

## Task Difficulty by Obstacle

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

## Significant Rules Exceptions

| Test           | Wound Penalties Apply | Open Ended 6's | Special Failure Conditions |
|----------------|-----------------------|----------------|----------------------------|
| All Skills     | ✓                     |                |                            |
| Magical Skills | ✓                     | ✓              |                            |
| Astrology      | ✓                     | ✓              | 1's O-E                    |
| All Stats      | ✓                     |                |                            |
| Perception     | ✓                     |                | No Test                    |
| Circles        |                       |                |                            |
| Faith          |                       | ✓              | No Test                    |
| Health         |                       |                |                            |
| Reflexes       | ✓                     |                |                            |
| Resources      |                       |                | No Test                    |
| Steel          | ✓                     | ✓              |                            |

**Working Carefully:** +1D advantage, + 50% time

**Working Patiently:** Allocate successes to increase quality.

**Working Quickly:** Decrease time by 10% per success allocated

**Helping and FoRKing:** Helping adds +2D if exponent 5 or higher. FoRKing adds +2D if exponent 7 or higher.

Skills may help skills and stats. Stats may help stats. Stats may not help skills. Circles may help Circles (if appropriate). Resources may help Resources.

**Double Obstacle Penalty:** When testing a stat in place of a skill (for Beginner's Luck), or versus a skill.

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

## Practice Times

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

HOURS PER DAY  
TO EARN A TEST

## Advancement

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

NUMBER OF TESTS REQUIRED

## Test Difficulty by Obstacle and Dice Rolled

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

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

## Artha

### Spending

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

### Earning

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

## Circles

### Occupation

|  |              |
|--|--------------|
| Broad occupation, or same lifepath                               | —            |
| Uncommon occupation, or within the same setting                  | +2 <b>Ob</b> |
| Specific occupation, an occupation rare or unique within setting | +3 <b>Ob</b> |

### Station

|  |              |
|--|--------------|
| Same station, rank or social class     | —            |
| Lower rank, station or class           | +1 <b>Ob</b> |
| Higher rank, station or class          | +2 <b>Ob</b> |
| Highest station or rank in the setting | +3 <b>Ob</b> |

### Disposition and Character Knowledge

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

### Time and Place

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

## Resources

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

## Steel

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

## Advanced Spell Casting

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

### Carefully

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

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

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

### Patiently

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

### Hastily

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

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

## Tax

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

### Overtax

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

### The Sickness

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

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

## Failed Casting

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

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

### Harmless Dissipation

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

### Unwanted Summoning

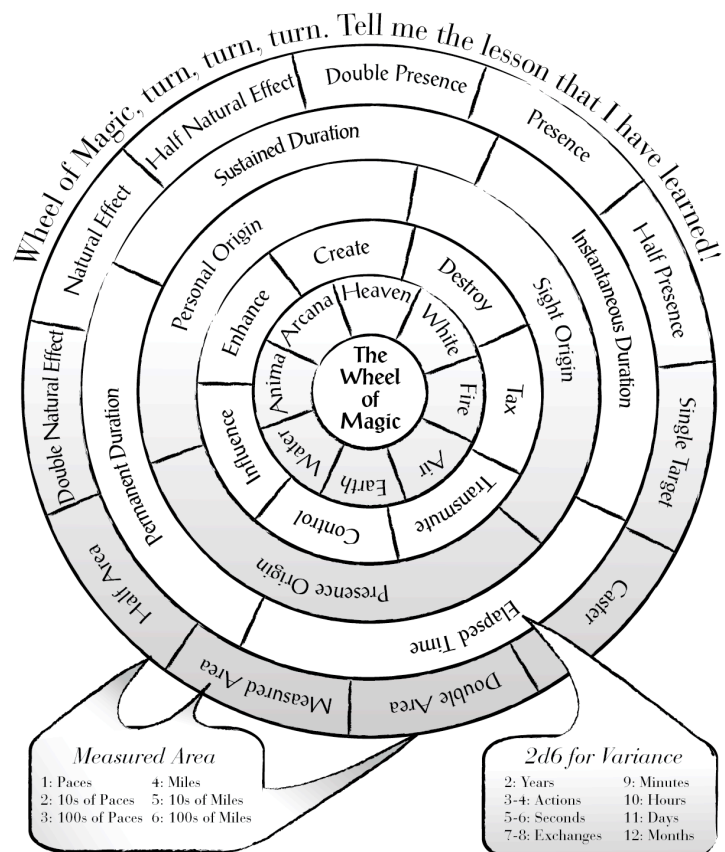
Roll 2d6 to see what the summoner has pulled from the void:

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

### Garbled Transmission

The spell has misfired. Consult the Wheel of Magic!

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



## Miscellaneous Weapon Gear

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

## Shields as Weapons†

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

## Found Weapons†

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

† Test Brawling or an analogous weapon skill.

## Balance Dice

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

## Melee Weapons

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

X These weapons can Strike consecutively any amount of times.

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

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

## Bows and Crossbows

RANGE AND COVER◇

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

## Firearms and Explosives §

RANGE AND COVER◇

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

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

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

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

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

## Specialty Arrowheads

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

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

## Specialty Bolts

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

† Ranges reduced by 10 paces per category.

## Thrown Weapons

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

§ Ninja only.

◇ Roden only.

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

## Die of Fate Modifiers

Exceed Ob: +1 DoF

Double Ob: +2 DoF

Triple Ob: +3 DoF

Extreme Range: -1 DoF

## Armor

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

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

## Clumsy Weight Penalties

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

## Shields

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

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

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

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

## Helmets

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

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

## Repairing Armor

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

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

## Wounds: First Aid and Medical Treatment

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

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

## Shrugging Off the Pain

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

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

## Recovery

### Failed Treatment or Recovery

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

#### Superficial Wounds      Ob 1 Health Test

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

#### Light Wounds      Ob 2 Health Test

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

#### Midi Wounds      Ob 3 Health Test

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

#### Severe Wounds      Ob 4 Health Test

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

#### Traumatic Wounds      Ob 5 Health Test

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

#### Mortal Wounds      Ob 6 Health Test

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

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

#### Bleeding Out and Recovery Times

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

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

## Range and Cover: Readjusting Range

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

### *Melee or No Weapon*

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

### *Pistol*

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

### *Thrown Weapon*

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

### *Arquebus*

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

### *Hunting Bow*

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

### *Crossbow*

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

### *Elven Bow*

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

### *Great Bow*

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

### *Heavy Crossbow*

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

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

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

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