

2D6 + BONUS**CRITICAL - SLASHING**

- 2 Flat of the blade across the skull, dazed for 1d6 rounds, all actions at a penalty of 2. Double vision for 1d6 days.
- 3 Slashed on the hip, falls over and can only crawl in the dirt for 1d6 rounds, all tests at a penalty of 3.
- 4 Cut on thigh, can only hobble for 1d3 days, Endurance test not to end up with a limp.
- 5 That was my foot! Can only hobble for 1d6 days. Toes loose in the boot.
- 6 Slash on the back, opening muscles, can't carry a pack for 1d6 days.
- 7 Whoops, 1d3 fingers sliced off, randomly determine hand, drop what you're carrying.
- 8 An ear is slashed! Permanent penalty of 2 to tests involving hearing.
- 9 Hacked in the shoulder! Determine which arm, tests involving that arm are at a penalty of 5 for 1d6 days.
- 10+ **Cut through an artery, dead.**

2D6 + BONUS**CRITICAL - CRUSHING**

- 2 A rap on the skull sends teeth chattering, dazed for 1d6 rounds.
- 3 Foot crushed, hops around in agony for 1d6 rounds.
- 4 Dead leg, all tests involving movement at a penalty of 3 for 1d3 days.
- 5 A whack in the guts, winded and wheezing, can only defend at a penalty of 3 for 1d6 rounds.
- 6 Hand crushed, determine which one (dominant or non-dominant). Drop what you were carrying and can't use hand for 1d6 days.
- 7 Thumped on the temples and seeing stars! Passes out for 1d6 rounds.
- 8 Right in the kidney! Peeing blood, all tests at a penalty of 5 for the next 1d6 days. Better hope there is not too much internal bleeding!
- 9 Smack on the chin. Jaw fractured, slurred and garbled speech for 1d6 days. Broken and unsymmetrical face now.
- 10+ **Smashed on the skull and brained, dead.**

2D6 + BONUS**CRITICAL - PIERCING**

- 2 A jab in the forearm, pass a sleight-of-hand test to keep hold of your weapon.
- 3 A skewered rump! Very painful, all tests at a penalty of 3 for the next 1d6 rounds.
- 4 A prod in the guts, forces dinner up and over everyone. Spend 1d6 rounds retching, all actions are at a penalty of 3.
- 5 Poked in the neck, can do nothing but gasp for breath and defend at a penalty of 2 for 1d6 rounds.
- 6 Run through the shoulder, arm immobilised for 1d6 days.
- 7 Poked in the mouth, teeth everywhere. Hard to talk through the blood, even uglier than before.
- 8 My eye! Permanent penalty of 2 to tests involving sight, ugly to boot.
- 9 Through my hand! Drops weapon in pain. Hand a useless claw for 1d6 days.
- 10+ **Stabbed through the heart or brain, dead.**

2D6 + BONUS**CRITICAL - BLAST (MAGIC ETC.)**

- 2 Weapon too hot to touch! Drop it and draw something else, quick!
- 3 Clothing on fire! Spend 1d6 rounds doing nothing except putting it out.
- 4 Your gear catches fire! Either put it out for 1d6 rounds, or let all that you own burn!
- 5 Breathe in the fumes, coughing and spluttering for 1d6 rounds, all tests at a penalty of 3.
- 6 Blinded by the blast, permanent penalty of 2 to tests involving sight.
- 7 Knocked off your feet and flung against the wall. Stunned and prone for 1d6 rounds, all tests at a penalty of 3.
- 8 Hair singed off, scalp red and raw. No hats or helmets for 1d6 days, all tests at penalty of 3 during this time.
- 9 Full in the face, the blast destroys your sense of smell. All tests involving smell at a penalty of 3, now your companions are more bearable.
- 10+ **Skin and bone seared, dead**

CASTING SPELLS

The caster must expend the amount of stamina listed next to the spell name and then make an Incantation skill test to successfully cast the spell.

WRATH OF THE OTHERWORLD

A roll of 1 may result in a Miscast. If a 1 is rolled on the Incantation test, the player pays the stamina cost and must make another Incantation test. If passed, the spell only fails. If failed, they have Miscast and must roll on the following table.

1d20 Miscast

- 1 The caster's hands catch fire causing them 1d6 damage.
- 2 Two small horns grow from the casters head.
- 3 One of the caster's eyes turns milky white.
- 4 The spell discharges incorrectly, hitting the nearest creature for 2d6 damage.
- 5 The caster's fingers elongate on one hand.
- 6 Blood runs from the caster's eyes for 1d6 days.
- 7 The spell backfires, blasting the caster across the room for 2d6 damage.
- 8 An otherworldly being spies the caster, and appears in 1d3 rounds.
- 9 The caster loses the sense of taste, all food is like ash.
- 10 The caster's skin is bleached white.
- 11 All of the caster's hair falls out.
- 12 The caster's skin becomes translucent for 2d6 days.
- 13 The caster's arms are altered, growing small bone spurs.
- 14 The caster freezes like a statue for the next 1d3 days.
- 15 A miasma of magical mist fills a nearby space, causing 1d6 damage to all.
- 16 The caster's eyes turn jet black for 1d6 weeks.
- 17 The caster is possessed by an otherworldly being for 1d6 turns.
- 18 The caster loses the ability to cast spells for 1d6 days, every attempt miscasts.
- 19 The caster's face is frozen in a grimace of pain for 1d6 days.
- 20 The caster's arms become covered in small scales.

Spell	Stamina cost	Spell	Stamina cost	Spell	Stamina cost
Alarm	3	Forget	5	Rot	4
Antimagic	4	Foulness	4	See	3
Armour	4	Freeze	3	Servant	4
Banish	5	Fumble	5	Shadows	4
Beam	4	Glamour	3	Shatter	4
Befriend	5	Growth	4	Shield	2
Blast	4	Hammer	3	Shout	2
Bleed	3	Heal	2	Shove	3
Blur	4	Hum	2	Silence	3
Burn	3	Illusion	4	Sleep	5
Curse	2	Jealousy	3	Slow	5
Dance	4	King	4	Speak	3
Detection	2	Lightning	4	Spider	4
Dominate	4	Lock	3	Storm	3
Dry	3	Malleable	4	Summon	5
Enchant	4	Multiply	3	Swap	5
Engulf	4	Night	4	Swarm	4
Fade	5	Paralyse	5	Toad	6
Fear	4	Path	2	Tongue	2
Feast	4	Poison	3	Tremor	5
Feather	3	Pox	5	Unlock	3
Find	6	Quest	6	Unseen	4
Fix	4	Quip	3	Wall	4
Flash	2	Rainbow	4	Whisper	3
Float	3	Read	5	Yearn	4
Fog	4				

SKILLS

Appraise	History	Repair
Athletics	Incantation	Sleight-of-hand
Bargain	Intimidate	Small blade
Blunt	Language	Spot
Bow	Large blade	Stealth
Brawling	Lie	Streetwise
Command	Medicine	Survival
Crossbow	Navigation	Thrown
Diplomacy	Ostler	
Disguise	Persuasion	
Dodge	Pole-arm	
Endurance		

TENETS

Combat is deadly and can have lasting implications. Most enemies would rather escape or surrender than fight to the death.

Magic is low level and accessible by everyone, but real prowess requires specialisation.

Monsters and other creatures are not necessarily evil, but may act as such.

WHO GOES FIRST?

If neither side is surprised, each side rolls 1d6. Highest goes first. The side that won chooses a combatant to act and then the other side does likewise until all characters on both sides have gone. When the new round begins, the side that went first initially does so again. Monsters with multiple actions may be selected multiple times.

MOVEMENT WITHIN ACTIONS

Characters may move around ten feet, cautiously; the equivalent of crossing a room. Combatants may move out of engagement at any time with no penalty.

THE MOVE ACTION

Combatants may make moving their whole action, moving one step between close, nearby, faraway, and distant.

MELEE ATTACKS

Make an opposed skill test against the opponent using relevant weapon skills. Whoever wins this test deals damage according to their weapon.

Attackers get a bonus of 5 to their skill. Defenders receive no bonus.

RANGED ATTACKS

Make an opposed roll of the ranged weapon skill against the opponent's dodge. Close and nearby have no penalty, faraway may have a penalty of 5 imposed. If the defender is aware of the attack shields also add a bonus to their dodge skill; 3 for small shields and 5 for large.

If the attacker wins, damage is dealt. If the defender wins, they escape unharmed.

WEAPONS AND DAMAGE

Casual weapons may be carried in public. Martial weapons are banned in most civilized areas.

Weapon	Type	Damage Dice
Unarmed	Casual	1d6-2 Crushing
Club	Casual	1d6-1 Crushing
Knife	Casual	1d6+1 Slashing
Dagger	Casual	1d6+2 Piercing
Short Sword	Casual	1d6+2 Slashing
Arming Sword	Casual	2d6 Slashing
Hammer	Martial	2d6 Crushing
Axe	Martial	2d6+1 Crushing
Mace	Martial	2d6+2 Crushing
Spear	Martial	2d6+1 Piercing
Pole-arm	Martial	2d6+2 Slashing
2H Sword	Martial	2d6+3 Slashing
Staff	Casual	1d6 Crushing
Bow	Casual	2d6+1 Piercing
Crossbow	Martial	2d6+2 Piercing

GUNS

Goblin guns may not be carried primed. Dwarven guns may be carried primed for a short while. Guns use the Crossbow skill to fire and are treated as normal ranged attacks. Guns use piercing criticals except when they blow up. Then they inflict Blast criticals. Reloading requires that a Sleight of Hand skill test must be passed or the weapon is not successfully reloaded. If failed, the user may try again on their next action.

Type	Misfire	Damage
Goblin Blunderbuss	5 or lower	1d6+2, hits anyone close to target
Dwarven Pistol	3 or lower	2d6
Dwarven Rifle	3 or lower	2d6+3

If fired successfully or a misfire result of 5 or 6, anyone nearby who is unused to the sound must make a Shock test.

MISFIRE

Roll 1d6
1-2

Misfire Result
Damp powder, nothing happens.

3-4

Fizzles and pops, but that's it.

5 Boom!

The shot is fired from the gun, but only weakly. Halve damage.

6 Boom!

Barrel explodes and is destroyed inflicting 2d6 stamina damage to the wielder and 1d6 to anyone nearby.

BOMBS

Bombs use the Thrown skill as a standard test. If used at a distance of Nearby, the skill test receives a bonus of 5. If the attempt fails (a result below 20), roll 1d6 to determine where the bomb went (in a clock-face, with three toward the thrower and 6 directly away) and another 1d6 to determine how far it traveled in feet. Bombs Misfire on a roll of 5 or under on the same table as guns.

Type	Misfire	Damage
Bomb	5 or lower	2d6+4, hits anyone close to target area.

Bombs also require a shock test for all those nearby and unused to the sound.

ARMOUR

Light: leathers, reduces damage 1d3
Modest: breastplate, reduces damage 1d6
Heavy: full harness, reduces damage by 2d6.

RECOVERY

Character recover half their Stamina in a half hour rest once per day. Remaining Stamina is recovered after a good night's sleep. Critical injuries are at GM discretion.

SKILL TESTS

Result of d20 + skill level = or > 20, success!

Result of d20+ skill level = highest of participants, success!

TESTING YOUR LUCK

Performed as a skill test to avoid bad luck. Regardless of outcome, lose 1 point of luck. If an opposed test results in a draw, a player character may test their luck to attempt to break the tie in their favour. If they succeed they win the test. If they fail, their opponent wins.

POISON

Characters exposed to poisons must make an endurance test with the poison's Potency as a penalty. If failed, see pgs. 63-65 of Compendium 2 for examples of effects.

DISEASE

Characters exposed to poisons must make an endurance test with the poison's Virulence as a penalty. If failed, see pgs. 66-67 of Compendium 2 for examples of effects.

SHOCK, FEAR, AND TERROR

A shocking sight is unsettling. A fearsome sight generates deep fear and loathing. A terrifying sight causes fear that is incredibly hard to face.

Pluck = 20 - Luck.

Any time a character encounters something shocking, fearsome, or terrifying, they must make a Pluck test.

SHOCK

2d6 + Pluck	Effect
2-6	Screams and flees in horror! Lose 1d3 Pluck
7-11	Screams but keeps control, lose 1 Pluck
12-16	Visibly shaken
17+	Unaffected

FEAR

2d6 + Pluck	Effect
2-6	Frozen to the spot! Lose 1d6 Pluck
7-11	Screams and flees in horror! Lose 1d3 Pluck
12-16	Screams but keeps control, lose 1 Pluck
17-19	Visibly shaken
19+	Unaffected

TERROR

2d6 + Pluck	Effect
2-6	Catatonic! Lose 2d3 Pluck
7-11	Frozen to the spot! Lose 1d6 Pluck
12-16	Screams and flees in horror! Lose 1d3 Pluck
17-19	Screams but keeps control, lose 1 Pluck
20-21	Visibly shaken
22+	Unaffected

See pgs. 56-57 of Compendium 2 for effect descriptions.

RECOVERING

Completing great tasks (like an adventure) and then a good night's rest in a safe environment restores 1d6 Pluck which can go above the starting level.

PERMANENT EFFECTS

If Pluck reaches zero, the character's Pluck increases by 1d3 and roll on the table below. If Pluck reaches zero and the same result is rolled, severity increases. Curing these can be an adventure seed. See pgs. 59-60 of Compendium 2 for table.

INFECTIONS

After a critical hit:

Circumstance	+ or - to Medicine Skill
Bandages or medical supplies	+5
The injured tries to treat themselves	-5

Medicine cannot be attempted again until circumstances change (going to a proper healer in an environment suited for treatment, etc.). If failed or not attempted, the character must succeed an Endurance test or is infected. Max Stamina drops by half rounded up and decreases 1d3 per day. Medicine tests may be done daily with a cumulative -1 per day failed.