-handed weapons. Some of these halve the opponent's or beast's damage reduction score as well. A shield or second weapon cannot be used simultaneously with these weapons. However, a character with ●●●● Strength can wield these weapons with 1 hand.

Any weapon can accurately be thrown with the Thrown Primary Skill. Without this skill, weapons cannot be thrown, only used normally. The throwing distances are shown in brackets under the accuracy range and all distances are in meters. A character with ●●● Thrown Primary Skill can throw an axe 24 meters.

Bows, crossbows and slings do not have an initiative penalty as they are the slowest to ready out of all the weapons. They take 4 actions to ready. Initiative penalties only apply to the initiative roll at the beginning of a battle.

WEAPON	MANEU- VERABILITY (str)	DEFLECT MODIFIER	INITIATIVE PENALTY	ATTACK SPEED	DAMAGE	ACCURACY RANGE (m)	BONUS OR PENALTY	VALUE (average quality)
Axe	●	+2	-2	1 action	+4	(8)	-	●
Battleaxe	●●●	+5	-4	2 actions	+10	(4)	Damage reduction score halved	●●
Body (up to ●●● str)	-	-5	0	1 action	+0	-	Damage reduction score doubled	-/●
Bow short (arrow)	●	-	4 actions	4 actions	+2	60	Deflect modifier negated	●●
Bow long (arrow)	●●	-	4 actions	4 actions	+2	100	Deflect modifier negated	●●
Crossbow heavy (bolt)	●●	-	4 actions	4 actions	+4	80	Deflect modifier negated	●●
Crossbow light (bolt)	●	-	4 actions	4 actions	+4	40	Deflect modifier negated	●●
Dagger	0	-	-1	1 action	+2	(8)	-	●

Long spear heavy	●●●	+5	-4	1 action	+6	(4)	Reach weapon	●●
Long spear light	●●	+5	-4	1 action	+4	(6)	Reach weapon	●●
Mace	●	+1	-1	1 action	+4	(8)	-	●
Maul	●●●	+4	-3	2 actions	+10	(4)	Damage reduction score halved	●●
Short spear heavy	●●	+3	-3	1 action	+4	(20)	Deflect modifier negated	●●
Short spear light	●	+3	-3	1 action	+2	(20)	Deflect modifier negated	●
Sling (sling-shot)	●	-	4 actions	4 actions	+2	20	Deflect modifier negated	●
Staff	●	+3	-3	1 action	+2	(6)	-	●
Sword double-handed	●●●	+4	-4	2 actions	+8	(4)	Damage reduction score halved	●●
Sword long	●●	+3	-3	1 action	+6	(6)	-	●●
Sword short	●	+2	-2	1 action	+4	(8)	-	●
Throwing knives x10	●	-	-1	1 action	+2	10	Deflect modifier negated	●

Ammunition

Ammunition is required for all ranged combat. Liquid fire can be used with the ammunition to cause more damage. Smaller quantities are used for arrow and bolt heads, while larger quantities fuel catapult and balista attacks. Liquid fire cannot be used with slingshots. All arrow and crossbow bolt attacks fueled by liquid fire cause an extra die of damage. Balista and catapult liquid fire attacks cause double damage. A fire is needed to activate the liquid fire on the ammunition.

Slingshots cannot break while arrows and crossbow bolts can be used twice before they are irreparable. Enough Awareness Secondary Skill is needed to retrieve them once they have been fired. Balista bolts and catapult shot can only be used once. The following table illustrates the type of ammunition available.

TYPE	QUANTITY	WEIGHT	COST
Arrow or crossbow bolt/slingshot	25 per quiver/50 per bag	●	●
Arrow or crossbow bolt liquid fire	10 uses	●	●●
Balista bolt	10	●●	●●
Catapult shot	1000 kg, 4 to 10 shots	●●●●	●●
Catapult or balista liquid fire	500 kg, 2 to 5 shots or 5 balista bolts	●●●●/●●	●●

Equipment

The following equipment is used in everyday situations. Unlike armour, shields, weapons or artefacts, these items only have one durability level. If one wants to instantly destroy an item using pure strength, the necessary Strength ● are needed to get past its defense, as shown in the defense column below. If a weapon is used to destroy an item the Story Teller decides if it is possible and how long it will take. Once damage gets past the item's defense, it is destroyed. It is also up to the Story Teller to decide if an item has been destroyed in a fire, through magical damage or as time goes by, through wear and tear. The weight column indicates the strength needed to lift the item. If 'full' is next to the ●, that is the strength needed when the item is full.

EQUIPMENT	DESCRIPTION	DEFENSE	COST	WEIGHT
Animal feed	Lasts 1 week for 1 animal	0	●	●
Armourer tools	Required to make armour and shields	●●	●●	●
Barrel	Holds 100 kg	●●	●	●● full
Backpack	Extra 5 items carried	●	●	● full
Belt pouch	Holds 100 gold/silver pieces	●	●	0
Builder tools	Required for builders	●●	●	●
Candle x10	1 lasts 10 hours, illuminates a 1 m radius	0	●	0
Chains	10 m chain/optional cuffs and shackles	●●●●	●/●	●
Chest (fine)	Holds 50 kg	●●●	●●	● full
Chest (royal)	Holds 25 kg	●●●●	●●●	● full
Chest (standard)	Holds 50 kg	●●	●	● full
Climbing gear	50 m rope/optional grappling hook	●●●	●/●	●
Craftsman tools	Required to make items and artefacts	●●	●●	●
Disguise gear	Required to enhance disguise	0	●●	0
Flint and steel	Helps light fire in any environment	●	●	0
Forge	Required to forge metal items	●●●●●	●●●	●●●
Lantern	Illuminates a 5 m radius	0	●	0
Lantern oil	Lasts 10 hours	0	●	0
Lock tools	Make/disable locks, make keys	●	●●	0

Musical instrument	Common instrument	●	●●	0
Outfit (fine)	Summer, environmental damage -1 die	0	●●	0
Outfit (fine)	Winter, environmental damage -2 dice	●	●●	0
Outfit (royal)	Summer, environmental damage -1 die	0	●●●	0
Outfit (royal)	Winter, environmental damage -2 dice	●	●●●	0
Outfit (standard)	Summer, environmental damage -1 die	0	●	0
Outfit (standard)	Winter, environmental damage -2 dice	●	●	0
Parchment and ink	Per 10 sheets with ink	0	●	0
Sack	Extra 5 items carried	0	●	● full
Saddle with bags	Extra 10 items carried	●	●	●● full
Sailor tools	Required for sailors	●●	●	●
Scroll case	Required to protect scrolls	●	●	0
Torches x5	1 lasts 1 hour, illuminates a 5 m radius	●	●	●
Tent (fine)	5 carrying slots, 2 person capacity	●	●●	●
Tent (royal)	10 carrying slots, 2 person capacity	●	●●●	●●
Tent (standard)	2 carrying slots, 1 person capacity	0	●	●
Travel blanket	Per blanket, environmental damage -2 dice	0	●	0
Trap tools/net	1 person capacity net per carrying slot	●●/●	●●/●	●
Travel provisions	Dry food lasting maximum 1 week	0	●	0
Water skin	Holds 2 l, maximum 2 day	●	●	0
Weaponsmith tools	Required to make weapons	●●	●●	●

Locks

Locks can be made and disabled using the Resourcefulness Secondary Skill. Each level of lock requires one day to make and disabling time depends on the character's skill. The more Resourcefulness ● one has the quicker it takes to disable it. A character with ●● Resourcefulness can disable a simple lock in 10 rounds and a regular lock in 1 minute. One needs ●●● Resourcefulness to disable an advanced lock. If the character does not have enough Resourcefulness ● the lock cannot be disabled. If the character does not have lock tools, ● in Resourcefulness is lost. An owner of a lock has a key that will open the lock immediately.

LOCK TYPE	●	●●	●●●	●●●●	●●●●●	SELLING PRICE
Simple	1 minute	10 rounds	1 round	1 round	1 round	●
Regular	-	1 minute	10 rounds	1 round	1 round	●
Advanced	-	-	1 minute	10 rounds	1 round	●●
Superior	-	-	-	1 minute	10 rounds	●●
Perfect	-	-	-	-	1 minute	●●●

Services

Various services are available. The more experience the person being hired has, the higher the price gets. Training of Masters and Grand Masters has its own cost. If an expert is hired for a specific task or to train someone, it will cost ●● x2 per month, or roughly 20 gold pieces per month.

SERVICE	COST
Proficient in a primary skill	●● per month, amount multiplied by skill ●
Proficient in a speciality	Self taught, cannot train another
Proficient in a secondary skill	●● per month, amount multiplied by skill ●
Master level training	Total training time cost x2/story teller decides
Grand master level training	Total training time cost x5/story teller decides

Lodging

Various types of lodging and stabling are available. Basic lodging includes a communal room with wash facilities outside and a simple variety of food. Regular lodging includes a private room (max 4 people) with wash facilities and a standard variety of food. Luxury lodging includes a personal room, a heated bath, a servant and the best variety of food. Water is included with every meal. ● Craft Secondary Skill is needed to run basic lodging, ●● for regular and ●●● for luxury. Stabling for horses and enclosures for mules/oxen are available at most lodgings with animal feed. Booking passage on a boat or ship has similar costs.

LODGING	AVERAGE COST
Basic	● per person per day
Regular	● per person per day
Luxury	●● per person per day
Stabling with animal feed	● per horse per day
Enclosure for mules/oxen	● per mule/ox per day

Common Drinks

The following drinks are common throughout the lands. ● Craft Secondary Skill is needed to produce common drinks. Ale and wine have similar alcoholic strengths while spirits are twice as strong. For each ● in Endurance Secondary Skill a character has, two flagons of ale, two goblets of wine or one goblet of spirits can be consumed every five hours.

If a character has ●● Endurance, four flagons of ale, four goblets of wine, two goblets of spirits, or a combination of the three can be consumed every five hours. If more is consumed a penalty is taken. The character temporarily loses ● in an Ability for every flagon of ale or goblet of wine consumed thereafter. The character temporarily loses ●● in an Ability for every goblet of spirits consumed thereafter. The player rolls 1 die to determine the rate in hours it takes to regain all lost Ability ●. If a 3 is rolled it takes 3 hours of rest to recover each Ability ●. If all Ability ● are lost the character passes out for 8 hours. The player chooses in what order the Ability ● are temporary lost.



TYPE OF DRINK	AVERAGE COST
Ale (standard)	● per flagon
Milk	● per mug
Spirits	● per goblet
Water	Jug included with meal
Wine (standard)	● per goblet

Rare Drinks

The following drinks are rare and expensive. ●● Craft Secondary Skill is needed to produce rare drinks and ●●● is needed to produce exceptional wine. In general, only luxury places of lodging will offer these drinks. A small number of merchants can sell barrels of these as well.

TYPE OF DRINK	AVERAGE COST
Ale (good)	● per flagon
Flavoured water	● per jug
Spiced spirits	● per goblet
Wine (exceptional)	●● per goblet
Wine (good)	● per goblet

Food

The quality of food varies from place to place and merchant to merchant. The higher the quality or the more difficult it is to obtain, the more expensive it is.

TYPE OF FOOD	AVERAGE COST PER KG
Bread	●
Cheese	●
Fruit, nuts and vegetables	●
Meat	●
Spices/other rarities	●●

Animals

Animals can be used to generate income, provide food, and as a means of transport. Every day an animal does not eat or drink it takes 1 die of damage. A riding horse can carry 1 person with full gear and a full saddlebag, or 2 people with basic gear and an empty saddlebag, while a warhorse can carry 2 people with full gear and a full saddlebag. Animals can only attack when in range and use up 1 of their rider's actions when doing so.

ANIMAL	DESCRIPTION	HEALTH POINTS	DAMAGE REDUCTION SCORE	ATTACKS	INJURED EFFECTS	COST
Pets	Needs feed in normal, difficult and extreme environments	Depends	0	Depends	Depends	Depends
Livestock	Needs feed in very difficult and extreme environments	30	0	max 1 die/ round	Speed halved when health points go below 50%	●●
Mule/ox	Needs feed in very difficult and extreme environments	50	0	max 2 dice/ round +2 damage	Speed halved when health points go below 50%	●●
Riding horse	Needs feed in very difficult and extreme environments	50	-2	max 2 dice/ round +2 damage	Speed halved when health points go below 50%	●●
Warhorse	Needs feed in extreme environments only	70	-4	max 4 dice/ round +4 damage	Speed halved when health points go below 25%	●●●

Jewel Types and Sizes

These precious stones vary in size, value and type. The larger they are the rarer they are to find. They can be used in any trade and their prices vary. Mining is used to find them and a minimum of ●●● Craft Secondary Skill is needed to shape them. The Story Teller determines what kinds of jewels are found.

SIZE OF JEWEL	VALUE IN GOLD	TYPE OF JEWEL VALUE MULTIPLIER	COLOUR
Tiny	●	No multiplier for opals	Semi-transparent
Small	●●	Value x2 for sapphires	Blue
Large	●●●	Value x3 for diamonds	Clear
Half fist sized	●●●●	Value x4 for emeralds	Green
Fist sized	●●●●●	Value x5 for rubies	Purple-red

Chapter 7: Structures, Ships, War Machines and Land Transport

Building Structures

Each type of building has a damage reduction score, health points, size and person capacity, building time, repair time needed, builders needed and value. When it comes to building, the structure length, width and height must not exceed the listed size. If the character wants to build a middle class structure the measurements could be 10x10x10 meters or 20x10x5 meters in size, as long as it does not exceed the maximum size of 1 000 m³. Any amount of people can reside within the structure, as long as the maximum person capacity is not exceeded.

War machines are only available to kingly and legendary structures. The number of war machines is determined by a character's Command ●, but cannot exceed 20 for kingly structures and 50 for legendary structures. The character's Command and War Secondary Skill determines the amount and type of soldiers protecting the structure.

The more builders involved in the construction/repair the faster it takes to complete the task and vice versa. It is up to the character to come up with an accurate description of the structure and up to the Story Teller to make sure that it is within reason.

BUILDING TYPE	DAMAGE REDUCTION SCORE	HEALTH POINTS	SIZE (length x width x high total)	BUILDING TIME	REPAIR TIME NEEDED	BUILDERS NEEDED	VALUE
Basic	-10	100	100 m ³ max 10 person capacity	1 week	1 day per level to repair	10	●●
Middle class	-20	500	1 000 m ³ max 20 person capacity	1 month	1 week per level to repair	50	●●●
Upper class	-30	1000	10 000 m ³ max 100 person capacity	1 year	2 months per level to repair	100	●●●●
Kingly	-40	10 000	100 000 m ³ max 1000 person capacity	5 years	1 year per level to repair	500	●●●●●
Legendary	-50	50 000	1 000 000 m ³ max 10 000 person capacity	10 years	2 years per level to repair	1000	Priceless

Constructing Doors

Each type of door has a damage reduction score, health points, auto-destroy, building time, repair time needed, builders needed and value. To build any wooden doors ● Builder Secondary Skill is needed, ●● are needed for any metal doors and ●●● are needed for stone doors. If the character wants to force a door open without hacking at it, an opposed Strength roll is made against the door.

Basic, middle class and upper class structures have doors, while kingly and legendary structures have gates that are part of their overall defense. If the character has ●●●● or ●●●●● in the Builder Secondary Skill, one can create hidden doors within wooden or stone walls that can only be discovered with a successful opposed Investigation Secondary Skill roll. This is a once off attempt by the character looking for hidden doors.

DOOR TYPE	DAMAGE REDUCTION SCORE	HEALTH POINTS	AUTO-DESTROY (1 attempt per character)	BUILDING TIME	REPAIR TIME NEEDED	BUILDERS NEEDED	VALUE
Wood-en	-5	50	● opposed strength	1 day	-	1	●
Rein-forced wooden	-10	100	●● opposed strength	2 days	10 hours per level to repair	1	●●
Metal	-15	500	●●● opposed strength	1 week	1 day per level to repair	1	●●
Rein-forced metal	-20	1000	●●●● opposed strength	2 weeks	2 days per level to repair	1	●●●
Stone	-25	2000	●●●●● opposed strength	1 month	1 week per level to repair	1	●●●

Building Bridges

Each type of bridge has a damage reduction score, health points, size, building time, repair time needed, builders needed and value. To build a reinforced rope bridge ● Builder Secondary Skill is needed, ●● are needed for any wooden bridges and ●●● are needed for any stone bridges. When it comes to building, the bridge length and width must not exceed the listed size. If the character wants to build a reinforced wooden bridge the measurements could be 5x20 meters or 10x10 meters in size, as long as it does not exceed the maximum size of 100 m².

BRIDGE TYPE	DAMAGE REDUCTION SCORE	HEALTH POINTS	SIZE (length x width total)	BUILDING TIME	REPAIR TIME NEEDED	BUILDERS NEEDED	VALUE
Reinforced rope	-5	50	10 m ²	1 day	5 hours per level to repair	5	●
Wooden	-10	100	50 m ²	1 week	1 day per level to repair	10	●●
Reinforced wooden	-15	500	100 m ²	1 month	1 week per level to repair	50	●●●
Stone	-20	1000	500 m ²	6 months	1 month per level to repair	100	●●●●
Reinforced stone	-25	10000	1000 m ²	1 year	2 months per level to repair	500	●●●●●

Building Ships

Each type of ship has a crew, damage reduction score, health points, size and person capacity, building time, repair time needed, builders needed and value. Any amount of people can sail on the ship, as long as the maximum person or weight capacity is not exceeded. Crew numbers are excluded from capacity. If the minimum number of crew needed to row the ship go between full and half, rowing speed is halved. If the number drops below half the ship cannot be rowed, only sailed.

War machines are only available on large sailing ships and galleons. The amount of war machines is determined by a character's Command ●, but cannot exceed 5 for large sailing ships and 10 for galleons. The character's Command and War Secondary Skill determines the amount and type of soldiers on board. Ship crew in general are trained as average soldiers, but do not wear armour.

The more builders involved in the construction/repair the faster it takes to complete the task and vice versa. It is up to the character to come up with an accurate description of the ship and up to the Story Teller to make sure that it is within reason.

SHIP TYPE	DAMAGE REDUCTION SCORE	HEALTH POINTS	SIZE (average length x width x height)	BUILDING TIME	REPAIR TIME NEEDED	BUILDERS NEEDED	VALUE
Small row boat (crew 2)	-5	50	5 x 1 x 1 m max 5 person/ ½ ton capacity	1 day	5 hours per level to repair	5	●
Large row boat (crew 10)	-10	100	10 x 3 x 2 m max 20 person/2 ton capacity	1 week	1 day per level to repair	10	●●
Small sailing ship (crew 20)	-15	500	25 x 5 x 3 m max 100 person/10 ton capacity	1 month	1 week per level to repair	50	●●●
Large sailing ship (crew 50)	-20	1000	35 x 7 x 5 m max 200 person/20 ton capacity	6 months	1 month per level to repair	100	●●●●
Galleon (crew 100)	-25	10 000	50 x 10 x 10 m max 500 person/50 ton capacity	1 year	2 months per level to repair	500	●●●●●

Ship Collision Damage

If two ships collide, both ships take damage. If a galleon collides with a small sailing ship the galleon will do 1 die x50 -15 (damage reduction score), while the small sailing ship will do 1 die x10 -25 (damage reduction score). If a ship moves faster or slower, collides with any landmass or sails through a severe storm, the Story Teller determines the damage taken.

SHIP TYPE	COLLISION DAMAGE CAUSED AT AVERAGE SPEED
Small row boat (crew 2)	1 die x1
Large row boat (crew 10)	1 die x5
Small sailing ship (crew 20)	1 die x10
Large sailing ship (crew 50)	1 die x20
Galleon (crew 100)	1 die x50

Constructing War Machines

Each type of war machine has a damage reduction score, health points, empty weight, building time, repair time needed, builders needed and value. To build a siege ladder ● Builder Secondary Skill is needed, ●● are needed for ballistas, light catapults and battering rams, and ●●● are needed for heavy catapults. Transporting these war machines is equivalent to pulling a fully laden sled, cart and wagon respectively.

The more builders involved in the construction/repair the faster it takes to complete the task and vice versa. It is up to the character to come up with an accurate description of the war machine and up to the Story Teller to make sure that it is within reason.

WAR MACHINE TYPE	DAMAGE REDUCTION SCORE	HEALTH POINTS	EMPTY WEIGHT	BUILDING TIME	REPAIR TIME NEEDED	BUILDERS NEEDED	VALUE
Siege ladder	-2	100	100 kg per 10 m	1 day per 10 m	5 hours per 10 m	1	●● per 10 m
Ballista	-4	200	●●●	1 week	1 day	1	●●●
Light catapult	-6	300	●●●●	1 week	1 day	5	●●●
Heavy catapult	-8	400	●●●●	1 week	1 day	5	●●●
Battering ram	-10	500	●●●●	1 week	1 day	5	●●●

Using War Machines

War machines are used in epic battles on land and sea. They are large, slow and cumbersome. However, their devastating range, area of effect and damage, especially under the command of those who are capable, can bring both victory and glory. If the minimum number of people needed to operate the war machine go between full and half, all attacks take twice as long. If the number drops below half the war machine cannot be operated. All War Machine attacks are non-deflectable in normal combat and mass combat due to their area effect. Single targets can attempt to dodge the ranged attack using the Dodge Secondary Skill, a movement action cannot be used to get out of the way.

If the character has ●●● War Machines Primary Skill and leads a team in firing a light catapult, the damage will be 3 dice x5. Its range will be 150 meters x3 (●●● War Machines), total 450 meters and affect a 3 meter radius. All those in the area of effect suffer the damage rolled.

WAR MACHINES	MANEUVER-ABILITY (minimum people needed to operate)	ATTACKS PER MINUTE	AMMUNITION	DAMAGE MULTIPLIED BY WAR MACHINE TYPE	RANGE/AREA OF EFFECT (m)
Siege ladder	2	-	-	Can hold 5 soldiers/10 m	Depends on length
Ballista	4	1	Ballista bolt	x5	10-100 m/ 1 m radius
Light catapult	4	1	100 kg shots	x5	75-150 m/ 3 m radius
Heavy catapult	8	1	250 kg shots	x10	100-200 m/ 4 m radius
Battering ram	8	1	-	x5	Point blank

Constructing Land Transportation

Each type of land transportation has a damage reduction score, health points, empty weight, building time, repair time needed, builders needed and value. To build a sled, cart or wagon ● Builder Secondary Skill is needed, ●● are needed for fine carriages and ●●● are needed for royal carriages. Only one rider is required to guide the animals. If there is no rider the animals will slow down until they stop in 1 die minutes.

The more builders involved in the construction/repair the faster it takes to complete the task and vice versa. It is up to the character to come up with an accurate description of the land transport and up to the Story Teller to make sure that it is within reason.

LAND TRANSPORT TYPE	DAMAGE REDUCTION SCORE	HEALTH POINTS	EMPTY WEIGHT	BUILDING TIME	REPAIR TIME NEEDED	BUILDERS NEEDED	VALUE
Sled	-2	10	●	1 hour	-	1	●
Cart	-4	50	●●●	1 day	5 hours per level to repair	5	●●
Wagon	-6	100	●●●●	1 week	1 day per level to repair	5	●●●
Fine carriage	-8	500	●●●●	1 week	1 day per level to repair	5	●●●●
Royal carriage	-10	1000	●●●●	2 weeks	2 days per level to repair	5	●●●●

Using Land Transportation

Land transportation can be used to carry people and supplies. Livestock such as mules and oxen are used to pull sleds, carts and wagons, while riding horses can be used to pull any transport type. Every extra mule or ox adds an extra 10km/h to the fast traveling speed. This speed cannot go above 30km/h. Every extra horse adds an extra 10km/h to the fast traveling speed. This speed cannot go above 50km/h. If one less than the minimum number of horses, mules or oxen is used to pull any transport type, both standard and fast traveling speeds are halved. No more than 100km can be traveled in normal conditions per day. Land transport by ordinary means cannot be used over very difficult or extreme terrain.

TRANSPORT TYPE	CARRYING CAPACITY/ PERSON CAPACITY (excludes driver)	MINIMUM ANIMALS REQUIRED	STANDARD TRAVELING SPEED (general)	FAST TRAVELING SPEED (horse, mule/oxen)
Sled	100 kg/1	1	10 km/h	40 km/h, 20 km/h
Cart	500 kg/4	1	10 km/h	30 km/h, 20 km/h
Wagon	1000 kg/8	2	10 km/h	30 km/h, 20 km/h
Fine carriage	500 kg/4	2	10 km/h	30 km/h
Royal carriage	500 kg/4	4	10 km/h	30 km/h

Building Roads

Various types of roads can be built between places to increase trade and lessen traveling time. To build a dirt road ● Builder Secondary Skill is needed, ●● are needed for paved roads and ●●● are needed for reinforced roads. If a character builds a 100km 10 meter wide paved road, it could cost 10 gold pieces x100, totaling 1000 gold pieces, a 100km 5 meter wide paved road would cost half of that. To maintain these roads would cost 100 gold pieces and 50 gold pieces respectively every year and take 5 builders per km.

ROAD TYPE	COST PER KM	BUILDING TIME PER KM	BUILDERS PER KM	MAINTENANCE COST
Dirt 5 m wide	●	1 day	50	10th of total value per year
Paved 5 m wide	●●	1 week	50	10th of total value per year
Paved 10 m wide	●●	2 weeks	50	10th of total value per year
Reinforced 5 m wide	●●●	2 weeks	50	10th of total value per year
Reinforced 10 m wide	●●●	1 month	50	10th of total value per year

Road Deterioration

If roads are not maintained due to the conditions and various levels of traffic, they drop in quality. If a 10 meter wide reinforced road is not maintained and the allocated time is reached, it becomes a 10 meter wide paved road. If it is still not maintained and the allocated time is reached it becomes a dirt road. If the dirt road is not maintained it is no more as it gets overrun by the surrounding natural environment. If a 5 meter wide paved road is built in difficult conditions and has high traffic, it will last for 18 years without maintenance. After that it becomes a dirt road, then it is overrun by nature and is no more. Traces of a road's former glory might still be seen but this depends on the conditions. Roads built in good conditions have double the lifespan.

ROAD TYPE	NORMAL CONDITIONS	DIFFICULT CONDITIONS	VERY DIFFICULT CONDITIONS	EXTREME CONDITIONS	NORMAL TRAFFIC	HIGH TRAFFIC
Dirt	5 year	-2 years	-3 years	-5 years	-	-
Paved 5 m wide	25 years	-2 years	-3 years	-5 years	-2 years	-5 years
Paved 10 m wide	25 years	-1 year	-1½ years	-2½ years	-1 year	-2 years
Reinforced 5 m wide	50 years	-2 years	-3 years	-5 years	-2 years	-5 years
Reinforced 10 m wide	50 years	-1 year	-1½ years	-2½ years	-1 year	-2 years

Building Time Adjustments

All building time discussed in this chapter is the time it takes to build in normal conditions. This includes finding and transporting the materials to the location. The table below illustrates how time is affected due to the weather. If any excavating or tunneling is required, the time it takes to complete is determined by the Story Teller. The number of builders must be taken into consideration as well.

CONDITIONS	BUILDING TIME
Extreme	X8
Very difficult	X4
Difficult	X2
Normal	No change
Good	No change

Damage Levels

Any structure, ship, war machine and land transport type has health points allocated to it. These points are divided into various damage levels. Exposure to the elements causes automatic damage each year. 1 die x5 health points of damage minus the structure's damage reduction score is taken yearly in normal conditions, 1 die x10 minus the structure's damage reduction score is taken yearly in difficult conditions, 1 die x20 minus the structure's damage reduction score is taken yearly in very difficult conditions and 1 die x50 minus the structure's damage reduction score is taken yearly in extreme conditions.

The wear and tear of any weapon will drastically increase when used to damage structures, ships, war machines and land transport. The damage reduction score is halved when using heavy weapons and doubled when using Body attacks. When health points reach 0 the structure, ship, war machine and land transport type cannot be restored, they are completely destroyed.

HEALTH POINTS	STRUCTURE DAMAGE LEVEL	SHIP DAMAGE LEVEL	WAR MACHINES DAMAGE LEVEL	LAND TRANSPORT TYPE DAMAGE LEVEL
99-80%	Minor damage	Minor damage	Minor damage	Minor damage
79-60%	Serious damage	Serious damage	Serious damage	Serious damage
59-40%	Major damage	Major damage	Major damage	Major damage
39-20%	Damage reduction score halved	Damage reduction score halved	Damage reduction score halved	Damage reduction score halved
19-1%	No defense, structure breached	Ship cannot sail, only rowed	War machine unusable	Transport type unusable

Chapter 8: Creating and Using Minor and Major Magical Items

The following list shows examples of minor and major magical items. The relevant Secondary Skill of Armourer, Craft or Weaponsmith and level of experience are required to make these items. More than one minor or major magical ability can be added to the following items, as long as they are not the same or similar ability. Major magical items can have minor magical abilities, but not the visa versa. A character cannot create a magical weapon that adds +5 to damage, then at a later stage add an extra +10 to damage to the same weapon. Items with more than one magical ability take longer to create but are seen as one magical item. Armour, shield and weapon magical abilities can only be used by those items, however an artefact's magical ability can be used on artefacts or on any other items. Magical armour and shields help soak unsoakable damage from all magical attacks. Non magical weapons capable of halving damage deduction score, like a battleaxe, can not do so against magical armour and shields. Only magical weapons capable of halving damage reduction score, and great and legendary beasts can do so.

A character with ● Might can only use 1 minor magical item. ●● Might is needed to use more than 1 minor and only 1 major magical item. ●●● Might is needed to use more than 1 major magical item. The amount of magical items a character can own is unlimited but magical items used simultaneously must not exceed one's Might score. The player decides which magical item(s) to use. If a character has ●● Might, two magical items can be used, but only one of these can be a major magical item. It takes one hour to activate a minor magical item and one day to activate a major magical item before it can be used. Once it is activated the owner can use it until it is replaced by another magical item, or when it is not within close proximity of the owner.

It is up to the Story Teller or players to come up with an appropriate description for these items. They are rare and powerful, even hundreds of years old. These items are earned, fought for or inherited, and take many years to create. Not many people are willing to sell magical items. Only those Mighty enough can wield them.

MINOR MAGICAL ITEM	DESCRIPTION OF ABILITY
Armour	+5 on damage reduction score
	-● from armour maneuverability score
Artefact	Automatically skilled in a ●●●● secondary skill while in possession of the artefact
	Constant 10 m radius of light from artefact when revealed, equivalent to daylight
	Doubles the capacity of quivers, slingshot bags, backpack, sacks, saddlebag and items carried on oneself without adding extra weight
	Item immune to wear and tear, not aimed damage
	Lifespan x2 (when person using this artefact dies it is no more)
	Musical instrument, performance fee and size of audience doubles
	One magical item invisible to the eye until used, minimum ●●●● awareness roll against ●●●● artefact roll to see
Shield	Time to make and repair items halved
	+5 on damage reduction score
Weapon	-● from shield maneuverability score
	Drain 1 magical allowance point from opponent with a successful attack
	Hand to hand weapon +5 damage
	Initiative +5 (ranged weapons are readied in 2 actions instead of 4 actions)
	Permanent liquid fire ranged attacks, ammunition magically lights up
	Ranged weapon +5 damage
	Ranged weapon attack speed halved to 2 actions
Thrown weapon +5 damage	

MAJOR MAGICAL ITEM	DESCRIPTION OF ABILITY
Armour	+10 on damage reduction score
	-●● from armour maneuverability score
Artefact	All magical items invisible to the eye until used, minimum ●●●● awareness roll against ●●●●● artefact roll to see
	Allow 1 extra speciality
	Automatically skilled in a ●●●●● secondary skill while in possession of the artefact
	Change into a beast already killed for 1 die in rounds once per day, use highest stats and all bonuses. Takes 1 round to transform (carried items retained). Dying in beast form kills character immediately
	Chosen domain permanently
	Constant 50 m radius of light from artefact when revealed, equivalent to daylight
	Damage received halved (rounded down)
	Item can be taken to the afterlife when owner enters spirit hierarchy with a minimum of ●●●● might
	Item indestructible
	Lifespan x5 (when person using this artefact dies it is no more)
	Time to make and repair magical items halved
	Training time halved
Shield	+10 on damage reduction score
	-●● from shield maneuverability score
Weapon	Drain 1 magical allowance point from opponent and add it to own total with a successful attack, cannot exceed maximum amount allowed
	Hand to hand weapon +10 damage
	Initiative +10 (ranged weapons have a 0 initiative penalty)
	Large weapon attack and deflect speed halved to 1 action
	Permanent liquid fire war machine attacks, ammunition magically lights up
	Quiver of unlimited arrows, never run out of arrows
	Ranged weapon +10 damage
	Ranged weapon attack speed quartered to 1 action
	Thrown weapon +10 damage
	Thrown weapon returns to wielder after attack, takes 1 action (cannot be caught by opponent)

Chapter 9: Experience and Training

It is recommended that new characters begin with ● in each Ability. Then they have 50 Progress Points that they can freely distribute between their Abilities, Primary Skills, Specialities and Secondary Skills. At the end of each session the Story Teller awards each player with 3 Progress Points for attendance. If the session had good role-playing a bonus Progress Point is added. If the session had great role-playing with exceptional descriptions another bonus Progress Point is added, bringing the total to 5 Progress Points.

When a main goal is reached or mission accomplished the Progress Points received are doubled. The list below illustrates the cost in Progress Points for Abilities, Primary Skills, Specialities and Secondary Skills. To achieve ●●●●● in an Ability would cost a total of 75 Progress Points.

COST PER ●	
Abilities	First ● 5 progress points, thereafter next ● gained x5 (5, 10, 15, 20, 25)
Primary skills	First ● 4 progress points, thereafter next ● gained x4 (4, 8, 12, 16, 20)
Speciality	First ● 4 progress points, thereafter next ● gained x4 (4, 8, 12, 16, 20)
Secondary skills	First ● 3 progress points, thereafter next ● gained x3 (3, 6, 9, 12, 15)
Nature points	1 progress point for every nature point

Acquiring Abilities, Skills, Specialities and Training Time Required

Each extra ● in any Ability is gained though life experience, there is no training time. Each extra ● in any Primary or Secondary Skill needs training time under the supervision of a willing and experienced tutor.

There are very few Masters and Grand Masters in each Primary and Secondary Skill. Champions are more numerous but still quite rare, while Experts are common. Training in a chosen Speciality needs to be done in complete solitude.

The higher one goes in skill level, the more difficult it becomes. If the character is a Champion bowman and wants to reach the Master level, a willing Master tutor must be found who has the time and whose price is met. If a tutor has a Nature differing to that of the prospective student, the training can be denied. The Story Teller decides on this and on Tutor availability. The following tables illustrate this.

LEVEL OF EXPERIENCE OF PRIMARY AND SECONDARY SKILLS		TRAINING TIME REQUIRED WITH A TUTOR
●	Apprentice	1 month
●●	Expert	3 months
●●●	Champion	6 months
●●●●	Master	2 year
●●●●●	Grand Master	5 years

LEVEL OF EXPERIENCE OF SPECIALITY SKILLS		TRAINING TIME REQUIRED IN SOLITUDE
●	Onefold	1 month
●●	Twofold	3 months
●●●	Threefold	6 months
●●●●	Fourfold	2 year
●●●●●	Fivefold	5 years

Chapter 10: Story Characters

The Story Teller controls all the Story Characters in the game. There are allies, opponents and beasts that can assist or hinder the character. They are spread over the five Domains: Desert, Forest, Plains, Snow and Water. This affects their appearance and way of life. Beasts can dwell on land, in the air and water. Allies and opponents have Natures that vary from Martyr, Good, Neutral, Lawbreaker and Evil. Beasts in general have a Neutral Nature.

Overall Strength is measured by the amount of Ability ● and Progress Points each one has. The more ● and Progress Points, the more powerful their Primary, Speciality and Secondary Skills are.

If a character has ● in each Ability, a +1 Might and some Primary and Secondary Skills, one can theoretically come up against an opponent who has ● Sense, ●● Speed and ● Strength. The character may not have matching Speed but is more well rounded and could use various skills to overcome the opponent.

To determine a Story Character's power level compared to that of the Playing Character, the Story Teller adds their Progress Points from Ability ●, Primary Skill ● and Speciality ● together. If the totals are roughly the same they could be evenly matched in combat. Progress Points from Secondary Skill ● are not added, as this does not have a direct effect on power levels. It is up to the Story Teller to keep the story challenging but fair. The following five examples illustrate Allies/Opponents at various power levels:

AVERAGE ALLY/OPPONENT

Progress Points: 37

At this power level one can have up to 40 Progress Points in Secondary Skills

Nature: Good with 1 Nature Point

Health Points: 60

ABILITIES

● in all Abilities with +1 Might

PRIMARY SKILLS

Magic: Water Domain with 5 Magical Allowance points

● Protection

Melee

● Hand to Hand with ● Speciality

SECONDARY SKILLS

Builder

Communicate

Dodge

Endurance

Resourcefulness

Sail

Scholar

Survival

Swim

Weaponsmith

EQUIPMENT

Minor magical weapon: Short sword +5 damage

DICE POOLS

Initiative: 1 die with hand to hand attacks (weapon initiative penalty dependant on weapon used, -1 off weapon initiative penalty due to Hand to Hand Skill)

Attack: 2 dice+2 (+1 Might, +1 Might Speciality) with hand to hand weapons

Dodge: 2 dice

Deflect: 2 dice+4 (+1 Might, +1 Might Speciality, +2 deflect modifier with short sword)

Damage reduction score: 0

Damage: +9 with magical short sword

STRONG ALLY/OPPONENT:

Progress Points: 111

At this power level one can have up to 80 Progress Points in Secondary Skills

Nature: Lawbreaker with 2 Nature Points

Health Points: 50

ABILITIES

●● in all Abilities with +2 Might

PRIMARY SKILLS

Magic: Forest Domain with 10 Magical Allowance points

●● Control

Melee

●● Body with ●● Speciality

● War Machines

SECONDARY SKILLS

Athletics

Awareness

Climb

Dodge

Investigation

Resourcefulness

Run

Scholar

Stealth

Swim

EQUIPMENT

Major magical artefact: Initiative +10

DICE POOLS

Initiative: 2 dice+10 for body attacks

Attack: 4 dice+4 (+2 Might, +2 Might Speciality) with body, depends on war machine +2 (+2 Might)

Dodge: 4 dice

Deflect: 4 dice+4 (+2 Might, +2 Might Speciality)

Damage reduction score: 0

Damage: +0

VERY STRONG ALLY/OPPONENT

Progress Points: 246

At this power level one can have up to 120 Progress Points in Secondary Skills

Nature: Neutral with 3 Nature Points

Health Points: 80

ABILITIES

●●● in all Abilities with +3 Might

PRIMARY SKILLS

Magic: Desert Domain with 15 Magical Allowance points

●●● Element

●●● Heal with ●●● Speciality

Melee

●●● Thrown

SECONDARY SKILLS

Awareness

Beast Affinity

Communicate

Craft

Dodge

Endurance

Herbalist

Mystic

Stealth

Survival

EQUIPMENT

Major magical weapon: Indestructible throwing knives with +5 damage

Minor magical artefact: Lifespan x2

Minor magical artefact: Time to make and repair items halved.

DICE POOLS

Initiative: 3 dice for thrown attacks (weapon initiative penalty dependant on weapon used)

Attack: 3 dice +3 (+3 Might) with element magic, 3 dice+3 (+3 Might) with thrown weapons

Dodge: 6 dice

Deflect: not applicable

Damage reduction score: 0

Damage: +7 with magical throwing knives

GREAT ALLY/OPPONENT

Progress Points: 514

At this power level one can have up to 160 Progress Points in Secondary Skills

Nature: Martyr with 4 Nature Points

Health Points: 90

ABILITIES

●●●● in all Abilities with +4 Might

PRIMARY SKILLS

Magic: Plains Domain with 20 Magical Allowance points

●●●● Control with ●●●● Speciality

●●●● Element

Melee

●● Body

●●●● Ranged with ●●●● Speciality

SECONDARY SKILLS

Athletics

Awareness

Climb

Endurance

Herbalist

Investigation

Resourcefulness

Stealth

Survival

War

EQUIPMENT

Major magical armour: Chain mail +10 on damage reduction score

Major magical weapon: Longbow +10 damage

Major magical artefact: Allow 1 extra speciality

Major magical artefact: Damage received halved (rounded down)

DICE POOLS

Initiative: 4 dice for body attacks, 4 actions for ranged attacks

Attack: 4 dice+4 (+4 Might) with element magic, 2 dice+4 (+4 Might) with body, 8 dice+8 (+4 Might, +4 Might Speciality) with ranged weapons

Dodge: not applicable

Deflect: 2 dice +4 (+4 Might)

Damage reduction score: -18

Damage: +0 with body, +12 with magical longbow

LEGENDARY ALLY/OPPONENT

Progress Points: 675

At this power level one can have up to 200 Progress Points in Secondary Skills

Nature: Evil with 5 Nature Points

Health Points: 100

ABILITIES

●●●●● in all Abilities with +5 Might

PRIMARY SKILLS

Magic: Snow Domain with 25 Magical Allowance points

●●●●● Combat with ●●●●● Speciality

●●●●● Protection

Melee

●●●●● Hand to hand

SECONDARY SKILLS

Awareness

Communicate

Dodge

Endurance

Manipulation

Ride

Scholar

Survival

Swim

War

EQUIPMENT

Major magical armour: Chain mail +10 on damage reduction score

Major magical shield: Large shield +10 on damage reduction score

Major magical weapon: Double-handed sword +10 damage

Major magical artefact: Large weapon attack and deflect speed halved to 1 action

Major magical artefact: Chosen domain permanently

DICE POOLS

Initiative: 5 dice for hand to hand weapons (no weapon initiative penalty due to Hand to Hand Skill)

Attack: 10 dice+10 (+5 Might, +5 Might Speciality) with combat magic, 5 dice+5 (+5 Might) with hand to hand weapons

Dodge: 10 dice

Deflect: 5 dice+14 (+5 Might, +5 Might Speciality, +4 deflect modifier with double-handed sword)

Damage reduction score: -32

Damage: +18 with magical double-handed sword (damage reduction score halved)

Beasts

If a character encounters a beast or a group of beasts, the Story Teller can decide to roll 1 die to determine their reaction. If a 1 or 2 is rolled the beasts will move away, if the character or group follows or comes closer they will feel threatened and attack. If a 3 or 4 is rolled the beasts will ignore the character or group and continue with what they are doing, if the character or group comes closer they will feel threatened and attack. If a 5 or 6 is rolled the beasts will attack the character or group immediately.

In times of danger, if the character has a high enough Beast Affinity Secondary Skill, one can call upon various beasts for assistance. If successful these beasts will arrive to assist in any way they can, be it kill or be killed, provide an escape or a decoy. The character rolls 1 die to determine if there are any beasts within the surrounding area. No bonuses can be included with this roll. If the character rolls a 4 and has ●●●● Beast Affinity, 3 huge beasts will arrive as soon as they can. If the summoner dies they depart immediately.

●●●● BEAST AFFINITY	1	2	3	4	5	6
Small beast	None	X5				
Large beast	None		X4			
Huge beast	None			X3		
Great beast	None				X2	
Legendary beast	None					X1

●●●●● BEAST AFFINITY	1	2	3	4	5	6
Small beast	None	X10				
Large beast	None		X8			
Huge beast	None			X6		
Great beast	None				X4	
Legendary beast	None					X2

If a character has tamed any beasts using Beast Affinity, they become lifelong allies. Beasts can travel with the character and fellow companions when traveling through their territory, but it is quite rare for them to leave their domain completely. It is up to the Story Teller to decide. If a beast is based on land or in water, for every ● of Speed it has it can move at 20km/h (max 100km/h). If a beast is based in the air, for every ● of Speed it has it can move at 40km/hour (max 200km/h). They can travel at maximum speed for an amount of hours equivalent to their Endurance ● each day with no environmental damage or penalties in their domain. A beast dwelling on land with ●●● Speed and ●● Endurance can travel 120km each day. A character with the Ride Secondary Skill can ride on the tamed beast if its size is considered large or bigger.

All beasts have the same Abilities, Primary and Secondary Skills, some can also climb and swim. Certain beasts can have optional attacks, however, special melee attacks cannot be used. All attack or deflect rolls take 1 action to complete. Environmental and cover penalties apply to all ranged area attacks. The following examples are average scores, but the Story Teller can adjust their Ability Skills. A standard large beast with ●● in Speed, Sense and Strength can be changed, as long as the Progress Points are similar when added together and its Primary and Secondary Skills are not higher than its Abilities. The following five examples illustrate beasts at various power levels:

SMALL BEASTS

Domain: Desert

Progress Points: 19

Health Points: 60 (lives up to 20 years)

Number of close quarter attackers that can attack simultaneously: 1

Movement: 1 action needed to move 1 meter on land/water or 2 meters in the air during combat

Immunity: Weak poison and red sickness

ABILITIES

- Sense
- Speed
- Strength

PRIMARY SKILLS

Melee

- Body (no extra attacks, opponent's damage reduction score unchanged)

SECONDARY SKILLS

- Athletics (only applies to land-based beasts)
- Awareness (unchanged)
- Endurance (walk, march or row does not apply)
- Stealth (unchanged)
- Survival (only applies if beast is outside its own domain)
- Tracking (unchanged)

DICE POOLS

Initiative: 1 die

Attack: 2 dice

Deflect: 2 dice

Damage reduction score: -4

Damage: +2

Optional Attacks (maximum 1 from available choices)

TYPE OF ATTACK	SMALL BEAST
Area attack, cannot deflect (1 full round needed)	1-10 m range, 1 m radius dodge needed to avoid attack
Damage and stun attack (1 per round)	Opposed Strength roll or lose 1 action if failed
Invisibility	Not applicable
Poison bite (1 per round)	Weak poison
+5 to attack and deflect for higher elevation	Not applicable

LARGE BEASTS

Domain: Forest

Progress Points: 57

Health Points: 70 (lives up to 40 years)

Number of close quarter attackers that can attack simultaneously: 2

Movement: 1 action needed to move 2 meters on land/water or 4 meters in the air during combat

Immunity: Regular poison and blue sickness

ABILITIES

- Sense
- Speed
- Strength

PRIMARY SKILLS

Melee

- Body (no extra attacks, opponent's damage reduction score unchanged)

SECONDARY SKILLS

- Athletics (only applies to land-based beasts)
- Awareness (unchanged)
- Endurance (walk, march or row does not apply)
- Stealth (unchanged)
- Survival (only applies if beast is outside its own domain)
- Tracking (unchanged)

DICE POOLS

Initiative: 2 dice

Attack: 4 dice

Deflect: 4 dice

Damage reduction score: -8

Damage: +4

Optional Attacks (maximum 2 from available choices)

TYPE OF ATTACK	LARGE BEAST
Area attack, cannot deflect (1 full round needed)	2-20 m range, 2 m radius dodge needed to avoid attack
Damage and stun attack (1 per round)	Opposed Strength roll or lose 2 actions if failed
Invisibility	Not applicable
Poison bite (1 per round)	Normal poison
+5 to attack and deflect for higher elevation	Not applicable

HUGE BEASTS

Domain: Plains

Progress Points: 114

Health Points: 80 (lives up to 60 years)

Number of close quarter attackers that can attack simultaneously: 4

Movement: 1 action needed to move 3 meters on land/water or 6 meters in the air during combat

Immunity: Strong poison and brown sickness

ABILITIES

- Sense
- Speed
- Strength

PRIMARY SKILLS

Melee

- Body (no extra attacks, opponent's damage reduction score halved, except when magical)

SECONDARY SKILLS

- Athletics (only applies to land-based beasts)
- Awareness (unchanged)
- Endurance (walk, march or row does not apply)
- Stealth (unchanged)
- Survival (only applies if beast is outside its own domain)
- Tracking (unchanged)

DICE POOLS

Initiative: 3 dice

Attack: 6 dice

Deflect: 6 dice

Damage reduction score: -12

Damage: +6

Optional Attacks (maximum 3 from available choices)

TYPE OF ATTACK	HUGE BEAST
Area attack, cannot deflect (1 full round needed)	3-30 m range, 3 m radius dodge needed to avoid attack
Damage and stun attack (1 per round)	Opposed Strength roll or lose 3 actions if failed
Invisibility	Not applicable
Poison bite (1 per round)	Strong poison
+5 to attack and deflect for higher elevation	Yes



GREAT BEASTS

Domain: Snow

Progress Points: 190

Health Points: 90 (regenerates 1 health point/round, lives up to 80 years)

Number of close quarter attackers that can attack simultaneously: 8

Movement: 1 action needed to move 4 meters on land/water or 8 meters in the air during combat

Immunity: Deadly poison and grey sickness

ABILITIES

●●●● Sense

●●●● Speed

●●●● Strength

PRIMARY SKILLS

Melee

●●●● Body (no extra attacks, opponent's damage reduction score halved, even when magical)

SECONDARY SKILLS

●●●● Athletics (only applies to land-based beasts)

●●●● Awareness (unchanged)

●●●● Endurance (walk, march or row does not apply)

●●●● Stealth (unchanged)

●●●● Survival (only applies if beast is outside its own domain)

●●●● Tracking (unchanged)

DICE POOLS

Initiative: 4 dice

Attack: 8 dice

Deflect: 8 dice

Damage reduction score: -16 (including magical damage)

Damage: +8

Optional Attacks (maximum 4 from available choices)

TYPE OF ATTACK	GREAT BEAST
Area attack, cannot deflect (1 full round needed)	4-40 m range, 4 m radius dodge needed to avoid attack
Damage and stun attack (1 per round)	Opposed Strength roll or lose 4 actions if failed
Invisibility	●●●● stealth
Poison bite (1 per round)	Deadly poison
+5 to attack and deflect for higher elevation	Yes

LEGENDARY BEASTS

Domain: Water

Progress Points: 285

Health Points: 100 (regenerates 5 health points/round, lives a minimum of 100 years/Story Teller decides)

Number of close quarter attackers that can attack simultaneously: Story Teller decides

Movement: 1 action needed to move 5 meters on land/water or 10 meters in the air during combat

Immunity: Cursed poison and black sickness

ABILITIES

- Sense
- Speed
- Strength

PRIMARY SKILLS

Melee

- Body (no extra attacks, opponent's damage reduction score halved, even when magical)

SECONDARY SKILLS

- Athletics (only applies to land-based beasts)
- Awareness (unchanged)
- Endurance (walk, march or row does not apply)
- Stealth (unchanged)
- Survival (only applies if beast is outside its own domain)
- Tracking (unchanged)

DICE POOLS

Initiative: 5 dice

Attack: 10 dice

Deflect: 10 dice

Damage reduction score: -20 (including magical damage)

Damage: +10

Optional Attacks (all 5 choices available)

TYPE OF ATTACK	LEGENDARY BEAST
Area attack, cannot deflect (1 full round needed)	5-50 m range, 5 m radius dodge needed to avoid attack
Damage and stun attack (1 per round)	Opposed Strength roll or lose 5 actions if failed
Invisibility	●●●●● stealth
Poison bite (1 per round)	Cursed poison
+5 to attack and deflect for higher elevation	Yes

Bonus and Penalty Guide

ACTION	BONUS
Bless	+1 to +5 on all rolls
Charging in mass combat	+5 to 1st attack when charging with a reach weapon on a galloping horse
Falling damage	-5 or -10 off falling damage when surface is less dangerous
Good conditions	Sail x1.5
Instinctive magic defense	-1 off opponent's attack for each Knowledge ● character has
Lessen condition damage	Summer/winter outfit, travel blanket, fire, basic shelter, various tents
Liquid fire	Arrow/bolt +1 die damage, ballista/catapult attack double damage
Magic attacks	Only magical armour and shields can soak it
	Opponent needs minimum ●●●● Dodge to attempt to dodge
Melee attacks	+1 per Might ● to Primary Skill rolls
	+1 per Might ● to Speciality rolls
	+5 to attack and deflect when on higher elevation or opponent prone
	Damage reduction score halved with heavy weapons
Nature points	Equivalent to 1 bonus die that can be used anytime, or 1 progress point
Protection magic	Take damage off protection magic total
Ranged attacks	Weapon deflect modifier not added to deflect rolls
Special melee attacks	Various bonuses, make climber fall, dismount rider
Spirit assistance	1 extra action at beginning of one's initiative (1/month), helpful hint
	1 reroll when player decides, only reroll counts (1/6 months), helpful hints
	1 attack defended completely or 1 undefendable attack (1/year), guidance
	Lesser god aids the character directly for 1 die rounds (1/5 years), total vision
	Demi-god aids the character directly for 1 die rounds (1/10 years), total vision
Thrown attacks	Weapon deflect modifier not added to deflect rolls

ACTION	PENALTY
Blundering a roll	Automatically hit an ally or -1 action per negative number, magical allowance still used up
Curse	-1 to -5 on all rolls
Deflecting in mass combat	-5 penalty when deflecting more than once in a round
Difficult conditions	Movement and senses 1/2, 4 dice of damage/day
Extreme conditions	Movement and senses 1/8th, Story Teller decides
Falling damage	+5 or +10 to falling damage when surface is more dangerous
Initiative	-1 to -5 weapon initiative penalty, if applicable
Lack of food or water	2 dice of damage/day (half rations 1 die of damage/day)
Magic allowance	No more magic allowance, movement rates temporarily halved
Magic attacks	No magic with athletics, climbing, riding, running, sprinting or swimming
	No magic with hands tied, mouth gagged, restrained, knocked out or stealth
	No magic while attacking normally, deflecting, dodging or moving
Melee attacks	Cannot deflect a non-deflectable attack, like an area attack
	Strength ● roll -5 + Might score when using Melee Skill with no experience in
	Damage reduction score doubled with Body attacks , -5 when deflecting armed strikes
	-5 to dodge while doing athletics or running, -10 while sprinting
	-5 to attack/deflect while doing athletics, -10 while climbing or swimming
	-5 to attack when attacking in light cover, -10 in heavy cover
	-5 to war machine attacks against fast vessels, -10 against very fast vessels
	-5 to attack, deflect, dodge, investigate and track in low light, -10 in no light
	-5 to ranged attack while riding, -10 while galloping
	Up to -5 to ranged or thrown attack into melee with allies
	-1 to -5 to any combat rolls due to balance penalty
Night penalties	Walking/marching, climbing, running or sprinting, movement rate halved
Normal conditions	1 die of damage/day
Stealth	-1 to -5 due to noise of armour/shield (negated with high enough stealth)
	-1 to -5 when stealing off a person
	-5 to stealth while doing athletics or running, -10 while sprinting
Thrown attacks	-5 to opposed thrown skill to catch thrown weapon
	-5 on opposed strength roll to catch thrown object
Very difficult conditions	Movement and senses 1/4, 8 dice of damage/day
Wound penalty	-1 to -5 on all rolls, health points below half, movement rate halved

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Character Sheet

Character Name:
 Languages:
 Progress Points:

Nature: 00000
 Wealth:
 Health Points:

Abilities

Command 00000
 Knowledge 00000
 Sense 00000
 Speed 00000
 Strength 00000

Might (+) 00000

Dice Pools

Wound penalty:
 Initiative:
 Attack:
 Dodge:
 Deflect:
 Damage reduction score:
 Damage:

Primary Skills

Magical Allowance:
 Chosen Domain:

Specialty 00000

Magic

Combat 00000
 Control 00000
 Element 00000
 Heal 00000
 Protection 00000

Melee

Body 00000
 Ranged 00000
 Thrown 00000
 Hand to Hand 00000
 War Machines 00000

Secondary Skills

00000	00000
00000	00000
00000	00000
00000	00000
00000	00000

Equipment

WEAPON	MANEUVER ABILITY (str)	DEFLECT MODIFIER	INITIATIVE PENALTY	ATTACK SPEED	DAMAGE	ACCURACY RANGE (m)	BONUSES	VALUE

ARMOUR & SHIELDS	MANEUVER ABILITY (str)	ATHLETICS, CLIMB & RUN (str)	DODGE, SPRINT & SWIM (str)	DAMAGE REDUCTION SCORE	TIME TO PUT ON (halved with assistance)	VALUE

CARRIED ON BODY	CARRIED IN BACKPACK/SACK

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