Ranged Weapons

Bow Weapons

Weapon	Size	Damage	Range	Slots	Cost
Short Bow	Light	d4	30'	I	25
Long Bow	Medium	d6	60'	I	50
Recurve Bow	Medium	d6	40'	I	75
Compound Bow	Medium	d6	60'	I	200
Great Bow	Heavy	d8	80'	2	350
Hand Crossbow	Light	d4	15'	I	80
Light Crossbow	Light	d4	30'	I	60
Medium Crossbow	Medium	d6	40'	I	100
Heavy Crossbow	Heavy	d8	50'	2	150

Reload - hand (Free)-light (Move)-medium (Attack)-heavy (Full)

Thrown Weapons

Weapon	Size	Damage	Range	Slots	Cost
Dart	Light	d4	15'	1/3	3
Light Sling	Light	d4	25'	I	3
Throwing Knife	Light	d4	15'	1/3	8
Tomahawk	Light	d4	20'	1/3	12
Atlatl	Medium	d6	40'	I	20
Javelin	Medium	d6	30'	I	10
Sling	Medium	d6	30'	I	8
Throwing Axe	Medium	d6	20'	I	15
Throwing Hammer	Medium	d6	15'	I	25
Throwing Spear	Medium	d6	30'	I	20
Great Sling	Heavy	d8	40'	I	20

Base Monster Attributes

Size	SPD	DEF	Prot	Hlth	ATT	DMG
Small	6	20	0	6	3	d2
Medium	6	18	d3-1	10	5	d4+1
Large	6	18	d4-1	15	4	d6+1
Huge	8	18	d4	20	6	d8+1
Massive	10	16	d4+2	30	7	2d6+1
Gigantic	10	16	2d4	50	8	2d6+3
Colossal	12	14	3d4	90	9	3d6+3

Hazards

Drowning and Holding Your Breath
Base time 1 or 2 minutes (prep/no-prep)
Then DF[10] MT Save each round (+1 DF per round)
Fail = Drowning (1 MT damage per round)

Exposure
Fatigued after 12 hours
1 point of MT damage every 6 hours after that

Falling
d4 damage per full 10' fallen (max 15d4)
Roll with a fall under 50' (DF[18] PW Test for half)

Sleeping
Fatigued if skipping a second night's rest
Sleeping in armor three nights in a row causes Fatigue
Waking up may require an Insight Test

Starvation
Fatigued after 48 hours
1 point of MT damage every 3 days after that
Half rations - Fatigued in 4 days, damage every 6 days

Swimming
No Test in easy conditions
Always Test at least DF[10] w/ armor Test penalty
Recover failure with a Test as a Full Round Action

Thirst
Fatigued after 24 hrs, then 1 MT damage every 6 hrs

Weapon Summary

Punch Weapons
Damage: d3 **Slots:** 1 **Hands:** 0
Flaw to attacks with other weapons and manual manipulation Tests when worn

Light Melee Weapons
Damage: d4 **Slots:** 1 **Hands:** 1
-2 to hit if throwing a 'can throw' weapon

Medium Melee Weapons
Damage: d6 **Slots:** 1 **Hands:** 1
Flaw to attacks in cramped spaces
-2 to hit if throwing a 'can throw' weapon

Heavy Melee Weapons
Damage: d8 **Slots:** 2 **Hands:** 2
Flaw to attacks in confined spaces
Cannot attack in cramped spaces

Pole Weapons
Damage: d6 **Slots:** 2 **Hands:** 2
Reach
Flaw to attacks in confined spaces
Cannot attack in cramped spaces

Thrown Weapons
Damage: by size **Slots:** 1/3 - 2 **Hands:** 1
Range varies by weapon

Bows
Damage: by size **Slots:** 1-2 **Hands:** 2
Ammunition
Range varies by weapon

Condition Summary

Bleeding
Lose 1 Health per round until stabilized

Blind
-8 to Tests requiring sight, 50% miss

Confused
d4: 1=stand, 2=attack, 3=wander, 4=normal

Dazed
Flaw on Tests (not Saves), half Speed, no spells

Deaf
Can't hear, Flaw on some Tests, includes spells

Enraged
Must attack each round, no magic or ranged

Entangled
Speed 1, -2 Defense, Flaw to attacks and spells

Fatigued
Take a Flaw on all Tests (not Saves)

Held
Immobilized in place, can take no actions

Helpless
Defense of 10, takes max damage

Injury
Each Injury causes a Flaw on Tests (not Saves)

Out
Drop held items, fall prone, take no actions

Prone
-4 to attack/spell, +4/-4 vs. melee and ranged

Shaken
-2 Defense, take a Flaw on Tests (not Saves)

Slowed
Speed reduced by half, lose Move Action

Terrified
Flee at maximum movement unless 'safe'

Armor Types

Armor	Prot	Arm Tst	Max Dfd	Max Spd	Slot	Cost
Very Light	d4-2	-1	any	12	0	100
Light	d3-1	-1	6	10	0	250
Partial	d4-1	-2	6	8	0	500
Medium	d6-1	-4	4	6	1	800
Full	d6	-6	3	5	1	1,500
Heavy	d6+1	-8	2	4	2	2,500
Very Heavy	2d4	-10	2	3	3	5,000

A shield offers +1 to Defense

Getting Out of Armor
1 round per armor Test Penalty
Half that if willing to damage armor

Getting Into Armor
2 rounds per armor Test Penalty

Dual Wielding

	Normal	Ambidex
Normal	-8/-12	-8/-8
Dual Wielder	-6/-10	-6/-6
Dual Warrior	-4/-8	-4-/-4

Advancement Summary

Raising Ranks

New Rank	Stats	Defend Saves Spells	Prof.	Voc.	Luck Fate
-1	25	--	--	--	--
0	25	--	--	40	--
1	25	25	15	15	20
2	50	25	15	15	25
3	75	50	25	25	50
4	100	50	25	25	50
5	125	75	50	50	100
6	150	150	150	150	150
7	300	300	300	300	300
8	400	400	400	400	400
9	500	500	500	500	500
10	600	600	600	600	600

Other Advancement	Cost
New Trait (from Origin)	25
New Trait (any)	50
New Language (Broken)	5
Improve Language (Fluent or Native)	10
New Spell Array (w/ Instruction)	15
New Spell Array (w/o Instruction)	30
Spell (existing Array)	2 x Tier
Remove a Fault	100 + RP

Event	Award
Surviving	5
Making Progress	5-10
Significant Progress	5
Overcoming Challenges	2-8
Reach a Story Milestone	10
Reach a Major Story Milestone	25
On the Spot Awards	1-3
Average Session	15-30
Average Adventure (3-4 sessions)	75-120

NPC Spell Summary

Spell	Tier	Time	Range	Effect
Armor	I	Action	0	d6 Protection for 1 minute per IT
Augment (S)	I	Action	10'	Target gains +2 to a Stat for 5 rounds
Blast	II	Action	100'	10' r, 2d4+IT dmg, DF[15] PW for half
Bolt	I	Action	100'	Single target, roll vs. Def, d6+IT damage
Diminish (S)	II	Action	50'	Single target, -2 to a Stat for d4+2 rounds
Heal	I	Action	Touch	Target heals d4+IT Health
Inflict (S)	II	Action	30'	Single target, Condition for d4+2 rounds
Mass Augment (S)	II	Action	20'	2xI T Allies in 15' r, +2 Stat for 5 rounds

Bumps and Kinks for Spellcasting

Bump	Add d4 to the spell's damage Increase the spell's duration by 25% Save DF is increased by 2 Allow allies to avoid Danger Close Save Drain is reduced by 1 (to a minimum of 1)
Kink	Fizzled spell knocks caster prone -2 Defense for one round Fizzled spell's Drain increased by 2 Magic feedback deals d3 damage to caster
Crit!	Effortless casting, Drain is reduced to one Damage roll is number of Rabble defeated
Botch!	Inflict a significant Condition on self Backfire, spell affects caster or allies instead

Danger Close

DF[12] Save

Kink	-2 to Save vs. spell
Fail	Affected normally
Success	+5 to Save vs. spell
Bump	Safety

Encumbrance

Ammo	3 to a slot
Coin Pouch	100 coins
Hip Pouch	20 or 10 stones
Potions	2 to a slot
Quiver	holds 20 arrows
Scrolls	3 to a slot
Thrown	3 to a slot

Positive Effect Item

1 readied or 1 magic slot
Attack Action to activate
Success as if Intellect 3
Special DF use 2d10+6

The Paths of Magic

Animism (Elementalism)

Conjure	Surge	Instill	Align
[x10]	[x2]	[x1]	[x2]

Spell Focus Totems
Knowledge Store Totems
Learn new spells by communing with nature

Devotion (Faith)

Conjure	Surge	Instill	Align
[x2]	[x10]	[x2]	[x1]

Spell Focus Holy Symbol
Knowledge Store Book of Scriptures
Learn new spells by communing with a deity

Necromancy (Thaumaturgy)

Conjure	Surge	Instill	Align
[x1]	[x2]	[x10]	[x2]

Spell Focus Scepter or Rod
Knowledge Store Reliquary
Learn new spells by communing with the dead

Primacy (Wizardry)

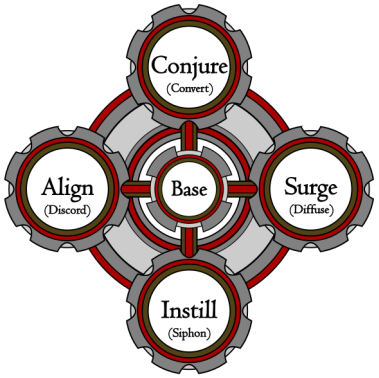
Conjure	Surge	Instill	Align
[x3]	[x3]	[x3]	[x3]

Spell Focus Spell Components
Knowledge Store Book of Spell Formulae
Learn new spells by following a spell formula

Sorcery (Witchcraft)

Conjure	Surge	Instill	Align
[x2]	[x1]	[x2]	[x10]

Spell Focus Staff, Wand, or Medallion
Knowledge Store Runes
Learn spells by communing w/ other plane



Strengths and Weaknesses

Resistance	d4+2 Prot, Boon to Saves
Invulnerable	Immune to normal 2d4+2 Prot, Boon to Saves
Immunity	No damage Boon and +5 to Saves
Susceptible	+50% damage
Vulnerable	2x damage, Flaw to Saves

Daily Travel Rates (miles)

Method	Hour	Relxd Day	Norm Day	Hard Day
Foot	3½	20	25	30
Pack Animal	4	25	30	35
Horseback	5½	30	40	45
River, down	3½	30	50	60
River, up	2	10	15	20
Ship, cargo	3	30	55	80
Ship, swift	7	100	140	180
Ship, war	4½	50	100	120
Wagon	3½	20	25	35

Vocations

1	Acrobat	Tumbler	Funambulist
2	Aristocrat	Noble	Patrician
3	Assassin	Murderer	Slayer
4	Barbarian	Savage	Wildman
5	Beggar	Panhandler	Hobo
6	Blacksmith	Armorer	Metalsmith
7	Broker	Bursar	Banker
8	Clergy	Preacher	Missionary
9	Clerk	Major Domo	Scribe
10	Courtesan	Strumpet	Escort
11	Dancer	Aerialist	Gymnast
12	Gladiator	Champion	Pit Fighter
13	Goaler	Inquisitor	Torturer
14	Guard	Constable	Warden
15	Herbalist	Apothecary	Balmist
16	Horseman	Dragoon	Mountie
17	Jester	Joker	Knave
18	Journeyman	Artisan	Tradesman
19	Magistrate	Advocate	Lawyer
20	Mariner	Sailor	Seaman
21	Minstrel	Troubadour	Poet
22	Physician	Barber	Surgeon
23	Proprietor	Innkeeper	Shopkeeper
24	Racketeer	Fence	Pimp
25	Sage	Scholar	Librarian
26	Scoundrel	Charlatan	Rake
27	Scout	Sentinel	Spotter
28	Slave	Thrall	Serf
29	Soldier	Sellsword	Conscript
30	Spy	Operative	Provocateur
31	Teamster	Coachman	Charioteer
32	Thief	Rogue	Burglar
33	Tracker	Bounty Hunter	Marshal
34	Trader	Merchant	Importer
35	Woodsman	Hunter	Guide

Luck - Fate - Dread

Mitigate a Fumble
Change a Botch! to a Failure

Take an Extra Action
One additional Attack Action

Just a Scratch
d4+2 Heath, Spirit, or Stat

Left for Dead
Stable at -10 Health

Luck Only

Roll Another d10
Roll a d10 and replace a die

Reroll all the Dice
Roll again, must take 2nd roll

Fate Only

Change a Die to a Nine
Choose a die to be a 9

Rolled a Fourteen
As if a 14 was rolled

Dread Only

Change a Die to a Ten
Choose a die to be a 10

Daring Escape
GM narrates the villain's escape

Test Summary

Set the Difficulty and determine the Stat
Consider the Proficiency/Vocation, and Modifiers

Roll the Dice!
2d10 or 3d10 with a Boon of Flaw

If a **Boon** applies add a die and drop the low die
Extra Boons add +1 to the total or improve the effect
If a **Flaw** applies add a die and drop the best die
Extra Flaws add -1 to the total

Add a relevant Proficiency **-or-** Vocation (if applicable)
Assess Modifiers and Figure the Test total

Meet or beat the DF to succeed
Succeed by 5 or more and earn a **Bump**
Fail by 5 or more and earn a **Kink**
1+1 is a **Botch!**
0+0 is a success and a possible **Crit!**
Add the Total: Fail = Success – Success = Bump – Bump = Crit!

Test Types

- Standard
- Versus
- Open
- Extended
- Test Trio

Extended Tests

Difficulty	Total
Easy	60
Moderate	90
Demanding	150
Heroic	200
Legendary	250+

Sample Difficulties

Easy – DF[8]
Clambering up a shallow bank, opening a stuck pickle jar, outwitting a grob

Routine – DF[10]
Picking up a drunk at closing time, swiping an unattended coil of rope

Moderate – DF[12]
Using a fallen tree to cross a stream, smashing a barrel, breaking a simple code

Challenging – DF[15]
Climbing a wall, spotting a mark across the square, find a tripwire, walking a narrow ledge

Demanding – DF[18]
Kicking down a barred door, translating ancient dialects, convincing the guards you weren't the one who 'started it'

Severe – DF[22]
Posing as a diplomat, escaping clockwork manacles of doom prior to limb loss, proving a magical theorem

Heroic – DF[26]
Scaling a sheer cliff face, hurling a huge boulder, seducing the married princess at the ball, picking a magically warded lock

Legendary – DF[30] or more
Balancing handstand on one finger, uprooting a giant oak, beating Death at chess

If a static DF is needed for a versus situation
It can be 10 + Stat + Vocation/Proficiency

Test Modifiers

Time is on Your Side	2x time or money	Boon
Harried	Improper conditions	Flaw
Specialized Task	Improper Vocation	-1 to -5

Getting Help
Primary plus Secondaries (usually only two)
Secondaries Test vs. DF[15]
Kink = Flaw, Fail = nil, Success = Boon, Bump = 2x Boon

Lighting

Dim Lighting	-2
Near Darkness	-5
Complete Darkness, Blind (+50% miss)	-8

Attacks

Each range increment past the 1st (max 5)	-3
Firing into melee	-3
Target has cover	-1 to -5
Target has extreme cover (arrow slit)	-8
Throwing a 'can throw' melee weapon	-2
Ranged attack versus a prone target	-4
Attacker damaged by a Free Attack	-5
Attacker fighting Blind (+50% miss)	-8
Target is invisible (+40% miss)	-4
Fighting while prone (not crossbows)	-4
Making a called shot	-5
Attacking with the off-hand	-4
Attacking with a hand and a half weapon	-2
Non-lethal damage	-5
Mounted melee attack vs. target on foot	+1
Attacking a prone target in melee	+4
Pole or heavy weapon in confined spaces	Flaw
Medium weapon in cramped spaces	Flaw
The attacker is Fatigued	Flaw
Each Injury the attacker is affected by	Flaw
Target unaware of attacker	Boon

Spellcasting

Incomplete line of sight to the target	-2
Line of sight heavily obscured	-6
Casting while prone	-4
Armor Test Penalty	Double
Caster damaged by a Free Attack	-5
Reading a scroll from a different Path	Flaw
Using a wand w/o the Price of Magic	Flaw
The caster is Fatigued	Flaw
Each Injury the caster is affected by	Flaw

Test Trio

Accruing Points

Crit!	3
Bump	2
Success	1
Failure	0
Kink	-1
Botch!	-3

Overall Results

Botch!	-3 or less
Kink	-2 or -1
Failure	0
Meager Success	1
Success	2 or 3
Bump	4 to 5
Crit!	6 or more

Grappling Summary

Attack Action to attempt a grapple
Versus Test – MT or PW plus Brawl

Attacker Wins
Crush, Push, or Hold

Defender Wins
Push, Retreat, or do nothing

Crush	Inflict grapple damage
Push	Move opponent 5' 10' with a Bump
Hold	Target loses a Move Action Attack Action with a Bump
Retreat	Defender may move 5'

Action Summary

One combat round is ten seconds long

o—Free Actions—o
Speak about a sentence worth of dialog
Make a single 5 foot step (once per round only)
Exchange items in readied gear slots
Drop a held item
Drop prone
Stand from a knee or crouch
Use a Trait that requires a Free Action
Improvise a Free Action

o—Move Actions—o
Move up to 5 feet for each point of Speed
Attempt to make an observation
Stand from prone
Pick up an unattended item
Dismiss an ongoing spell (that you cast)
Use a Trait that requires a Move Action
Improvise a Move Action

o—Attack Actions—o
Make an attack
Cast a Spell with a casting time of 1 Action
Evade (+3 Bonus to Defense and PW Saves)
Retrieve a non-readied item
Activate a magic item
Attempt a grapple
Use a Trait that requires an Attack Action
Improvise an Attack Action
Perform a second Move Actions

o—Full Round Actions—o
Dash (Speed x3, or x4 in a straight line)
Non-combat task (may take multiple rounds)
Use a Trait that requires a Full Round Action
Improvise a Full Round Action

Free Attacks

- Breaking Melee
- Pushing Past an Enemy
- Make a Ranged Attack
- Casting a Spell
- Non-Combat Task

Successful Free Attack gives -5 penalty

Healing Summary

At 0 or more…
Catch Your Breath (15 minutes)
Heal half the damage taken in this battle

A Short Respite (1 hour)
Heal d4 Health and Spirit – once per day

A Good Night's Rest (8 hours)
Fully recover Health and Spirit

At -1 or less…
Heal 1 Health or Spirit per full day of bed rest

Bleeding Out
Stabilize DF[15] IS Test as an Attack Action

Stat Damage
Recover 1 point per Good Night's Rest

Healing Injuries
Wounded – 1 week **Maimed** – 2 weeks
Mortal Wound – treatment within 1 week
30 days recovery (still Maimed and Wounded)

Treatment
Physician or Herbalist Insight Test
-5 Specialized Task penalty
Doubles Health or Spirit recovery at -1 or less
Halves healing times for Injuries
Doubles recovery of Stat damage
Negative Health, Spirit, or Wounded DF[15]
Stat damage, Maimed, or Mortal DF[18]

Mounted Combat

Move Action to direct mount to move
Move Action to mount or dismount

Attack Action to get untrained mount to fight
Move Action to get trained mount to fight

Full Round Action to get a mount to Dash

Mounts that take damage may get spooked
Presence Test DF[2xDMG] to keep control
Full Round Action, DF[15] PN Test to calm mount

Object Durability

Material	Smash	Durab	Prot.
Ceramic	DF[9]	3	0
Cloth or Rope	DF[12]	5	0
Glass or Crystal	DF[8]	1	0
Leather	DF[15]	5	0
Metal, thick	DF[25]	50	7
Metal, thin	DF[22]	25	5
Stone, thick	DF[22]	35	5
Stone, thin	DF[18]	20	3
Wood, thick	DF[18]	20	3
Wood, thin	DF[15]	10	1

Health - Spirit

1+	Normal
0	Slowed
-1	Out
-2	Bleeding
-3	Wounded
-6	Maimed
-9	Mortal Wound
-12	Death

Stat Damage
Out (-3), Death (-6)

Non Player Character Summary

Rabble

Health-Spirit	Luck-Fate
1-5 (+MT/+IT)	No

Share initiative roll
Damage rolls over on Rabble (not AOE)
Gang Up (+1 to hit, +1 damage per extra)

Commanders

Health-Spirit	Luck-Fate
8-12 (+MT/+IT)	No

May conceal themselves in group of Rabble
Reveal themselves as a Move Action
Rabble gain a Boon to use in the current round
Revealed - Rabble +1 to hit, damage, Saves
Bonuses lost if 'forcibly revealed'
Full Round Action to rally - regain the +1

Rivals

Health-Spirit	Luck-Fate
Any	Luck or Fate (0-2)

Stat Block or full-fledged character

Villains

Health-Spirit	Luck-Fate
Any	Dread (1-4)

Full-fledged character