

# **Song of Swords Beta 2.0**

from

**Opaque Industries**

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**Beta Rules for Song of Swords  
Roleplaying Game**

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This book is dedicated to Daniel Paris.  
You left us too soon.

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# Chapter 1: Introduction

## *Glory in Battle, Ignominy in Death*

Well, it's July 9th. Happy (belated) Independence Day to all of our fellow Americans, and happy hottest month of the year to everyone else! Celebrate, for the snows will soon fall and all joy will be crushed from this Earth, just as the snap-freeze ruthlessly strangulates my tomato patch. Should've gotten a greenhouse, man. Anyway this update is a doozy.

This is a *very* significant event, as it marks the largest single change in rules we've yet implemented, and I think you'll be very interested in the exact changes. We've updated Combat entirely, with a streamlined system for combat and initiative. We've also totally overhauled Proficiencies, Talents, and added new Boons, new Banes, big changes to the Damage Formula for your various ultra-violent exploits, AND we also rebalanced Maneuvers.

So basically this is everything you've ever wanted. Thanks for reading guys! And remember, the legend cannot die, not so long as we yet live.

-Jimmy

## **SONG OF SWORDS BETA 2.0 CHANGELOG**

### **Chapter 2: Character Creation**

1. Updated some of the Races.
2. Audited various Character Creation costs and values
3. Added lower Campaign Powers and adjusted the naming scheme
4. Added new Toughness rules.

### **Chapter 3: Arc and Advancement**

1. Added Luck! How exciting!

### **Chapter 5: Races**

1. Modified available races (*Orredin is moving to Magic Handbook etc*)
2. Dwarves now has bonus to Toughness!
3. Modified the Ascendent Human abilities

### **Chapter 6: Boons & Banes**

1. Modified several Banes' descriptions
2. Reduced value of Virtuous and Honorable
3. Reworked Berserker
4. Added Prejudiced Bane, as well as Frail and Robust Bane/Boon
5. Fixed Cost Discrepancy for Beautiful

### **Chapter 08: Social Class**

1. Fixed Slave to Slave/Exile
2. Added optionality

### **Chapter 09.1: Melee Weapons**

1. Added Easy to Aim to Crossbows & (some) Firearms
2. Updated Reloading Rules for simplicity and to fit new system

### **Chapter 09.5: Armor**

1. Fixed the lack of Weak Spots on facial mail armor

### **Chapter 10: Proficiencies**

1. Changed Noble School's bonuses for less confusion in combat, now they just get more talents and fight better when unharmed.

### **Chapter 10.1: Maneuvers**

1. Enormous changes to many Maneuvers, Grappling primarily, removal of some obsolete Maneuvers.
2. Fixed Hilt Push (Finally)
3. Changed Damage Formula to include SDB (Half Strength) instead of full Strength.
4. Added reference to SDB and TOU in introduction.
5. Fixed Grappling (Finally)

### **Chapter 10.2: Talents**

1. Literally everything has been redone.
2. New Talents, new everything!

### **Chapter 12: Combat**

1. Added clarification to the Initiative rules.
2. Changed how Aim works--Crossbows and Firearms are now better at long-aiming than bows, this is compensated for by Rapid Shot
3. GROUP COMBAT IS BACK AND IT ACTUALLY WORKS NOW (see: Melee Bouts with Multiple Characters)
4. Changed Damage Formula, TOU is now Static, Damage is now based on Strength Damage Bonus, which is always Half Strength.

### **Chapter 13: Wounds & Recovery**

1. Minor alterations to Falling Damage
2. Minor alterations to Bloodloss Recovery (you now recover at x2 with bed rest)
3. Some balance changes to wound levels & wound progression
4. Addition of Level 0 Wounds

# What is Song of Swords?

*Mago laughed despite himself as he vaulted the barricade. The routing nomads were scrambling to reform in their makeshift wagon fort. Mago landed before a man struggling with the match of his arquebus. The man looked up. With an exultant whoop, Mago drew his saber and cut the man's right arm off at the elbow in the same motion. The limb fell, its fingers still holding the powder-horn, and Mago walked past, pushing the man out of his way just as he began to scream at the stump of his own arm. A lancer approached, and Mago wove out of the way of the polearm, two-stepped forward, and snapped out with a cut that caught fingers between blade and haft, cleaving all of the digits from the spearman's forward hand. He barked aloud in wordless triumph, and swept in to hammer aside a high blow from another swordsman. Grasping his foe by the collar, Mago saw his face. Little more than a child, brown eyes wide, mouth moving in wordless fear. Mago blinked, and then caved the boy's head in with three terrible blows from the spiked pommel of his sword. He threw the corpse away, and flung himself into the melee, as his brothers closed the net. The slaughter was absolute, men who had raided and pillaged Dacian land for years died on their knees, begging for Dacian mercy.*

*Mago brought his sword down, cleaving a pleading nomad's head down through to the teeth. He wrenched his sword free and flung his arms wide. There were no more left to kill. The Fighting Volkodavs howled in triumph on a mountain of corpses. A gunshot rang out. Mago heard someone scream. The voice sounded familiar.*

*Then he hit the ground. White-hot pain erupted from his upper thigh, where the bullet had struck him in the back. He realized that he was screaming, and all at once it hit him. The cold mud in his hair, on his face. The clawing agony in his leg. He knew that he would live, somehow. Limping for life, but alive. He forced open his eyes, through the tears of pain, and scanned the perimeter for the source. **Who?** He tried to breathe through gritted teeth, pain and fury foaming in his mouth. **Who shot me? I must know.** He felt a tooth crack as his eyes settled on the source of his ruin.*

*The one-armed man, pale from loss of blood and fading fast, grinned over the smoking barrel of his arquebus.*

Song of Swords is a historical and fantasy tabletop role-playing game that puts its emphasis on realism. It's a game about intense life and death conflicts, adventure with peril around every corner, deep stories, involved characters, and no holds barred combat.

Song of Swords isn't a game with hit points or ablative health. Here, injuries are devastating, debilitating, and dead-serious affairs. Even blows that don't kill immediately can kill with blood loss or infection from sloppy treatment. Survivors may suffer limps, lameness and even crippling disability. You will need sharp wits, thick armor, quick feet, great martial skill, or a combination of several of them, to survive.

You decide your characters' goals, and through the Arc Points system, your character grows by progressing toward these goals, in addition to those chosen by the Gamemaster to give structure to the game's narrative. Violence may be a means to an end, but its danger means that you must pick your battles wisely, instead of charging headfirst into every combat situation.

These elements combine to create a game in which the heroism of the characters is genuinely heroic. When even one slip-up can mean dismemberment or death, it takes real courage to face danger, and courage is what heroes are made of. This isn't a game for the faint of heart.

Whether you fancy a campaign as 15<sup>th</sup> century Englishmen fighting in France under Henry V, or a desperate last stand against the Mongols in Hungary, Song of Swords can provide your historical role-playing experience. Perhaps you're more interested in fighting Grues in the hideous depths of the

Kaselreich, or fighting Goblins in the brutal tunnels of Cross Way beneath the iron hills of Dace. Again, we've got you covered. Welcome to Song of Swords.

## What is a Roleplaying Game?

A roleplaying game like Song of Swords is a game in which the players assume the 'roles' of their characters and go on adventures with them, using their combined imagination. One player, the 'Gamemaster' or GM, is in charge of running the game, playing the minor characters (Non-Player Characters, or NPCs) and guiding the players in their adventures.

To add tension and fun to the game, dice are rolled to decide the outcome of certain events like combat, dangerous acrobatics, stealth, and so on. As characters survive their adventures and overcome obstacles, they grow, becoming more capable and skilled.

The rules in this book are here to help make sure everyone has a fun role-playing experience, the Song of Swords way. Remember, the goal here is to have fun!

## Basic Mechanics Explained

Song of Swords works on a simple dice Pool system, using only 10-sided dice, or d10s. Remember, whenever rolling is required, it will always be d10s that you will roll. Whenever there is a situation in which a character must accomplish a task that has some chance of failure, or that is reliant upon his own abilities for degree of success or failure, this is done through rolling dice.

### Basics of the Dice Pool

Rolls are simple affairs. You have a number of dice (a 'Pool') that you roll against a 'Target Number' or 'TN.' Each die in the pool that surpasses this TN is a Success.

Most rolls will have 'Required Successes,' or 'RS,' meaning the number of Successes necessary for the rolling character to win or succeed the test. And that's it--it's as simple as that. This kind of roll is called a 'Check.'

### Basic Check

A basic Check is where a character rolls a Pool, decided by one of their Attributes or Skills or some other factor, against an RS. The TN for these checks is always 7. The RS is decided by the GM, who analyzes the situation and the rules, and decides the appropriate RS according to the rules or his own judgement.

Attribute Checks usually use a single Attribute as the Pool. So, a Strength Check at RS 3 would involve a character rolling a number of dice equal to their Strength at TN 7. If they got 3 or more Successes they would succeed the Check.

Skill Checks use a character's Attribute plus the appropriate Skill's Skill Level to determine the Pool. Skills are detailed in their own Chapter, but the principle for rolling them is exactly the same as with Attribute Checks. Determine the RS, roll at TN 7, count the successes. Skill Checks and Attribute Checks are two kinds of basic Checks that follow these rules.

*Soot Macross, one of the infamous Macross Sisters, is trying to climb a 30-foot tall fortress wall escape capture. The GM tells her player to roll a Climbing check. Soot's Pool for the check is her Mobility (which is 10) plus her Climbing Skill (which is 4). She rolls 14 dice, of which 5 roll equal to or over 7, meaning she got 5 Successes.*

*The GM decides that since the inside of the wall is rough and covered in possible handholds, the RS is only 1 per 10 feet. Since the walls are 30 feet high, Soot's roll of 5 was more than sufficient to get her to the top.*

*But climbing down the other side is another question entirely...*

## **Opposed Rolls**

An Opposed Roll is when two characters roll against each other. In Opposed Rolls, there is usually not an RS. Instead, the character who gets more successes is victorious in whatever sort of contest they are engaging in.

So if two characters are arm-wrestling, and the GM decides this is best represented as an Opposed Strength Roll, they would both roll their Strength at TN 7, and whichever of them got more successes would win.

In the event of a tie in successes in an Opposed Roll, either the two characters are evenly matched (if such a thing is plausible in the situation) or they must roll again to break the tie. The GM must decide which is more appropriate given the situation.

*Richard and Dutch are having a drinking contest. The GM decides that this should be an Opposed Health Roll. The two characters roll Health at TN 7. Richard gets more successes, so the GM rules that he out-drinks his friend and wins the contest.*

## **Non-Standard TNs**

For most of the game, TNs are always 7. However, in a few instances, particularly in combat, there are different TNs for things like weapons and certain combat maneuvers.

As a result, this book will always list what the TN for a test is. However, if in any event you see a Check without a listed TN, assume that that TN is 7.

## **Rounding**

In any situation in which a number would be divided, such as determining Compound Attributes or the weight of a character's equipment, *always* round down unless specifically told not to, such as when using the Abnormal Class/Wealth Combinations special rule, or when calculating asymmetrical armor weights. Otherwise, always round down!

# Chapter 2: Character Creation

*“Genosism mandates two things and two things only: The ordering of the mortal appetites in accordance with the instruction of Genosus, and the dedication of the mortal life to the pursuit of good labor in His name. We are blessed to be gifted with such a religion.”*

**Pontifatrix Lea I**, Annotations on The Solar Scriptures, Xth Edition

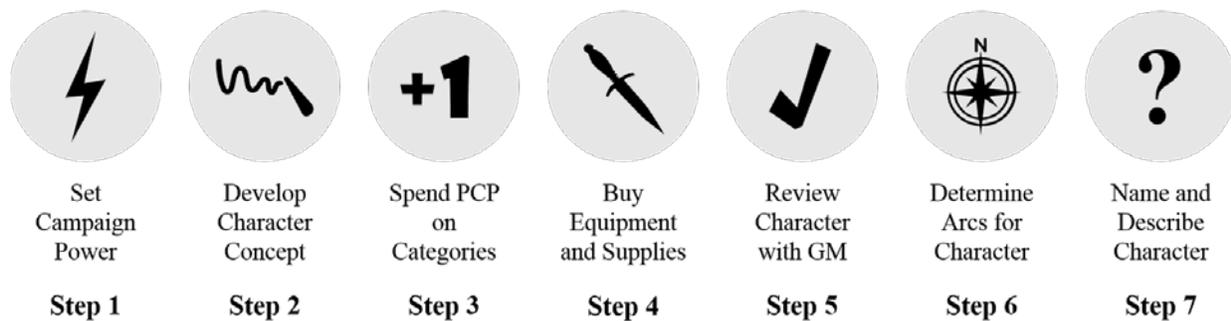
Song of Swords is a game about characters; those controlled by the players are called Player Characters (PCs), while the rest are controlled by the Gamemaster (GM), and are called Non-Player Characters (NPCs). In order to ensure a fun and balanced game for everyone, all Player Characters are created using a set of rules included in this Chapter. The GM can also use these rules to create NPCs of a desired power level, though this is not strictly necessary.

In Character Creation, the GM establishes whether the campaign will be a fantasy or historical campaign, and sets the power level of the campaign (Campaign Power), which allows players to balance their characters relative to one another.

Characters are built using Player Creation Points (PCP) which are spent on different aspects of characters, called Categories, which includes their Attributes, Skills, Proficiencies, and so on. The amount of PCP a character has to spend at Character Creation is based on the Campaign Power.

## How to Create a Character

Here’s a step-by-step guide to making a character in Song of Swords. It might be a bit tricky at first, but once you understand the steps it’s actually very simple.



### Step 1: Set the Campaign Power

The GM will set the Campaign Power and explain the theme of the campaign. The Campaign Power will determine how many PCP you have available to make your character, as well as the maximum PCP you can invest in any one Category. PCP are the building blocks of your character during this process, so the more of them you have, the more powerful your character will be. Refer to [Table XX](#), below, for a guide on Campaign Power.

### Step 2: Develop Your Character Concept

Decide what kind of character you are making. Your character is your avatar for interacting with the game world, and the nature of the character you create will dramatically change your roleplaying experience. When deciding on a character concept, it's a good idea to factor in what the GM has said the campaign might be like and what the other players are building. Players should communicate with one another to coordinate Character Creation, either to create a group with fun dynamics, prior relationships, or complementary and conflicting personalities. This makes for a more engaging group dynamic when play begins!

### Step 3: Spend PCP on Categories

Now, divide your PCP between the Categories outlined in [Table XX](#) below. There are six mandatory Categories, plus one optional one, Magic. You do not have to put any points into Magic, but *all* other Categories must have at least 1 PCP put into them. For more detail on these Categories, and what your PCP investment will mean, refer to their respective chapters.

- **Race:** Your character's birth race. Different races have dramatically different abilities.
- **Attributes:** Your character's base physical and mental ability scores. Having strong Attributes makes a character more capable in general.
- **Skills:** Your character's level of aptitude in various disciplines. Skills are very important for being able to do things both inside and outside of combat.
- **Proficiencies:** Your character's proficiency in fighting.
- **Social Class and Wealth:** Your character's standing in the world, and also the amount of money your character starts with. For good reference, a knight's full kit of plate armor, a good helmet, a middle of the road warhorse, a sword, a dagger and a lance would cost over 14 gp. By contrast, a regular footman's kit, including a padded jack, jack chains, a skullcap, and a spear, shield and dagger would cost less than 1 gp.
- **Magic:** Not included in Beta.
- **Boons and Banes:** Your character's various traits, quirks and flaws.

### Step 4: Buy Equipment and Supplies

The resources your character has at their disposal will have a great impact on your campaign. Be sure to equip your character with the items that they will need. The quality and number of items available to your character is largely affected by your character's Wealth. Refer to [Chapter XX](#) for more information about buying equipment and supplies.

### Step 5: Review Your Character with the GM

At this stage it is important to review your character with the GM. Your GM will check whether you have spent your PCP appropriately in each of the required Categories, and supplied your character with necessary equipment.

### Step 6: Determine Arcs

The next step of Character Creation is to determine your character's Arcs. Arcs represent your character's goals, drives and beliefs that guide them through life, especially during the campaign itself. These provide Arc Points, which are used to advance your character's Abilities and Skills. For more information on Arcs and Arc Points, go to [Chapter XX](#).

### Step 7: Name and Describe the Character

Finally, give your character a name and describe them. Be mindful of the setting of the campaign, as well as your character's race, gender and social class when choosing a name. Perception is everything; a great

name can evoke strong imagery, and how characters look and conduct themselves may influence how other characters and NPCs interact with them. Half of the fun of SoS is roleplaying an interesting character, so don't be afraid to get creative.

Once you have completed Step 7, you are ready to play!

## Campaign Power

As explained above, the Campaign Power determines the type of campaign you will play, as well as the general potency of characters. In a campaign set at 'Gritty Power', players are limited in the amount of PCP they have available to spend. This means that characters tend to be more specialized and realistic, as they have less PCP to play with than, say, a 'Legendary Power' campaign. The following table explains the amount of PCP available for different levels of Campaign Power.

**Table XX Campaign Power**

Campaign Power	PCP	Max PCP per Category
Low (The grittiest, filthiest low-fantasy imaginable)	14	5
Medium (Default PCP for characters with a lot of growth potential)	18	6
High Fantasy (Heroic historical and fantasy epics)	22	7
Epic Fantasy (High Fantasy where the characters are already powerful)	26	8
Awesome Fantasy (The player characters are as walking gods)	30	10

## Player Creation Points

PCP are spent on Categories, which are outlined in their own chapters. The amount of PCP available to spend at Character Creation is determined by the Campaign Power, as is the maximum PCP per Category allowed.

**Table XX** below explains what your PCP investment will mean for your character. Each of the vertical columns represent a Category in Character Creation. The horizontal rows represent PCP investment. So, if you put 4 PCP into Race, you get Tier 3 Race options. If you put 3 PCP into Social Class and Wealth, your character is a Poor Freeman and starts with 3 gp. If you put 10 PCP into Attributes, you get 48 Attribute Points to spend on various Attributes.

**Table XX PCP Investment**

PCP	Race	Attributes	Skills	Profs	Social Class/Wealth	Magic <sup>^</sup>	Boons and Banes
1	Tier 1	22	6	0	Slave/Exile/(10 sp)	-	-15

2	Tier 2	23	9	3	Peasant/(5 gp)	-	-10
3	-	24	12	6	Poor Freeman/(15 gp)	-	-5
4	Tier 3	27	15	9	Freeman/(25 gp, [1W])	-	0
5	-	31	18	12	High Freeman/(40 gp, [2W])	-	5
6	Tier 4^	35	21	15	*Minor Noble/(80 gp, [3W])	-	10
7	-	40	24	18	*Landed Noble/(150 gp, [6W])	-	15
8	Tier 5	45	27	21	*High Noble/(300 gp, [10W])	-	20
9	-	50	30	24	*Royalty/(800 gp, [15W])	-	25
10	-	56	33	27	*High Royalty/(1500 gp, [20W])	-	30

\*GM may disallow these options! Not every game is suitable for nobility.

^The Magic rules, the PCP tiers for Magic, as well as several races with Magic powers, will be detailed in the Magic Handbook instead of in the core rulebook.

## General Rules for PCP Investment

You must invest at least 1 PCP in each Category (with the exception of Magic). Even historical campaigns must spend 1 PCP in the Race Category, even if the only option is a Human character.

As [Table XX](#) explains, no Category can have more PCP devoted to it than the maximum allowed for the set Campaign Power. For example, if your Campaign Power is set at 'Gritty Power', you may not spend more than 6 PCP in any Category.

When determining Skill Points for the Skills Category, add the PCP investment with the character's INT score. That is, if a character has an INT score of 4, and a PCP investment of 3, then the total Skill Points to spend on Skills is 10. As well as this, at Character Creation, a character's Skill level cannot exceed their INT score. So if you have 10 Skill Points to spend, you can only use these to reach Skill level 4 in any one Skill at Character Creation. You may advance Skill levels with Arc throughout play.

# Chapter 3: Arc, Luck and Advancement

Characters grow over the course of every story. This chapter explains how your character advances their own story, as well as improve their Attributes, Skills, Proficiencies and other qualities during gameplay.

The advancement system in Song of Swords is called ‘Arc’, which represents your character’s goals, drives and beliefs. By working towards these goals, following their drives, and adhering to their beliefs, your character will improve their Attributes, Skills, Proficiencies and other qualities, as well as progress their own character arcs throughout the campaign.

Luck is a special quality that allows characters to slide through situations that might otherwise spell their doom, or to otherwise catch lucky breaks. Luck is a quality available only to PCs, and it’s largely what sets them apart from the other characters in a campaign.

Advancement is made through the expenditure of Arc Points, which is explained below.

## What is Arc

The Arc system is a mechanic within the game that tracks your character’s goals, beliefs and motivations, and allows the GM to reward the character with Arc Points for acting according to those motivations. Arc Points can be spent to improve a character’s Attributes, Skills, and Proficiencies and other qualities. Characters do not become stronger merely by killing enemies or winning fights, they become stronger by pursuing their goals, fighting for what they believe in, and for moving along their part in the story through action.

Generally, whenever a character accomplishes or indulges in one of their Arcs, they gain one or more Arc Points. For example, if a character’s ‘Glory Arc’ is ‘glory in battle,’ and he acts gloriously in battle, then he should gain Arc Points. The number of Arc Points gained is at the GM’s discretion, however [Table XX](#), below, provides suggestions for the amount that should be rewarded.

For a several-hour session, the GM should aim to award about 4-6 Arc Points per character, so long as the players have been properly engaged.

There are five Arc Categories, each detailed below, along with how Arc Points are gained in them. Arc Points are recorded on the Character Sheet.

## Arc Categories

### **Saga Arc**

The Saga Arc is one shared by the entire group of PCs. It is either decided by the GM, or by the group as a whole, at the GM’s discretion. It can also be shared by any group or organization, such as an entire

Crusade sharing the ‘Take Damascus’ Saga Arc, however it is best used with a group of PCs unless that organization is integral to the plot or premise of the campaign.

The reward for pursuing a Saga is gradual, with a large payoff. Taking a significant step towards completing a Saga Arc, such as winning a major battle, defeating a major enemy, or overcoming a significant obstacle, should grant each character several Arc Points. Fulfilling the Saga Arc should gain the characters a large number of Arc Points, up to as many as 18.

Examples:

- ‘Slay the dragon that destroyed our ancestors’ kingdom and reclaim our legacy’
- ‘Win Swiss independence from Austrian rule’
- ‘Fight Prince John’s tyranny until the return of the True King’

### **Suspending a Saga Arc**

In cases where players are not working as a team, not a part of the same storyline, or acting in opposition to each other, the Saga Arc can be suspended or completely removed from the campaign.

## **Epic Arc**

An Epic Arc is much like a Saga Arc in that it covers a wide-ranging, profoundly important goal, save for the fact that it applies only to the character taking it. Epic Arcs should be deeply personal to the character and be one of their driving forces in life.

Rewards for the Epic should be more frequently staged than Saga rewards, but the number of rewarded Arc Points should be fewer for their frequency.

Examples:

- ‘Save my wife from slavers’
- ‘Avenge my father’s murder’
- ‘Obtain enlightenment’

## **Belief Arc**

The Belief Arc does not cover a specific storyline, but instead focuses on a core belief, concept, maxim, faith, oath, value, virtue or code that a character believes in, even if they don’t actively live it. When acting in accordance with the Belief Arc, especially in the face of adversity, or when it causes a story or encounter to happen, the character is rewarded.

Many cultures have embraced very rigid codes of honor, not just on the field of battle, but in all areas of life. All characters, in both historical and fantasy campaigns, can make good use of this Arc by picking their culture’s code of honor, or one of their own devising.

Belief Arcs differ from other Arcs in that they can cover a broad variety of concepts, principles and motivations. In essence, any concept that a character would be willing to fight for, not for direct gain, but simply out of principle, may be a Belief Arc.

Examples:

- ‘The One True God’
- ‘The Spirits of my Ancestors’
- ‘The gods and glory of Rome’
- ‘The honor of my family’

- ‘The pursuit of knowledge’

## Glory Arc

The Glory Arc has no strict storyline or goal save for the acquisition of glory, defined here as praise, renown, honor or fame by common consent for accomplishing daring and dangerous deeds. Arc Points are typically rewarded for doing anything wildly impressive, such as surviving perilous situations like deadly combat or outrunning a massive boulder — any feat of success when the odds are stacked against the character.

In considering Glory, Arc Points may be awarded in a number of situations, such as winning a fight against someone objectively ‘better,’ winning against multiple people, accomplishing a difficult skill test, or rolling particularly well on any pool roll or test. The character is also encouraged to define what their own version of Glory is, such as behaving honorably, earning adoration and fame, or triumphing over their peers, for which the GM should offer more Arc Points.

Examples:

- ‘Gaining glory in battle’
- ‘Protecting the weak’
- ‘Helping the poor and the sick’
- ‘Performing surgical miracles’
- ‘Making great discoveries’
- ‘Earning fame’

## Flaw Arc

Only Humans have access to the Flaw Arc, because of their racial characteristic, *The Human Condition*.

A Flaw Arc represents a character’s impulses that lead them contrary to their goals. Heroic characters often have great flaws or weaknesses of character, and these weaknesses provide part of the character’s narrative that is indispensable to their growth. Flaw Arcs are chosen at Character Creation, and may be altered in the event of the Flaw being resolved, or being rendered somehow superfluous to the character. A Flaw is indulged when it actively complicates a character’s larger endeavors.

Examples:

- ‘Debilitating vices (alcoholism, etc)’
- ‘Prejudices that lead characters to trouble (racism, religious radicalism, nationalism, etc)’
- ‘Conflicting character motivations (divided loyalties between two kingdoms, conflicting oaths, religious loyalties contrary to goals, etc)’

So, a character’s list of Arc Categories and their descriptions might read something like this, if the character were a brave Tigrurian freedom fighter, trying to free his homeland from the clutches of the Kaselreich.

**Table XX Arc Point Format**

Arc Category	Description
Saga	Defeat the Kasels and save Tigruria
Epic	Defeat the Kasel army led by The Red Duke

<b>Belief</b>	Ruvian Genosism (Religion)
<b>Glory</b>	Feats of daring for the Homeland
<b>Flaw</b>	Quick to trust

## Awarding Arc Points

Arc Points are awarded by the GM when a player has acted in accordance with any of their Arcs, and can be awarded either at the moment of successful accordance or at the end of the gaming session, at the GM's discretion. There is no limit to the amount of Arc Points a player may earn in a session, or that a GM may distribute, though some moderation is advised. A very well-played session should run at about 4-6 Arc Points to each player.

Awarding the correct amount of Arc Points can be tricky. **Table XX** provides guidelines to a fair amount of Arc Points to distribute per character, per session, however there may be reasons to award more or less than this suggestion. Some characters will focus on Arcs that they enjoy, or otherwise want to see through to completion, warranting extra Arc Points. GMs may want to give more Arc Points to players who go the extra mile and through active participation, help progress and enrich the experience of the session. On the other hand, GMs may wish to refrain from rewarding players who mess around the entire session and do not play the game at all. These are simply guidelines, however; each group is truly different.

It can be helpful to compare Arc Points to an action movie. Each different Arc represents a motivation for a character, whether they know it or not at the beginning. Each Arc can be an important scene in the session, with Belief reflecting the character's' convictions, Glory representing the action scenes that drive the narrative forward, and Saga being progress for the over-arching plot, with Epic being what drove them into the plot in the first place.

**Table XX** Awarding Arc Points

Arc Category	Arc Points Awarded Per Session
Saga	0-2 10 (upon completion of Arc)
Epic	0-2 10 (upon completion of Arc)
Belief	0-2
Glory	0-2
Flaw	0-1

The amount of Arc characters have spent is a direct correlation to how powerful they are, and players should keep track of the amount of Arc they spend on their Character Sheet. It is important for the GM to consider how much Arc characters have spent when planning future encounters with increasingly more powerful opponents.

Saga and Epic Arcs have higher caps as they are representative of greater plot points and should be rewarded more substantially, albeit obtaining the goals of these Arcs should be more difficult as well. Generally, any great advancement towards the goals of the Saga and Epic Arcs should be worthy of being rewarded, though the amount should be tempered with the effort put in, level of roleplaying, success in rolls, and finally just how much was done in obtaining the goals. Final completion of a Saga or Epic Arc should award the character with as many as 18 Arc Points.

## Arcs Ending and Changing

It is fully expected that Arcs will be finished or changed throughout the course of play. Should a character be successful enough to complete their Saga or their Epic Arc, they are allowed to find new ones. If a character has adequate reason to change their Saga or Epic mid-session, they are fully welcome to. However, if there is no compelling reason for a player to change either Arc, and it is simply because they want to, then at the GM's discretion the player should not be allowed to gain Arc Points for the new Arc until the next session.

## Character Advancement

At any time, including during combat, characters can spend Arc Points to upgrade elements of their character. Arc Points spent this way are removed from the character's total, and the upgrades (unless otherwise specified by the GM or the rules) take effect immediately.

Refer to the chapters on Attributes ([Chapter XX](#)), Skills ([Chapter XX](#)), Proficiencies ([Chapter XX](#)), and Boons and Banes ([Chapter XX](#)) for more information on how to advance these by spending Arc Points.

## Luck

In a game like this, mortality is high and danger is around every corner. What separates the heroes from the mooks, aside from stats? The answer is: Luck. Luck is your character's' uncanny ability to slide out of the way of death, to stumble upon advantageous solutions to problems, or to achieve great success against the odds. Every character starts the game with **4 luck**, but there is no limit to the amount of Luck that can be accumulated. Luck is gained at the end of each session along with Arc. Characters can gain Luck in the following ways:

**Best Luck:** The character who had the *best luck* during the session in terms of rolling, decisions etc, should receive 1 luck point.

**Worst Luck:** The character who had the *worst luck* during the session in terms of rolling, decisions etc, should receive 1 luck point.

**Clever:** Any character who came up with a good or clever idea that helped out the party should receive 1 luck point.

**Unkillable:** Any character who was severely injured or suffered a serious setback should receive 1 luck point.

**Pleasure to be Around:** Any character whose player engaged in some really good roleplaying, made the table laugh, or otherwise contributed greatly to the spirit of the game should receive 1 luck point.

**Outright Bribery:** Whoever bought the pizza should receive 2 luck points, but only if they didn't get anything gross on it like pineapple. I'm looking at you Bruce.

### Things You Can Do With Luck

#### Salvation

If you're about to die in some way which is avoidable, but which you have failed to avoid either through a botched skill roll or some other factor, you may spend three Luck points to survive by the skin of your teeth. This may also apply in events which are not necessarily life-threatening, but extremely tense and with high consequences for failure (i.e., getting caught pickpocketing a king)

### **Target Shift**

If you're in a situation where you're in a large group of potential targets and an enemy is targeting you, you may, with the GM's approval, spend 1 Luck to have the enemy instead target someone else. It's fine, you can always get more friends. This probably won't work if the guy targeting you very specifically wants to kill *you*, say for personal reasons or because you're the only actual target he's supposed to be shooting at.

### **Wound Reduction**

If you suffer a Wound that is not instantly lethal, you may spend a Luck point to reduce it by 2 stages. For instantly lethal wounds, you may spend 2 Luck to reduce them by 1 stage, and no more.

### **Lucky Shot**

When you make an attack of any sort, after you roll you may spend a point of Luck to roll 4 additional dice and add any successes to the total. Limit once per attack.

### **Lucky Break**

When you make a skill test of any sort, after you roll you may spend a point of Luck to roll 4 additional dice and add any successes to the total. Limit once per test.

### **Comedic Timing**

If something really, really appropriate could happen right now, and your GM agrees, you can spend 2-5 points of Luck to cause that thing to occur (GM decides the exact cost)

*Ex: For the last six months Paladin Richter has been shouting at the party to stop waving their weapons around in his office because they keep bumping the chandelier, and "it's fragile and costs more than the building you grew up in, peasant!"*

*Finally, an assassin come to kill Richter and the party's diplomat Ebert in the office, and the two are caught without weapons. As one of the assassin's charges, Ebert's player suggests that the assassin should bump the chandelier, and it should finally break and fall, distracting him for long enough for Ebert and Richter to escape. This would be hilarious and involves previously established elements of the story, so the GM accepts it at a cost of 2 Luck, and makes it happen. Ebert and Richter are able to escape past the assassin and try to alert the guards--but the guards are dead. Uh oh. Better hope you're not out of luck, Ebert.*

# Chapter 4: Attributes

Attributes refer to your character's raw physical and mental abilities, which affect all learned Skills, Proficiencies, as well as movement and general adventuring. These are the base components of a character's makeup: their strength, their perceptiveness, their agility of body and mind.

There are eight core Attributes, being Strength, Agility, Health, Endurance, Willpower, Wit, Intelligence and Perception. Characters also have six Compound Attributes, which are made using combinations of core Attributes, as they are used for tasks that would logically require the use of more than one core Attribute. The Compound Attributes are Adroitness, Mobility, Carry, Charisma and Grit.

Attributes can be affected by Race, Skills, Proficiencies, as well as Boons and Banes. It is a good idea to understand what Attributes will be useful to your character, and factor in how your Attributes can be modified during play.

That sounds like a lot of attributes to worry about! Well don't worry, follow along and it'll be simpler than you know. Not all characters will need to worry about all of these Attributes. Some may focus on Strength, where others may focus on Agility. Attributes are the core tools of your character's body and mind, so don't be afraid to start sculpting!

## Character Creation

When creating a character, all Attributes start at 1. You receive a number of Temporary Arc Points indicated on the Character Creation Table X.X in Chapter X, and may spend them to upgrade your Attributes as-per Advancing with Arc. The higher an Attribute is at the start, the more Arc it costs. To simplify this, here is a table with the total cost of upgrading an Attribute from 1 at Character Creation.

**Attributes at Character Creation**

Attribute Level	Arc Cost
1	-
2	1
3	2
4 (Human Average)	3
5	4
6	5
7	6
8	7
9	8

10 (Human Maximum)	10
11	12
12	14
13 (Mortal Maximum)	16

*These costs are actually more or less identical to the Arc costs multiplied by 4--it has been done this way for convenience in Character Creation.*

When determining starting Attributes, remember that no character can have an Attribute lower than 1 at Character Creation. This includes racial modifiers; you may not build a character whose Attributes would be lowered below 1 by racial modifiers or any other factors.

The normal limit for any Attribute at Character Creation is 8. Races that have a bonus or penalty to an Attribute also change their limit for that Attribute by an amount equal to their bonus or penalty, positive or negative.

*Zells have a +2 bonus to PER. Therefore, the PER limit for Zells is 10 at Character Creation.*

*Goblins have a -2 penalty to STR. Therefore, a Goblin's maximum STR is 6 at Character Creation.*

## Advancing with Arc

During play, your character can advance their Attributes by spending Arc Points (refer to [Chapter XX](#) for more information on Arc).

Each Attribute must be at least 1 at Character Creation. Every level gained thereafter requires a certain amount of Arc Points.

Each level must be gained sequentially. To have your character's PER increase from level 7 to level 10, you must pay a total of 16 Arc Points (4 for level 8 + 6 for level 9 + 6 for level 10).

Note that only core Attributes can be advanced using Arc, as Compound Attributes will increase naturally as core Attributes increase. The Compound Attribute of Grit advances separately, however, and is further detailed under its description.

**Table XX** Arc Cost of Attributes

Attribute Level	Arc Cost
1	-
2	4
3	4
4 (Human Average)	4
5	4

6	4
7	4
8	4
9	6
10 (Human Maximum)	6
11	6
12	6
13 (Mortal Maximum)	6

## Non-Human Races and Attribute Maximums

Humans max out their Attribute stats at 10, but what about races who have bonuses to their Attributes? A character with a racial bonus to an Attribute can raise that Attribute to 10 plus the bonus amount, at the costs detailed in [Table XX](#).

# Core Attributes

## Strength (STR)

Strength is a character's ability to apply force, whether that be lifting a cart off a trapped child or smashing someone's head in with a warhammer. This covers your character's full body strength, not just how many phone books he can rip in half. Strength influences many physical activities that are based on force and strength, but also determines the base damage inflicted by melee weapons in combat.

Strength contributes to the *Carry* and *Mobility* Compound Attributes as well as to your SDB.

## Agility (AGI)

Agility refers to your character's physical and manual dexterity. Agility's domain includes acrobatics, balancing, and other acts of flexibility. It is an important Attribute in combat, as well as in various physical activities and skills.

Agility contributes to the *Adroitness* and *Mobility* Compound Attributes.

## Endurance (END)

Endurance determines your character's stamina and ability to cope with physical strain and exertion. Endurance is a combination of qualities, including cardiovascular development, which contributes to your character being able to continue strenuous activity for extended time frames. Endurance also factors into how well your character can handle Blood Loss and governs certain Skills.

Endurance contributes to the *Carry* and *Mobility* Compound Attributes.

## Health (HLT)

Health represents your character's raw constitution, physical robustness, resistance to disease and infection, and general state of well-being. When injuries are sustained, having higher Health makes wounds easier to recover from. At a HLT score of 1, all other attributes are halved.

## Willpower (WIL)

Willpower governs your character's force of will, determination, and strength of personality. It allows your character the ability to focus through distraction, control their emotions, and resist pain, intoxication, and other (sometimes magical) influences. It is also a core component in a strong personality and thus factors heavily into human interactions. Plus, Willpower reduces the sum total of Pain from all Wounds.

Willpower contributes to the *Charisma* Compound Attribute, and is also used in the Magic system.

## Wit (WIT)

Wit is the speed and flexibility of the mind. The Attribute determines your character's skill in improvisation, and ability to cope with rapid bursts of information and activity without being overwhelmed. From telling jokes to dueling with swords, Wit is important for many activities, especially certain Skills, and is one of the Attributes that no hero should be without.

Wit contributes to the *Adroitness* and *Charisma* Compound Attributes.

## Intelligence (INT)

Intelligence references your character's ability to collate, process, recall and connect information in a logical manner. It doesn't speak to how 'smart' your character sounds or acts, but rather how good he is at truly understanding concepts and analyzing facts. Intelligence is required primarily in engineering, architecture, linguistics, and sciences, where thinking fast isn't as important as thinking clearly and meticulously. Intelligence also aids in analyzing ideas for contradictions or inconsistencies. The Attribute determines your character's ability to examine and retain information, and also to apply logical processes to facts.

Intelligence is used extensively in the Skill and Magic systems.

## Perception (PER)

Perception determines your character's awareness of their surroundings, which includes visual, audible, and even olfactory (smell) awareness. Perception is important, as it allows your character to spot ambushes and gauge distances. It is the basis of many Skills, and also provides half of your MP when using ranged weapons. In addition, Perception allows characters to read the expressions of others, spotting miniscule movements and cues, which allows greater control over social interactions with other people.

Perception contributes to the *Charisma* Compound Attribute.

# Compound Attributes

Compound Attributes are made from an average or aggregate of multiple core Attributes. These Attributes are determined after Character Creation is completed, and factor in your character's core Attributes as well as any penalties or bonuses related to Race or Boons and Banes.

## **Adroitness (ADR)**

$(AGI+WIT)/2$

Adroitness measures your character's physical articulation, speed, and mental alacrity. It represents their reflexes and their coordination between mind and body. Adroitness is obviously very important in fighting, as it contributes directly to your character's CP, but it also helps them avoid being tripped, knocked over, thrown from rocking horses, flung over the sides of ships, and other things that can be avoided with a combination of quick thinking and action.

## **Mobility (MOB)**

$(STR+AGI+END)/2$

Running, jumping, climbing: these are all determined by Mobility. Your character can move a number of yards equal to his Mobility each Round during combat, or run twice that number, or faster with certain Skills and armor enhancements.

## **Carry (CAR)**

$(STR+END)$

Carry determines how much weight in armor, equipment, and other inventory your character can lug around before being encumbered. See [Chapter XX](#) for more details.

## **Charisma (CHA)**

$(WIL+PER+WIT)/2$

Charisma determines how well your character interacts with other characters. It's their animal magnetism, their ability to read people and appeal to other's emotions, or 'get' them. Charisma also influences your character's ability to hide their own emotions, or to express themselves in an impassioned manner; it is used in social interactions of all sorts. Charisma is an important Attribute in the Magic system.

## **Toughness (TOU)**

$(4+X)$

Toughness refers to how resilient a character is to physical harm. It represents thickness of skin, hardness of bone, and layers of callous and scar tissue. Toughness reduces the amount of damage your character takes when they are attacked. All characters have a fixed starting Toughness of 4. This can then be modified by things like racial bonuses, Boons & Banes and other potential factors.

## **Grit**

$(WIL)/2$

Grit is a character's accumulated resistance to pain, fear, and the shock of injury. Grit reduces the total Pain a character has accumulated. (see [Chapter XX](#)). Characters with high Grit can continue fighting through terrible injuries, and keep calm in the face of unspeakable horror. Many people acquire high Grit by surviving combat, slaying foes, and enduring injuries.

Your character's starting Grit is determined by their WIL score, but unlike the other Compound Attributes, it is not tied to WIL afterwards. Increasing WIL after Character Creation has no effect on Grit, nor can it be purchased with Arc Points. Instead, as detailed below, Grit increases through experience. As your character is confronted with violence, injury, bloodshed and terror, they have the chance to increase their Grit scores.

### **How to Increase Grit**

When your character experiences, witnesses or perpetrates an action above their Grit level, the GM may decide that they should make a Grit test. This is a WIL check with RS equal to the difference between the character's current Grit and the level of severity of the experience (as determined on the chart below) to a maximum RS of 3.

**Success:** Character gains 1 Grit.

**Failure:** Character does not gain a point of Grit.

**Table XX** Grit Advancement

<b>Grit</b>	<b>Description</b>	<b>Example Advancement Threshold</b>
<b>0</b>	Totally innocent and inexperienced. Average child.	Hurting someone's feelings, or having one's feelings hurt.
<b>1</b>	Sensitive, sheltered, still learning about the basics of social interaction. Average young person.	Physically hurting someone else (even accidentally), being hurt oneself.
<b>2</b>	Mature person with an understanding of the way the world works. Average adult.	Being confronted with death.
<b>3</b>	Worldly person with experience in the darker elements of society.	Witnessing violent death.
<b>4</b>	Tough person, fully aware of the grim nature of life, no longer fazed by the unrelenting wickedness of the world they live in.	Killing somebody.
<b>5</b>	Hardened person, now capable of facing the harshness of life head-on.	Killing several people.
<b>6</b>	Jaded individual, increasingly callous to both enduring and witnessing pain.	Witnessing violence and death in a large scale.
<b>7</b>	Callous and unfeeling, this person's empathy is buried deep down to shield them from the pain of enduring hardship and witnessing it in others.	Killing or facilitating the killing of large numbers of people.
<b>8</b>	Empty inside, this person has locked away their feelings so long they've almost completely lost touch with them.	Perpetrating genocide, mass torture, or surviving the same.
<b>9</b>	At this point this person is no longer technically sane. This level of indifference to pain and suffering, both of the self and others, is a mental illness.	Witnessing everything you have ever cared for be destroyed.
<b>10</b>	Almost completely inured to fear and pain. Totally fearless.	Destroying everything you have ever cared for with your own hands.

# Chapter 5: Races

*"In the beginning, there was nothing. Then came He Who Came First, and The Twelve Great Old Ones. They created the cosmos, and then departed. As Steward of this world they left Genosus, God of Light, Life, and Justice, to illuminate all, and transform it according to His will."*

**Genosian Creation Myth**, The Solar Scriptures

*"In the beginning, there was no light. Then came He Who Came First, and The Twelve Great Old Ones. They illuminated the cosmos, and saw it empty. They departed, but to bring beauty to this barren world, they left Bocanadessia, Goddess of Love, Life, and Beauty, to preside over all in her majesty."*

**Dessian Creation Myth**, The Moonsong

*/Remembering Now/Time of Starting/Predating/Memory/Story/Holocaust/Comes To Pass/  
/Bubbles Together/Bubbles Sorted/Bubbles Purposeful/Attributed To/The Seven/Family/Together  
/To This Place/Many Hands/Arriving Loudly/Holocaust/Perfect World/Burned Away/Accident  
/The Seven/Burned Shadows/Ropes and Sails/Nightmare/Prison/Eternity/Construct*

**Zellish Creation Myth**, Burdinadin Translation Attempt

## Character Creation

The fantasy setting of Song of Swords has a number of playable races, however historical campaigns may use only Humans. Not all races are created equal, and some possess powers, abilities, weaknesses or qualities that set them apart from (and thus worth more or less than) Humans.

The amount of PCP devoted to a character's Race score determines which races are available. As abilities and traits made available by choosing a Race are Boons and Banes of a kind, they can be recorded in the Boons and Banes section of the Character Sheet, however racial modifiers do not affect the purchasing of Boons and Banes at Character Creation.

The number of PCP placed into the Race section determines what 'tier' of races are available for the character, as shown in **Table XX** below.

**Table XX** Race Tiers

PCP	Tier	Races
1	Tier 1	Human, Goblin
2	Tier 2	Dwarf, Zell
4	Tier 3	Burdinadin, Ohanedin
6	Tier 4	Orredin*
8	Tier 5	Star Vampire*, Sarturi Chosen, Genosian Paladin, Dessian Silver Guard

*\*These races can be found in the Magic Handbook.*

## Historical Campaigns and Race

All characters in a historical campaign will, naturally, be Human, so assume that all historical characters automatically spend 1 PCP in Race to get there, and then simply close off that option to players.

# Humans

*"Humans as a rule seek hardship and danger, because they know their mortality. Deep down, they do not want to live long enough to die."*

**Nikephoros**, Helian Philosopher

*"My arms are tired, my feet are cold;  
I wish I were at home eating boar."*

**Sir Wilhelm the Strong**, Beleaguered Knight

## Overview

Human beings, also called the Race of Men, the Hostoadin, and a host of other names and monikers, are the most populous and widespread race in the Tattered Realms, rivaled only by the Zells, and potentially the Goblins.

Humans are flexible people, and ones who build communities naturally. Humans form nomadic tribes and pastoral communities as easily as they form city-states and great empires. There does not seem to be an environment which they favor over any other; from burning deserts to frozen tundras, lush valleys to desolate wastelands--anywhere men can live, men do live.

The Human tendency to build communities brings with it a sense of tribalism that often turns them against one another, and thus war is the one constant of Human civilization. Yet, so too have they contributed universally to art, philosophy, science and religious wisdom. The Human race is one of infinite potential, both for civilization and debauchery.

## Appearance

Human height varies depending on climate, diet and social conditions, but at this time the average man is about 5'6" and 160 lbs, while the average woman is 5'4", weighing about 120 lbs. Human beings come in many pigments and colorations, ranging from dark haired to fair, and from very fair skin to very dark.

Human beings are young adults by 16 years of age, middle-aged by 40 and elderly by 60, give or take a few years depending on constitution and lifestyle. Infant mortality is high, but in most societies, if a child can survive his first six years, he is likely to live until a reasonably old age.

## Racial Abilities and Characteristics

**Attribute Modifiers:** None

### Willing to Learn

Humans are flexible creatures by nature, and learning is something most can do very quickly, particularly when instructed. When purchasing Schools, Human characters gain their first 2 Proficiencies in that School at no cost.

### The Human Condition

Human beings live short, brutal lives by the standards of the elder races. More so than any other race, Humans are characterized by their ability to overcome their own weaknesses. Only Humans may benefit from the Flaw Arc.

## Culture and Society

There is no single unified Human culture. The diaspora of humanity across Mundus has created an enormous field of differing cultures and civilizations, which vary dramatically from each other. No blanket statement can be said about Human cultures, except that they predominantly consist of Humans.

## Ecology

Humans are an omnivorous species, but most subsist on cereals and vegetables occasionally supplemented by meat and fruit. The exact composition of the diet does depend on the culture, environment and the individual in question. Humans, more than any other race except perhaps goblins, are strongly influenced in development by their diet. Those with a poor diet in their youths tend to grow small and stunted, whereas those with robust diets often grow larger.

Humans reach physical maturity in their late teens, and can live as long as ninety or a hundred years, though rarely much more than that. However, many humans die in childhood, making the average age far lower. If a human lives through childhood he can generally expect to reach a ripe old age, misfortune notwithstanding.

## Goblins

*"Do you see those wretched creatures, slinking in the dark? Once upon a time, they too had hopes and dreams, and built great empires to challenge the gods. From mud and grime they came, to mud and grime we returned them. Take this lesson to heart. Human."*

**Petraclius Volkanius**, Helian Dux

*"The best seasoning is hunger."*

**King Rudger the Reclaimer**, Goblin ruler to his young prince

## Overview

The Goblins are a crafty, slight, subterranean race, driven into the deep places of the world in eras long past by other races invading their homelands and defeating them in battle. Now the Goblins live brutish and violent lives in the deep places, struggling for survival against the terrors of the dark, and occasionally slipping away to the surface, to seek better lives among their historic enemies.

## Appearance

Goblins are physically slight, and have thin, downy hair on their heads. They can have alarmingly large eyes due to their environment, and can see in the dark with great precision. The average Goblin stands at 3'5", and weighs 50 lbs. Their eyes are large and lack whites and irises, being entirely pupillary. Their hair is usually white or pale yellow, but is sometimes red or a ruddy brown. Their skin tends to range from a fishbelly-white to a darker green tinge. Exposure to the sun darkens them as it tans Humans, turning them a darker green. It is rumored that if Goblins are well-fed and long-lived, some may begin to grow horns.

## Racial Abilities and Characteristics

**Attribute Modifiers:** -2 STR, +1 AGI, +1 PER

### **Regeneration**

Goblins can recover from any injury that is not fatal. Lost limbs, eyes, and so on, regrow after twice the Healing Time of the wound has elapsed. The exception to this is if the wound is sealed with fire or acid or some other method, causing it to become permanently lost. Banes taken which represent wounds or lost body parts are assumed to be of the burned sort, and thus may not be healed in the regular manner.

### **Small**

Goblins are shorter than other races, and they suffer -2 to the Reach of their weapons. Their Mobility is also reduced by 2, representing their shorter legs.

### **Sneaky**

Goblins are naturally cautious and swift creatures. They gain +1 bonus dice to the Stealth Skill, and are always considered trained in that skill.

### **Scarce Environment**

Goblins only have to eat half as much as other races in order to survive.

### **Tight Spot**

Goblins are very short, but also highly flexible and double-jointed. They can fit through any space large enough for their small heads to pass through, and can also contort their limbs to climb in cramped spaces, or secure fingerholds too small to otherwise be used. Goblins gain a +2 bonus to Climb, and a +2 bonus to Thievery to squeeze through tight places.

### **See in Darkness**

Goblins can see in Pitch Black, Poorly Lit and Dimly Lit as though it were Evenly Lit.

### **Photophobia**

When in Brightly Lit, Goblins count as being in Poorly Lit. When in Evenly Lit, Goblins count as being in Dimly Lit. Blinding is still Blinding.

## **Culture and Society**

The Goblins live in the deep places, in the vast volcanic tunnels beneath the surface. In these scarce, dark caverns the Goblins form tight-knit tribes and communities where survival is a daily struggle, and there is no room for waste or rivalry.

The males live in the outer cordon of war-camps and outposts, protecting the inner villages from the predation of hostile subterranean beasts, while females and the young dwell in the inner lands, scraping a living from the stones, and crafting weapons, armor, food, and supplies for their beleaguered defenders.

Goblin leadership tends to be split between the inner (female) and the outer (male) halves of each tribe, and traditionally only the greatest warriors of each generation are allowed to breed, producing new generations to fling away their lives in defense of the nest.

Goblins are suicidally courageous in defense of their homes, but fear sunlight more than death. Only the bravest and most determined of raiders will venture aboveground to seek supplies, loot, or even allies on the surface world.

Goblin religion is simple and practical. They have no concept of gods, an afterlife (the thought is horrifying to them, as life is grotesque enough without the added dread of being unable to die), or divinity. They do understand sacredness, however, and hold sacred the idea of continuation through transformation of the body into other forms. Thus, even the beasts which consume the Goblins are, in a way, sacred, because they are composed of Goblins. Even dirt can be sacred as it may someday be a Goblin.

However, taking the place of evil, hell, and dark gods in the Goblin religion are very real demons called 'The Long Ones,' depicted as terrible lanky figures in artwork and myth. They are known to hunt and kill Goblins, however not as part of the natural cycle of death and rebirth, but instead as part of something profane, terminal, and unnatural. Some of The Long Ones are infamous, and have elaborate mythos attached to them, with fanciful names like Sharphorror, Paindeath, Killquick, Toothcutter, and Circlebreaker.

## Ecology

The Goblins have spent millennia struggling to survive in one of the most hostile and barren environments conceivable. Their diet largely consists of algae, roots, insects, and the flesh of beasts hideous beyond imagining. They have no particular aversion to cannibalism, and often ritually eat their own dead, both as celebration of their fallen comrades, and to take their nutrients back into the community.

Due to this harsh diet, Goblins can digest truly foul substances and still glean nutrition from them. Famously, on the surface, they can actually sustain themselves largely on the nutrient-rich earth of farmland, simply shoveling it into their mouths as a Human would pottage.

Goblins reach maturity within three years, but rarely live longer than 10, due to their extreme environment and consequent malnutrition. Legends state that a Goblin with ample food and free of the threat of predation can live as long, or longer, than Humans.

## Dwarves

*"The stone has called us for an eternity,  
It rings unceasingly behind the ears,  
It calls in a voice that can be ignored,  
But only just, and not forever."*

**Kordi Sticcor**, Dwarvish Engineer-Poet

*"Dwarvish social behavior is more consistent with that of carpenter ants than of men or Din. Their appearance is a trick. The smiling face on a cobra's hood."*

**Igone Zorezai**, Burdinadin Writer & Researcher

*'Encyclopedia Subterranea, Dwarves & Star-Nosed Moles'*, Library of Glade Lagu

## Overview

The Dwarves, or Fedarshin (as they are called by the Din), are a race of short, sturdily-built folk who live primarily underground in isolated strongholds typically called forts, or holds. The Dwarves do not fit in on Mundus. They have a compulsive urge to dig, to scrape away dirt and to strike the earth, and seek out *something* in the deep. They combat these urges with obligation. Dwarves value anything that can keep them focused on life, even if the call of the depths are never far from their mind.

Dwarves also know, instinctively, when the moment of their death by age will be, down to the second. They do not know how, or where, but they know when. Many Dwarves, upon reaching an old age and knowing their time has come, will finally indulge in one final dig, heading down to die in the deep, as so many have done before.

## Appearance

Dwarves stand about 4'10" tall, with black or brown hair, often braided with metals and stone insignias woven in. Their compact, stocky frames weigh about as much as Humans who stand a foot or more taller. Females are almost exactly the same height, however lack beards and have softer (if still very sturdy) facial features. Dwarves can see in the dark. They are hardy, and very resistant to injury, toxin, and hardship, and are famous for their capacity for drink. They are also long-lived, although not immortal, and after reaching adulthood at about 20 years, many live to the very old age of 200. Interestingly, Dwarves never become decrepit, they simply persist in a sort of middle age until dropping dead.

## Racial Abilities and Characteristics

**Attribute Modifiers:** +2 END, +1 HLT

### Short and Stout

Dwarves have -1 Reach and -2 MOB because of their smaller statures.

### Robust Immunities

-1 to Infection Chance against all wounds, +2 to Blood Loss rolls.

### Sturdy Build

Dwarves have +1 TOU at character creation.

### See in Shadow

Dwarves can see in Poorly Lit and Dimly Lit as though it were Evenly Lit.

### Prodigious Livers

Dwarves gain a +6 to their effective HLT when rolling to resist toxins (poisons, alcohol, general toxins) that are ingested, and a +2 to their effective HLT against poisoned arrows, weapons or other toxins that enter the body through injury.

### The Call of the Deep

Dwarves get +4 to any roll involving digging downwards. A Dwarf must make a WIL roll at RS 5 to stop himself from digging once he has begun. A Dwarf who is currently under the influence of alcohol reduces the RS to 1. The roll can be made once per hour of digging.

### Hammer of Industry

Dwarves always gain +2 dice per roll when Crafting, and reduce the amount of time Crafting takes by two hours per roll. This bonus only applies to Crafting skills in which the Dwarf is not Untrained.

## Culture and Society

Dwarvish culture varies greatly depending on the Hold in question. However, most Dwarvish communities are close-knit, with individual clans within the Hold each having a hereditary occupation,

jealously guarding their secrets from others while endlessly perfecting their techniques. Contact with outsiders is greatly restricted, and trade with the general public is often divided into two groups: the ‘outer’ market, where strangers and poor traders deal at inflated prices, and the ‘inner’ market, where trusted merchants are allowed to see the real stock without price-gouging.

It is not uncommon for three generations of merchants to deal with a clan of Dwarves before being granted trust (usually in the form of a tattoo by the Hold's inkweaver that grants access to the inner bazaar). Dwarven goods are of obscenely high quality, but increasingly, their exquisite craftsmanship has begun to meet competition, both from the Burdinadin's precision engineering, and the raw mass production power of Human production houses.

The Dwarvish system of writing, which is written as dots in three columns going downwards, was born of their primary means of identification in the dark tunnels, where facial features are hard to discern. Thick beards (or necklaces, for women) with elaborate braids studded with beads, clever knots and medals, allowed individuals to recognize each other by ‘reading’ them. Many Dwarves of status take great pride in their elaborate, dignified beards, while those who leave the Holds typically cease the practice, after realizing that nobody can read their beards except Dwarves, or else increase the practice and flatter themselves by braiding their beards ostentatiously, perhaps for that very same reason.

Internally, each Hold is ruled by an anonymous King, who sits upon a stone throne in the deepest heart of the Hold, and wears the Hold's ancestral mask. The King chooses his own successor through merit, and the death of the King is never announced — officially, most Dwarf Holds have only ever had one King. Instead, each new King is called a ‘Mood,’ such that King Ulric may have had the Mood of Economic Reform, the Mood of Innovation, the Mood of the Rat War, and the Mood of Decadent Feasting over the course of several centuries.

Dwarves have a deep, overriding urge to dig. Those who tear themselves away from the underground eventually lose this urge, but for most Dwarves it is a constant presence in their minds. If they begin to dig, Dwarves find that it is difficult to stop, and if left to their own devices, most would simply dig until they died of thirst in the deep, hammering ever downwards in an ecstasy of picking.

The Dwarves know this as ‘The Call,’ and they consider it a natural thing. Most of them combat it with alcohol, as a drunk Dwarf becomes temporarily deaf to The Call. A common strategy for ambitious miners is to carry two canteens, one with water, and one with strong turnip-wine or dark ale. After the water runs out, the Dwarf will quickly become intoxicated enough to realize that he's out of supplies, and return to the surface.

Of course, this is a dangerous technique, given Dwarven alcohol resistance, and also given the carelessness of drunken miners, so the foreman and overseers of Dwarvish dig operations usually drink enough to keep the edge off at all times, so that they can spot anyone who has spilled his drink, or watered down their ale too much to pull themselves away from the pick.

## **Ecology**

The Dwarvish diet is very similar to that of Humans, with a few exceptions. Dwarves can ingest extremely toxic substances without fear, and their diet includes many things that would be outright poisonous to Humans or Din. Dwarves are also highly resistant to the effects of alcohol, and have had to develop singularly strong mixes to achieve the same effect as Humans get from softer drinks. Because the Dwarvish eye is much more optimized for tracking the outline of shapes than it is for discerning fine details within those shapes, Dwarves have trouble identifying people by their facial features.

Dwarves mate for life, and rarely seek a second mate if separated from the first by death or misfortune.

# Din

The Din, or Elves, are a category of humanoids characterized by their possession of ‘The Focus.’ The Focus is a sort of practice, aversion, taboo or belief that grants the Din immortality so long as it is held to, as well as certain other powers or abilities, based on the sub-race of Din.

The Din themselves often quarrel over what precisely constitutes a Din. The Ohanedin, for example, maintain that Humans are also Din (they call them the Hostoadin) because of their ability to Ascend, which they consider a form of Focus. The Burdinadin, by contrast, do not believe that the Zells or the Ohanedin are Din at all, because both receive their immortality from higher powers, rather than from within. The Orredin believe that the Goblins are a degenerate and fallen form of Din that has forgotten its Focus (and thus, justify by precedent that the Orredin themselves are an ascended superior race, while the rest are merely average).

Whatever the truth of the matter, for the purposes of Races, any race with a Focus can be considered Din, and remain ageless so long as they practice their Focus. They are also susceptible to any effects, magic, and so on that specifies an effect against Din.

In terms of appearance, the Din as a whole are generally similar to Humans, but are usually marked by slightly tapered ears (though this varies between the modest and delicate ears of the Orredin, and the grand, some would say obnoxiously large ears of Zells). The features of Humans (for those Din who hold that the Humans can be counted among them) are simply a logical continuation down from the Orredin.

## Focus

Din are ageless beings and hold a kind of immortality as long as their Focus is maintained. Each Din has a different Focus, which provides them with certain attributes and skills.

### Zells

The Zellish Focus is called ‘The Dream,’ which grants them immortality so long as they are part of The Dream. A seafaring race, the Zells need to be members of a crew to be part of The Dream. Zells have a strong bond with one another, and have telepathic links with their crew members.

### Burdinadin

The Focus for Burdinadin is rather unclear. The ‘Iron Elves,’ as they are also called, only know that while they are within the sanctuary of their Iron Glade, or otherwise shielded when venturing outside the Glade, they are protected from spiritual contamination, and maintain their Focus.

### Ohanedin

The Ohanedin are feared, yet honorable race. Their Focus has three main principles, which ensures their immortality and agelessness. First, they must never clothe themselves in metal, they must never betray an oath freely given, and never eat meat from animals that cannot speak.

### Orredin

The Orredin focus is to simply be in a Warren with 50 or more Sorcerous Flow. The Flow can be utilized by devices or spells, so long as it is there, by any Orredin in that Warren has Focus. Alternatively,

consuming (usually drinking a solution of) about a teaspoon of powdered Magestone (typically costing 10 gp) will satisfy an Orredin's Focus for a year.

## Zells

*"Zells often joke that they keep humans around to build docks and brew alcohol much as we keep cats around to hunt mice. As with most things Zells say, it is difficult to tell if they are joking or being serious. They definitely hold human sailors in contempt, however."*

**Gavin of Illegon**, *'Bestiary of Western Vosca'*

*"My people sailed these waters before yours crawled out of them, and we'll still be sailing them long after your extinction."*

**Rade Sark**, Captain of the Krutost

### Overview

The Zells, or Zellish Elves, or Sugaardin, are a race of humanoids who favor a maritime existence, and are telepathically bonded to their crews, as well as to the living ships on which they sail, called Zellislava. They are immortal, so long as they are on the sea and part of a crew, and so most Zells avoid land when possible. Zells also have a strange attunement to the supernatural, drawing the attention of powerful spirits and even deities more easily than other races, perhaps as a result of their strange telepathy.

The Zells have ruled the seas of Mundus for countless eons, and can be found in every maritime role, from mercenary to merchant. Though at heart they are not as warlike a people as Humans are, the Zells have proven that on the high seas they have no equals, and certain groups of them are highly militant.

### Appearance

Zells resemble Humans, but it would be difficult to mistake the two. Their ears are long and tapered, and grow longer with age; truly ancient Zells having ears in excess of a foot in length.

The average Zell of both genders stands at about 5'10". Males tend to weigh about 150 lbs, and females slightly less.

The 'classic Zell,' the stock from which most of them derive, is fair skinned, with straight black hair, black eyes, and an aquiline nose. However, most Zells have some Human ancestry, and so show diverse traits much as Humans do. Zellish men can grow full beards, something that most Din cannot do, and some of the Zellish ethnic groups place great importance in the growing of mustaches and beards.

### Racial Abilities and Characteristics

**Attribute Modifiers:** +1 AGI, +2 PER

#### Elvish Agelessness

Elves reach physical maturity by the age of 20, much like Humans do. However, after that, their bodies' aging process halts, so long as they retain their Focus. Each breed of Din has a different Focus.

#### Focus

Like all members of the Din, the Zells have a focus that allows them to remain Ageless. The focus for Zells is 'The Dream.' As long as a Zell is a member of a Dream, the Zell does not age significantly past physical maturity. This effect does *not* stop the Zell's ears from growing longer over time. Zells who leave their Dream begin to age normally.

### **Zellish Dream**

The Dream is a sort of psychic connection that occurs between Zells. It is a form of semi-voluntary communal bonding, the trigger for which is simply spending a period of time on a vessel on open water. When it takes root, the Zells begin to share thoughts, become aware of each others' well-being and feelings, and perhaps more importantly, begin to hear the thoughts of the ship itself, which is naturally drawn into the bond. The Dream allows Zells to communicate nonverbally over a distance of about a mile, and to communicate instructions to their ship (assuming it is a Zellislava). Being a member of a Dream is the requirement for their Focus.

Becoming part of a Dream requires that two or more Zells spend about a week as the sole occupants of a vessel or ship. Even a rowboat will do. Importantly, these Zells must at least agree on which of The Seven Gods of Chaos has primacy. They do not need to be of the same tribe or hold the same beliefs. Even Zells who were raised on land with no contact with other Zells can form crews by fulfilling these requirements. Additionally, Zells that are not part of a Dream may be incorporated into a Dream by spending a similar amount of time on the ship with its crew.

### **Zellislava**

Any ship that serves as the 'founding' vessel for a Zellish Dream (i.e. the rowboat that Zells spend a week on to merge their consciousnesses) becomes a Zellislava immediately. Alternatively, if a pre-established Dream of Zells make up the primary crew of a vessel of any size for about a year, that ship will gradually become a Zellislava over that period. The Zellislava itself will be aligned to the member of The Seven Gods of Chaos that the Zellish crew worship. A Zellislava is a living ship that gradually grows and expands from the framework of its original body, increasing evermore in sophistication and complexity, and eventually gaining moving components.

### **Friends in Deep Places**

Zells in open water, either at sea, on inland oceans or large lakes, have the peculiar ability to vanish into the depths, and reappear at the nearest shore. This involves them emptying their lungs, losing consciousness, and sinking into the deep. Through a barely understood force (believed by the Zells to be the machinations of their gods) the Zell will emerge anywhere from a few hours to a month later on the nearest coast, feeling reasonably well-rested, but hungry and sore. Everything on their person, including objects held in all but the most airtight containers, will be thoroughly soaked.

Additionally, anything that a Zell personally drops into the ocean, intentionally or unintentionally, can be recovered during the Zell's time in the deep, but this requires a WIL roll with an RS of at least 3, and possibly more if the item is very heavy. Objects too large or heavy to be carried by one person cannot be recovered.

If a Zell is somehow prevented from sinking while attempting to use this ability, they do not vanish and reappear, but they also do not re-awaken until either released into the deep, at which point the ability takes effect as normal, or until they are pulled up to the surface, at which time they awaken, confused and disoriented. Regardless of the status of their Focus, a Zell does not age while in this state, and fish and other animals will not eat or even touch a Zell who is in this sort of stasis. Theoretically a Zell could spend centuries submerged in this manner...

### **The Zellish Touch**

Zells always add their PER to Missile rolls involving any weapon with circular components. If this is compatible with the Aim Maneuver's Perception Bonus, the effects are cumulative. Weapons that 'count' for this rule include Zellish wheelbows, wheellock firearms, throwing disks like frisbees, circular sawblades, chakrams, and so on.

### **Echolocation**

A Zell's ears are much more sensitive than that of a Human, and Zells are capable of echolocation. By making small sounds and listening to the echoes, Zells can form a very limited "picture" of their surroundings without using their eyes.

So long as conditions are relatively quiet, a Zell can treat even Pitch Dark Lighting as Poorly Lit for the purposes of movement, and even shooting. If the target of such a missile attack has made a loud or audible noise (even a bow or crossbow shooting is sufficient) then this improves to Dimly Lit. This also applies to blind Orredin, who can act as though the environment were Poorly Lit. See Lighting rules on page XXX for details on how this affects combat.

The range of this ability is generally 10 yards per point of PER the Zell has. In a noisy (but not deafening) environment, it is 5 yards per point of PER, and in a deafeningly loud environment it cannot be used at all. An interior muscular reflex seals off the more sensitive parts of a Zell's ears when loud noises begin, so they rarely suffer significant damage to their hearing, but echolocation is impossible in such an environment.

### **Racial Glossophobia**

Zells have very keen senses of hearing, and this actually proves a disadvantage when communicating verbally, because the echoes of both their own and other voices makes it very difficult to pick out small details like words and inflections. As such, Zells often seem awkward, are prone to pausing in conversation to 'sift' through the words they have just heard, and also tend to prefer talking either very softly, or very loudly, with little room in between. Zells suffer a -4 pool penalty to CHA related tests involving communicating with others verbally. This does not apply for Intimidation checks, or for communicating with other Zells.

### **Race of Sailors**

Zells gain a +2 racial pool bonus to Sailing tests. This bonus increases to +4 if the boat being operated is a Zellislava. This bonus decreases to -2 if the boat being operated is a Zellislava of a Chaos God hostile to the Zell in question.

### **Resistance to Disease**

Zells cannot contract some diseases, including any transmitted by insects or rats, and some vitamin deficiencies, like scurvy. They also seem to be curiously immune to botulism. Insects that touch a Zell's bare skin generally die within five or ten seconds depending on size.

### **Strange Tastes**

Zells suffer a -2 penalty to PER to detect poison (or anything else) in food or drink, because they have a dulled sense of taste. They can barely taste salt, and they can't taste sour things at all. However, they may survive drinking seawater, and cannot suffer nausea from smells or tastes, no matter how vile.

## **Culture and Society**

The Zells as a race do not have a well-organized society. They live primarily on the sea in independent ships, each with their own small community and goals. These ships belong to tribes, of which there are

42, but these tribes do not have any sort of permanent leadership above the individual ship level. Instead, tribes have a 'creed,' which is decided upon every hundred years in a great meeting, in which all ships of the tribe gather together (if able), and hold talks about any possible changes to their creed. If a captain or his crew breaks the creed, and it is discovered, punishment is usually meted out quickly, according to the creed, by the rest of the tribe.

The actual culture and values of the Zells vary dramatically along tribal lines, but a constant is the worship of The Seven, who are believed to be the source of The Dream, and who are venerated almost universally by seabound Zells. Each tribe has a 'primarch,' or a member of The Seven whom they believe is first among equals, and whom they believe to share a special relationship. Another constant in Zellish culture are wheels. Particularly wheels that spin or turn seem to hold great significance to Zells, even if they cannot articulate why exactly they do. Their religious services always involve wheels or rings of some sort, and The Seven are even portrayed as being spokes on a great wheel, in some tribes. Even weaponry is often made involving rings or wheels: throwing disks with razor edges, bows with the strings threaded through multiple wheels, and the occasional sword with rings attached to the spine. Thus far, the Zells haven't figured out how to make a sword that looks like a ring, preferring to use their Zellish Sabers, although it's only a matter of time.

Many Zells have simply been assimilated into Human culture (usually because their ancestors couldn't afford a ship). These people are not generally much different from regular Humans, though they tend to be taciturn, as the natural aversion to words stays with them. The fixation with circles also seems to be somewhat deeper than merely cultural, as Zells, regardless of their background or upbringing, tend to favor rings, wheels, and other circular designs in art and craft. It is unclear if this fixation with rings is due to the Seven's association with the 'Brass Wheel,' or if The Seven's association with rings is due to the Zells' worship of them.

Zells are stereotyped by humans as being highly promiscuous and uninhibited. This is mostly because the ones humans meet tend to be sailors getting drunk before heading back out to sea, but it is generally true that Zells think less of romance and relationships than humans do, though they have their own sexual taboos and mores. Children are usually kept by (or left with) the mother, to be raised communally by the crew. This is considered the normal state of affairs among Zells--it is very unusual for a Zell to actually know his father's name, those who do will often adopt it and the suffix "-vic" as their surname. So a Zell named Boris whose father's name was Mark would be called Boris Markovic. Having such a name is as close to "nobility" as it gets in Zellish society.

## Ecology

Zells are social animals. In their natural state, they exist in tight-knit groups that live, travel, fight, eat, and generally act together as one. The Zellish diet does not differ much from that of Humankind, though their sense of taste is far less acute, and Zells are poor at discerning tastes unless they are very strong. This has led to most of their food being extremely pungent. They also drink (mostly) salt water, which would be fatal for most other races. Zells treasure the taste of fresh water, and consider it inherently aristocratic.

Most Elves are resistant to disease, but Zells in particular have adapted immunities to a few conditions that are commonly the bane of sailors. They cannot contract scurvy, and their skin, blood, and bodily oils are highly toxic to insects of all sorts, making infections from mosquitoes, lice or fleas unlikely.

Zells do not mate for life, and in fact have great difficulty feeling attraction for those that inhabit a Dream with them. They are prone to short relationships in passing, either with their own kind, other Din, or Humans, and the offspring are almost always Zells, regardless of the mate.

## How to Roleplay a Zell

When playing a Zell, remember that while you're probably a sailor (unless you're a land-born Zell) you're not a human sailor. Zells are taciturn, they don't like talking too much, they dislike loud noises like shouting, and they prefer to show rather than tell. Aside from that, they can be very human; they enjoy the same things more or less, but they tend to take a longer view on things. Zells love the sea, they love contemplation, solitude, and the company of close friends. For a Zell, the only true close friends are those in the Dream. Friends outside of this psychic link--especially humans--may be liked, even loved, but they will never truly be 'in' like a Zell's crewmates are. As a Zell, you're a hard worker, a brave seaman, and a true comrade. You don't weigh in your opinion unless you're sure of what you're saying, and generally you'd rather be sure of what's going on before any decision is made. You might feel that you are superior to humans because of your immortality, (and also because their ears remind you of children) but Zells and humans have been living together for a long time, and there's a certain brotherhood there. You're probably part human yourself, after all.

*Male Names:* Vlad, Rade, Boris, Akula, Olaf, Taviye, Dusan, Slavomir, Bozemir, Radovan, Arkan  
*Female Names:* Kasatka, Dahaka, Shahaka, Moloko, Rahoko, Draguna, Natalya, Tamara, Dusica

## Burdinadin

*"I've been inside of an Iron Glade. The construction is admirable, though lacking in aesthetics. They bathe in rooms full of steam. Their halls are lit by panels of glowing glass, and the great towers stretch as far underground as above, but there is no personal element. It was not a home, it was an emergency shelter. A bolthole. A temporary solution become terribly permanent."*

**Zoph Escher**, Lord of Kar-Ischil  
'On Elves', Report to The Hurtsickle Society

*"If we thought death was a way out, we would have built gibbets, not Glades."*

**Skillithingtorix Amljatijakove**, Burdinadin Radical  
'No Way Out', Master Thesis, Lagu University of Natural Philosophy

## Overview

The Burdinadin, or 'Iron Elves,' are a race of intellectuals and shut-ins who have sealed themselves away from the outer world within the great Iron Glades, huge metallic fortresses that shield them from the impurities of the outside. They are gifted scientists, in large part because the same quasi-magical senses that made the outside world so intimidating to them can also be turned inwards, to analyze the subtle mechanics of natural law around them.

## Appearance

The Burdinadin range from chestnut-skinned to fair, and tend to have pale hair and green or red eyes. They rarely stand over 5'6", and tend to hover between 100 and 140 lbs. Females are not noticeably shorter than males, but tend to be slighter of figure.

## Racial Abilities and Characteristics

**Attribute Modifiers:** +1 INT, +1 AGI

### Elvish Agelessness

Elves reach physical maturity by the age of 20, much like Humans do. However, after that, their bodies' aging process halts, so long as they retain their Focus. Each breed of Din has a different Focus.

### **Focus**

The Burdinadin do not currently know what their Focus is, but so long as they are within the Iron Glades or properly shielded while outside, they retain their Elvish Agelessness.

### **Natural Philosophy**

So long as the Burdinadin is not suffering Pain from spirit contamination (see Sterile Soul below) a Burdinadin may make a special Research test to discern the function, purpose, composition, and/or mechanics of any object, device or technology. For this test, the Burdinadin adds PER to INT. This kind of check is omni-sensory, utilizing sight, smell, touch, hearing, and even taste.

If the Burdinadin is allowed to disassemble and play with the subject manually, a +4 bonus is gained to the Research test.

When used in this way, Natural Philosophy requires time to study the object determined by the RS of the test. See the table below.

After a successful use of this ability to analyze something, any Craft rolls made to improve, redesign, copy, forge, disable or otherwise take advantage of this knowledge gain a bonus equal to the Bonus Successes from the Natural Philosophy roll. The same object can be analyzed multiple times, but the Craft bonus does not stack, only the highest number of BS is used.

There is a cost to using this power. Every hour that is spent using Natural Philosophy, the Burdinadin must make a WIL test at RS 1, +1 per hour they have already been using the ability. If they fail, they attract the attention of That Which Stares Back, and begin suffering spirit contamination, as when the Burdinadin is outside and unshielded. Once this begins, the Burdinadin cannot break free of the trance, and thus the spirit contamination, until they make a WIL test at RS 1, +1 per hour since That Which Stares Back has fixed its gaze upon them.

**Table XX** Natural Philosophy

Test RS	Time Required	Example Subject
1	Less than a second	Mace
2	10 Seconds	Lever
3	1 minute	Mousetrap
4	10 minutes	Crossbow
5	1 hour	Matchlock
6	12 hours	Pocket Watch
7	1 day	Steam Engine
8	1 week	1960s Supercomputer
9	6 weeks	Nuclear Submarine
10+	x10 per RS in months	Alcubierre Drive

### **The Stains of Time**

The Burdinadin can see trails of causality through the air before them when in tense situations, much as Humans see strange patterns on the insides of their eyelids after looking at bright lights. Unlike the Human visions, which are thoroughly ignorable traces of dying cells on the cornea, the Burdinadin's visions are glimpses of the future, brought forth by their ability to gaze into the interior mechanics of the universe's functions.

So long as a Burdinadin is not suffering from spirit contamination (see Sterile Soul below) and is not suffering more than Light Encumbrance, the TN of *all* Void and Parry maneuvers is reduced by 1.

Additionally, Missile Defense RS is increased by +1 at base, and by an additional +1 if the Burdinadin has a sword, knife, or other weapon with which they might potentially parry a missile. Burdinadin can parry bullets or other missiles that move faster than the eye can see. Against arrows or bolts (not bullets) an unoccupied hand will suffice as a parrying instrument.

### **Sterile Soul**

The Burdinadin cannot handle contact with the outside world, and all of its spirit contamination, without proper shielding. If a Burdinadin is ever forced to leave the Iron Glade without a protective suit or other means of protection, he will suffer 1 Pain per hour from spirit contamination. If the Pain suffered exceeds the Burdinadin's combined HLT and WIL score, he must pass an RS 3 WIL check each hour or die, as his nervous system is systematically dismantled by aggressive spirits.

If the Burdinadin finds shelter in a sterile location, or is moved to a safe place after suffering Pain in this way, the Pain will fade at a rate of 1 Pain per 1 week spent in the sterile location.

For faster contamination cleansing methods, and for protective suits and items, see [Chapter XX](#).

### **Burdinadin Armory**

Special access to Burdinadin equipment. More information can be found in [Chapter XX](#).

## **Culture and Society**

The Burdinadin live almost exclusively in the Iron Glades, which were built to shield them from the spiritual contaminations of the outside world. Having learned to retain their sanity in such claustrophobic environments, the Burdinadin combine gregariousness and privacy, and greatly value their personal space, often retreating into seclusion for weeks or months at a time to ponder over problems, or come to terms with personal dilemmas. Their society recognizes and respects this withdrawal, but expects conformity and reservation in public. The result is a highly dignified society, with extreme standards of decency, conduct, and morality in public, but provides that anything is permissible in private.

The Burdinadin cannot perform meaningful agriculture inside the Iron Glades, and so they trade for food and materials with the outside world, often trading back cheap steel, mass-produced goods, and wondrous inventions for bored kings.

Burdinadin are known for their introversion and being slow to befriend and slower still to trust. Romantic relationships are rare amongst them (too much time, too much money, more interesting things to do--like researching beetle phenotypes!) to the point that many Glades institute a severe bachelor's tax to extort

their citizens into producing offspring. Despite that, once they've got them, Burdinadin are very dedicated parents.

## Ecology

The Burdinadin have relatively tame dietary quirks compared to Humans. They do have difficulties digesting milk (having almost no evolutionary history of domesticated cattle), and are especially susceptible to food poisoning from meat near spoiling. Most Burdinadin eat a largely vegetarian diet, with meat being eaten fresh, or not at all.

Burdinadin don't usually mate for life, though many have recurring relationships with the same individual over a long period of time. Pregnancies last about 12 months. They can breed with Humans and other Din, though the offspring are generally of the mother's race, except for Zells, with whom they almost invariably produce Zells.

## How to Roleplay a Burdinadin

When playing a Burdinadin, remember that you grew up in a highly ordered and enclosed environment, where your primary mission in life was maintaining that environment. You've been conditioned since you were a child to have a keen attention to detail, to live an orderly and methodical life, and to pursue your work--whatever it may be, from soldiery to research--with unparalleled dedication and ambition. If your job is maintaining the air-circulation units of your Glade, then your every waking moment will be spent furiously struggling to maintain, improve and perfect that unit. If your job is killing people, then you will spend every waking moment of your life straining to be as good a killer as you can be. As a Burdinadin, you're smart, fast-talking, fact-obsessed, and a bit naive. Metaphors and analogies tend to go over your head, you take things literally and you present things literally. You're not opposed to ideas about magic, gods, souls or whatever--after all, what is the Void if not a realm beyond this one? But you'd rather explain things with hard data than speculation and philosophy. As a Burdinadin, you might be a bit awkward around people in a non-work setting. You have hobbies that you know inside and out, but what're the odds anyone you're going to meet is as into whittling as you are? Not very. You might not see humans, or even other Din, as being equal to you. They're irrational, illogical, they don't care about facts the way Burdinadin do, they get too wrapped up in emotionalism and nonsense. Maybe you think of them like animals just functioning on instinct, or maybe you admire them for their ability to let go of details and 'go with the flow.'

## Ohanedin

*"The Ohanedin hate bows, did you know that? We all think of those feisty wood-elves with their bows, but they hate 'em. It's Zells what like bows. The stick-eaters don't like bows, 'cause you've got to be far away to use 'em. Can't enjoy it that way."*

**Sir Roger Westridge**, Knight of the Green Brotherhood

*"This isn't your land, infidel."*

**Zoga Ganix**, Ohanedin Ranger

*'The Slaughter at Occi'* (Attributed)

## Overview

The Ohanedin are an Elvish race of fiercely individualistic and independent tribesmen from the northern hills, cliffs and forests of Iber. They treasure their freedom and their way of life, and fight ruthlessly and without restraint to defend their ancestral homes. They are rightly feared by all who neighbor them, and

are often (rightly) accused of the cannibalism, human sacrifice, and depraved tortures that befall those who trespass into their lands without license.

Conversely, they are also known for their nobility, iron-bound senses of honor, and undying loyalty to those who win their friendship, and many leave their hilly homelands to seek employment in the retinues of noble families. Some Ohanedin have acted as retainers, bodyguards and teachers for ten generations of the same noble human family. Their word is their bond--more literally than any human could hope to understand.

## Appearance

Ohanedin are usually fair-skinned, with eyes ranging from brown to bright blue, and black, brown, or greenish-blond hair. They are taller than their Burdinadin cousins, standing between 5'8" and 6'0" on average, and weighing about 140 lbs. Females are not much smaller than males, but the difference is noticeable.

## Racial Abilities and Characteristics

**Attribute Modifiers:** +1 STR, +1 AGI, +1 PER

### Elvish Agelessness

Elves reach physical maturity by the age of 20, much like Humans do. However, after that, their bodies' aging process halts, so long as they retain their Focus. Each breed of Din has a different Focus.

### Focus

To preserve their immortality, Ohanedin must obey the mandates of their patron spirits. Never clothing themselves in metal (metal weapons are acceptable, as long as the Ohanedin doesn't actually have to touch the metal part), never betraying an oath freely given, and never eating meat from animals that cannot speak are the three basic prerequisites, however many have significantly more. Due to the complexity of the Ohanedin Focus, it is broken down into its individual qualities below.

An Ohanedin that breaks the laws of consumption (eating the flesh of an animal that cannot speak) will violently regurgitate its meal, and will lose access to Natural Awareness and Rules of Nature for the next 24 hours.

### Metallophobia

Ohanedin have a particularly rigid Focus, particularly when it comes to metal. Wearing metal covering the torso inflicts 8 Pain on an Ohanedin for as long as it is worn. Wearing it on the head inflicts 10, whereas the limbs only inflict 4 each. Wielding a weapon made of metal inflicts no pain, unless that metal is part of the grip that must be touched. A wood grip can insulate an Ohanedin from this effect, but cloth, leather or similar materials do not.

Of course, the Ohanedin also age so long as metal is in contact with their flesh, as its Focus is being denied, and the Ohanedin cannot use his Natural Awareness or Rules of Nature powers either.

Injuries inflicted by metal weapons do not inflict additional pain, but any missile made of metal that has a Stuck chance inflicts 2 additional Pain on a successful Wound if the missile becomes Stuck.

Grappling with someone wearing metal armor, an Ohanedin suffers 8 Stun per Action he remains grappling. Grabbing onto something made of metal, say to climb it or to avoid falling, requires a WIP test at RS 4 to avoid letting go out of shock.

### **Focus Oaths**

An Ohanedin who gives his word freely is compelled to keep it, until such a time as he fulfils his promise, or the compact is broken by the other party. An Ohanedin who breaks his oath loses Focus for a year and a day, and is no longer immortal, and does not benefit from Natural Awareness or Rules of Nature. The Ohanedin does retain access to his Murderous Speed ability, and is also still vulnerable to Metallophobia, as well of course as still suffering from Unusual Bone Anchors, as that is a matter of musculature and not supernatural in any way. This period can be cut short if the individual to whom he made the broken oath names a penance for him that is deemed acceptable by the spirits (this is a fine art, and the rules are not clear to anyone, even the highest wisemen of the Ohanedin) which the guilty party then fulfils. A common penance is for the Ohanedin to cut off one of their own fingers, another is to agree to serve the offended party for ten years.

### **Natural Awareness**

An Ohanedin is automatically aware of any wounded or frightened life forms within 100 yards of it in any natural (non-urban) environment. This awareness is accurate to an area of about 10 yards, at which point it cannot pinpoint it any further. This ability does not work on other Ohanedin, or creatures with the Soulless descriptor. Ohanedin lose this ability while their Focus is lost.

### **Unusual Bone Anchors**

Ohanedin have stronger bone anchors than humans do, and their muscles are also denser, and better at explosive, powerful movements. This makes them physically stronger than humans, while still remaining sleek and agile, but they have poorer fine motor skills, which makes it difficult for them to do things like writing, or operating fine devices. Ohanedin suffer a -4 penalty to tasks that require a high degree of manual finesse, like lockpicking or operating intricate machines. Their handwriting is also terrible. It is for this reason that the Ohanedin written language is mostly made up of large, straight lines.

### **Murderous Speed**

Ohanedin at rest are nearly motionless. There are no nervous tics, no 'tells,' and no involuntary flinches. They move like spiders, from perfect stillness to rapid, explosive movements in the blink of an eye.

In the Orientation Declaration stage of Combat, Ohanedin do not have to declare which Orientation they are *not* throwing.

### **The Feeling Disappears**

The Ohanedin's spirit senses, much like their Burdinadin cousins, offer them an unusual insight into the world around them and an ability to sense events before they occur. Unlike the Burdinadin, however, the Ohanedin are not fettered by their need to avoid spirit contamination. To the contrary, it is through the spirits that this power is achieved.

As long as an Ohanedin currently has Focus, the TN of *all* Void and Parry maneuvers is reduced by 1.

Additionally, Missile Defense RS is increased by +1 at base, and by an additional +1 if the Ohanedin has a sword, knife, or other weapon with which they might potentially parry a missile.

Ohanedin can parry bullets and other projectiles that move faster than the eye can see. Against arrows or bolts (not bullets) an unoccupied hand will suffice as a parrying instrument.

### **Rules of Nature**

The Ohanedin have a delicate relationship with their patron spirits, and it is possible to offer up their own life-force for consumption in return for victory. This often results in blood forcing its way out of the eyes, ears, mouth and other orifices, but the sheer power granted in return is worth any sacrifice. An Ohanedin may choose, when declaring an attack that inflicts damage, to add their WIL score to the amount of damage dealt. Doing so will immediately reduce the Ohanedin's Health by 1, which recovers as-per Health lost to Bloodloss.

## **Culture and Society**

The Ohanedin of Iber, who dwell in the North and are the most commonly known of their people, have one rule as a society. That rule is that no Din can be ruled except by consent. Their analogue to feudalism is a system of voluntary slavery, but it is not hereditary. Instead, individuals who excel are offered land and status in return for years of their life in service to powerful lords, during which time they gain experience, wealth, and connections, perhaps someday becoming lords themselves.

As these arrangements are sealed by oaths to the spirits, which an Ohanedin cannot break without sacrificing his Focus, the arrangement is highly functional, as the power structures gradually eradicate those actors who might betray the terms of society. This results in extremely bloody battles, where the Zaldunak (knights, or cavaliers) are sometimes ordered to attack by their lords, and are unable to retreat until ordered to, or until their masters are killed. Entire armies might butcher each other in great numbers, both terrified to violate their oaths by retreating. Ohanedin culture, wherever it resides, holds a certain reverence for these sort of oaths, and it is commonly believed that one can become a living god by holding to an oath long enough, and unconditionally enough. The Ohanedin religion venerates several of these entities, some of whom are very much alive and active, still acting to fulfil their oaths.

The Ohanedin have a very sophisticated and ironclad family unit that is the basis of their society. Men are less numerous than women in Ohanedin society (mostly because of violence) and as such, polygamy is considered normal among the upper classes, though the average Ohanedin will live a monogamous life. The Ohanedin take this sort of thing very seriously, and are utterly dedicated to their spouses. The oaths of marriage are the second strongest out of all of the many oaths, surpassed only by the

## **Ecology**

The Ohanedin cannot consume the flesh of beasts that cannot speak; this is not just a religious conviction, but a biological one imposed upon them by the spirits, and they become violently ill if they consume animal flesh.

As such, they have complex dietary requirements, which they must supplement (when possible) with meat that they *are* allowed to eat... generally Human, or that of slain rivals or fallen friends of their own race. Certain mimicking birds are considered fair game as well, though these are generally scrawny and make for poor meals.

Blood and milk are for whatever reason are considered edible regardless of origin, and so for many Ohanedin groups these provide an important source of nutrition, and cattle are often prized for this reason.

Ohanedin pregnancies are similar to those of the Burdinadin, lasting 12 months and being relatively painless. Most interracial pairings follow the race of the mother, with the exception of Zells, who always produce Zells.

## How to Roleplay an Ohanedin

When roleplaying an Ohanedin, remember that they are a very martial, and generally very good at honoring bargains. The Ohanedin may dissemble, they may even outright lie, but they try never to break agreements or promises, no matter how minor. For them, everything is about honor, obligation, and duty. Ohanedin don't commit to things easily, since once committed to, breaking off an engagement is difficult indeed. As an Ohanedin, be straightforward, but don't commit to things unless you mean it. Be skeptical of everything, don't be lured into agreeing to something until you have all the facts. Be just to your comrades, and absolutely merciless to your enemies. Remember to praise the spirits--they're your friends after all--and be respectful to those who show you the same courtesy. You probably distrust humans. Humans are bad at keeping promises, they make six of them every minute and they break them just as quickly. That doesn't mean you hate them, but they're compulsive oathbreakers, and they cannot be trusted in the same way an Ohanedin can. Even other Din are like this, though less so. Be cautious around outsiders, but true to those who prove worthy of your trust.

## Ascended Humans

Ascended Humans, or 'Ascendants' are Human beings who have returned from death changed. Their faith, dedication and willpower in life was such that they were able to achieve a sort of reincarnation, returned to the mortal realm through the patronage of a deity. Ascendants are the immortal servants of their patrons, returned to see the will of their god done. No other race besides Humans can Ascend, and this has been the subject of many serious inquiries as to the nature of Humankind relative to the other races. The Orredin, for example, resolutely believe that the Ascendants are proof that Humans are actually Din, and that their Focus is dying. Whatever the case, the Ascendants exist. They are proof that there is something in the Human spirit more powerful than death.

There are several varieties of Ascendant, each will be described in detail below, but they also all share some basic traits.

### Bonuses

All Attribute caps are fixed at 10. Ascended Humans cannot take any Prodigious Boons.

### Touched by the Source

Ascended Humans can never truly die, so long as their faith is maintained. An Ascendant's body can be destroyed or killed just like that of a regular Human, but after a certain amount of time it will inevitably be reborn. The exact time frame and method of this varies depending on the type of Ascendant, and whether certain conditions have been met. Ascendants never return into a situation in which they would immediately be killed or captured, unless they (or their divine patron) wills it. The Ascendant also has no say whatsoever in whether or not they are reincarnated; once the contract is signed, it's for eternity.

### Sarturi Chosen

After a number of years equal to 100 minus one year for every Human (or other sentient creature) that the Sarturi Chosen killed in his most recent 'life,' the Sarturi Chosen will return. If a great battle or massacre occurs that sheds great quantities of Human blood, the Chosen will emerge from one such pool, as though it were of much greater depth, and strike once more into the world of the living. A Sarturi will have usually killed in the realm of 1d10x50 humans in his most recent life at the start of play, unless he

recently emerged or were somehow imprisoned or prevented from performing his sacred duty--at GM's discretion.

### **Genosian Paladin**

After a number of years equal to 100 minus one year for every point of Divinity that the Genosian Paladin either had in reserve, or had spent within the past 24 hours preceding his death, the Paladin will return through the Solar Gate on Mt. Genosus.

### **Dessian Silver Guard**

After a number of years equal to 100 minus one year for each Human Adherent the Silver Guard had at the time of death, the Silver Guard will be reborn to Dessia in the Black Citadel of Kar-Karthack.

Additionally, Ascended Humans do not age.

## **Divine Power**

Ascendants power their abilities using Divinity, a sort of mystical energy they gain by performing their duties. Each type of Ascendant has different means to acquire Divinity.

If an Ascendant's Divinity is exhausted (i.e. they run out of Divinity, depleting to 0 or below) the Ascendant 'Falls.' A Fallen Ascendant immediately disintegrates from the mortal realm, as their bodies are sustained by Divinity. If an Ascendant's Fall occurs for reasons that their patron deity would approve of, they will return as normal at their appointed time, However, if the Fall was incurred through misbehavior, sheer stupidity, or incompetence, they may neglect to reincarnate the Ascendant.

All Ascended Humans have Divinity equal to their WIL score at Character Creation, or when returning from death.

# **Genosian Paladin**

*"God is Justice."*

**Mirza Kovac**, Genosian Paladin

## **Overview**

The Paladins are the agents of the Indefatigable Sun, the deity called Genosus. Genosus is a god of labor, industry, dignity, and order, and his churches are well-integrated into the societies of countries where they have large followings. The Genosian Paladins are the direct servants of Genosus. It is said that the afterlife given to Genosus' followers is an eternity on the Solar Ziggurat, a mighty spiritual construction that is always being expanded so as to house the souls of more and more followers. The Paladins are those whose willpower, industry, and commitment to good works are so great that they are able to scale the Ziggurat and reach the Solar Gate—a stable portal between Genosus' sacred realm and the mortal world—and then cross over. There they are given new flesh, and act as Genosus' living agents on Mundus. Paladins have tremendous powers both to destroy and to heal; they are terrible foes to face in war, and mighty allies to have in peace. They are most commonly used to hunt witches, heretics, abominations and infidels who threaten the Genosian way of life, but occasionally they offer counsel to rulers, heal the sick or wounded, and even provide direction for great labor projects.

## **Appearance**

Paladins generally look more or less the way they did in life, although their time on the Solar Ziggurat tends to bronze those who had lighter skin, and they retain that tan indefinitely. Even albinos who become Paladins find that they can no longer suffer sunburns. In direct sunlight, a Paladin's head always seems to have a glow to it, like a corona of light, which marks them clearly as agents of Genosus. Aside from this, Paladins can look more or less like any other person, though it has been noticed that no Paladin has ever been returned to life with any sort of physical defect that would threaten their effectiveness. In Genosus' mercy he repairs such flaws by hand before delivering them back to life.

## **Racial Abilities and Characteristics**

**Attribute Modifiers:** None

### **Genosian Ideal**

Paladins cannot have begin play with any sort of Bane that would physically cripple them such as scars, missing limbs, old wounds, lasting pain, lost eyes, brain damage, and so on (though being tall or short, fat or skinny is acceptable). These Banes can be gained during play, but cannot normally occur at Character Creation. At the GM's discretion, a Paladin may have acquired an injury during his career after emerging from the gate, and so may have one or more of these Banes, but the cost of the Bane is halved for the purposes of B&B points, but for the purposes of Healing (Paladin ability, explained below) or other requirements, the cost of the Bane counts as normal.

Paladins cannot be Complete Monsters, because they must have a Faith Arc in order for them to become Ascendants.

### **Glory, Amen**

Paladins gain Divinity in the following ways:

- Successfully using Judgement to destroy something evil gains the Paladin between 1 and 10 Divinity (depending on seriousness of a threat, with 1 being a minor evil like an arsonist or a madman who hates roads, and 10 being an existential crisis to Genosism, like a demon bent on destroying the world.)
- Spending a full day engaging in honest labor gains the Paladin 1 Divinity.
- Organizing the honest labor of good Genosians (or potential converts) for a full day gains the Paladin between 1 and 3 Divinity.
- If an infidel genuinely converts to Genosism because of the Paladin's words or actions, he gains 1 Divinity.
- Killing any sort of infidel, heretic or apostate whose has deliberately set themselves against Mighty Genosus, his people, or his church(es) gains the Paladin between 1 and 5 Divinity depending on the severity of their crimes (1 being a peasant who abandoned the faith out of frustration, 5 being a prominent priest who defected to Chaos Worship or worse).

### **Judgement**

A Paladin can channel the power of Genosus through any weapon—even his own hands—to strike the enemies of his God with terrible vengeance. When a Paladin performs a melee maneuver that inflicts damage (such as Swing and Thrust, though Shoot and Melee Shoot do not count) he may also declare that he is performing Judgement.

If the attack hits, in addition to any damage from the attack itself, Judgement inflicts a Fire Damage state not just on the Hit Location, but on *all* Hit Locations in the Target Zone. So, if a Paladin uses Judgement and strikes an opponent, aiming for the Lower Arm (Target Zone), and

hits the victim on the Hand (Hit Location), the victim's Elbow, Forearm and Hand all erupt into flames.

Judgement's Fire Damage is X/TN 5, 3 rounds. X is the Paladin's WIL score.

However, Judgement will not work on just any target. The target must be one who is an enemy of Genosus and Genosism, who has somehow threatened, wronged, or attacked Genosians... or someone who has mocked Genosus, Genosian teachings, or the divine works of Genosus. In short, it must be someone Genosus would want dead. How they feel about or view themselves, or how they justify their actions, has no bearing on the effect of Judgement.

If Judgement is performed on an innocent person, not only does the attack not inflict Fire Damage, but the Paladin loses 3 Divinity immediately.

If a target struck by Judgement perishes as a result of the attack (either the fire or the raw damage) the Paladin gains an amount of Divinity based on how great of a threat the victim was (see Glory, Amen for more details). This is generally between 1 and 10, with 1 being a common criminal, and 10 being a threat to the entirety of Genosism.

### **Shield of Dawn**

Paladins are protected by the will of Genosus, the Indefatigable Sun. This extends to the point that missiles flung at them seem to be slowed by the very light itself.

Paladins gain AV versus Missiles and Explosions (this counts as Cover AV) of all varieties so long as they are in contact with light. The amount of AV they gain depends on the intensity of the light they are exposed to.

If there is no light to be had, the Paladin can spend 1 Divinity to produce radiance of their own light equivalent to Dimly Lit for a span of about ten seconds.

**Table XX** AV for Shield of Dawn

<b>Lighting</b>	<b>AV vs Missiles</b>
Pitch Black	0
Poorly Lit	2
Dimly Lit	4
Evenly Lit	6
Brightly Lit	8
Blinding	10

### **Healing**

A Paladin can use Divinity to work the miracle of healing on the wounded or the sick. They can even, in extreme cases, restore destroyed limbs, cure blindness, and even madness.

Spending 1 Divinity per level of the Wound will heal, over the course of a few seconds (in combat, one Round per one level of the Wound) and halt the bleeding until it is healed. The Paladin must remain in contact with the wounded party for this entire time. The Wound is not reduced over time, but is entirely removed when the healing process is complete.

A Paladin can heal himself at double this speed (one Round per two levels of the Wound) and can continue taking other actions as he does so. A Paladin's Healing Touch is doubly effective against Burn Wounds, with each point of Divinity curing two Wound levels.

A Paladin can cure most diseases with 1 to 3 Divinity (1 being a cold or flu, and 3 being The Red Death) by praying for several moments, and then slapping the subject on the side of the head. If it doesn't hurt, it doesn't count.

Injuries that involve a Bane (a lost eye, a severed limb, a crippled limb, brain damage, and so on) are more difficult to repair. The Paladin must spend several moments collecting himself (as long as a minute in some cases) and then strike the subject with his hand, and shout. At this point, both the Paladin AND the subject need to 'buy off' the injury Bane. The Paladin must spend an amount of Divinity equal to the cost of the Bane, whereas the subject must spend Arc Points (hey, miracles don't work themselves—you need faith!). If either party doesn't have enough points to do it, the Paladin will be able to tell before actually performing the ritual.

If successful, limbs regrow instantly (the new flesh tends to have a golden hue to it, and is numb and difficult to use for about an hour) eyes regrow, bones reset themselves, scarred lungs become pink and new, madness fades, and brains restore themselves from damage.

### **Wrath of God**

Judgement isn't a power fueled by Divinity. It is a fountain of Divinity. Performing their duty to judge the wicked and the depraved is one of the chief sources of a Paladin's power. But it is one thing to merely punish the wicked, and quite another to bring their sinfulness to Genosus' attention, and to let him deal with it in his own way.

Wrath of God creates an explosion centered on the Paladin. This explosion will not harm the Paladin himself, or individuals that he explicitly doesn't want to injure, but it will harm everything else around him, animate or inanimate. Wrath of God automatically consumes *all* of a Paladin's Divinity except for one point.

The explosion caused by Wrath of God has a Radius of 1 yard and a Power of 1 per point of Divinity spent in this way. This is Bludgeoning Damage, and also inflicts Fire Damage of 3/TN 5 that burns for 3 rounds to any Hit Location that suffers damage from the explosion. The Fire Damage can be avoided if a character benefits from enough *cover* that a Hit Location's damage from the explosion itself is reduced to 0, in which case that Hit Location suffers no Fire Damage either.

Individuals killed or enemies destroyed by Wrath of God can *never* give a Paladin Divinity. Essentially, it doesn't count as the Paladin killing them. It's Genosus doing the heavy lifting for once.

*A Paladin with 12 Divinity uses Wrath of God. He creates an explosion 22 yards in diameter, centered on him, with 11 Power. One poor man is within 11 feet of him, and so suffers 11 damage, minus his TOU and AV, for a total of 7, scattered across him on the Missile Target Zone table. He suffers several Level 1 and 2 Wounds, and one serious Level*

*3 Wound on the chest. However, each of these locations is also lit on fire, suffering additional Fire damage for 3 Rounds.*

### **I See You**

Paladins do not have any special ability to tell if someone is an infidel or a heretic just by looking at them. However, a Paladin can 'Mark' any living thing that he would be able to use Judgement on as an enemy of Genosus. This involves touching the target in any way—even just a light brush in passing will do—and willing it to be so.

When this is done, the Paladin must spend 1 Divinity, and assign a 'name' to the target. It doesn't have to be the thing's real name, but as long as the Paladin associates that name with it, it is enough. From then on, whenever ANY Paladin thinks of the name assigned to this marked target while concentrating, they will feel a pulling sensation in the direction that the target is, varying in strength depending on distance.

Two targets cannot share a name. If a Paladin attempts to use a name that is already taken, it doesn't stick. Of course, once a target has been destroyed, its name is up for grabs again.

The marked subject may not be initially aware of this effect, but just as the Paladin feels a tugging sensation towards his target, the target will itself become aware of the Paladin. Sometimes this manifests in the same way it does for the Paladin—a tugging sensation on the ear or tongue—other times it manifests as phantasmal sounds.

Generally this effect is disturbing, and even if they don't realize that it signifies a Paladin's coming, the marked individual will generally be aware that something bad is on its way. Examples include:

- The creaking of chains that grows louder and more frantic as the Paladin approaches.
- The beating of drums and chanting, growing more furious as the Paladin approaches.
- A tugging sensation on the tongue, and whispers that intensify as the Paladin approaches.
- A pleasant tune in the distance that grows more distorted and ominous as the Paladin approaches.

## **Culture and Society**

Paladins tend to be drawn from all levels of society, with some having been kings in ancient times, and others as low as beggars. They are all considered equal upon emerging from the Solar Gate, and united in their duty to Genosus and mankind. Paladins act as mediators, diplomats and enforcers of the divine will of Genosus, but they are not entirely beholden to the church, nor are they subservient to any mortal authority. They are still expected to comply with local law and custom, of course, but they are given a certain deference in the pursuit of their holy duties.

## **Ecology**

Paladins eat and drink just as humans do, and are subject to many of the same dietary requirements.

Paladins can mate just as humans can, but their children do not inherit their powers, and are normal (though always very healthy and handsome) humans. Paladins breeding with other races like Zells or Ohanedin is not unheard of, as far as anyone knows the outcome is the same as it would be if the Paladin were a regular human.

# Dessian Silver Guard

*Bocanadessia's hand is long,  
It stretches like mist from the sea,  
Around it flesh chills and puckers,  
But souls are saved by ivory touch.*

*'Karthack is Eternal'*, National Epic of Karthack

## Overview

The Silver Guard are Ascendants born of the living god Bocanadessia, the reincarnated souls of her finest servants, changed by the unearthly moonlit path they traveled in death to rejoin the living. The Silver Guard have very personal relationships with their mother goddess, and take orders from her directly through the Lunar Song. They are the living will of Bocanadessia, and when they leave the great fortress that is their home, it is often to travel for years enacting the will of the divine. To this end they have powerful abilities both to protect themselves from harm, and also to benefit those who commit themselves to the worship of Bocanadessia.

Each Silver Guard is a sort of miniature deity in Dessian culture, demigods that deserve worship in their own right. Most Dessians are 'Adherents' of a Silver Guard, and pray to Bocanadessia through the conduit that is the Silver Guard. This is, in fact, the source of the Silver Guards' power—each follower they mark as their own allots them a greater share of the Divinity supplied to them from above each month. Some of the Silver Guard act as warriors, generals, and even assassins. Others act as spymasters, administrators, and coordinators. All are feared and respected, even by those who pay no homage to Bocanadessia.

## Appearance

Silver Guards look much like the people they were in life. Their flesh and eyes are usually the same color (occasionally they are born albinoid, with an ivory white complexion), but their hair is almost always straight, fine and bleached of all pigment (as their mother's is said to be) with rare exceptions. They are often beautiful and fine to look upon. The Silver Guard share a kind of 'family resemblance', that is undoubtedly the result of their divine heritage; each have minor differences from their original looks, and seem to share fine, otherworldly features. They are siblings, after all.

## Racial Abilities and Characteristics

**Attribute Modifiers:** None

### Perfect

Silver Guards cannot begin play with any sort of Bane that would physically cripple them, such as scars, missing limbs, old wounds, lasting pain, lost eyes, brain damage, and so on. These Banes may be gained during play, but cannot normally occur at Character Creation. At the GM's discretion, a Silver Guard may have acquired an injury during his career after emerging from the gate, and so may have one or more of these Banes, but the cost of the Bane is *halved* for the purposes of B&B Points at Character Creation, although for the purpose of buying off Banes, they are counted at the standard cost.

Silver Guards, like Paladins, cannot be Complete Monsters, because they must have a Faith Arc in order for them to become Ascendants.

Additionally, unlike Paladins and the Sarturi Chosen, Silver Guards cannot take any sort of Bane that would displease the judgeful eyes of their mother. They are chosen specifically for their looks. They cannot take the Skinny, Fat, or Ugly Banes.

### **The Moon Also Rises**

Silver Guards gain Divinity in the following ways:

- Completing a task set for the Silver Guard by Bocanadessia or her Song grants between 1-5 Divinity, depending on the importance or difficulty of the task (1 being a minor task or a daily function, 5 being a great service to Dessianism as a whole).
- Slaying or defeating any enemy of Sacred Karthack or Bocanadessia herself grants a Silver Guard between 1-5 Divinity, depending on the severity of the threat (1 being a minor foe, 5 being a mortal enemy of Bocanadessia).
- Each Adherent a Silver Guard has grants 1 Divinity per month, on the night of the Eclipse.
- Marking an Adherent grants a Silver Guard 1 Divinity immediately.

### **Moonstrike**

When a Silver Guard performs a melee maneuver that inflicts damage (such as Swing and Thrust, though Shoot and Melee Shoot do not count) he can declare that attack to be a Moonstrike.

If the Moonstrike inflicts a Wound of any sort, the attack also inflicts Cold Damage (equal to the Silver Guard's WIL score) to the attack's Hit Location.

In addition, the Silver Guard may spend any amount of Divinity. Each point of Divinity spent has the following effects:

- The victim suffers 1 point of Cold Damage randomly allocated on the body.
- The victim loses the ability to benefit from one of his Arcs for one month, or until any Silver Guard grants him Succor. This effect can stack.
- The Silver Guard regains 1 CP.

If the target of this ability is another Ascendant, they can negate (or reduce the effects of) Moonstrike by spending Divinity of their own, on a 1-for-1 basis.

### **The White Fog**

A Silver Guard may choose to passively drain the heat out of an area around himself, and to cause a mist to envelop the area, reducing visibility by one light stage. If there are multiple Silver Guards and their fields of White Fog overlap, visibility is reduced by one light stage per field overlapping. Silver Guards and their Adherents can see through this fog clearly, though they cannot normally see in the dark. Additionally, within this area, the ambient temperature drops by one stage. As before, if there are multiple Silver Guards creating fields of White Fog, the effects combine. Light sources still function in the White Fog, but the range that the light carries is halved, and weak flames, like candles, may be extinguished.

Additionally, any Fire Damage inflicted in the White Fog has its duration reduced by 1 per overlapping field of White Fog, to a minimum of 1 round of burning.

Any missile attack or explosion that would effect a Silver Guard in the White Fog treats the White Fog as cover with an AV value equal to the Silver Guard's WIL, +1 per overlapping White Fog from other Silver Guards.

The size of the White Fog field depends on the current climate and time of day. By default, the area has a radius of 50 yards.

**Table XX** Conditions for The White Fog

Condition	Modifier
Daytime	-10 yards
Night	+10 yards
Extremely Hot	-20 yards
Hot	-10 yards
Cold	+30 yards
Extremely Cold	+50 yards
No Moisture	-10 yards
Some Moisture	+10 yards
Tons of Moisture (snow, rain, ocean)	+20 yards
Another Silver Guard is present	+10 yards each

**Moonlit Twostep**

The Silver Guard is not constrained by physical laws in the same way men are. They move with an unearthly grace, sometimes seeming to glide rather than walk, and in battle, they can briefly gain altitude and launch themselves like birds of prey down upon their enemies.

Silver Guards gain a +4 bonus to their MOB for the purposes of movement and for mobility maneuvers, as well as a +2 bonus to Skill and Attribute tests made to jump, climb, maneuver, or otherwise move. A Silver Guard may spend one Divinity to perform the *Soaring Charge* Maneuver in the first Action of combat if his Orientation is Red.

**SOARING CHARGE [2+Encumbrance Penalty]**

**Type:** Instant, Universal

**Requirements:** Be a Silver Guard. Use this Maneuver only if you declared Aggressive Orientation.

**Maneuver:** Declare an Attack as normal. However, you gain a +2 bonus to Initiative rolls made during this Action (this includes Aggressive/Aggressive Initiative tests) and a +2 bonus to any damage you inflict with Attack Maneuvers (except Melee Shoot) during this Action.

**Special:** For the rest of the Round, your Defenses gain the following rule: "**Failure:** Enemy attack is not reduced by Successes from this maneuver, and hits with all Successes as BS."

**Mark of the Moon**

A Silver Guard can 'Mark' an individual as an 'Adherent' if they are a true believer in Bocanadessia. This has no cost, and can be done to any willing individual who has a Faith Arc that venerates Bocanadessia, or who is willing to convert (the act of Marking instills a new and virtually unshakeable faith in the individual), and isn't a Complete Monster. Being a Complete

Monster prevents this ability from working. Marking an Adherent involves putting a hand on their head or face, and willing it to be so.

Marked Adherents gain a spectral imprint of a handprint and a moon (in the phase that it was in at the time the Adherent was Marked) that can only be seen by Ascended Humans. Paladins and Sarturi Chosen can see it as well.

Marked Adherents gain the following benefits so long as they remain true to their faith:

- They have a +2 bonus to their HLT for the purpose of resisting disease, poison, or blood loss.
- They can hear the Song of the Moon more clearly.
- They can be granted Succor by any Silver Guard.
- They gain double the normal amount of Arc Points for following their Faith.

The downsides, though, are noteworthy:

- If their Faith ever changes from the pure veneration of Bocanadessia, the Moon-mark on their face will explode. This will inflict Bludgeoning Damage equal to the Silver Guard's WIL, to the part of the Adherent's body that the mark is on. This damage is not reduced by TOU or Armor, but if the Adherent's WIL is higher than the Silver Guard's, then the difference between the two scores is subtracted from the damage received. (i.e. if the Adherent has 8 WIL and the Silver Guard has 5 WIL, then the damage is reduced by 3, bringing it down from 5 to 2). If they somehow survive this, they are no longer an Adherent.
- If the Silver Guard who Marked the Adherent gives the Adherent an order, the Adherent must pass a WIL test at an RS equal to the Silver Guard's WIL in order to not obey it. This includes an order to, say, 'drop dead' or 'swallow that carving knife.'
- If the Silver Guard is killed violently, all of his Adherents must make a HLT test at RS 5 or die instantly. One Adherent at random may be spared from this fate per point of Divinity the Silver Guard had in his repository when he died (so, if a Silver Guard has 30 Adherents and 25 Divinity, and is crushed by a boulder, only 5 of his Adherents will have to make HLT tests).

Marking can be removed by other Ascendants without triggering the death of the Adherent. The Adherent doesn't need to be willing, but the Ascendant must spend 15 Divinity, and put their hand over the Mark. Then, a WIL contest is made between the other Ascendant and the Silver Guard who marked the Adherent. If the Ascendant is successful, the Adherent's Mark is removed. If their Faith was changed by the Marking, it is now changed back to what it originally was. The Silver Guard may voluntarily fail this test--but why would they?

### **Forcible Marking**

It is actually possible to forcibly turn someone into an Adherent, but this is a secret that most Silver Guards would rather not be revealed, and not many of them are capable of it to begin with; only the most powerful can do it.

This ability is not available to regular Silver Guards, but can be purchased for 50 Arc Points.

Performing it requires the expenditure of Divinity equal to the WIL of the victim, and an additional expenditure of X. The Silver Guard must successfully grasp the victim's face (trapping the head in a grapple would work) before doing this.

The Victim must make a WIL test at RS equal to X, or become an Adherent against his will, complete with faith in Bocanadessia. While generally the new Adherent will still remember, and be confused by the fact that they weren't an Adherent until a few moments ago, the use of Succor to drain away their negativity can keep them under control.

This ability cannot be used on characters with the Complete Monster Bane.

### **Succor**

Silver Guards have the ability to grant healing to their Adherents (or the Adherents of other Silver Guards) through the use of Divinity. This is not as powerful as Paladin healing--the Silver Guard cannot instantly close wounds, nor can they regrow lost limbs, and it cannot be used on the Silver Guard himself, but it is much easier for the Silver Guard to do.

A Silver Guard can cure most diseases by praying over the kneeling or prostrate Adherent, and then laying a hand on the spectral brand they are marked with. This costs 0 Divinity if the disease is something non-fatal but merely unpleasant, and 1 Divinity if the disease is potentially or actively lethal.

Mental illnesses of all kinds (including hereditary ones that have no actual cure or treatment) can be removed with a touch. The Silver Guard only needs to spend 1 Divinity, but the Adherent must spend Arc Points equal to the cost of the Mental Illness Bane, 'buying it off.'

A Silver Guard may cause a physical injury to heal at double the normal speed by spending 1 Divinity per 2 levels of the Wound. Frostbite and other cold-related injuries can be cured immediately at no Divinity cost. The Infection Chance of such a Wound is reduced by 4.

Finally, for no Divinity cost, a Silver Guard can take away all negative thoughts, emotions, or painful memories away from an Adherent, by holding their head and willing it to be so. An ethereal white mist emerges from the Adherent's mouth and nose, and enters the Silver Guard. The Adherent will forget all of his negativity, while the Silver Guard will have to bear it himself. Silver Guards live with some of the most soul-crushingly horrific knowledge to begin with, the petty problems of a Human being, even a thousand Human beings, are so trivial that most Silver Guards wouldn't notice.

After about a month, the memories taken away will start to return, but can be relieved again through another Succor.

### **A Thousand Stars, One Moon**

A Silver Guard can cause their Adherents to become stronger by spending Divinity. This allows Silver Guards who are leaders in war to empower their armies--it also has domestic uses. Silver Guards can empower groups of farmers or laborers in a similar manner.

Each point of Divinity spent has the following effects. The effect lasts for 1 hour, at which time the Silver Guard must pay the cost again to sustain the effect.

- Increase one attribute by 1 point per point of Divinity spent. The Silver Guard may choose how these points are distributed.
- Increase Pain resistance by 1 per point of Divinity spent.
- Ignore 1 point of total Blood Loss per point of Divinity spent.
- Complete immunity to cold or cold-related damage for the full duration.

## Culture and Society

Silver Guards are deeply entrenched in Karthacki culture, and are essentially uniformed members of the government. They act as extensions of Bocanadessia's will abroad, and perform services (usually healing) for the faithful, protect the people, and mete out justice when necessary. The Silver Guard share a complex relationship with other high-ranking members of society--they do not have explicit authority over anybody, but they are all technically royalty, and so command a great deal of respect and deference. They sometimes cooperate with local authorities to overcome crises or to better handle extreme situations.

## Ecology

Silver Guards share the same dietary requirements as humans.

Silver Guards can mate with humans, though not with any other race. The children of such unions do not inherit the Silver Guard's powers, but they do often have white silvery hair, and are always very healthy and beautiful.

## Sarturi Chosen

*"Raiders, pirates, reavers, thieves. These things are not natural. They are the result of inequality. An unnatural state, where the humors of the land are out of balance. The poor take from the wealthy because they have no choice. They have no choice because the world is broken. We can fix it. All we need to do is adjust the balance. Balance the scales. Return to Sartur that which is His, and He will redistribute it fairly. And what is Sartur's, my brothers?"*

**Coavva the Black**, Sarturi Chosen

*'The Battle of the Red River'*

## Overview

The Sarturi Chosen are the chosen servants of the Blood God, Sartur. Sartur is a little-understood deity in Vosca, and his followers are seen by most as little more than a depraved cult of demon-worshippers. The Chosen exemplify both this stereotype, and also the truth of their religion. Sartur is the God of Blood, and his religious tenets are essentially simple: if things are bad, it is because there is either too little, or too much blood in the land. Too much blood can be solved by shedding it into the ground, which is Sartur's domain. Too little blood can be solved by shedding it elsewhere, thus allowing Sartur to redistribute the blood to those more needy. The Sarturi believe that Vosca is suffering from a terrible imbalance of blood, hence the horrible conditions of the frozen north, and the decadence and wealth of the south. They believe that by killing enough people and animals in the south, they will be able to cure both the decadence and pettiness of the southern peoples, and the starvation and poverty of the northerners.

From their perspective, they are perfect altruists. They just happen to go about their philanthropic duty by murdering hundreds or thousands of people with axes. They would prefer if they could kill people who were already going to die--fighting in existing wars is a good start--but really they'll take it wherever they can get it without too much risk. Can't spill blood if you're dead, and all that.

## Appearance

The Chosen are not changed in any way from their original forms before death. They look exactly like normal Humans. Of course, the huge majority of Sarturi Chosen were great warriors in life, and so tend to be robust and powerful stock.

## Racial Abilities and Characteristics

**Attribute Modifiers:** None

### Give unto Sartur...

The Chosen gains Divinity in the following ways:

- **Killing people.** Divinity equal to the slain character's HLT score per Human killed, unless they were: pregnant women, children, or those sworn to peace or poverty. Killing such a person (or even being party to their death) instead *costs* the Chosen 10 Divinity.
- **Killing domesticated animals.** 1 Divinity per 100 lbs that the animal weighs (animals lighter than 100 lbs provide no Divinity.)
- **Making people bleed in combat.** Every time anyone within 50 feet of a Sarturi fails a Blood Loss test from wounds inflicted by the Sarturi, the Sarturi gains Divinity equal to the number of HLT points lost.
- **Being injured.** A Sarturi who suffers any cutting or piercing wound in legitimate battle (practice or self-inflicted wounds don't count) gains Divinity equal to the Level of the Wound (this Divinity cannot be used to negate the Wound that provided it with the *Not Today!* ability).
- **Suffering Blood Loss.** If a Sarturi fails a Blood Loss test, he gains Divinity equal to 2x the HLT points lost.

### From the Depths to the Soil

The Chosen have the ability to spend Divinity to enrich the soil and life of an area. This can cause the accelerated growth of plant life, the restoration of health to flora and fauna alike, and the elimination of pollution. At base, wherever a Chosen steps, dead plant matter quickly and visibly rejuvenates (if it's in season) and no animal kept in close proximity to a Chosen will ever grow sick.

By spending Divinity, the Sarturi can cause a larger area to burst into health and life. Flowers, water-lillies, reeds, grass, whatever the appropriate life for the area will erupt from the soil instantly, even in the middle of winter or the depths of a wasteland. Any crops properly planted in this land will grow to their full potential no matter the rain or cold. no animals raised and grazed on this land will grow sick or die except through external influence, trees will grow at ten times their regular speed. Even the weather will be milder and better for crops and pastoralism here, even if it is horrible all around the area. The effect of this ability lasts for 1 month per Divinity spent--so a 1 Divinity expenditure improves 1 square yard for 1 month. A 5 Divinity expenditure improves 10,000 square yards for 5 months. Past 5 Divinity, the size of the area no longer increases, but the duration does. So 300 Divinity will improve a 10,000 square yard area for 300 months, or about 25 years.

Every time a member of a Sarturi Chosen's *Band* (see below) is killed, the Sarturi may activate this ability, centered on his dead companion, rather than himself, as though it had been activated with 1 Divinity. This has no cost.

**Table XX** Area Affected by From the Depths to the Soil

Divinity	Area
1	1 square yard
2	10 square yards
3	100 square yards

4	1,000 square yards
5	10,000 square yards

### **A River of Blood**

A Chosen may spend 4 Divinity to increase his STR by 1 for one hour. He may do this multiply times to increase his STR up to his current HLT. STR can also not be raised beyond 13 by any means.

Sarturi grow visibly more muscular and powerful as they use this ability, then deflating down to their regular size as it wears off.

### **Not Today!**

Sarturi Chosen are held together by more than muscle and sinew. When they sustain injuries, their flesh can be made to close immediately upon being sustained, and blood will visibly contract back into the body before the wound closes. The process is not even truly painful to them.

Any time a Chosen would sustain a Wound, they may instead spend 2 Divinity per level of the Wound to negate it immediately. They still suffer half the Stun, but *none* of the Pain of the Wound, and of course no Blood Loss. Missiles and weapons stuck inside of them will be expelled instantly and irresistibly--quite forcefully in fact, if the bearer of a spear planted deep in a Sarturi's breast attempts to keep it there, he may even be shoved back several feet.

If inside an area under the effects of *From the Depths to the Soil*, this ability costs 1 Divinity per level of the Wound instead of 2.

### **Band of Blood**

Before a battle, any companion of the Chosen may don a bandana stained with the Chosen's blood. If they do so, they are considered part of that Chosen's 'Band' until they remove the bandana. The bandana cannot be removed by any means except the wearer's will or the Sarturi wills it.

A member of the Band gains the following bonuses:

- +2 CP
- Ignores the first 2 points of Pain suffered.
- Any time Blood Loss is inflicted or suffered, increase the amount of Blood Loss gained by 3.

Whenever a member of a Sarturi Chosen's Band is killed, all remaining members of the Band recover all Exhaustion, and benefit from the effects of *Not Today!* As though it had been used with 2 Divinity. The Chosen gains 2 CP up to a maximum of 2x his WIL for 24 hours, and 1 Divinity.

If the Chosen is killed, every member of the Band will suffer 5 Blood Loss per Turn until they take off the bandanas as blood begins to erupt from the nose and mouth.

### **Sartur Hungers!**

Wounds just seem to want to bleed more when a Chosen is on the battlefield. Any Cutting or Piercing Wound inflicted within 100 yards of a Sarturi suffers 1 additional Bleed. This does not go away if the sufferer leaves the vicinity of the Chosen.

### **No Hard Feelings**

If a Sarturi Chosen is killed in battle, whoever struck the finishing blow gains a number of Glory Arc Points equal to the total Divinity the Sarturi has, plus the amount spent in the last 24 hours.

### **Culture and Society**

The Chosen have no society, and no hierarchy, nor do they feel any particular kinship with each other. They are united only by their mission: To spread the word of Sartur and to shed the blood of the decadent and weak.

### **Ecology**

Sarturi Chosen must eat and drink just as regular humans must.

Chosen can mate with humans. The offspring from such unions do not inherit the Sarturi's powers, but are always very healthy, and frequently grow to be very large. Sarturi Chosen can also breed with non-humans the same way a regular human can, with much the same effect upon the issue.

# Chapter 6: Boons and Banes

Boons and Banes are qualities and quirks that affect characters in small but enduring ways. Boons are positive characteristics, such as ambidexterity, a knack for languages, or a particular aptitude for climbing. Banes, however, are negative characteristics, and include traits such as haemophilia, a prominent speech impediment, or a total inaptitude for swimming.

Boons and Banes are predominantly chosen at Character Creation, but during play characters can buy new Boons, buy off Banes or encounter situations that cause a character to gain one!

## Character Creation

Every character must invest at least 1 PCP in Boons and Banes. There are advantages to spending more than this amount, however. Generally speaking, the more PCP you invest in Boons and Banes, the more Boons you are able to take.

The follow **Table XX** details the number of B&B Points your PCP investment will provide you.

**Table XX** Boons and Banes Costs at Character Creation

PCP	B&B Points
1	-15
2	-10
3	-5
4	0
5	5
6	10
7	15
8	20
9	25
10	30

Characters must start play at or above a zero (0) B&B Point score, and cannot start play with a negative B&B Point score. As an investment of 1 PCP means you have -15 B&B Points, this clearly poses a problem.

Taking Banes *positively* impacts your character's B&B Point score, with limited effect. After investing PCP into Boons and Banes, characters at a deficit of B&B Points must take Banes in order to buy off the debt. Once you have reached an even zero, the deficit is gone and there is no need to take more Banes.

Taking Boons *negatively* impacts your character's B&B Point score, and so it is necessary to have a surplus of B&B Points to take Boons. If you have invested enough PCP into Boons and Banes such that you have a surplus of B&B Points, then you may take as many Boons as you wish, so long as your B&B Points remain at or above zero.

Regardless of your PCP investment, however, you may take only **up to 15 additional B&B Points** worth of Banes, after at least breaking even with zero B&B Points. With these additional points, you are allowed to purchase a proportionate amount of Boons, if desired. You may continue to take Banes after these additional 15 B&B Points, however these Banes do not continue to positively impact your Character's B&B Point score.

#### ***1-3 PCP Investment***

*Investing 2 PCP will grant you -10 B&B Points, and taking the moderate Enemies Bane (at a value of 10 B&B Points) will ensure an even zero B&B Point score. At this point, you can begin play (with only one Bane), or opt to use up to 15 additional B&B Points' worth of Banes, allowing you to also take a number of Boons that leaves your B&B Point score at or above zero.*

#### ***4-10 PCP Investment***

*Investing 8 PCP will grant you 20 B&B Points, and taking the Prodigious Wit and Prodigious Strength Boons (at a value of 10 B&B Points each) will ensure an even zero B&B Point score. At this point, you can begin play (with two Boons), or opt to use up to 15 additional B&B Points' worth of Banes, allowing you to also take a number of Boons that leaves your B&B Point score at or above zero.*

## **Advancing with Arc**

During play it is possible to add Boons by spending Arc Points (except those marked as 'Character Creation only'). Any Boons bought must have an in-game reason, for example, the Allies Boon cannot be bought unless the character does acquire powerful allies in game—allies cannot just spawn out of thin air.

It is typically difficult to lose Boons, however at the GM's discretion, certain events and situations may render Boons ineffective. An example may be when a character has the Boon 'Beautiful,' but during play, becomes severely disfigured and scarred. There is no cost involved in losing a Boon.

Most Banes are able to be removed by spending Arc Points (except those marked as 'Cannot be removed,' which are permanent).

Banes may be acquired during the course of play, through battle and other game developments. There is no cost involved in gaining a Bane, except those suffered through Wounds and unfortunate circumstance. An example may be gaining the Bane of 'Wanted' by committing deeds that offend those in power.

## **Boons**

**Table XX** Boons

Boon	Description	B&B Point / Arc Point Cost
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Allies		1/5/10
Ambidextrous	Character Creation only	3
Animal Affinity		2/4/6
Beautiful		3/6
Berserker		8/12
Bigoted		5
Bloodthirsty		4
Brave		3
Contacts		1/4/6/8
Direction Sense		3
Estate	Character Creation only	10
Favor		1-3
Famous		2-4
Folks Back Home		3/6/8
Follower		5
Good Ears		3
Good Eyes		3
Good Nose		3
Hale and Hearty		2/4
Known for Virtue		5
Languages		1/2/3
Literate		1
Natural Born Killer		6/12/18
Natural Leader		3
Prodigious Strength		15
Prodigious Agility		10
Prodigious Health		10
Prodigious Endurance		10

Prodigious Willpower		10
Prodigious Wit		10
Prodigious Intelligence		10
Prodigious Perception		10
Impressive Voice		2
Retinue		5/10/15
Robust		8
Tall	Character Creation only	8/12
True Grit	Character Creation only	2/4/6
Rich	Character Creation only	1/3/5

## Banes

**Table XX** Banes

Bane	Description	B&B Point / Arc Point Cost
Arrow Magnet		3
Bad Ears	Cannot be removed	2/4
Bad Eyes	Cannot be removed	4/6
Bad Reputation		3/6/9
Barren/Sterility	Cannot be removed	1/3
Blind	Cannot be removed	20
Braggart		3
Brain Damage	Cannot be removed	4/8
Broken Limb/Appendage	Cannot be removed	-
Complete Monster		10
Craven		4/8
Crippled Limb/Appendage	Cannot be removed	8
Dead	Cannot be removed	100
Debt		2/4/8
Dependent	Cannot be removed	6/12

Dire Past	Cannot be removed	0
Enemies		3/10/15
Facial Deformity	Cannot be removed	2/4/8
Fat		5
Frail		8
Haemophilia	Cannot be removed	8
Hothead		3
Honor		5
Lasting Pain	Cannot be removed	4/8
Mute	Cannot be removed	5/8
Oath		2 to 10
Old Wound	Cannot be removed	1
One-eyed	Cannot be removed	10
Poor		4/6/8
Severed Limb/Appendage	Cannot be removed	15
Sheltered		2/4/6
Short		8/15
Skinny		3
Technologically Impaired		5
Unhappily Married		1/2/3
Virtuous		5
Wanted		5/10/15

## **Boons**

### **Allies (1/5/10)**

The Allies Boon represents a character's positive relationship with a powerful figure, organization, or group. At its lowest level, it could simply represent someone important or competent around town. At its

highest, it should represent the attention and favor of kings. This Boon can be taken multiple times to gain multiple allies, and can be gained (or lost) in the course of play through player actions.

A character can appeal to one of their Allies for aid, but that is no guarantee that help will come, or that it will be sufficient for the task at hand. More often, Allies will be able to tie up loose ends, or swoop in to save a character's bacon when things get too hairy.

**1:** Minor local power. Crime boss, mayor, town sheriff, and so on.

**5:** Moderate regional power. Baron, trade tycoon, colonel in the army, and so on.

**10:** Major international power. King, powerful cardinal, the Pope, and so on.

### **Ambidextrous (3)**

*Character Creation only.*

Ambidextrous characters are equally capable of using either hand well, and are not affected negatively by using a weapon or tool in their 'off' hand. Ambidextrous characters gain certain benefits when using two weapons, as detailed in the relevant Maneuvers and Proficiencies. In addition, if a character's arm is injured and they are forced to use their weapon in their 'off' hand, an Ambidextrous character suffers no penalties.

### **Animal Affinity (2/4/6)**

A character with this ability has an unusual affinity for animals.

**2:** Gain a +2 bonus to CHA when interacting with animals, and to Ride checks.

**4:** As above, and may select one type of domestic animal (i.e. dogs, cats, horses). These animals will always cooperate with you, within reason.

**6:** As above, and you may select one type of wild animal (i.e. wolves, cougars, bears). These animals will never attack you unprovoked, and may even come to your aid in certain situations.

### **Beautiful (3/6)**

You're pretty. Really pretty. A character with this Boon is easy on the eyes. This can take many forms, and while different cultures have greatly different standards of beauty, for the most part, this is a universal Boon. Beautiful people are generally treated better, as they make a good first impression.

**3:** You gain a +2 bonus to CHA when dealing with everyone, if your beauty is apparent. You gain a +4 bonus to CHA when dealing with characters who would find you sexually attractive.

**6:** You cause carriage crashes. You gain a +3 bonus to CHA when dealing with everyone, if your beauty is apparent. You gain a +6 bonus to CHA when dealing with characters who would find you sexually attractive. Beauty of this caliber often comes with unwanted attention.

### **Berserker (8/12)**

The Berserker, or Bearsark, is a man who, in battle, enters a sort of martial trance during which he seems to be consumed with rage, fearless, immunized against pain and injury, focused only on the butchery of his foes. The state is ill-understood, and many legends have sprung up around it--but in truth, it is best described as a state of hyper-adrenalized psychological compartmentalization, and generally only forms in those who have suffered repeated emotional traumas in battle. In the modern day these people would probably be institutionalized or undergoing extreme therapy--in medieval times, they were simply those warriors men wanted on the same side as the battlefield as them--but not too close.

Berserkers gain the following bonuses in combat:

--4 bonus to CP

- +1 bonus to Initiative Tests
- Defense Maneuvers are resolved at +1 TN
- Increase your WIP by 4 for the purposes of Damage and Pain Reduction.
- A +4 bonus to any WIP tests taken against fear, morale, or magic.

At 8, Berserkers may not run away from an enemy without passing a WIP test at RS 4. If a Berserker runs out of enemies to attack in his vicinity, he must make a WIP test at RS 3 to avoid attacking his own friends or innocents. He may re-roll this test every Round to try and calm himself down.

At 12, the Berserker need make no WIP rules whatsoever, as he is fully in control of himself, even if he fights like a madman.

### **Bloodthirsty (4)**

Your eagerness to join battle has stripped from you any form of hesitation or restraint when moving in for the kill. Whenever you take an Initiative test brought on by going Aggressive/Aggressive (tests forced by Maneuvers do NOT count) you gain +1 dice for that test. There is no limit to the number of times this can occur in combat.

Any character who faces you in combat will immediately become aware that you have this Boon unless you pass a Sincerity vs PER contest.

### **Brave (3)**

You're courageous and firm of heart. Whenever you would need to make a WIL test vs Fear, you may choose instead to automatically pass the test. This does not apply to any Fear tests involving magic, however you gain +2 dice to your roll.

### **Contacts (1/4/6/8)**

You have access to a network of informants, friends of friends, cousins, and entire flocks of talkative little birds that you can call upon for information.

You can use Contacts to gain insight and intelligence on any subject you please. Usually this requires the expenditure of a few coins (rarely more than 2-3 sp per RS of the roll, see below), and may take anywhere from ten minutes to a week or so.

Roll your CHA at the TN decided by your level in this Boon, and if you meet the RS, you gain the information you need, with more BS supplying more information. The GM can set the RS from 1 (effortless) to 8 (world-shatteringly obscure). If there is absolutely no way that information can be gained through Contacts, it should be evident after the first roll.

- 1:** TN 7: You know some guys.
- 4:** TN 6: You know some guys who know some guys.
- 6:** TN 5: You know some guys in every city and service in the country.
- 8:** TN 4: You know everyone.

### **Direction Sense (3)**

You have an infallible sense of direction. Wherever you are, you can figure out which way is north. Your skill in this regard borders on the supernatural, and grants you a +4 to Navigation tests.

### **Estate (10)**

*Character Creation only.*

You own lands, businesses, or other static wealth that provides you with a steady stream of income. Taking this Boon grants you an Asset worth 2 Wealth (see the Assets section of Chapter 5 for more details). This Boon can be taken multiple times, either to gain multiple Assets (each valued at 2 Wealth), or to combine them into a bigger, badder Asset.

You cannot acquire Assets with a Wealth value greater than the amount your Social Class granted you. That is, if you are a Lesser Noble, and start the game with 6 Wealth, you could take Estate a maximum of three times for 6 additional Wealth, for a total of 12, but no more.

### **Favor (1/3)**

Someone owes you a favor. You may take this Boon multiple times, and for each time you do, you gain an additional favor that you can 'call in' to get something done. Confer with the GM to see who could potentially owe your character one. Once a Favor is called in, the debt is settled. However, if things are still amicable, there's no reason why another exchange of favors couldn't be arranged.

- 1:** Minor Favor. A serious favor from a regular man, or a trifling favor from someone of power ('let me hide in your house from the Baron's men,' or 'get me off of this larceny charge').
- 3:** Major Favor. A serious favor from a powerful individual ('vouch for my innocence, your majesty').

### **Famous (2/4)**

People know you. Maybe you killed the Manticore of Marienburg, or saved a princess or something. Whatever the reason, you gain a bonus to CHA when dealing with people overawed by your star-power. This Boon has its drawbacks though—being recognizable makes it hard to hide, and harder still to get away with mischief.

- 2:** +2 bonus to CHA, -2 to Disguise or Bluff rolls to avoid recognition.
- 4:** +4 bonus to CHA, -4 to Disguise or Bluff rolls to avoid recognition.

### **Folks back Home (3/6/8)**

You've got a family, a clan, a tribe or some other social group that you're part of that cares for you. You're probably away from them right now, but they're there, waiting for your return. The level of this Boon determines just how influential and wealthy these folks are, and how much they might be able to help in the event that you go to them for aid. Not having this Boon doesn't necessarily mean your character is an orphan or without family, just that the family is scattered, disunited, or otherwise unlikely to be able to provide cohesive aid.

- 3:** Nobody important, but they're there.
- 6:** Well to do, and somewhat influential.
- 8:** Powerful, important people.

### **Follower (5)**

You've got a sidekick, a buddy, a comrade, a henchman, or a right-hand-man. Followers can be anything from unusually loyal mercenaries, to childhood friends, and spouses who aren't about to stand by while your character fights heretics, bandits and shoggoths without them.

A Follower is distinguished from Allies or a Retinue member in that the Follower is an actual character. Either you, or your GM, can write up the stats for the Follower (at the GM's discretion), usually of a

power level the same as or lower than their PC leader. In some situations, an existing NPC can be drafted as a Follower, at the GM's discretion.

Followers aren't directly under the player's control, in that they are still technically NPCs under the GM's purview, but there's nothing wrong with a player controlling a Follower while his character is injured or tied to an interrogator's chair somewhere.

If the current PC of the Follower dies, the Follower ceases to be a Follower. At the GM's discretion, the Follower may stay of their own volition, leave, or even become a PC under the control of the player whose character died.

Some guidelines for this Boon: it is not advised to let Followers take Follower, Retinue, or Contacts. It just makes things confusing. As well as this, don't let this Boon get out of control, and swell the group to double its original number. It is acceptable for the GM to limit characters taking this Boon, or of obtaining Followers altogether.

### **Good Ears (3)**

You've got the ears of a fox. When making a PER check involving your auditory senses, you gain a bonus of +2 to the roll.

A character cannot have Good Ears at the same time as the Bad Ears Bane.

### **Good Eyes (3)**

You've got the eyes of a hawk. When making a PER check involving sight, you gain a bonus of +2 to the roll.

A character cannot have Good Eyes at the same time as the Bad Eyes Bane.

### **Good Nose (3)**

The nose knows. You've got an exceptionally good sense of smell. Whenever making a PER check of any sort, you gain a bonus of +1 to the roll. This does not work underwater, or in situations where an overpowering smell would mask everything around you. If you lose your nose, you lose this Boon.

### **Hale and Hearty (2/4)**

You're really healthy, and you rarely become sick or suffer from poorly-healed wounds.

**2:** You reduce the Infection Chance of injuries you suffer by 1. Your HLT for the purposes of resisting poison, disease and other ill effects (not Infection) is increased by 2.

**4:** You reduce the Infection Chance of injuries you suffer by 2. Your HLT for the purposes of resisting poison, disease and other ill effects (not Infection) is increased by 4.

### **Impressive Voice (2)**

You've got a characteristic tone to your voice that lets you influence people in certain ways. This comes in three varieties: *Powerful*, *Grating*, and *Soothing*. You can take this Boon up to three times to gain other voice qualities.

*Powerful:* Your voice is strong, commanding, and intimidating. You gain a +2 bonus to Leadership and Intimidation.

*Grating:* You have a sneering honk of a voice that can peel the skin straight from someone's bones with a single insult. You gain a +2 bonus to Ridicule rolls, and a +2 bonus to resisting them as well.

*Soothing:* You have a pleasant voice, that can calm the heart and soothe the soul. You gain a +2 bonus to Diplomacy rolls with the intent to sooth, calm, or convince. You also gain a +4 bonus to any Perform tests that involve the voice (song, drama, and so on).

### **Known for Virtue (5)**

You are known as a paragon of virtue, a protector of the weak, a champion of justice, a practitioner of mercy, or a truly honorable man. Whether this is *true* is not important. Being Known for Virtue gives you a degree of moral authority over the virtuous. People will assume that you are working for the best, and when dealing with principled individuals, their favorable view of you grants you a +2 bonus to CHA for all social rolls, and these individuals will also be much more inclined to give you the benefit of the doubt if you're caught in a sticky situation.

If you ever gravely dishonor yourself or otherwise compromise your perceived moral high ground, you may lose this Boon, at the GM's discretion. For particularly egregious acts, you may even gain the Bad Reputation Bane.

### **Languages (1/2/3)**

You know how to speak languages other than your native tongue.

**1:** You know another native language. You may purchase this Boon multiple times during Character Creation, each time learning a new language.

**2:** You have a knack for languages. You know another native language, and you may purchase additional languages *after* Character Creation for 1 Arc Point each, assuming you have a month or so to practice.

**3:** You're a proper polyglot. You know a number of new languages equal to your INT+2. In addition, you automatically learn any language you are exposed to for more than a week by spending 1 Arc Point.

### **Literate (1)**

You know how to write using your own language. If you can speak another language, and it has the same alphabet or writing system, then you are likely able to understand and write in that language as well. This Boon can be taken multiple times to learn unfamiliar writing systems.

### **Natural Born Killer (6/12/18)**

You were born to kill. Maybe you just have an exceptional, intuitive understanding of violence, or maybe you just lack inhibitions that normal people have against striking hard, fast, and first. Either way, your killer instincts give you an edge over other fighters.

**6:** You gain +1 to your CP.

**12:** You gain +2 to your CP.

**18:** You gain +3 to your CP.

### **Natural Leader (3)**

Some people just have a knack for leadership. You're confident when dealing with other people, and your force of personality makes it easy for you to organize and lead groups of people. When making CHA-based rolls to lead others, either in a military setting or for some other purpose, you gain +2 to your CHA for all social rolls..

### **Tall (8/12)**

*Character Creation only.*

You're a pretty big guy. For you, this means that you have an advantage in reach and stature over most people, which is especially useful in combat.

A character cannot have Tall at the same time as the Short Bane.

**8:** You're noticeably taller than most other people, around a head or so. You gain +1 to Initiative as you have a slightly longer reach and better vantage over your peers.

**12:** You dwarf your peers, to the point you have to squeeze yourself through normal doorways. You gain +1 to your Reach both with unarmed attacks and melee weapons, along with the +1 initiative of the first level of this boon (for a total of +1 Reach and +1 Initiative).

### **True Grit (2/4/6)**

*Character Creation only.*

Whether by hard experience, early exposure to a grim, violent world, or some natural strength of character, you have an amazing resistance to fear, pain, and shock. Each level of True Grit awards you an additional starting point of Grit.

A character cannot have True Grit at the same time as the Sheltered Bane.

**2:** Will of iron: +1 Grit

**4:** Nerves of steel: +2 Grit

**6:** Heart of stone: +3 Grit

### **Rich (1/3/5)**

*Character Creation only.*

Money, dinero, shekels, cash, bank, the sinews of war, the wealth of nations! You've got an unusual amount of money for someone of your Social Class. This is cold cash, not Assets, and once you've spent it, it's gone.

**1:** Extra 10% of your base money

**3:** Extra 50% of your base money.

**5:** Extra 100% of your base money.

### **Robust (8)**

You are unusually tough, with sturdier bones and denser flesh than most people. This makes you slightly more resistant to injury, adding a +1 bonus to your Toughness. This Boon is mutually exclusive with the Frail Bane.

## **Banes**

### **Arrow Magnet (3)**

You've got a way with arrows. They just can't stay away from you. In any situation where someone would be targeted at random by missiles, you will be targeted first, and anyone making missile attacks gain a +1 dice bonus against you.

### **Bad Ears (2/4)**

*Cannot be removed.*

You just don't have good hearing. Maybe you worked on a howitzer range, or maybe it's congenital.

**2:** You suffer a -2 to all PER checks involving hearing.

**4:** You're stone deaf. You suffer a -2 to all PER checks involving hearing, and if a check requires hearing, you can't roll at all. You can only understand people if you can see their mouths, or through sign language.

A character cannot have the Bad Ears Bane at the same time as the Good Ears Boon.

### **Bad Eyes (4/6)**

*Cannot be removed.*

You don't see too well. Corrective eyeglasses may be available in your time period, but if not... well, maybe you shouldn't be the one carrying the blunderbuss.

**4:** You suffer a -2 to PER if not wearing glasses.

**6:** You suffer a -4 to PER if not wearing glasses, and a -2 to PER even if you are.

A character cannot have the Bad Eyes Bane at the same time as the Good Eyes Boon.

### **Bad Reputation (3/6/9)**

You aren't a popular fellow. Perhaps you're a member of an unsavory group that people generally mistrust, or maybe your personal deeds (real or attributed) have made you a pariah. Either way, folks are less likely to cooperate with you and may even try to hurt you if they take particular offense to you! Of course there will often be people who don't care about your reputation, and some may even approve!

In certain situations, the GM may choose to waive your penalty, or even turn it into a bonus. For example, while intimidating some yokels.

**3:** You're unpopular. You suffer a -2 to all social rolls made with people who disapprove of your reputation.

**6:** You're generally disliked. You suffer a -4 to all social rolls made with people who disapprove of your reputation.

**9:** You're nearly universally despised. You suffer a -6 to all social rolls made with people who disapprove of your reputation.

### **Barren/Sterility (1/3)**

*Cannot be removed.*

You are incapable of producing offspring. Perhaps it is genetic, or perhaps you are a eunuch... or perhaps you had an unfortunate encounter with a low-flying halberd. This Bane is not unique to either gender.

**1:** Barren/Sterile. You're simply sterile. No children for you (or no more children, if you already have them). You may still feel sexual urges, depending on the nature of your condition.

**3:** Eunuch. You were made a eunuch before puberty (male only). This is a different situation from the above, as this has a serious effect on the development of young men. In addition to all of the obvious effects of the process and the sterility associated with it, you must also pay 2 additional Arc to level up STR or HLT. However, as a side effect, you gain a +2 bonus against all manner of Social rolls made with the intent to deceive, and a +2 bonus against Intimidation and Taunt attempts.

### **Bigoted (5)**

Man, you really hate elves. Or humans. Or Genosians, or Dessians. Most people have some prejudices, but you hate the object of your scorn with such intensity that you have trouble functioning around them. It might not be to the point of actively wishing harm on them, to say nothing of wanting to kill them, but every time you encounter one of these people for the first time, you must make a WIP test at RS 4 to

avoid making clear your loathing of them. Other people may disapprove of your attitude, even those not of the group you despise. It will also be very difficult for you to bring yourself to help or aid a member of your despised group, possibly requiring another WIP test at the GM's discretion.

### **Blind (20)**

*Cannot be removed.*

You're stone fucking blind. This brings with it certain problems. While blind men have been known to fight before, it is by no means easy, and few would recommend it.

Blind characters cannot make sight-based PER checks, nor can they do anything that strictly requires the use of their eyes. However, they do gain a +2 bonus to PER checks involving sound, touch, and other senses to which they are naturally better attuned, due to their lack of sight.

In combat, a Blind individual must make a PER check before performing any Action. The number of Successes on that check is the maximum number of CP he can dedicate to his Action (this does not include Activation Costs, which are paid normally).

A character cannot have Blind at the same time as the One-Eyed Bane.

### **Braggart (3)**

You've got a big mouth. You can't help but boast of your strength, intelligence, or achievements, and you also can't stand the notion of being shown up. Maybe your claims are baseless... maybe they aren't. Either way, you get yourself in trouble a lot, and you're incredibly easy to rile up.

You suffer a -2 WIL penalty to resist Ridicule rolls, and you must regularly relate your greatness to anyone who will listen. You can suppress your boastful urges for a few minutes when it's important by making a WIL test at RS 3.

### **Brain Damage (4/8)**

*Cannot be removed.*

You've suffered an injury that has significantly damaged your brain. You suffer from decreased mental faculties, and possibly some neurological failures (tics, partial paralysis of limbs, and so on).

You may take or suffer this Bane multiple times.

**When this bane is received, also lower INT by 1d2 for Minor, and 1d5 for Major. If this puts you at 0 or below, you are an irrecoverable vegetable, unless you have the Arc Points required to buy your INT back to at least 1. If so, you emerge from a coma after a period of time determined by the GM. This INT loss is not suffered if taken at Character Creation.**

Brain Damage can be bought off for double the cost of the Bane (8 for minor, 16 for major). If Brain Damage is Bought Off, the character does not regain the INT loss from the Bane, but does recover from the Banes rolled on the Table.

**4:** Minor. Roll on the Brain Damage. The result is the effect of the Bane.

**8:** Major. Roll on the Brain Damage Table and add 2 to your roll.

**Table 6.4 Head Trauma Table**

Roll	Effect
1	No long-term effect, INT loss fades in 1d10 days (concussion)
2	No long-term effect, INT loss fades in 2d10 days (concussion)

3	No long-term effect, severe dizziness and loss of coordination for 1d10 days, INT loss fades in 3d10 days (severe concussion)
4	Gain Bad Eyes - Minor
5	Gain Bad Ears - Minor
6	Gain Old Wound and Bad Ears - Minor
7	Gain Old Wound and Bad Ears - Major
8	Gain Old Wound and One-Eyed
9	Gain Old Wound and Mute
10	Gain Old Wound and Lasting Pain Minor
11	Gain Old Wound, Lasting Pain Minor, and lower INT by an additional 2 due to severe brain damage
12	Gain Old Wound, Lasting Pain Major, and Blind

### **Broken Limb/Appendage**

*Cannot be removed.*

A broken limb is a serious injury, but with some time and rest, it'll be as good as new. Right? Well, theoretically anyway. If a limb is used while broken, it may not heal properly, and repeated injuries to a wounded limb can permanently cripple it. A broken limb cannot be used for anything (wielding a sword, walking, and so on), until the Wound that caused it heals (a treated broken leg can be walked on with the aid of crutches, but at 1/4th of normal MOB, and no intense movement is possible).

You may not choose this Bane at Character Creation, and it cannot be bought off. The Wound must heal normally.

### **Complete Monster (10)**

Some people are cruel, petty or spiteful due to their poor upbringing, the rough environment they were exposed to, or an unpleasant childhood. Their insecurities manifest themselves in antisocial traits developed as coping mechanisms to deal with the pain these situations caused them.

Not you. You may have excuses, but they're not legitimate. You are wolf to man. Maybe you're crazy, or maybe you're just too sane. You view human social concessions as an idiotic charade, proof that the people around you are just machines, automatons with no real agency in their own behavior. You're the only real person. They're just puppets made out of meat. You can play the game, but your definition of winning and losing is much more practical. You win if you get what you want, you lose if you don't, and everyone else is just an tool to be used or an obstacle to be overcome in the pursuit of your desires.

You also have an uncontrollable urge to kick puppies and steal pies.

You gain a +2 bonus to Sincerity rolls, because of your superficial charm, and this remains as long as the true depth of your soulless evil remains unknown. It is possible to retain a good reputation with this Bane, if you're very clever, but anyone who realizes your true nature sees the depths of your monstrosity, and you gain a permanent -4 penalty to Social rolls against them, as well as losing your normal bonus to Sincerity against them. Characters may glimpse your true nature whenever you fail a Sincerity or

Persuasion roll against them (context is everything, GM's discretion), but are much more likely to realize it if they witness you actually *behave* like a Complete Monster.

You also do not have a Belief Arc, and you cannot gain one unless this Bane is bought off. This Bane can be bought off, but only at double its purchasing cost (a total of 20 Arc Points), and requires some sort of serious soul-searching epiphany.

A character cannot have Complete Monster at the same time as the Honorable and/or Virtuous Banes.

### **Craven (4/8)**

You're a coward. There's a difference between feeling fear, and being incapable of overcoming it. A coward cannot bring himself to confront any sort of danger head-on, and will often try to hide, avoid, or simply flee from any possible injury or harm to himself.

**4:** You suffer a -2 penalty to CP in any combat situation in which you do not have a decisive and obvious advantage. You must make a WIL test at RS 4 to bring yourself to confront any sort of danger. If you are injured by violence, you must make a WIL test at RS 6 or panic and try to escape.

**8:** You suffer a -4 penalty to CP in any combat situation in which you do not have a decisive and obvious advantage. You must make a WIL test at RS 6 to bring yourself to confront any sort of danger. If you are injured by violence, you must make a WIL test at RS 8 or panic and try to escape.

Craven cannot be taken with the Honorable Bane.

### **Crippled Limb/Appendage (8)**

*Cannot be removed.*

A crippled limb is one that has suffered significant damage and has not been allowed to heal properly. As a result, it has lost most or all of its functionality, and is essentially dead weight, or close to it. Someone with a crippled leg is still better off than someone with no leg at all, but not by much.

The Crippled Limb can be used, but at severe penalties. Any Skill tests made that require the limb suffer a +4 to their RS. Attack or Defense Maneuvers made with the limb suffer a +3 to their TN. If the crippled limb is being used for locomotion (like a leg when walking, or an arm while climbing) MOB is reduced by half.

### **Dead (100)**

*Cannot be removed.*

You are dead. You may take no Actions except the Decompose Maneuver.

### **Debt (2/4/8)**

You owe people money. The amount is significant, but you have some time to pay it off before bad things start happening.

In many cases, nobody can actually force you to repay your debts (particularly if you're an armed man with few, if any, solid assets and a horse), but moneylenders have long arms and longer memories, and a great incentive to either make you pay in gold, or in pounds of flesh, as an example to others. Characters that start with no money cannot take this Bane.

**2:** Minor. You owe an amount of money equal to the Wealth you have at the time of Character Creation, not including Assets. This is determined with Boons and Banes that modify Wealth and Assets.

**4: Moderate.** You owe an amount of money equal to half *again* your starting Wealth, not including Assets.. This is determined with Boons and Banes that modify Wealth and Assets.

**8: Major.** You owe an amount of money equal to *twice* your starting Wealth, and starting Assets. This is determined with Boons and Banes that modify Wealth and Assets.

### **Dire Past (0)**

*Cannot be removed.*

You've been through some serious stuff. Maybe you're a survivor of a terrible battle, or maybe you're a veteran of the Crusades. Maybe you spent your childhood as a cabin boy on a witch-hunter's ship, fighting infidels and blasphemous cults on the islands along the Barbary Coast. Maybe you were born in the dark, where others merely adopted it.

Write or explain a brief backstory for your character to the GM. He will choose (or design) several Banes for you, to represent the scars and looming shadows of your dark past (you are not awarded B&B Points for these Banes directly).

As you have survived your Dire Past, however, you gain 10 additional B&B Points to spend on Boons. These B&B Points do NOT count towards your maximum points from Banes.

GMs should not be lenient when choosing Banes to suit a character's Dire Past. Be vicious. Old Wounds, One-Eyed, Enemies, Bad Reputation... even things like Hothead, Honorable and Virtuous are appropriate to apply for this Bane. The character isn't just awarded 10 B&B Points, that's 10 Points in *addition* to what they can earn by taking Banes, make them work for it!

### **Enemies (3/10/15)**

You have some powerful enemies who mean to do you serious harm. They may just want to ruin you and crush your name, or perhaps they want to cut your head off and put it on a pike. Either way, they're willing to go out of their way—potentially FAR out of their way—to do it. The level of this Bane indicates just how serious an enemy you've made. Enemies can either be individuals of significant power, or entire organizations or countries.

**3:** Single, dangerous individual, small group or minor organization (rival merchant, local guild).

**10:** Single, powerful individual, large group or organization, regional authorities (Sheriff of Nottingham, the City Guard).

**15:** Incredibly powerful enemies with long arms, continent-spanning organizations (the Holy Roman Emperor, the Church, the Teutonic Order).

### **Facial Deformity (2/4/8)**

*Cannot be removed.*

People remember your face, and not in a good way. An injury, disease, or birth defect has marred your looks, and you tend to draw attention from your peers. You may not buy off this Bane, barring some miraculous treatment or magic (at the GM's discretion).

**2:** You have a distinctive (though not particularly disfiguring) mark on your face. You suffer a -2 to checks to disguise yourself or lie about your identity, and people will have an easy time describing you. The mark is not significant enough to disturb people. Examples include Otto Skorzeny and Ernst Blofeld.

**4:** Your face has suffered serious injury or disfigurement. You suffer a -4 to checks to disguise yourself or lie about your identity, and people will have a very easy time describing you. In addition, you also suffer a -2 to the first Social checks you make with any person, as your first impressions are poor. Intimidation

rolls are exempt from this penalty, and may (situationally) be enhanced. Examples include Sandor Clegane and Tycho Brahe (without prosthetic).

**8:** Your face is a horrific ruin, and people may have difficulty realizing that you are human, if they see you without warning. You suffer -6 to checks to disguise yourself or lie about your identity, and people will have an incredibly easy time describing you. In addition, you suffer a -4 to the first Social checks you make with any person, as your first impressions are poor, and continue to suffer -2 afterwards, as you simply make people uncomfortable (long-time friends and the particularly understanding might be exempt from these penalties). Intimidation rolls are exempt from this penalty, and may (situationally) be enhanced. Examples include Baldwin IV of Jerusalem and Joe Bonham.

### **Fat (5)**

You are severely overweight, and it will have a negative effect on your performance in most physical activities, as well as in combat.

You suffer a -2 to your END for the purposes of determining Fatigue, and a -2 to MOB. On the upside, you gain a +1 to Stability rolls.

Fat cannot be taken at the same time as the Skinny Bane.

### **Frail (8)**

You are weaker of construction than most people of your race, and this renders you more vulnerable to injury. Your Toughness is reduced by 1 at Character Creation. This Bane is mutually exclusive with the Robust Boon.

### **Haemophilia (8)**

*Cannot be removed.*

Haemophilia is a genetic disorder that impairs the body's ability to control blood clotting or coagulation, and the character's body has trouble stopping bleeding when any vessel is broken. This is an absolutely terrible condition to have.

Whenever you suffer any sort of Blood Loss, increase the amount of Bleed you gain by 5. The RS for Surgery tests made to stop the bleeding are always increased by 2.

### **Hothead (3)**

'Someone get this hothead outta here!' You get angry easily, and you're prone to overreacting to perceived threats or insults. Whenever you feel threatened, insulted, or aggravated by somebody, or generally frustrated with a situation, you must make a WIL check at RS 5 or begin either a serious verbal or physical confrontation immediately.

If you are in a situation in which starting such a confrontation would clearly not solve anything (not even by venting your anger by smashing something), or would very obviously result in your own death, the WIL check is reduced to RS 3.

### **Honorable (5)**

You're genuinely honorable. You might not be a nice guy, you might not be a philanthropist, but you have a real sense of honor. Honor can't be bought, nor can it be awarded. Honor is fought for, acquired, and maintained with diligence. To never break one's word, freely given, to never violate certain rules, to treat others, and oneself, with respect. You've got this, and it is representative of real strength of character. However, those bound by honor can also be dragged down by it. Honorable behavior is not always smart

behavior, and those who break their own codes of honor are lessened by it, as an essential part of themselves dies in the act.

Honorable characters gain a +2 bonus to resist subterfuge, intimidation, torture, and other means of prying information from them. Additionally, he gains a +1 bonus to all social checks made to persuade, reason with, or debate those who know the character to be honorable (this could be everyone, if the character is famous, or just those who know him well or have been impressed with his conduct).

However, a character with this Bane must always conduct himself in an honorable manner (discuss with your GM what 'honor' means for your character, establish the principles, and stick to them) or else suffer serious consequences.

A character who goes against his own principles loses this Bane, and must pay the next 10 Arc Points earned as a penalty, as his character works through the crisis of conscience brought on by the collapse of his worldview. At his discretion, the GM can waive this penalty if the character's collapse was not due to moral weakness so much as extreme circumstance. Honorable can also be purchased again (at the GM's discretion) after being lost, to represent the character regaining his principles for 2 Arc Points. A character cannot have the Honorable Bane at the same time as the Complete Monster Bane.

### **Lasting Pain (4/8)**

*Cannot be removed.*

You've got an injury that not only hasn't healed properly, but that causes you chronic or constant pain in the limb. You may learn to live with the pain, but it is never far from your mind.

Choose a Target Zone area (such as hand, thigh, face, belly, and so on), which will be the location of the injury or defect that causes the Lasting Pain. If you acquire this Bane through an injury as detailed in **Chapter XX: Injury and Recovery**, you do not get to choose the area.

**4:** Minor. It hurts, but not too much. Each day, roll 1d10. On a 1-8, you suffer 2 Pain throughout the day. Any injury to the area awakens this pain until the injury is fully healed.

**8:** Major. The pain can be crippling. Each day, roll 1d10. On a 1-9, you suffer 4 Pain throughout the day. Any injury to the area awakens this pain until the injury is fully healed.

### **Mute (5/8)**

*Cannot be removed.*

You can't talk. Perhaps you've suffered a throat injury or had your tongue cut out. Perhaps you've been that way since birth, or maybe a disease ravaged your vocal chords. Either way, you cannot communicate verbally in a meaningful fashion.

**5:** You cannot form words, but you can cry out, shout, or otherwise make vocal sounds to, say, alert your sleeping friends that you are surrounded by giant spiders.

**8:** You can neither speak nor make any other vocal sounds, and must communicate entirely by writing or using sign language.

### **Oath (2 to 10)**

You've sworn a solemn oath, in good conscience and of your own accord. An Oath is a vow or obligation that a character has made, to himself, to others, or to God. This Bane assumes that the Oath in question was made *honestly*—simply taking an Oath and then breaking it casually when out of sight doesn't count.

If you ever break the Oath (setting aside mitigating circumstances, for example, breaking a Vow of Silence to warn a child of danger, or to inform the Pope of the assassin drawing up behind him) you must pay Arc Points as you earn them equal to *twice* the value of the Bane, as you struggle emotionally with your failure. You may choose to retain your Oath after these Arc Points have been paid, or to abandon it and lose this Bane at no further cost.

Oaths can be worth between 2 and 10 depending on the severity of the Oath being taken. An Oath of Fealty for a knight might be worth 2, since it's not something that would be hard for him to keep, whereas a Vow of Silence could be worth more, and a Vow of Pacifism could be worth as much as 10, depending on the character's background and premise. Consult with your GM to decide what an Oath should be worth. Generally, the harder it would be to keep, the more it should be worth.

### **Old Wound (1)**

*Cannot be removed.*

You've suffered a severe injury that has never quite healed properly, and still pains you from time to time, and is particularly sensitive to further injury.

Choose a Target Zone area (such as hand, thigh, face, belly, and so on), which will be the location of the Old Wound. If you acquire this Bane through an injury as detailed in **Chapter XX**: Injury and Recovery, you do not get to choose the area.

Any attack that hits this location automatically inflicts Stun equal to a level 1 Wound to that area, ignoring all reductions, even if the attack inflicts no Wound.

If this Bane is bought off, its cost to remove it is 5, instead of the 1 suggested by its cost.

### **One-Eyed (10)**

*Cannot be removed.*

You've lost an eye! Perhaps it was an accident, or through injury in combat, or maybe you were born with only one functional eye. Stuff happens. Either way, having one eye can be a disadvantage in combat and in daily life. One-Eyed people can learn to compensate for their lack of depth perception with simple tricks, however it is still difficult to gauge distances.

PER tests to spot things, gauge distances, and so on, suffer a +1 RS. You also suffer a -1 to your CP in combat, and a -2 to your MP when making ranged attacks, (though not for using missile weapons in melee, those use the CP penalty listed earlier).

If you buy off this Bane, you don't grow a new eye, but become so accustomed to only having one that you no longer suffer the penalties. You cannot remove the Bane, however the penalties don't apply anymore.

If somehow you acquire two One-Eyed Banes, then you regrettably lose both One-Eyed Banes, and gain the Blind Bane, unless you have more than two eyes (i.e. if you are a goliath spider possessed by the spirit of a dead pirate, or a triclops)

At Character Creation, you may take this Bane as a -2 Facial Deformity to represent the One-Eyed Bane you have 'bought off' before Character Creation. Do not apply penalties from One-Eyed, but other rules still take effect.

A character cannot have One-Eyed at the same time as the Blind Bane.

### **Poor (4/6/8)**

You're unusually poor for your class in society. You lack funds, perhaps because you or your ancestors made poor investments, without falling too far in social status. Either way, it's likely that you're still trying to claw your way back into relative affluence. Maybe it's even what motivates you.

**4:** You start with half (50%) the Wealth of a normal character of your Social Class and Wealth level. You may only take this level of the Bane if your character is of Wealth level 2 or higher, or with GM's permission.

**6:** You start with a quarter (25%) the Wealth of a normal character of your Social Class and Wealth level. You may only take this level of the Bane if your character is of Wealth level 3 or higher, or with GM's permission.

**8:** You start with *no* money. You may only take this level of the Bane if your character is of Wealth level 4 or higher, or with GM's permission.

A character cannot have the Poor Bane at the same time as the Rich Boon.

### **Severed Limb/Appendage (10/15/18)**

*Cannot be removed.*

You're missing an arm or a leg. This could be the whole arm or leg, or just the hand or foot, but the loss of the manipulator at the end is what's important.

If you choose this Bane at Character Creation, choose a limb affected by this Bane, and how much of the limb is missing. If you suffer this Bane because of an injury, then of course you have no say in where the limb has been lost.

**10:** The hand or foot has been lost.

**15:** The lower half of the limb has been lost (from the elbow or knee).

**18:** The full limb has been lost (from the shoulder or hip).

The penalty for having lost a limb is serious.

#### **Hand**

You cannot perform any task that requires both hands, or use any two-handed weapon. Gripped shields cannot be used (strapped shields can, at the GM's discretion, with minor modification).

#### **Lower Arm (from the Elbow)**

You cannot perform any task that requires both hands, or use any two-handed weapon. No shields of any kind can be used. All Weapon Maneuvers suffer a +1 Activation Cost because of your loss of balance. You may pay 5 Arc Points to remove the Activation Cost (representing your character getting used to the missing limb). You can no longer perform the Punch or Elbow Maneuvers without a prosthetic. All Grappling Maneuver TNs are increased by 1.

#### **Full Arm (from the Upper Arm to Shoulder)**

You cannot perform any task that requires both hands, or use any two-handed weapon. No shields of any kind can be used. All Weapon Maneuvers suffer a +2 Activation Cost because of your loss of balance. You may pay **8 Arc** to remove the Activation Cost (representing your character getting used to the missing limb). All Grappling Maneuver TNs are increased by 2.

Missing both hands or arms prevents you from using any held weapons. It is still possible to Grapple unless you are missing both arms to the elbow or more, but the penalties are cumulative.

#### **Foot (from the Foot or lower Shin)**

You suffer a -2 penalty to MOB, and must make a Stability roll at RS 2 whenever moving faster than a slow limp (a quarter of normal speed) or fall. All Stability rolls forced upon you by other sources have their RS increased by 1. You suffer a CP penalty of 2 in combat in addition to these other penalties, and all Dodge Maneuvers have their TNs increased by 2.

#### **Lower Leg (from the upper Shin to Knee)**

You cannot walk except to possibly hop at a quarter of normal MOB. You must make a Stability test every turn you move like this at RS 3, or fall and be prone. All Stability rolls forced upon you by other sources have their RS increased by 2. You suffer a CP penalty of 4 in combat in addition to these other penalties, and all Dodge Maneuvers have a +2 Activation Cost, and their TNs increased by 2. A Crutch can allow you to move at half the normal MOB without a chance of falling, and reduce the CP penalty to 2, but you cannot run, and a crutch precludes using a weapon on the lost-leg-side hand, and the use of 2H weapons. You cannot perform Knee or Kick maneuvers with your lost leg, and may only perform kicks with your remaining leg (if you have one) while prone, or with a crutch at +1 TN and +1 Activation Cost.

#### **Full Leg (from the Thigh to Hip)**

You cannot walk except to possibly hop at a quarter of normal MOB. You must make a Stability test every turn you move like this at RS 4, or fall and be prone. All Stability rolls forced upon you by other sources have their RS increased by 3. You suffer a CP penalty of 4 in combat in addition to these other penalties, and all Dodge Maneuvers have a +2 Activation Cost, and their TNs increased by 2. A Crutch can allow you to move at half the normal MOB without a chance of falling, and reduce the CP penalty to 2, but you cannot run, and a crutch precludes using a weapon on the lost-leg-side hand, and the use of 2H weapons. You cannot perform Knee or Kick maneuvers with your lost leg, and may only perform kicks with your remaining leg (if you have one) while prone, or with a crutch at +1 TN and +2 Activation Cost.

If both legs are lost, movement is extremely difficult. MOB is reduced to an effective 1, running is not possible. Combat is unthinkable. You are permanently Prone, and can perform no Dodge Maneuvers.

If the remainder of a recently severed limb is used without giving it time to heal, the user immediately gains 4 Shock and 1 Pain.

Prosthetics are available in Chapter 5.4 and will mitigate some of the issues with missing limbs.

#### **Sheltered (2/4/6)**

For some reason, you aren't quite as used to the world as you should be. You're less hardened against the harshness of the world, and things tend to affect you more than your fellows. You start with less Grit than you normally would. You cannot reduce your Grit beyond 0.

**2:** Softy. -1 Grit.

**4:** Seriously Sheltered. -2 Grit.

**6:** You don't even know what color blood is. -3 Grit.

A character cannot have the Sheltered Bane at the same time as the True Grit Boon.

### **Short (8/15)**

You're much shorter than normal for your race. This negatively affects your Reach and your MOB, but you also tire less easily, and you're a harder target for archers and other attackers with missiles.

**8:** You're about 20% shorter than the average person. You suffer -1 to both Reach and MOB, but you reduce your Exhaustion Speed by 1x (to a minimum of 1x) for the purposes of acquiring Fatigue. Missile Attacks reduce their MP against you by 1 (or their CP by 1, if they are made as Melee Maneuvers in close combat).

**15:** You're about 30% shorter than the average person, and quite possibly have some form of dwarfism. You suffer a -2 to both Reach and MOB, but you reduce your Exhaustion Speed gain by 1x (to a minimum of 1x) for the purposes of acquiring Fatigue. Missile Attacks reduce their MP against you by 1 (or their CP by 1, if they are made as Melee Maneuvers in close combat). This is not cumulative with the minor version of Short.

A character can not have the Short Bane at the same time as the Tall Boon.

### **Skinny (3)**

You're thin as a rail, likely to blow away in a stiff breeze. You suffer a -1 to your Stability rolls, and your effective CAR for determining Encumbrance is reduced by 1. However, your Exhaustion Speed is reduced by 1x (to a minimum of 1x) for the purposes of acquiring Fatigue.

A character cannot have the Skinny Bane at the same time as the Fat Bane.

### **Technologically Impaired (5)**

You lack a working knowledge of modern technology, and have great difficulty understanding how all these newfangled devices work. You may not have any Proficiency in a weapon considered modern, nor knowledge of or Skills pertaining to any sciences that are on the cutting edge. You may have outdated or obsolete expertise, though—confer with your GM.

If you want to acquire a new Proficiency involving a modern weapon, or to acquire Skills pertaining to modern technology, the first point or rank you buy in any of these Proficiencies or Skills costs double the normal amount of Arc Points, if you are learning it as part of a School.

If you're trying to acquire a new Proficiency without instruction, you must first spend twice the normal amount of Arc Points to begin a Proficiency, and then make an INT check at an RS determined by the complexity of the device (a hand-spanned crossbow being RS 2, a cranequin-spanned crossbow being RS 4, a wheellock musket being RS 5, and a Puckle gun being RS 6. The GM has the final say on what the RS for figuring out a weapon is. Some may be impossible without instruction). Success means that you manage to figure out the weapon sufficiently to take Proficiency in it. Failure means you still spend the Arc Points, but do not gain Proficiency in it. However, you may try again, this time with a cumulative -1 to the RS.

### **Unhappily Married (1/2/3)**

Your significant other doesn't like you very much, whether or not the feeling is mutual. They will go to lengths to make your life more difficult, and will generally be a pain in the neck. They can be eluded for a short time, but they always catch up to you in the end.

**1:** The spouse only makes a minor fuss, whether treating guests badly and bringing disgrace to your name or spreading rumors about you while you're out adventuring.

**2:** The spouse actively tries to disrupt your life in some way. The gravity of this torment depends on the Social Class and Wealth of the spouse—a disgruntled peasant wife might intentionally undercook your lunch, but your treacherous husband the Duke might humiliate you in court.

**3:** The spouse really has it out for you, and they have your in-laws to back them up. A poorer family might just regularly harangue you or work to make your life miserable. In noble courts, this sort of bitterness results in assassins with ropes hiding in your bedroom, and having to drink out of a hip flask at every meal.

### **Virtuous (5)**

You possess that greatest of weaknesses, the one flaw that has been the bane of more otherwise perfectly competent and ambitious heroes than any other: you are a genuinely moral, honest, and righteous person. Perhaps it's just in your nature, or perhaps you were just raised well. You've got a conscience, a desire to help people, and while you may not be a pacifist, you're no murderer, and you despise senseless violence, drawing the sword only when necessary. This isn't an easy way to live. Historically, paragons of morality were few and far between, and it has often been said that 'the good die young.'

If you ever act in an immoral, unnecessarily cruel or ruthless fashion, you must pay the next 10 Arc Points you earn, as you are wracked by your conscience. However, if you immediately act to try and make up for your moral transgression, by making amends with the wronged or through atonement to society or God, this loss is reduced to 5 Arc Points.

A character cannot have the Virtuous Bane at the same time as the Complete Monster Bane.

### **Wanted (5/10/15)**

You're wanted by the law, either in your own country, or others. Believe it or not, even in the medieval era, people often acknowledged the criminals of other kingdoms. Often, but not always. Whomever you've committed a crime against, they're willing to go to lengths to retrieve you.

**5:** Alive.

**10:** Dead.

**15:** Alive, and to be kept alive. For a long, long time.

## **Chapter 7: Skills**

Skills represent a character's acquired knowledge and expertise in a wide variety of activities, from translating ancient scripture, to carving stone, and rigging the sails on a ship. The Skills chapter is one that represent most of a character's knowledge, expertise and abilities, especially in non-combat areas.

Skills determine how well and far a character can jump, or a character's knowledge of the history of a neighboring kingdom. Each skill comes into play in the form of a skill test, which uses a character's Attributes and Skill level to generate a skill pool to roll against a situation's difficulty, measured in Required Successes (RS) at a static Target Number (TN).

While Proficiencies and other statistics are typically focussed on combat, Skills do not often directly affect combat, however they are still very useful both in and out of combat. A knight has to know how to ride his horse, an assassin has to know how to blend into a crowd, and a hunter had better know how to live off the land.

## Character Creation

At Character Creation, a character receives a number of Skill Points determined by their PCP investiture in the Skills category, and a bonus number equal to their Intelligence x2. These points are then used to purchase Skill Packets and individual Skills.

A Skill Packet costs 3 Points, and includes a number of Skills, all of which start at Level 1. Purchasing a Skill Packet multiple times, or choosing multiple Packets which contain the same skills, increases the Level of overlapping Skills by 1 per packet up to a maximum of five times.

*Ex.* Bruce has 4 PCP in Skills and 3 Intelligence, giving him 6+15 Skill Points for a total of 21. He uses these points to purchase the Soldier Skill Packet five times, giving him all of the skills within that packet at Level 5, leaving him with 6 additional points to spend on other skills.

After Character Creation, Skill Packets no longer matter and need not be recorded, skills are leveled up individually.

**Table XX Skill Points at Character Creation**

PCP	Skill Points
1	
2	9
3	12
4	15
5	18
6	21
7	24
8	27
9	30
10	33

## Skill Packets

### Academic

Knowledge (Choose Subject)

Knowledge (Choose Subject)

Research  
Engineering OR Knowledge (Politics) OR Chymistry

**Athlete**

Athletics  
Athletics  
Climbing  
Swimming

**Farmer**

Profession (Farmer)  
Profession (Farmer)  
Crafting (Wood)  
Cooking

**Tradesman**

Profession (Trade)  
Profession (Trade)  
Crafting (Trade)  
Persuasion

**Merchant**

Knowledge (Finance)  
Knowledge (Finance)  
Etiquette  
Persuasion

**Thief**

Stealth  
Thievery  
Thievery  
Observation

**Criminal**

Gather Information  
Intimidation  
Observation  
Knowledge (Criminal)

**Hunter**

Stealth OR Ride  
Navigation  
Hunting  
Hunting

**Guard**

Intimidate  
Knowledge: Criminal  
Observation  
Observation

**Soldier**

Athletics OR Ride

Tactics

Drill

Drill

**Surgeon**

Surgery

Surgery

Chymistry

Profession (Doctor)

**Officer**

Drill

Tactics

Navigation

Strategy

**Sailor**

Sailing

Sailing

Profession (Sailor)

Navigation

**Scout**

Athletics OR Ride

Stealth

Navigation

Observation

**Politician**

Etiquette

Knowledge (Politics)

Orate

Persuasion

**Nobleman**

Knowledge (Nobility)

Etiquette

Knowledge (Politics)

Persuasion

**Domestic**

Cooking

Cooking

Crafting (Homestead)

Crafting (Homestead)

# Advancing with Arc

As your character travels the world and earns experience, it seems natural that they would pick up a few new skills, or further their core abilities. During play, you can learn new skills and level existing ones by spending Arc Points. The limit on skill levels imposed at Character Creation is lifted.

**Table XX** Arc Cost of Skill Levels

Skill Level	Skill Pool	Skill Bonus	Arc Cost
1	+1	Trained	1
2	+2		1
3	+3		1
4	+4	Teacher	1
5	+5		2
6	+6		2
7	+7		2
8	+8		3
9	+9		3
10	+10	Mastery	3

## Skill Concepts

### Skill Levels

Each skill has a level (ranged from 1 to 10) decided by the character's investment of Skill Points (at Character Creation) or Arc (during play). Character's use dice equal to their skill level for skill tests, as well as Skill Bonuses at various skill levels.

### Untrained

If a character has no levels in a skill they are attempting to use, then they are considered 'Untrained' in it. Some skills cannot be used if the character is untrained in them, such as:

- Crafting
- Engineering
- History
- Navigation
- Swimming
- Tactics
- Strategy
- Etiquette

### Skill Bonuses

### **Trained**

No longer 'Untrained' when using the skill.

### **Teacher**

Grants the character the ability to give another character one free level of the skill the teacher is proficient in. This ability may only be used once on a person for a single skill per teacher, and only a number of skills equal to the receiving character's INT may be granted this way by all teachers in total. Using this bonus takes about a month of in-game time, at the GM's discretion, and requires the location and materials needed to perform the trained skill. Multiple characters may be trained at the same time, so long as their training starts at the same time and there are adequate resources and facilities.

### **Mastery**

Once per session, you may automatically succeed with half of the dice rolled for one Skill roll.

## **Skill Pool (SP)**

Like the Combat Pool (CP), the Skill Pool (SP) is a pool of dice used during a Skill test. The pool is generated from the relevant Attribute at one die per Attribute value, added with dice equal to the character's Skill level in the relevant Skill. Only one Attribute can be referenced per Skill test. If the situation ever calls upon a different Attribute, it becomes a second test. For instance, when using the climb skill, the character might be called on to make tests using both STR and END.

## **Skill Tests**

There are many situations in the game where a character's skills will be tested, for example, trying to negotiate a hostile deal. or leaping from one roof to another. Every test of a skill will state a required number of successes (RS) for the skill test to be successful. The character must roll their SP and get equal to or above the skill's target number (TN), and of the dice that meet that TN, have equal to or more than the number of required successes (RS) for the test to be passed.

Skill tests may have modifiers that affect the skill check's RS, such as trying to climb a wall slanted against the character or knowing the history of a foreign kingdom, rather than the history of one's home town. If the number of RS is ever raised above the character's dice pool plus automatic successes the character might get from other factors, then the skill attempt immediately becomes impossible. Situational modifiers can lower RS as well, though it can never be lowered beneath 1. If there is a situation that a skill doesn't seem to cover, the GM should use their best judgement to create a test based on similar difficulties to the situation.

### **Target Number (TN)**

The TN for skill tests is 7. It is always 7. No force can change it from 7 to anything else. Anything that suggests that it is possible to change the TN for skill tests to a number other than 7 is a lie. Ignore those anythings.

### **Retrying Skill Tests**

For physical skills, skill tests can be retried any amount of times, unless injuries or situation stops the character from doing so. For mental skill tests, such as Knowledge (History) and Knowledge (Politics), a single check is allowed, any retries have to be made through the Research skill. For social skills, it's best to wait before trying again, as the Target (at the GM's discretion) may not react positively if the skill is tried too soon.

# Skill List

**Table XX** List of Skills

Skill	Attribute
Athletics	Various
Chymistry	INT
Climbing	END
Cooking	INT
Crafting	INT
Drill	WIP
Engineering	INT
Etiquette	WIT
Gather Information	CHA
Hunting	PER
Intimidation	CHA
Knowledge	INT
Navigation	PER
Observation	PER
Oration	CHA
Performance	CHA
Persuasion	CHA
Profession	WIP
Research	INT
Riding	AGI
Sailing	WIT
Stealth	AGI
Strategy	INT
Subterfuge	CHA
Surgery	INT
Swimming	END
Tactics	INT
Thievery	AGI

## Skills

The skill system has been created to be as accurate as possible, however the reality may be that a situation would make more sense if a character used their STR when doing something rather than their END. We provide the best examples we can, but it is the GM's job to ensure that what the players are doing is represented as accurately as possible.

### **Athletics (Various)**

Athletics is the Skill used for moving, jumping, and performing other feats of physical prowess. Gymnastics, sprinting, jumping, and other classic physical activities fall within its purview. Different Attributes may be used with Athletics depending on what the character is doing. Someone lifting weights,

for example, will probably use STR, while a sprinter would use MOB. A long-distance or marathon runner would use END.

Terrain rules will apply for running. Walking generally doesn't require an Athletics test, no matter the rigor. Bear in mind that the fastest a mortal person can move is their MOB x 4.

**Table X.X Athletics Actions and Modifiers**

Action	Base Attribute vs RS or Other Effects
<b>Lifting</b>	
Lifting 10xSTR in lbs above head	STR vs 1 RS
Lifting more than 10xSTR in lbs above head	+1 RS per 10xSTR (to maximum of 50x)
<b>Sprinting</b>	
Sprinting 2xMOB (for up to 5 seconds)	MOB vs 2 RS
Sprinting more than 2x your MOB (for up to 5 seconds)	+1 RS per 1x more (to maximum of 4)
Sprinting for longer than 5 seconds	+1 RS per 10 seconds of sprinting
Encumbrance (+1 at Light, +4 at Overloaded)	+1 to +4 RS
<b>Jumping</b>	
Vault a waist height obstacle	MOB vs 2 RS
Vault a shoulder height obstacle	MOB vs 3 RS
Vault a reach height obstacle	MOB vs 5 RS
Vault a jumping reach height obstacle	MOB vs 6 RS
Jump horizontally 2 yards	MOB vs 1 RS
Jump horizontally further than 2 yards	+2 RS per yard
Jump horizontally with no running start	+2 RS
Jump vertically 1 foot	MOB vs 1 RS
Jump vertically more than 1 foot	+2 RS per 1 foot
<b>Running</b>	
Running ¼ mile without stopping	No Test Required
Running a mile without stopping	END vs 1 RS
Running 5 miles without stopping	END vs 2 RS
Running an entire marathon without stopping (~26 miles)	END vs 4 RS
Encumbrance (+1 at Light, +4 at Overloaded)	+1 to +4 RS

## Chymistry (INT)

Chymistry is the science of dealing with chemicals, potions, concoctions and solutions. It includes extracting chemicals from various compounds and substances, and in recombining them to produce new compounds. Chymistry is useful in many situations--medicine and antidotes obviously, but the production of acids to chew through metal or wood, or flammable liquids, can also be very useful. Some more diabolical individuals might dabble in poisons--but that is grim and dangerous work.

Action	Base Attribute vs RS
Identify simple chemical (mercury, saltpeter)	2
Identify esoteric chemical (silver fulminate)	4
Create simple solution (gunpowder, solvent mixture)	3
Create esoteric chemical (unstable fulminate, greek fire)	5

## Climbing (END)

Climbing is the skill that allows characters to scale mountains, cliffs, walls, and ropes. In some cases, climbing can be easy; climbing a stable ladder that's at 90 degrees or less, or any dry, sticking, or bogged surface that's less than 40 degrees make for simple climbing tests. However, even a 10 degree surface will be tough if it is covered in ice. Terrain can also be a huge factor when rolling climbing tests. Failing by more than your character's climbing skill requires a stability test against an RS equal to the initial check, with failure resulting in a fall.

To properly roll a climbing test, set the RS at the total distance that is to be climbed (1 RS per 10 feet), then apply the modifiers.

**Table X.X Climbing Actions and Modifiers**

Action	Base Attribute vs RS or Other Effects
Climbing with many hand-holds (rockwall, rigging, stable ladder, knotted rope)	END vs 1 RS per 10 feet
Climbing with some hand-holds and support (swaying rigging, an unsecured ladder, or a knotless rope against a wall)	END vs 2 RS per 10 feet
Climbing rigging flailing in the wind, an unstable ladder, or a free-hanging rope	END vs 3 RS per 10 feet
Climbing with no handholds (requires tools)	END vs 5 RS
Modifiers	Effects
Decent climbing tools (climbing picks, spiked boots)	-1 RS (when appropriate)
Fear (-1 Climbing away from something scary, +1 towards)	-1 to 1 RS
Wall Slanting (-4 helpful slant, -2 favorable slant, +2 difficult slant, +4 malicious slant)	-4 to +4 RS
Weather (Wet/Windy at +1, Soaked/Storming at +3)	+1 to +3 RS
Encumbrance (+1 at Light, +4 at Overloaded)	+1 to +4 RS
Time (Rushed at +1 RS, Hastened at +3 RS)	+1 to +3 RS

Only apply the modifiers for situations that make sense. Climbing picks won't help that much with rope!

## Cooking (INT)

Cooking is an important skill in a world where most vegetables are grown in unsanitary conditions, and most water is unsafe to drink without boiling. The rise of urban civilization made this doubly important, as the water and ground pollution that accompanies large masses of people make the proper preparation of food essential.

Some foods cannot be eaten at all without preparation. For example, rice consumed without boiling cannot be properly digested. So in a way, cooking allows for inedible substances to be made edible, making it even more important in an environment where food may be scarce.

Cooks require ingredients to make meals. For abstraction purposes, each meal takes about 1 lb of ingredients total per person fed (so 4 lbs for a basic four-person meal) and needs at least two ingredients per level (a fine meal, for example, requires six different ingredients). For every ingredient needed that is missing, the RS increases by 1. If the chef is missing more than three ingredients, they cannot make a meal of that level and must make a lower-quality meal. The chef may opt to have up to 2 spices act as ingredients, but loses the bonus they would normally give. The meal requires at least one non-spice ingredient. Meals also require 30 minutes of preparation time per level, with a lack of time or extra time giving penalties or bonuses accordingly. If the prep time is too short for the maximum RS, the meal cannot be made.

A ‘meal’ is here assumed to be enough food for three to four people at base.

**Table X.X** Cooking Actions and Modifiers

Action	Base Attribute vs RS or Other Effects
Preserving food	INT vs 1 per lb
Make a poor meal	No Test Required
Make a good meal	INT vs 2
Make a fine meal	INT vs 3
Make a lavish meal	INT vs 4
Hide poison in a meal	INT vs 3+1 per extra dose
Make poisonous food safe to eat	INT vs 5 to 10 per lb, depending the food
Modifiers	Effects
Large meal (10 people)	+1 RS
Banquet (30 people)	+2 RS
Massive meal (100+ people)	+3 RS
Spices (-1 at cheap, -3 at expensive)	-1 to -3 RS
Haste (rushed at +1 RS, hastened at +3 RS)	+1 to +3 RS
Leisure (per extra hour, minimum RS 1)	-1 RS
Assistants	Assistants take test at ½ RS, they give +½ Successes, to a maximum of the main cook’s skill level.

Both making the meal and adding the poison to it are two separate checks.

The number of assistants that can be used to prepare a meal is at the GM’s discretion. You know what they say -- too many cooks spoil the broth!

## Crafting (INT)

Crafting is a general skill umbrella that covers hundreds of potential artisan disciplines. Upon taking the crafting skill, a character should choose what craft the skill covers. A shoemaker’s skill is definitely different from a clockmaker’s. A character can have multiple crafting skills, each in different disciplines, which are leveled separately.

Crafting works in the following way: Each item has a Total RS required before it is finished. Each Roll represents 4 hours of work, during which time any successes go into completing the item. Most high-quality items will take many rolls to complete, each additional roll representing an additional 4 hours of work. Once the RS total of the item is met, the item is complete!

The examples in this list are mostly a general guide. GMs are encouraged to decide how difficult a particular test should be, and which Attribute to use, especially if it doesn’t quite fit the examples given.

**Table X.X** Crafting Actions and Modifiers

Action	Production RS
Simple item (dagger, mace, staff or pole, lumber, chain, vest, horseshoes, wooden doll, sketch)	12
Make a basic item (spear, shortbow, hand axe, gun barrel, maille vest, munitions cuirass, breeches, basic landscape, bottle)	16

Make a complex item (longsword, crossbow, maille hauberk, light crossbow, cuirass, layered dress, jointed doll, decent portrait, cheap glass lens)	24
Make an advanced item (greatsword, arbalest, fitted suit, gauntlets, high-quality painting, anatomical drawings, bulletproof cuirass, large glass pane)	32
Make a great item (advanced weapon or armor with modifications, papal vestments, famous artwork, fine glass lens, precision watch gears)	40
<b>Modifiers</b>	<b>Effects</b>
Good tools	+2 dice per Roll
Poor tools	-2 dice per Roll
Improvised Materials	+4 RS
Assistants	Unskilled assistants add +1 to the Craftsman's roll to a maximum of 4. Skilled assistants add +2 to the Craftsman's roll, to a maximum of 4.

## Drill (WIP)

Drill is the practice of acting like a soldier, marching, making camp, keeping watch, and otherwise doing one's duty. It is also important in combat, where it determines how well a soldier can stay in formation and keep discipline. Drill is also useful because it familiarizes a character with military protocol and hierarchy. A well drilled soldier will recognize discrepancies and violations of doctrine easily, perhaps allowing him to recognize imposters or spies.

Action	Drill RS
Stand in order	1
March in order	2
Make camp up to military standards	2
Make camp up to the Sergeant's standards	3
Maintain equipment & uniform to military standards	4
Recognize signs of military activity/discern tactics	2-4 (use PER)
Emulate foreign military behavior	4

## Engineering (INT)

Engineering is similar to crafting, but with a more specific focus: engineers plan and implement large works like bridges, siege weapons, buildings, and ships. Essentially, any construction task that would be physically impossible to do alone will fall under an engineering skill rather than a crafting one.

Even mediocre laborers can accomplish great things with a skilled engineer at their head, so those employed to support an engineer are not necessarily required to be skilled in engineering (though it can't hurt).

Many of the parts an engineer will want to work with are on the market, but many more will need to be custom-made by the appropriate crafter, especially for more complex projects. Engineers would be inclined to make friends with crafters, or learn to craft for themselves, lest they end up unable to make what they want or need.

As with crafting, the examples in this list are only a guide. The GM is free to use their own interpretation. The time it would take to construct these devices is also negotiable. In some cases, it could take *years*, even with sufficient manpower.

**Table X.X Engineering Actions and Modifiers**

Action	Base Attribute vs RS or other effects
Make a simple item (hut, beam bridge, raft, dugout, roasting jack)	INT vs 2 per item
Make a basic item (log cabin, sailboat, arch bridge, palisade)	INT vs 3 per item
Make a complex item (two-story house, galley, rope bridge)	INT vs 6 per item
Make an advanced item (mansion, castle wall, ship of the line)	INT vs 8 per item
Make a great item (ironclad steamship, suspension bridge, skyscraper)	INT vs 12 per item
Modifiers	Effects
Tools (good quality at -2, poor quality at +2)	-2 RS to +2 RS
Laborers (extra laborers at -2, no laborers at +2)	-2 RS to +2 RS
Time (rushed at +1 RS, hastened at +3 RS)	+1 to +3 RS

## Étiquette (WIT)

The fine and noble art of maintaining decorum and dignity in a highly ritualized setting, such as court, religious ceremonies or even some militaries. Etiquette is essential for functioning in high society, as it combines a knowledge of social filters--ways to detect outsiders through esoteric language, ways to signal just how powerful or rich one is without actually saying it, and ways to insult others or defend oneself subtly.

Etiquette Tests are always opposed to the opponent's Etiquette.

## Gather Information (CHA)

The ability to seek out information is a different endeavor from merely persuading someone of a lie. Gather Information requires a character to talk to multiple people, to piece together a story from multiple accounts, to know where to look for information and how to ask for it. Common knowledge is obviously easier (and less dangerous) to acquire than more obscure details. Those engaging in this enterprise should be careful--word tends to get around if someone starts asking questions.

**Table X.X Gathering Information Actions and Modifiers**

Action	Base Attribute vs RS or other effects
Recent events, common knowledge, news	RS 1-2
Obscure facts, old news, poorly kept secrets	RS 3-4
Arcane facts, ancient history, well kept secrets	RS 5-6
Intentionally suppressed information	vs Intimidation/Persuasion

## History (INT)

History is the record of both human and natural events as chronicled throughout the ages. It is a patchwork quilt of stories, accounts, perspectives and guesswork that makes up the understanding that the present has of the past. How closely history coincides with reality is always uncertain, but it provides the foundation and the context for understanding current events, and is thus indispensable, even with its flaws.

The history skill allows a character to have or gain knowledge of a past event, people, place, culture, and so on. When a character encounters something which they might have heard about at some point in the past, or where an understanding of history may shed some light or special understanding, the GM may prompt them to make a history roll at an RS determined by the obscurity of the event and the resources available to the character.

**Table X.X History Actions and Modifiers**

Action	Base Attribute vs RS
History roll	INT vs 1
Modifiers	Effects
Scale of event (world-changing at -4, major war/disaster at -2, minor war/battle/treaty at 0, Small war/disaster at +2, obscure skirmish/story/treaty at +4, forgotten war/legend/treaty at +6)	-4 RS to +6 RS
Time (very recent -2, recent 0, ancient history +4)	-2 RS to +4 RS
Location (home at -3, local at -2, nation at -1, foreign at +2, far away land at +4, literally a different world at +6)	-3 RS to +6 RS
Personal (happened to me at -5 RS, happened to family/friends at -2 RS)	-5 RS to -2 RS

## Hunting (PER)

For our purposes, hunting has less to do with killing game and more to do with getting near it in the first place. Obviously, this includes tracking, but it also includes knowing how to hide your scent, how to control and entrap animals, and how to make and disguise simple traps to capture or kill game.

Obviously, these skills aren't useful just for hunting animals. People have been referred to as 'the most dangerous game' for a reason, after all.

In most cases, a hunting test will take only a few moments, with the exception of making traps. Traps require ten minutes of uninterrupted work per RS on the skill test to make them.

**Table X.X Hunting Actions and Modifiers**

Action	RS or Other Effects
Tracking	
Tracking	Base 1 OR Target's Stealth Roll
Animal size (1 being an elephant, humans being a 2, 3 being a housecat, 5 being a single ant)	+1 to 5 RS
Flock size (0 being singular, 5 being a pack of wolves, 10 being army ants)	0 RS to -10 RS
Age of tracks (0 being a few minutes old, 1 being a few hours, 5 being a day or more)	0 RS to +5 RS
Target is bleeding	-1 RS per 5 Blood Loss on the Target
Trapping	
Constructing a simple trap (pitfall, snare)	2

Constructing an intermediate trap (punji pit, tripwire and cage, spiked branch traps)	4
Constructing a complex trap (tripwire triggered crossbow, falling cage, collapsing floor)	6
Especially complex design (needing a time delay at +1, an especially deadly Rube Goldberg machine +5)	+1 RS to +5 RS

## Intimidation (CHA)

The key skill of some bodyguards, bouncers, and pretty much every good gang enforcer or commissar, intimidation is used to control people through fear. Naturally, any actions taken with intimidation are going to be contested actions, usually against WIL.

The effects of successful intimidation can vary greatly upon the situation, but the basic result is the Target is much more likely to do what the intimidator wants.

Modifiers can affect either the intimidator or the intimidated, depending on who has the benefit. It is important to note that the table below is an example of how particular situations can modify the intimidate roll. Ultimately, it is up to the GM to confer bonuses and penalties based on the nature of the characters involved.

For combat purposes, successfully intimidating a character who doesn't have the Brave Boon removes their ability to declare an Aggressive Orientation in the Round Preparation stage. If you have chosen to declare Orientations that your characters are not using first, then declaring your chosen Orientations, then the intimidated character cannot declare Aggressive as an Orientation they are not using, or as an Orientation that they are using. In combat using the intimidate skill counts as an Action.

*Gizka intimidates Goofus, overcoming her short height with the double-barreled dragon pistol she has on the table. She beats Goofus's score, and immediately attacks. Goofus cannot declare that he isn't going Aggressive, but he also can't go Aggressive. So, he must declare that he is not going Cautious, leaving him only with Defensive. Gizka declares Aggressive, and gives him both barrels.*

**Table X.X Intimidation Actions and Modifiers**

Action	Attribute vs RS or Other Effects
Intimidate	CHA vs RS at Target's WIL
Modifier	Effect
Opponent is in a situation where they can't defend themselves	-3 RS (does not stack with injury)
Reputation (For being tough at +1, violent +2, dangerous at +3)	+1 RS to +3 RS
Injury	-1 RS per wound level (of highest level wound, multiple wounds do not stack)
Loyalty (pledged at +1, fanatic at +3)	+1 RS to +3 RS
Will be hurt for divulging	+3 RS
In a position to harm a friend of the Target	-1 RS
Given example of power (show of strength at -1, harmed an ally/target at -2, killed an ally at -3)	-1 RS to -3 RS
Exploiting fear (minor fear at -1, major phobia at -2)	-1 RS to -2 RS

## Knowledge (INT)

Knowledge encompasses general education and knowledge upon various suspects. A character with the Knowledge skill will have a general understanding (if not a practical understanding) of various historical, scientific and cultural concepts. Knowledge is used to test whether a character can draw information up on a subject from memory. When taking the Knowledge skill, a character should choose a *Field of Expertise*, which is the subject about which they know the most. RS is lowered when making a Knowledge Test that falls within one's Field of Expertise, as detailed below.

*If a character fails a Knowledge Test, they may attempt a Research Test to go and look up the information manually.*

Obscurity of Subject	RS
Commonly Known (The King's first name is John.)	1
Fairly Well Known (The King has two brothers named James and Frank.)	2
Slightly Obscure (The King's mother's maiden name was Blackwell.)	3
Obscure (The King once had a dalliance with the Duchess of Franz which was hushed up after they fell out.)	4
Very Obscure (The King's dalliance with the Duchess of Franz produced a son, who is not recognized by the Duke of Franz.)	5
Esoteric (The King's dalliance with the Duchess didn't actually end.)	6
Extremely Esoteric (The King's dalliance with the Duchess didn't end because it never happened to begin with, the Bastard of Franz is actually the trueborn son of the Duke of Franz, who dispossessed him under the guise of the Duchess/King story. But why?)	8
Utterly Arcane (The Bastard of Franz doesn't exist. He is himself a decoy character created to explain away the strange manor the Duke maintains in the woods of Kadenburg, where the Bastard is supposedly exiled. The manor actually houses a totally unknown dark secret.)	10
Within Realm of Expertise	-2

## Navigation (PER)

Knowing how to get around is really important. It's easy enough to find your way around your own home, but unfamiliar streets can be a nightmare, especially if you can't read the street signs. Trekking through the wilderness is even worse, but at least the wilderness often has landmarks. The open seas rarely give you obvious clues as to where you are, with only the sun and the stars to guide you.

**Table X.X** Navigation Actions and Modifiers

Action	Base Attribute vs RS or Other Effects
Navigating a familiar area	No test required
Finding a notable location (a visible mountain, town hall, a major business on the main street, a city connected by marked roads, a large river, etc)	No test required
Finding a certain building on marked streets	PER vs 2
Finding a clear path through a forest	PER vs 4
Travelling through a new area, using celestial bodies to guide you	PER vs 6
Attempting to sail in the right direction, while on the open sea at night, under an overcast night sky with a new moon	PER vs 20

## Observation (PER, Opposed)

While anyone can look at something and understand the gist of what's going on, a good observer can notice little details that others may miss. They can spot the errors in a forgery, notice the lone person

moving in the opposite direction of a large crowd, and can see the glimmer of moonlight reflecting on the eyes staring at them from a nearby bush. Cooks with particularly good Observation can tell which mulling spices were used in a cider or which breed of cattle their steak came from. A master smith can roughly judge the quality of a metal object by its heft, color, and how it rings when hit against something. In general the GM should “ballpark” the RS, but here are some guidelines for suggested TNs.

**Table X.X Observation Actions and Modifiers**

Action	Base Attribute vs RS or Other Effects
Very obvious (elephant in the room, gunshot)	RS 1
Fairly obvious (boots on cobblestones outside, a rich man in a crowd of peasants)	RS 2
Average (something out of place in a room, a disrupted pattern)	RS 3
Difficult (well hidden clue, small crack in a plate)	RS 4
Extremely difficult (minute details, the sound of a sword sliding from a muffled sheath, the creak of a bowstring)	RS 5
Opposed (sneaking person, concealed weapon)	vs Stealth
Listening in on a whispered conversation	1 RS per yard of distance

## Oration (CHA)

Talking to a sea of people can be pretty intimidating. More-so if said sea is steaming with anger. Skilled orators, however, have a few tricks up their sleeve to make their message not just heard, but received well. A good orator knows how to make a crowd sympathetic, and can turn the masses to their cause.

**Table X.X Oration Actions and Modifiers**

Action	Base Attribute vs RS or Other Effects
Convince hungry, desperate, and angry peasants that ‘that guy!’ is responsible for their woes	CHA vs 1
...and that they should hang him!	CHA vs 3
...and his soldiers!	CHA vs 5
...and the senate!	CHA vs 8
...and the king!	CHA vs 10
...and make you king instead!	CHA vs 20
Convince previously convinced hungry, desperate, and angry peasants that you AREN’T responsible for their woes	CHA vs 6
Stir angered people to violence	CHA vs average WIL
Diffuse violence	CHA vs average WIL
Spread word/lies	CHA vs average PER
Modifier	Effect
Disposition (supportive at -2, agreeable at -1, disillusioned at +1, hostile at +4)	-2 RS to +4 RS
Foreigner/outsider	+2 RS
Reputation (beloved at -2, good at -1, bad at +1, horrible at +2)	-2 to +2 RS
Authority figure (lord/ruler at -3, respected official at -2, lowly official at -1)	-3 RS to -1 RS
Outsider, lower class, inferior, etc	+1 to 10 RS
Disposition of crowd (supportive at -2, agreeable at -1, disillusioned at +1, hostile at +4)	-2 RS to +4 RS

## Performance (Various)

Singing, dancing, acting, storytelling, and playing instruments are all ways performers have entertained people, likely since before recorded history. This skill is used for many reasons. For some, personal accomplishment is all that matters, while others use it to entertain friends and family, or to keep spirits up in rough situations. Still more seek fame, glory, money, or the eyes of powerful people.

The skill is separated into different specialties, similar to Crafting. Singing, dancing, acting, and storytelling are all individual specialties, while most musicians specialize in a particular instrument. They may, of course, try to play an instrument they are unfamiliar with if it is similar enough to their specialty (at the GM's discretion), but they will suffer a 1 or 2 die penalty.

Unless a particular performance would do better with another attribute, CHA is usually used. An extended solo for a brass or woodwind instrument might use END, to ensure the character maintains their energy and breathing to deliver their performance, and a fast-paced or complicated dance might use AGI. Ad-libbing something could use WIT.

The RS is generally related to the audience's expectations. A family watching a child's recital might only expect a bare success, while an actor performing for a theater full of nobles might be expected to get 6 or even more successes.

**Table X.X Performance Actions and Modifiers**

Action	Attribute+Performance vs RS or Other Effects
Performance	Varies vs 1
Can-Can with friends	CHA vs RS 1
Belly dancing in a decent club	AGI vs RS 3
Telling a riveting tale	CHA vs RS 3
Ad-libbing Antony and Cleopatra from a quick description	CHA vs RS 6
Long and Superb performance	CHA vs RS 8
Flyting	Opposed CHA test
Modifier	Effect
Disposition of crowd (supportive at -2, agreeable at -1, disillusioned at +1, hostile at +4)	-2 RS to +4 RS

## Persuasion (Various)

Where intimidation uses fear to control people, Persuasion uses trust. A good persuader either uses their own inherent trustworthiness to convince people of something, or they find someone or something else that the person is willing to trust. Obviously, most of the time the persuader will be using CHA, although sometimes INT will come into play, or even WIT if the persuader truly needs to think fast. They will be opposed by the Target's own INT, WIT, or even an observation or research roll if the character is inclined to trust their own work over someone else's.

As a general rule, persuasion uses CHA against the opponent's WIL.

**Table X.X Persuasion Actions and Modifiers**

Action	Attribute vs RS or Other Effects
Persuade	CHA vs RS at Target's WIL
Modifier	Effect

Disposition (supportive at -2, agreeable at -1, disillusioned at +1, hostile at +4)	-2 RS to +4 RS
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## Profession (WIP)

Profession is a trade or craft that a character can employ to sustain himself--it is in essence a job. Profession does not encompass unskilled labor (moving heavy things or other menial labor) but rather skilled labor that requires some expertise. A Farmer, Scribe, or Clerk's trade would be encompassed by Profession. Professional also does not encompass craftsmanship, but it can encompass the skills that might go along with craftsmanship to allow a character to monetize their abilities. A Blacksmith for example would likely have both Trade (Blacksmithing) and Profession (Blacksmithing,) the latter of which would be their skill at selling their wares, conducting apprentices in their tasks, and advertising.

Profession is normally used to see how well

## Research (INT)

Research is all about resourcefulness; knowing how to find something given the amount of catalogued information at hand. Libraries are rare in the medieval world, but they do exist. That said, it isn't necessarily easy to *find* anything in a library in this time period, much less a complete source for any specific subject. Research is all about piecing together information using what you have on hand, including testimonies from informed people nearby, and written sources, common knowledge, wives tales, etc.

**Table X.X** Research Actions and Modifiers

Action	Attribute vs RS or Other Effects
Commonly known/recent information	INT vs 1 RS
Modifiers	Effect
Materials (well-written at -1, scattered notes at +2, poorly understood at +4, hearsay and gossip at +5)	-1 RS to +4 RS
Scale of knowledge (common knowledge at -4, talked about at -2, known by few at +2, guarded secrets at +4)	-4 RS to +4 RS
Time (very recent -2, recent 0, ancient history +4)	-2 RS to +4 RS
Familiar subject	-1 RS

## Riding (Various)

Sitting on the back of another creature can be surprisingly hard, especially when it's moving. Varying skill in riding determines how successful a character is at staying on top of his mount, and leading or driving it accurately. It is a very important skill for cavalrymen and knights.

Riding's uses are, for the most part, detailed in the Maneuvers section, or alongside information on different mounts.

**Table X.X** Riding Actions and Modifiers

Action	Base Attribute vs RS or Other Effects
Simple trick (jump, kneel, call, sit)	ADR vs 1
Difficult trick (sharp turn, dangerous jump, dangerous charge)	ADR vs 3
Calm	CHA vs 3
Modifiers	Effect

Untrained	+4 RS
Encumbrance (+1 at light, +4 at overloaded)	+1 to +4 RS

## Sailing (WIT)

Ships are more than just weighing the anchor and hoisting the sails. Sailors are expected to know a variety of knots, understand which sails are used for what kinds of wind, how to sail upwind, and how to prepare a ship to weather the weather.

Sailing is the skill used to operate all kinds of watercraft, from a rowboat to a ship of the line. This covers the physical acts of handling heavy rigging, moving cargo, steering from the helm, and rowing. This is a sailor's primary skill. The officers and captains of ships usually have this skill to use in emergencies; most of them were probably sailors before they gained their rank. However, most captains and officers would rely on navigation, tactics, and engineering, while their crew takes care of actually sailing the ship.

**Table X.X** Sailing Actions and Modifiers

Action	Attribute vs RS or Other Effects
Avoid simple obstacle	WIT vs 1 RS
Prep to sail	WIT vs 1 RS
Traverse hazard	WIT vs 3 RS
Modifiers	Effect
Crew (skilled -2, well-manned, undermanned at +1, untrained at +3)	+1 RS - +3 RS
Weather (windy at +1, storming at +3, massive storm at +6)	+1 to +6 RS

## Stealth (AGI, Opposed)

Sneaking around is a good way to deal with one's problems, as long as one's problems have eyes and ears. Camouflage, a soft step, and an eye for shadowed areas help characters avoid detection. It is also used for hiding things.

Stealth is made using AGI as an opposed check against observation or hunting.

**Table X.X** Stealth Actions and Modifiers

Action	Attribute vs RS or Other Effects
Slinking without sound	AGI vs Observation
Falling/jumping without sound (max 10 feet)	AGI vs Observation
Trailing without notice	AGI vs Observation
Hiding with concealment	AGI vs Observation
Applying camouflage	AGI vs 2 RS
Concealing a weapon	Stealth vs Observation
Modifiers	Effect
Running	+4 RS
Distraction	-2 RS
Ground material (soft at -1, loud at +1)	+1 RS
Encumbrance (+1 at light, +4 at overloaded)	+1 to +4 RS

## Subterfuge (CHA, Opposed)

Sometimes, it's not yourself or your possessions that need to be hidden. When you need to lie, bluff, or just to keep your mouth shut in the face of threats, torture or intoxication, subterfuge is your skill.

Subterfuge is made using CHA as an opposed check. The opposer uses any skill that would give them insight into the information being given, as determined by the GM. The player may default to half their observation skill if they prefer.

**Table X.X Subterfuge Actions and Modifiers**

Action	Attribute vs RS or Other Effects
Lie	CHA vs Observation
Present fake emotions	CHA vs Observation
Modifiers	Effect
Rehearsed	-1 RS
Believability (very believable at -2, unbelievable at +2, near impossible at +8)	-1 RS to +8 RS

## Surgery (INT)

Doctors are well-respected members of society for good reason. Cleaning and bandaging a small cut is one thing, but precisely breaking the skull so that the brain doesn't get crushed or further damaged is another.

Performing surgery is a lengthy process generally requiring specialized tools. Characters can attempt to at least patch up wounds. In order to stop a wound from Bleeding, and to reduce the Pain it causes, the surgery skill must come into play. A surgery check made at an appropriate difficulty for the Wound level treats the Wound. Treated Wounds have their Blood Loss reduced to 0 (unless somehow reopened), and their Pain reduced by half. Treated Wounds begin healing immediately. Healing time depends on the character's maximum normal HLT, and the level of the Wound.

Once a Wound has fully healed, the Wound, and any remaining Pain, are removed from the character.

**Table X.X Surgery Actions and Modifiers**

Action	RS
Perform surgery	Vs Wound Levelx2
Diagnosing a Wound	2
Stopping internal bleeding	6
Autopsy	4
Amputation	3
Remove projectile	Vs Wound Level x2
Modifier	Effect
Projectile size (javelin at -2 RS, bullet at +2 RS)	-2 RS to +2 RS
Tools (good quality at -2, poor quality at +2)	-2 RS to +2 RS
Unsuitable environment	+2 RS
Assistants	Assistants take test at half RS. If successful they reduce RS by 1.

## Strategy (INT)

Strategy is the art of war--specifically the art of managing a war above the level of individual battles. Predicting enemy movements, plotting the most effective movements, and charting and coordinating the logistics necessary to sustaining military movements all fall into the Strategy skill. Strategy is distinct from Tactics in that it does not concern itself with the intricacies of commanding troops in an actual battle, but rather with creating the circumstances for battles to be avoided when unfavorable or forced when favorable, so that the job of Taciticians is easier--and serves a purpose besides feeding crows. Strategy can be applied to groups of any size, even one man. A strategist could use his skills to calculate the most effective way to avoid a group of people pursuing him, or determine the most likely course of action an enemy would take. Strategy will generally be made Opposed when used against opponents, but can be used at set RS for coordinating troops without regards to the enemy. (Strategy will become very important when Mass Combat and Warfare rules are released in future editions.)

Action	Attribute vs RS or other effects
Organize group of under 100 men	RS 2
Organize group of under 1000 men	RS 3
Organize group of under 10,000 men	RS 4
Organize group of under 100,000 men	RS 5
Discern Fastest/Safest/Route for Army	2-5 RS
Discern important objectives for wartime	3 RS
Outmaneuver Enemy	Opposed vs Strategy
Discover Weakness in Enemy's Strategy	Opposed vs Strategy
Modifier	Effect
Competent Aides/Officers	-1 RS
Incompetent Aides/Officers	+1 RS
Staggeringly Incompetent Aides/Officers	+2 RS
Complete lack of Aides/Officers	+3 RS

## Swimming (END)

Swimming is, well, swimming. Most people are not naturally good at this, it takes at least some practice to become adept at swimming and in an era before pools were commonly available, most people simply didn't have the time or inclination to learn.

**Table X.X** Swimming Actions and Modifiers

Action	Attribute vs RS or Other Effects
Swimming in calm water	END vs 1
Level 1 rapids	END vs 2
Level 2 rapids	END vs 3
Level 3 rapids	END vs 4
Level 4 rapids	END vs 5
Level 5 rapids	END vs 6
Level 6 rapids	END vs 10
Modifier	Effect
Wearing clothes not meant for swimming	+1 RS
Encumbrance (+2 at light, +8 at overloaded)	(+2 at light, +8 at overloaded)
Arm/leg unusable	+2 RS per limb
Weather (windy at +1, storming at +3, massive storm at +6)	+1 to +6 RS

## Drowning

When failing a swimming test, a character may be in danger of drowning. In this instance, they must immediately make a swim check using their STR at an increasing difficulty. For each round they fail the STR check, their HLT is decreased by one until zero, when the character drowns. The HLT lost from drowning is temporary, and returns to the character once they are revived. All modifiers for swim tests apply. If a character makes a successful STR check, they can then make another normal swim check to make it the rest of the way. If they fail again, repeat the process.

Losing all of one's HLT while drowning represents the character passing out, and not their immediate death. If the character is pulled from the water within five minutes, they can be revived by a surgery test at RS 3. Revival attempts can be made up to the drowned character's normal HLT score. If a character cannot be revived, they die. If the character is pulled out within five minutes plus half their normal HLT score in minutes, they can still be revived, but they must make a HLT check at RS 3 or gain the Bane Brain Damage (major).

**Table X.X Drowning Actions and Modifiers**

Action	Attribute vs RS or Other Effects
First STR check	No modifier
Second STR check	+1 RS, -1 HLT
Third STR check	+2 RS, -1 HLT
Fourth STR check	+3 RS, -1 HLT
+*	+*

\*Continue on in like fashion until the character makes a successful STR check, or until the character reaches 0 HLT.

## Tactics (Int)

Tactics is the study of battlefield action. Coordinating specific units to accomplish their functions, or commanding units oneself, keeping them in formation, ordering them forward effectively, and in spotting potentially advantageous targets or maneuvers that could secure victory. Tactical acumen can close the gap between numerically disparate forces--a few can defeat many through the proper use of tactics, but it can only go so far, a good tactician knows that sometimes, the best thing to do is retreat--and this happens to also be covered by the Tactics skill.

(Tactics will become more important as Mass Combat and Warfare rules are released.)

Action	Attribute vs RS or Other Effects
Form Troops into Ranks/Formation	RS 3
Retain Cohesion in Combat	RS 3
Coordinate Charge	RS 2
Coordinate Ordered Retreat	RS 4

## Thievery (AGI)

Thievery is the fine art of stealing other peoples' stuff. Of course it also encompasses the skills one might require to do this, aside from sneaking, which falls under Stealth. Thievery includes pickpocketing, lockpicking, and jimmying open doors. Thievery cannot be used untrained.

### Lockpicking

Action	RS
Pick Simple Lock	2
Pick Complex Lock	4

Pick Exceptional Lock	6
Pick Masterful Lock	8
High Quality Lockpicks	-1 RS
Improvised Lockpicks	+2 RS

Action	RS
Pick Pocket	Vs Target Observation
Jimmy Open Container/Door*	2

\*Unlike picking a lock, forcing open a door will produce some noise.

## Chapter 8: Social Class and Wealth

Every soldier who marches to war does so with the labors of a hundred other men and women on his back. His pistol was made in Vienna, the frog for his sword was crafted in York. The fur for his cap was hunted in Russia, the cowhide for his pack was herded in Scotland, his boots were cobbled in Normandy, his sword was made in Solingen, his halberd is Swiss, his breastplate is from Milan, his codpiece is from Flanders, and his booze is from Toulouse.

Your characters need to be outfitted if they're going to survive an adventure, and outfitting costs money.

This chapter explains how the currency system of Song of Swords works, how your characters acquire Wealth and Assets to purchase equipment, and what their Social Class means for them.

## Character Creation

A character's Social Class represents their standing in society, which determines the amount of Wealth available to them at base (this can be modified by the GM, as well as Boons and Banes), and what their privileges and obligations are within society.

At Character Creation, you need to invest at least 1 PCP in Social Class and Wealth. Your investment is very important to your character, as it will impact the amount of equipment and influence they may have at the start of play.

The Social Classes listed in **Table XX** are generic; every culture will have different names for these rankings, often multiple for each one. Confer with your GM to decide what your character's Social Class means.

GMs may (and probably should, in some cases) limit what Social Class characters can be. Nobles of any variety have the potential to mess up a game because they simply have so much money and potential power as to mess up some campaigns just by existing. Do not be afraid to limit your campaign to options that suit the premise GMs!

**Table XX Social Classes and Wealth**

PCP	Social Class	Wealth
1	Slave/Exile	10 sp
2	Peasant	5 gp
3	Poor Freeman	15 gp
4	Freeman	25 gp, [1W]
5	High Freeman	40 gp, [2W]
6	Minor Noble	80 gp, [3W]
7	Landed Noble	150 gp, [6W]
8	High Noble	300 gp, [10W]
9	Royalty	800 gp, [15W]
10	High Royalty	1500 gp, [20W]

## Social Class Benefits

Each Social Class has access to certain benefits, and you may choose several of them from the list associated with your character's Social Class, at no further cost. As Social Class benefits are Boons of a kind, they can be recorded in the Boons and Banes section of the Character Sheet, however Social Class benefits do not affect the purchasing of Boons and Banes at Character Creation.

The benefits presented here are examples, and your GM may decide that some of these are inappropriate for your campaign, or that others should be added to the list. Confer with your GM about Social Class and its effects.

**Table XX Social Class Benefits**

Slave/Exile	<b>Pick 1:</b> Hale and Hearty (2), Beautiful (2), Languages (2)
Peasant	<b>Pick 1:</b> Hale and Hearty (2), Folks Back Home (3)
Poor Freeman	<b>Pick 1:</b> Hale and Hearty (2), Folks Back Home (3), Literate (1)
Freeman	<b>Pick 2:</b> Hale and Hearty (2), Folks Back Home (3), Literate (1),
High Freeman	<b>Pick 2:</b> Folks Back Home (6), Literate (1), Languages (1), Contacts (1)
Minor Noble	<b>Pick 2:</b> Allies (5), Famous (2), Hale and Hearty (2), Literate (1), Languages (1), Contacts (1), Folks Back Home (6)
Landed Noble	<b>Pick 2:</b> Allies (5), Famous (3), Hale and Hearty (2), Literate (2), Languages (2), Contacts (1), Folks Back Home (6)
High Noble	<b>Pick 2:</b> Allies (5), Famous (4), Hale and Hearty (2), Literate (2), Languages (2), Contacts (4), Folks Back Home (6)
Royalty	<b>Pick 2:</b> Allies (10), Famous (4), Hale and Hearty (2), Literate (2), Languages (2), Contacts (4), Folks Back Home (6)
High Royalty	<b>Pick 3:</b> Allies (10), Famous (4), Hale and Hearty (2), Literate (3), Languages (3), Contacts (6), Folks Back Home (6)

## Abnormal Social Class and Wealth Combinations

If your character concept involves being an unusually wealthy or poor member of your social class (say, a penniless errant prince, or an escaped prisoner who found huge wealth on a small island where he was told to search by his dying cellmate) then you can do so, using the following system:

First, decide on the Social Class and Wealth you would like your character to have, and their individual PCP cost (for example, a Landed Noble Social Class [7] and the Wealth of a Peasant [2]). Combine the two costs, and divide the result by two, rounding up (yes, this is one of the very, very few times you will round up in this game), and then add 2. This is the total PCP cost for your character's Social Class and Wealth. You gain all of the benefits of your Social Class, and all of the benefits of your Wealth. Examples are provided in the following table.

**Table XX** Abnormal Social Class and Wealth Combinations

Concept	Social Class	Wealth	PCP
Pauper Prince	High Royalty (9)	0 gp (1)	7
Poor Knight	Minor Noble (6)	5 gp [1W] (4)	7
Incredibly Lucky Peasant	Peasant (2)	100 gp [3W] (6)	6
Janissary	Slave (1)	10 gp [2W] (5)	5

## Wealth

In reality, currency is a tricky business, particularly when you're talking about multiple eras, kingdoms, languages and trade routes.

To keep things from becoming too labyrinthine, Song of Swords uses a generic wealth system, with each item assigned a value in a currency system based on the Carolingian Pound, a system developed by Charlemagne that was used in Europe for nearly 1,000 years in one form or another. This system is divided into three denominations of currency: Copper, Silver and Gold, representing (in English terms) the Denarius or penny, the Shilling, and the Pound, the lattermost of which was worth (theoretically) a 'pound' of silver.

This system may be familiar to players of other RPGs, which have drawn upon similar inspiration. We adopt it because of that familiarity, and because the bulk of materials priced in historical documents from Medieval Europe are either already in, or can be easily translated to the Carolingian system.

If you prefer a local currency for your campaign, fear not! Conversion tables for older, newer, or foreign currencies will be provided in upcoming Song of Swords Culture Expansions.

**Table XX** Currency Value

Currency	Worth	Historical value
1 gold piece (gp)	20 sp	1 Pound
1 silver piece (sp)	12 cp	1 Shilling
1 copper piece (cp)	A loaf of black bread	1 Denarius

## Assets

Assets represent less tangible sources of wealth than simple piles of money. Most people, particularly the wealthy, keep most of their wealth in the form of lands, cattle, business and debt, rather than cold hard cash.

Assets come in three levels: Minor, Moderate and Major. You can buy Assets with money for 150% of their *Liquidated Value*, at Character Creation, or through the events of a campaign.

**Table XX** Assets

Asset Level	Withdraw Amount	Liquidated Value	Example
Minor	20 sp	6gp (120sp)	Small Farm, Small Business, Small Cattle Herd
Moderate	40 sp	12gp (240sp)	Large Farm, Respectable Business, Large Cattle Herd
Major	60 sp	18gp (360sp)	Huge Farm, Powerful Guild, Large Coaching House, Massive Cattle Herd, Bank

Once per session (or month, whichever comes first), a character can ‘withdraw’ money from his assets, essentially picking up the profits for his personal use. This has no consequences, and assumes that enough of the funds have been cycled back into the Asset to keep it running.

A character can also liquify an asset in order to convert it directly into money, permanently exhausting it, but extracting a large sum of cash from it. This removes the Asset from the character’s control—or at least renders it null until it is revitalized through re-investment (the same as purchasing a new asset of the same value).

The act of withdrawing money from an Asset generally takes from several hours to a month, depending on the distance from the place and the ease of having the money (or letters of credit) sent over. Liquefaction can take a longer or shorter period of time, at the GM’s discretion.

During Character Creation, characters may start with a number of Wealth points, which they may use to either gain additional money, or to purchase Assets. Wealth points that are not spent at character creation are lost.

**Table XX** Wealth/Asset/Gold Chart

Wealth Spent	Asset Gained	Gold Gained
1	Minor Asset	6 gp
2	Moderate Asset	12 gp
3	Major Asset	18 gp

# Chapter 9: Equipment

*“Imagine walking five hundred miles over the course of two weeks, carrying an arquebus, a bardiche, a stone of grain, another stone of water, ten pounds of shot, your own armor, your tent, whatever amenities you want for yourself, and your lord’s favorite dog. In the rain. In winter. With dysentery. Alright, are you imagining that? Now imagine that as soon as you’re done with that, you need to actually fight the enemy. You have a horse, but a senator’s nephew is riding it. You’re knee-deep in mud, and you’ve just been assigned a new recruit to train. He speaks four languages, none of which are yours, and has something to prove. Now he’s drunk and arguing with your superiors, you haven’t slept in thirty hours, you’ve just discovered that the fop nephew has broken your horse’s leg in a gopher hole, and your gun’s wheellock is broken. At that moment, the beating of war-drums echoes from the darkness. Someone screams, and a cannonball lands in your cooking fire, where you were drying your boots. Welcome to war. Enjoy your stay.”*

**Mago Straddock**, Dacian Volkodav

Your character may be the most feared swordsman in the lands, but without his weapon, he is just and only a man—and probably a soon-to-be-dead man, at that.

Equipping your character is very important. Not only will they need a weapon (or five!), but they may also need armor, food and drink, transport, medical supplies, tools for survival, and even slaves. This chapter outlines all that you need to know about weaponry, armor, goods and services.

If you need to learn more about gold and Wealth, refer to [Chapter XX](#). Information on carrying your equipment and what that means for your character’s Fatigue is explained in [Chapter XX](#).

## Chapter 9.1: Melee Weapons

Melee weapons are those intended for close-range and in hand-to-hand combat. Any character who expects to enter combat should carry a melee weapon.

Below you will find a full list of these weapons, as well as information on each of their qualities.

### Which Weapon for Me?

Let's be serious. You probably flipped straight to the weapon section as soon as you found out there was one; everyone loves weapons! But you probably weren't expecting there to be this many. Song of Swords has over 150 weapons, many of which can be used in combination with shields, parrying daggers, or other weapons.

You may be thinking: 'So how am I supposed to pick a weapon?' Well, don't worry. That's what this little section is for.

First, remember that you're not limited to just one. A well-equipped warrior may carry a spear, a shield, a sword and a dagger, and expect to use any or all of them in combat. It's good to have options, and it's handy to have weapons of varying Reach, so that you never end up trying to fight at knife-range with a pike.

Here are some general tips for choosing a weapon:

## **Attack TN**

Weapons with low Attack TNs (displayed in this chapter as 'Swing TN' and 'Thrust TN') are easier to hit with, and weapons with higher Attack TNs are harder to hit with. Remember, a TN of 8 means that statistically, you'll succeed with 3 out of every 10 dice you roll (8, 9, and 10) whereas a TN of 7 means you'll have an average of 4 Successes, a TN of 6 means 5 average Successes, and so on. Plan accordingly! BS carry directly into damage with most attacks.

## **Attack Damage**

One of the counterpoints to TN is attack damage. Most weapons with good TNs do not inflict huge amounts of damage; typically, large and clunky weapons are harder to land hits with. Weapons with high damage modifiers can be more useful in some situations, particularly on the battlefield, so you can crack open enemy armor.

## **Defense TN / Guard**

If you have a shield, your weapon's Defense TN isn't a huge priority, but if you're fighting with just the weapon, consider picking a weapon with a good Defense TN in order to parry attacks. Also remember that shields can be beaten away or even destroyed by the enemy; you don't want to be left out in the cold. The Guard value of the weapon is also important for protecting your weapon-hand, which is a popular target when left undefended.

## **Reach**

Reach dictates the terms of engagement more than most other factors. Generally speaking, if two fighters of similar skill have mismatched Reach, the one with the longer Reach will win. This is not universally true, but it's a fair enough guideline that you should account for it. However, some weapons are so long that they become very clumsy when used in close combat, like pikes. Additionally, the longer your weapon, the more penalties you suffer if the enemy closes within your Reach. Consider keeping a sidearm of shorter Range alongside a weapon with longer Reach, or be prepared to close past an enemy's longer weapon with a short one of your own.

## **Special**

The special rules of a weapon can completely change its uses. Always pay close attention to the 'special' section of the weapon, as Draw, Multi-Hit, Hook, and other special considerations can give you an edge over your enemies.

## How Many Weapons?

You can carry multiple weapons! Don't think you have to limit yourself to just one. Also, be very careful to read the Proficiencies that each weapon uses, as some Proficiencies give access to good Maneuvers earlier than others!

# Melee Weapon Characteristics

## Weapon Name

The name of the weapon.

## Weapon Type

The type of the weapon, and thus the Proficiency that it can be used with.

## Hands

This specifies the number of hands required to use the weapon, either one (1H) or two (2H).

## Reach

The weapon's Reach, as **Table XX** describes. Reach has important effects in combat, which are further explained in Chapter 10.

**Table XX** Reach

Number	Stages of Reach		Example
1	Half-Arm	HA	Knee, Elbow, Grapple
2	Hand	H	Dagger, Punch
3	Short	S	Short Sword, Kick
4	Medium	M	Arming Sword
5	Long	L	Poleaxe, Longsword
6	Very Long	VL	Arming Spear
7	Extremely Long	EL	Halberd
8	Ludicrously Long	LL	Pike

## Swing

Swing represents the weapon's use for swinging attacks. The first number is the Swing TN, the number in parenthesis is the weapon's base damage modifier, and the type of damage (either cutting, piercing or bludgeoning) is represented by a letter (c, p or b, respectively).

## Thrust

Thrust represents the weapon's use for thrusting attacks. The first number is the Thrust TN, the number in parenthesis is the weapon's base damage modifier, and the type of damage (either cutting, piercing or bludgeoning) is represented by a letter (c, p or b, respectively).

## Defense / Guard

The first number represents the weapon's Defense TN, against which defenses that use the Parry TN are rolled. The number in parenthesis is the weapon's Guard value. The Guard value is applied as Hard AV against any attacks that hit the weapon-hand of the wielder while the weapon is being held normally. This AV layers with any actual armor worn on the weapon-hand. The kind of Guard it represents depends on the Guard value

- 0: No Guard (Shaska, khyber knife)
- 1: Small Guard (Katana, Smallsword)
- 2: Crossguard (Arming Sword, Messer, Falchion, Longsword)
- 3: Complex Guard (Rapier, Sidesword)
- 4: Basket Hilt (Schiavona, Heavy Backsword)

## Special

The weapon's special qualities, which are further described in [Table XX](#).

## Weight

The weight of the weapon added to Encumbrance when sheathed, holstered or stored. When being held, a weapon has no Weight value.

## Cost

The weapon's cost. May vary regionally.

# Melee Weapons

## Daggers

[Table X.X](#) Daggers

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/ Guard	Special	Wt	Cost
Ballock Dagger	Dagger	1H	H	7(-1c)	6(+1p)	8(1)	Fluid Thrusts, Light Blade	0	5 cp
Baselard	Dagger	1H	S	6(+0c)	6(+0p)	7(1)	Fluid Thrusts	0	2 sp
Bowie Knife/ Pishkan Toothpick	Dagger	1H	S	6(+0c)	6(+1p)	8(1)		0	10 cp
Cinquedea	Dagger, Sword	1H	S	6(+0c)	7(+2p)	8(0)	-	0	3 sp
Degan	Dagger, Sword	1H	S	6(-1c)	6(+1p)	7(0)	Fluid Thrusts, Light Blade	0	1 sp

<b>Dirk</b>	Dagger	1H	H	7(-1c)	6(+0p)	7(0)	Fluid Thrusts, Light Blade	0	4 cp
<b>Khyber Knife</b>	Dagger, Sword	1H	S	7(+0c)	7(+1p)	7(0)	Draw 2, Thin Blade	0	10 cp
<b>Knife (Large)</b>	Dagger	1H	S	6(-1c)	6(+0p)	9(0)	Draw 1, Light Blade	0	7 cp
<b>Knife (Small)</b>	Dagger	1H	H	6(-2c)	6(-1p)	9(0)	Draw 1, Light Blade, Thin Blade	0	6 cp
<b>Kukri</b>	Dagger	1H	S	6(+1c)	7(+0p)	9(0)	Draw 2, Light Blade, Forward Swept	0	1 sp
<b>Main Gauche</b>	Dagger	1H	H	7(-1c)	7(+0p)	6(3)	Companion Weapon, Light Blade	0	3 sp
<b>Misericorde</b>	Dagger	1H	H	9(-2c)	5(-2p)	10(0)	Fluid Thrusts, Light Blade, Thin Blade	0	3 cp
<b>Navaja</b>	Dagger	1H	H	6(+0c)	7(-1p)	8(0)	Draw 2, Light Blade	0	6 cp
<b>Poignard</b>	Dagger	1H	H	6(-1c)	6(+0p)	8(1)	Fluid Thrusts, Light Blade, Thin Blade	0	6 cp
<b>Pugio</b>	Dagger	1H	H	7(-1c)	6(+1p)	7(0)	Light Blade, Spatulate Tip 2	0	6 cp
<b>Puukko</b>	Dagger	1H	H	6(-1c)	6(-0p)	9(0)	Fluid Thrusts, Light Blade	0	4 cp
<b>Rondel Dagger</b>	Dagger	1H	S	7(-1c)	6(+1p)	7(1)	Fluid Thrusts, Light Blade, Thin Blade	0	6 cp
<b>Short Katzbalger</b>	Dagger, Sword	1H	S	7(+0c)	7(+0p)	7(1)	Spatulate Tip 2	0	6 sp
<b>Stiletto</b>	Dagger	1H	H	7(-1c)	6(+0p)	8(1)	Fluid Thrusts, Light Blade, Thin Blade	0	8 cp
<b>Swordbreaker</b>	Dagger	1H	S	6(-1c)	6(+0p)	7(1)	Companion Weapon, Parrying Teeth	0	1 sp
<b>Tanto</b>	Dagger	1H	H	7(+0c)	6(+0p)	8(1)	Draw 1, Light Blade, Thin Blade	0	3 sp

## Swords

### 1H Swords

**Table X.X** 1H Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Arming Sword (Early)</b>	Sword	1H	M	7(+1c)	7(+0p)	7(1)	Spatulate Tip 2	0.5	1 gp
<b>Arming Sword (Chivalric)</b>	Sword	1H	M	7(+2c)	7(+0p)	7(2)	-	0.5	1 gp
<b>Arming Sword (Late)</b>	Sword	1H	M	7(+0c)	7(+2p)	7(2)	-	0.5	1 gp
<b>Backsword (Standard)</b>	Sword	1H	M	7(+1c)	7(+1p)	7(4)	-	0.5	1 gp

<b>Backsword (Heavy)</b>	Sword	1H	L	7(+2c)	8(+1p)	8(3)	-	0.5	25 sp
<b>Bastard Sword*</b>	Sword	1H	L	7(+0c)	7(+1p)	8(2)	Heavy Weapon	1	50 sp
<b>Cinquedea</b>	Dagger, Sword	1H	S	6(+0c)	7(+2p)	8(0)	-	0	3 sp
<b>Claymore (Basket Hilted)</b>	Sword	1H	M	7(+1c)	7(+0p)	7(4)	Tight Grip	0.5	1 gp
<b>Cutlass</b>	Sword	1H	S	7(+1c)	8(+0p)	7(3)	-	0.5	1 sp
<b>Degan</b>	Dagger, Sword	1H	S	6(-1c)	6(+1p)	7(0)	Fluid Thrusts, Light Blade	0	1 sp
<b>Dussack</b>	Sword	1H	S	7(+1c)	7(-1p)	7(3)	Draw 2, Tight Grip	0.5	1 sp
<b>Espada Ropera</b>	Sword	1H	L	7(+0c)	7(+1p)	7(3)	-	0.5	25 sp
<b>Falcata</b>	Sword	1H	S	6(+1c)	8(-1p)	8(3)	Forward Swept	0.5	1 gp
<b>Falchion</b>	Sword	1H	M	7(+2c)	8(+0p)	8(2)	-	0.5	18 cp
<b>Gladius</b>	Sword	1H	S	7(+1c)	7(+1p)	7(0)	-	0	1 sp
<b>Karthacki Dueling Sword</b>	Sword	1H	M	6(-1b)	6(+0p)	7(0)	Fluid Thrusts, Light Blade, Thin Blade	0.5	10 sp
<b>Katana*</b>	Sword	1H	M	7(+1c)	8(+1p)	8(1)	Draw 3, Heavy Weapon	1	50 sp
<b>Katzbalger</b>	Sword	1H	S	7(+1c)	8(+0p)	7(2)	Spatulate Tip 2	0.5	4 sp
<b>Katzbalger (Short)</b>	Dagger, Sword	1H	S	7(+0c)	7(+0p)	7(1)	Spatulate Tip 2	0	6 sp
<b>Khyber Knife</b>	Dagger, Sword	1H	S	7(+0c)	7(+1p)	7(0)	Draw 2, Thin Blade	0	10 cp
<b>Kilij</b>	Sword	1H	M	7(+1c)	8(+0p)	7(2)	Draw 4, Cavalry Sword	0.5	30 sp
<b>Koncerz</b>	Sword	1H	VL	7(-2c)	8(+2p)	8(3)	AP Thrust 2, Couched Charge	0.5	25 sp
<b>Khopesh</b>	Sword, Blunt	1H	S	6(+1c)	9(-1p)	8(0)	Forward Swept, Hook	0.5	1 sp
<b>Kriegsmesser*</b>	Sword	1H	M	7(+1c)	8(+0p)	8(2)	Draw 2, Heavy Weapon	1	10 sp
<b>Langes Messer</b>	Sword	1H	M	7(+1c)	7(+0p)	8(2)	Draw 2	0.5	1 sp
<b>Longsword*</b>	Sword	1H	L	7(+1c)	7(+0p)	8(2)	Heavy Weapon	1	50 sp
<b>Pallasch</b>	Sword	1H	L	7(+1c)	8(+1p)	7(3)	Cavalry Sword	0.5	35 sp
<b>Rapier</b>	Sword	1H	L	6(-1c)	6(+0p)	7(3)	Fluid Thrusts, Thin Blade	0.5	30 sp

<b>Saber (Early)</b>	Sword	1H	M	7(+0c)	7(+0p)	8(1)	Draw 2, Cavalry Sword	0.5	10 sp
<b>Saber (Hussar)</b>	Sword	1H	M	7(+1c)	7(-1p)	7(3)	Draw 3, Cavalry Sword	0.5	25 sp
<b>Saber (Karabela)</b>	Sword	1H	M	7(+0c)	8(-1p)	7(3)	Draw 4, Cavalry Sword	0.5	30 sp
<b>Saber (Zellich)</b>	Sword	1H	M	7(+1c)	8(+0p)	8(3)	Draw 2, Forward Swept	0.5	15 sp
<b>Schiavona</b>	Sword	1H	L	7(+0c)	7(+0p)	7(3)	Tight Grip	0.5	1 gp
<b>Scimitar</b>	Sword	1H	M	7(+0c)	7(-1p)	7(2)	Draw 4, Cavalry Sword	0.5	15 sp
<b>Scythe-Sword</b>	Sword	1H	S	7(+1c)	9(-1p)	8(1)	Draw 2, Forward Swept	0.5	16 cp
<b>Shaska</b>	Sword	1H	M	7(+0c)	7(+0p)	7(0)	Draw 2, Cavalry Sword	.5	15 sp
<b>Short Sword</b>	Sword	1H	S	7(+0c)	6(+1p)	7(1)	-	0	1 sp
<b>Sidesword</b>	Sword	1H	L	7(+1c)	7(+1p)	7(3)	-	0.5	15 sp
<b>Smallsword</b>	Sword	1H	M	6(-2c)	6(+0p)	7(3)	Fluid Thrusts, Light Blade, Thin Blade	0.5	30 sp
<b>Spadroon</b>	Sword	1H	M	6(-1c)	6(+0p)	7(3)	Fluid Thrusts, Light Blade	0.5	30 sp
<b>Tesshake</b>	Sword	1H	S	7(+1c)	7(+0p)	8(3)	-	0.5	1 sp
<b>Tulwar</b>	Sword	1H	S	7(+0c)	7(-2p)	8(2)	Draw 4, Tight Grip, Cavalry Sword	0.5	25 sp
<b>Urumi</b>	Sword	1H	VL	7(+0c)	NA	9(1)	Chain 3, Draw 2	0	30 sp
<b>Wakizashi</b>	Sword	1H	S	7(+0c)	8(+0p)	7(1)	Draw 1	0	10 sp
<b>War Cleaver</b>	Sword	1H	M	7(+2c)	8(-1p)	8(0)	Heavy Weapon	0.5	6 cp
<b>Yataghan</b>	Sword	1H	S	7(+1c)	8(+0p)	7(0)	Forward Swept, Draw 1	0.5	10 sp

## 2H Swords

**Table X.X** 2H Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Bastard Sword</b>	Sword	2H	L	7(+1c)	7(+2p)	7(2)	Hand-Off, Heavy Weapon	1	50 sp
<b>Claymore</b>	Sword	2H	L	7(+2c)	7(+0p)	7(2)	Heavy Weapon	2	50 sp

<b>Estoc</b>	Sword	2H	L	8(+0b)	6(+2p)	7(2)	AP Thrust 1, Thin Blade, Fluid Thrusts	1	45 sp
<b>Flammenschwert</b>	Sword	2H	VL	7(+2c)	8(+3p)	7(3)	Draw 1, Crushing 1, Heavy Weapon	2	4 gp
<b>Godenak</b>	Sword	2H	M	7(+3c)	8(-1p)	8(0)	AP Swing 1, Heavy Weapon	1	2 sp
<b>Grosses Messer</b>	Sword	2H	L	7(+2c)	8(+0p)	8(1)	Draw 3, Heavy Weapon	2	1 gp
<b>Katana</b>	Sword	2H	M	7(+2c)	7(+1p)	7(1)	Draw 4, Hand-Off, Heavy Weapon	1	50 sp
<b>Katzbalger (Large)</b>	Sword	2H	L	7(+2c)	8(+0p)	7(2)	Spatulate Tip 2, Heavy Weapon	1	2 gp
<b>Kriegsmesser</b>	Sword	2H	M	7(+2c)	7(+0p)	7(2)	Draw 3, Hand-Off, Heavy Weapon	1	10 sp
<b>Longsword</b>	Sword	2H	L	7(+2c)	7(+1p)	7(2)	Hand-Off, Heavy Weapon	1	50 sp
<b>Massive Godenak</b>	Sword	2H	VL	7(+4c)	8(+0p)	8(0)	AP Swing 2, Heavy Weapon, Freakishly Large		
<b>Montante</b>	Sword	2H	VL	7(+2c)	7(+1p)	7(2)	Heavy Weapon	2	4 gp
<b>No-Dachi</b>	Sword	2H	L	7(+2c)	8(+0p)	8(1)	Draw 3, Heavy Weapon	1	3 gp
<b>Swiss Saber (Schneppf)</b>	Sword	2H	L	7(+1c)	7(+0p)	7(3)	Draw 3, Heavy Weapon	1	45 sp
<b>Zweihander</b>	Sword	2H	VL	7(+3c)	8(+2p)	7(2)	Heavy Weapon	2	75 sp
<b>Zweihander (Grutte)</b>	Sword	2H	EL	7(+4c)	8(+3p)	7(2)	Heavy Weapon, Freakishly Large	3	6 gp

## Blunt

### 1H Blunt

**Table X.X** 1H Blunt

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Battleaxe*</b>	Blunt	1H	M	7(+2c)	7(-2b)	9(0)	AP Swing 1, Hand-Off, Hook, Thrusting Slot, Shock 2, Swinging Slot	1	6 sp
<b>Bar Mace</b>	Blunt	1H	S	7(+1b)	7(-2b)	7(0)	AP Swing 1, Shock 1, Thrusting Slot	0	1 sp
<b>Club (Short)/ Truncheon</b>	Blunt	1H	S	6(+0b)	7(-2b)	6(0)		0	1 cp
<b>Club (Medium)/ Rod</b>	Blunt	1H	M	7(+0b)	7(-1b)	6(0)		0	1 cp

<b>Double-Headed Flail</b>	Blunt	1H	M	8(+1b)	8(-2b)	10(0)	Chain 1, Multi-Hit Swing 2, Shock 2	1	9 cp
<b>Hand Axe/Hatchet</b>	Blunt	1H	S	7(+2c)	7(-2b)	8(0)	AP Swing 1, Hook, Shock 1, Swing Slot, Thrusting Slot	0	6 cp
<b>Khopesh</b>	Sword, Blunt	1H	S	6(+1c)	9(-1p)	8(0)	Forward Swept, Hook	0.5	1 sp
<b>Light Flail</b>	Blunt	1H	M	7(+2b)	8(-2b)	9(0)	Chain 2, Shock 2	1	6 sp
<b>Light Mace (Flanged)</b>	Blunt	1H	S	7(+2b)	7(-2b)	7(0)	AP Swing 2, Crushing 1, Shock 2, Thrusting Slot	0	3 sp
<b>Light Mace (Knobbed)</b>	Blunt	1H	S	7(+2b)	7(-2b)	7(0)	AP Swing 1, Shock 2, Thrusting Slot	0	4 cp
<b>Light Mace (Spiked)</b>	Blunt	1H	S	7(+2b)	7(-2b)	7(0)	Bleed 2, Shock 2, Thrusting Slot	0	8 cp
<b>Tabarzin*</b>	Blunt	1H	L	7(+2c)	8(+0p)	9	AP Swing 1, Hand-Off, Hook, Shock 1, Swinging Slot	2	10 sp
<b>Warhammer (Standard)</b>	Blunt	1H	S	7(+2b)	7(-2b)	8(0)	AP Swing 1, Crushing 1, Reverse Slot, Shock 1, Thrusting Slot	0	6 cp
<b>War Pick</b>	Blunt	1H	S	7(+2p)	7(-2b)	8(0)	AP Swing 2, Hook, Reverse Slot, Thrusting Slot	0	2 sp

## 1H Blunt Weapon Attachments

**Table XX** 1H Blunt Weapon Attachments

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Arming Spike</b>	Blunt	1H	-	-	(+0p)	-	Weapon Attachment (Thrust)	0	1 cp
<b>Reverse Blade</b>	Blunt	1H	-	7(+1c)	-	-	Weapon Attachment (Swing)	0	6 cp
<b>Reverse Hammer</b>	Blunt	1H	-	7(+0b)	-	-	AP Swing 1, Crushing 1, Shock 1, Weapon Attachment (Swing)	0	6 cp
<b>Reverse Spike</b>	Blunt	1H	-	7(+0p)	-	-	AP Swing 2, Hook, Weapon Attachment (Swing)	0	6 cp
<b>Weighted Chain</b>	Blunt	1H	VL	8(+1b)	-	8(0)	Chain 3, Hook, Shock 2, Weapon Attachment (Swing)	1	6 cp

## 2H Blunt

**Table X.X 2H Blunt**

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Battleaxe</b>	Blunt	2H	M	7(+3c)	7(-2b)	8(0)	AP Swing 1, Hand-Off, Heavy Weapon, Hook, Thrusting Slot, Shock 2, Swinging Slot	1	6 sp
<b>Club (Large)</b>	Blunt	2H	M	6(+1b)	7(-1b)	7(0)	Heavy Weapon, Shock 1, Thrusting Slot	1	3 cp
<b>Iron Club (Large)</b>	Blunt	2H	M	6(+2b)	7(-1b)	8(0)	AP Swing 2, Crushing 2, Heavy Weapon, Shock 2, Thrusting Slot		
<b>Dane Axe</b>	Blunt	2H	L	7(+4c)	8(+0p)	8(0)	AP Swing 2, Crushing 2, Heavy Weapon, Hook, Shock 2	2	7 sp
<b>Goedendag</b>	Blunt, Polearm	2H	L	7(+3b)	8(+2p)	8(0)	AP Swing 2, AP Thrust 2, Crushing 1, Heavy Weapon, Shock 2	2	1 sp
<b>Gunstock Club</b>	Blunt	2H	M	7(+2b)	7(-1b)	7(0)	AP Swing 1, Heavy Weapon, Shock 1, Swinging Slot	1	7 cp
<b>Heavy Mace (Flanged)</b>	Blunt	2H	M	7(+3b)	7(-2b)	7(0)	AP Swing 2, Crushing 2, Heavy Weapon, Shock 1	1	6 sp
<b>Heavy Mace (Knobbed)</b>	Blunt	2H	M	7(+3b)	7(-2b)	7(0)	AP Swing 1, Heavy Weapon, Shock 4	1	1 sp
<b>Heavy Mace (Spiked)</b>	Blunt	2H	M	7(+3b)	7(-2b)	7(0)	AP Swing 1, Bleed 3, Crushing 1, Heavy Weapon	1	2 sp
<b>Morningstar</b>	Polearm, Blunt	2H	L	7(+3b)	8(+1p)	8(0)	AP Swing 2, Bleed 3, Heavy Weapon	5	1 sp
<b>Poleaxe</b>	Polearm, Spear, Blunt	2H	L	7(+2c)	7(+2p)	7(0)	AP Swing 1, AP Thrust 1, Heavy Weapon, Shock 2, Swinging Slot, Thin Blade	5	8 sp
<b>Pole-Flail</b>	Blunt, Polearm	2H	L	7(+2b)	7(-2b)	8(0)	AP Swing 2, Chain 2, Crushing 2, Heavy Weapon, Shock 2	2	2 sp
<b>Tabarzin</b>	Blunt	2H	L	7(+3c)	8(+0p)	8(0)	AP Swing 2, Hand-Off, Heavy Weapon, Hook, Shock 2, Swinging Slot	2	10 sp
<b>Warhammer (Heavy)</b>	Blunt	2H	M	7(+2b)	7(-2b)	8(0)	AP Swing 1, Crushing 2, Heavy Weapon, Shock 2, Swinging Slot, Thrusting Slot	1	1 sp
<b>War Maul</b>	Blunt	2H	M	7(+3b)	8(-2b)	8(0)	AP Swing 1, Crushing 2, Heavy Weapon, Shock 4	2	2 sp

Wood Axe	Blunt	2H	M	7(+2c)	8(-2b)	8(0)	AP Swing 1, Heavy Weapon, Hook, Shock 2	1	2 sp
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## 2H Blunt Weapon Attachments

**Table XX** 2H Blunt Weapon Attachments

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
Arming Spike	Blunt	2H	-	-	(+0p)	-	Weapon Attachment (Thrust)	0	1 cp
Reverse Blade	Blunt	2H	-	7(+3c)	-	-	Heavy Weapon, Weapon Attachment (Swing)	0	6 cp
Reverse Hammer	Blunt	2H	-	7(+2b)	-	-	AP Swing 1, Crushing 1, Heavy Weapon, Shock 1, Weapon Attachment (Swing)	0	6 cp
Reverse Spike	Blunt	2H	-	7(+2p)	-	-	AP Swing 2, Heavy Weapon, Hook, Weapon Attachment (Swing)	0	6 cp

## Spears

**Table X.X** Spears

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
Ahlspiess	Polearm, Spear	2H	L	8(-1b)	7(+1p)	7(0)	AP Thrust 3, Thin Blade	5	4 sp
Fauchard	Polearm, Spear	2H	VL	7(+2c)	8(+1p)	7(0)	Forward Swept, Heavy Weapon, Swinging Slot	4	1 sp
Ge (Chinese Dagger-Axe Halberd)	Polearm, Spear	2H	VL	7(+3p)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook	5	1 sp
Half-Pike*	Spear	1H	L	8(-2c)	7(+1p)	8(0)	Fluid Thrusts		
Half-Pike	Spear	2H	L	7(-1c)	6(+2p)	7(0)	Fluid Thrusts, Hand-Off	4	1 sp
Lance (Light)	Spear	1H	VL	10(-1c)	8(+2p)	10(0)	Couched Charge, Heavy Weapon	4	1 cp
Lance (Heavy)	Spear	1H	EL	10(-1c)	9(+3p)	10(0)	Couched Charge, Heavy Weapon	6	1 sp
Lance (Hollow)	Spear	1H	LL	10(-1c)	9(+3p)	10(0)	Couched Charge, Heavy Weapon	8	4 sp
Longstaff	Polearm, Spear	2H	EL	7(+0b)	7(-1b)	7(0)	Heavy Weapon	6	4 cp
Military Fork	Polearm, Spear	2H	VL	10(-1c)	7(+1p)	7(0)	Multi-Hit Thrust 2, Swinging Slot,	5	3 cp
Musket (Butt)	Spear	2H	H	7(+1b)	7(-1b)	8(0)	Heavy Weapon, Shock 2	0	-

<b>Musket (Bayonet)</b>	Spear	2H	L	9(-1c)	7(+2p)	8(0)	Heavy Weapon, Thin Blade	0	3 cp
<b>Partisan</b>	Polearm, Spear	2H	EL	8(+2c)	7(+3p)	7(0)	Fluid Thrusts	5	10 sp
<b>Pike</b>	Spear	2H	LL	10(-2c)	8(+3p)	9(0)	Brace	6	1 sp
<b>Poleaxe</b>	Polearm, Spear, Blunt	2H	L	7(+2c)	7(+2p)	7(0)	AP Swing 1, AP Thrust 1, Heavy Weapon, Shock 2, Swinging Slot, Thin Blade	5	8 sp
<b>Quarterstaff</b>	Polearm, Spear	2H	VL	6(+0b)	6(-1b)	6(0)	Fluid Thrusts, Heavy Weapon	4	3 cp
<b>Ranseur</b>	Polearm, Spear	2H	EL	8(+0c)	7(+2p)	7(0)		5	1 sp
<b>Spear (Arming)*</b>	Spear	1H	VL	9(-1c)	7(+1p)	9(0)		4	6 cp
<b>Spear (Arming)</b>	Spear	2H	VL	7(+0c)	7(+2p)	7(0)	Fluid Thrusts, Hand-Off	4	6 cp
<b>Spear (Short)</b>	Spear	1H	M	8(+0c)	7(+2p)	8(0)	Fluid Thrusts	0	3 cp
<b>Spear (Standard)*</b>	Spear	1H	EL	9(+0c)	7(+2p)	9(0)		4	8 cp
<b>Spear (Standard)</b>	Spear	2H	EL	8(+0c)	7(+3p)	8(0)	Fluid Thrusts, Hand-Off	4	8 cp
<b>Spetum</b>	Polearm, Spear	2H	VL	8(+1c)	7(+2p)	7(0)	Fluid Thrusts	4	2 sp
<b>Swordstaff</b>	Polearm, Spear	2H	EL	8(+3c)	7(+3p)	8(0)		8	3 sp
<b>Trident*</b>	Polearm, Spear	1H	L	10(-1c)	8(-1p)	9(0)	Multi-Hit Thrust 3	4	5 cp
<b>Trident</b>	Polearm, Spear	2H	L	9(+0c)	7(+0p)	7(0)	Hand-Off, Multi-Hit Thrust 3	4	5 cp
<b>Yari (Jumonji)</b>	Polearm, Spear	2H	VL	7(+2c)	7(+2p)	7(0)	Heavy Weapon	4	2 sp
<b>Yari (Bishamon)</b>	Polearm, Spear	2H	VL	7(+3c)	7(+2p)	7(0)	AP Swing 1	4	3 sp
<b>Yari (Kata Kama)</b>	Polearm, Spear	2H	VL	7(+2p/+2c)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook	4	3 sp

## Spear Weapon Attachments

**Table XX** Spear Weapon Attachments

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Reverse Blade</b>	Spear	*	-	7(+2c)	-	-	Heavy Weapon, Weapon Attachment (Swing)	0	6 cp
<b>Reverse Hammer</b>	Spear	*	-	7(+1b)	-	-	AP Swing 1, Crushing 1, Heavy Weapon, Shock 1, Weapon Attachment (Swing)	0	6 cp
<b>Reverse Spike</b>	Spear	*	-	7(+1p)	-	-	AP Swing 2, Heavy Weapon, Hook, Weapon Attachment (Swing)	0	6 cp

\*Use attached weapon's Weapon Proficiency or Hands

## Polearms

**Table X.X** Polearms

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Ahlspiess</b>	Polearm, Spear	2H	L	8(-1b)	7(+1p)	7(0)	AP Thrust 3, Thin Blade	5	4 sp
<b>Bardiche</b>	Polearm	2H	VL	7(+4c)	9(-1p)	8(0)	AP Swing 2, Crushing 2, Heavy Weapon, Shock 2, Swinging Slot	5	2 sp
<b>Bec de Corbin</b>	Polearm	2H	VL	7(+2p)	7(+2p)	7(0)	AP Swing 2, Heavy Weapon, Hook, Swinging Slot, Thin Blade	5	1 sp
<b>Bill (Black)</b>	Polearm	2H	VL	8(+3c)	7(+2p)	7(0)	AP Swing 1, Crushing 1, Heavy Weapon, Hook, Shock 2, Swinging Slot	5	1 sp
<b>Bill (Forest)</b>	Polearm	2H	EL	8(+2c)	7(+2p)	8(0)	AP Swing 2, Crushing 1, Heavy Weapon, Hook, Shock 2, Swinging Slot	5	1 sp
<b>Falx</b>	Polearm	2H	L	8(+3c)	10(-1p)	8(0)	AP Swing 2, Forward Swept, Heavy Weapon	4	1 sp
<b>Fauchard</b>	Polearm, Spear	2H	VL	7(+2c)	8(+1p)	7(0)	Forward Swept, Heavy Weapon, Swinging Slot	4	1 sp
<b>Ge (Chinese Dagger-Axe Halberd)</b>	Polearm, Spear	2H	VL	7(+3p)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook	5	1 sp
<b>Glaive</b>	Polearm	2H	VL	7(+2c)	8(+1p)	7(0)	Draw 2, Heavy Weapon, Swinging Slot	5	3 sp
<b>Guandao (Chinese Glaive)</b>	Polearm	2H	VL	7(+2c)	8(+2p)	7(0)	AP Swing 1, Draw 2, Heavy Weapon	5	5 sp
<b>Halberd</b>	Polearm	2H	VL	7(+3c)	8(+2p)	7(0)	AP Swing 2, Crushing 2, Heavy Weapon, Swinging Slot	5	3 sp
<b>Lochaber Axe</b>	Polearm	2H	VL	7(+2c)	8(+1p)	8(0)	AP Swing 2, Heavy Weapon, Hook, Shock 2	5	2 sp

<b>Longstaff</b>	Polearm, Spear	2H	EL	7(+0b)	7(-1b)	7(0)	Heavy Weapon	6	4 cp
<b>Lucerne Hammer</b>	Polearm	2H	L	7(+2b)	7(+2p)	7(0)	Crushing 2, Shock 2, AP Thrust 1, Heavy Weapon, Swinging Slot, Thin Blade	5	8 sp
<b>Military Fork</b>	Polearm, Spear	2H	VL	10(-1c)	7(+1p)	7(0)	Multi-Hit Thrust 2, Swinging Slot	5	3 cp
<b>Morningstar</b>	Polearm, Blunt	2H	L	7(+3b)	8(+1p)	8(0)	AP Swing 2, Bleed 3, Heavy Weapon	5	1 sp
<b>Naginata</b>	Polearm, Spear	2H	VL	7(+2c)	7(+1p)	7(0)	Draw 2, Fluid Thrusts	4	10 sp
<b>Partisan</b>	Polearm, Spear	2H	EL	8(+2c)	7(+3p)	7(0)	Fluid Thrusts	5	10 sp
<b>Pike</b>	Spear	2H	LL	10(-2c)	8(+3p)	9(0)	Brace	6	1 sp
<b>Poleaxe</b>	Polearm, Spear, Blunt	2H	L	7(+2c)	7(+2p)	7(0)	AP Swing 1, AP Thrust 1, Heavy Weapon, Shock 2, Swinging Slot, Thin Blade	5	8 sp
<b>Quarterstaff</b>	Polearm, Spear	2H	VL	6(+0b)	6(-1b)	6(0)	Fluid Thrusts, Heavy Weapon	4	3 cp
<b>Saber-Halberd</b>	Polearm	2H	VL	7(+3c)	8(+0p)	7(0)	AP Swing 1, Crushing 1, Draw 2, Heavy Weapon, Swinging Slot	5	15 sp
<b>Spetum</b>	Polearm, Spear	2H	VL	8(+1c)	7(+2p)	7(0)	Fluid Thrusts	4	2 sp
<b>Swordstaff</b>	Polearm, Spear	2H	EL	8(+3c)	7(+3p)	8(0)		8	3 sp
<b>Trident*</b>	Polearm, Spear	1H	L	10(-1c)	8(-1p)	9(0)	Multi-Hit Thrust 3		
<b>Trident</b>	Polearm, Spear	2H	L	9(+0c)	7(+0p)	7(0)	Hand-Off, Multi-Hit Thrust 3	4	5 cp
<b>War-Scythe</b>	Polearm	2H	VL	7(+3c)	9(+0p)	8(0)	Forward Swept, Heavy Weapon,	4	4 cp
<b>Yari (Jumonji)</b>	Polearm, Spear	2H	VL	7(+2c)	7(+2p)	7(0)	Heavy Weapon,	4	2 sp
<b>Yari (Bishamon)</b>	Polearm, Spear	2H	VL	7(+3c)	7(+2p)	7(0)	AP Swing 1	4	3 sp
<b>Yari (Kata Kama)</b>	Polearm, Spear	2H	VL	7(+2p/+2c)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook	4	3 sp

## Polearm Weapon Attachments

**Table XX** Spear Weapon Attachments

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense/Guard	Special	Wt	Cost
<b>Reverse Blade</b>	Polearm	-	-	7(+2c)	-	-	Heavy Weapon, Weapon Attachment (Swing)	0	6 cp
<b>Reverse Hammer</b>	Polearm	-	-	7(+1b)	-	-	AP Swing 1, Crushing 1, Heavy Weapon, Shock 1, Weapon Attachment (Swing)	0	6 cp
<b>Reverse Spike</b>	Polearm	-	-	7(+1p)	-	-	AP Swing 2, Heavy Weapon, Hook, Weapon Attachment (Swing)	0	6 cp

## Special Qualities

**Table X.X** Melee Weapon Special Qualities

Quality	Effect
<b>AP Swing [X]</b>	Armor Piercing Swing [X]. When making a Swinging attack against a Hit Location with Hard armor protection, this weapon inflicts X additional damage, up to the AV of the Armor.
<b>AP Thrust [X]</b>	Armor Piercing Thrust [X]. When making a Thrusting attack against a Hit Location with Hard armor protection, this weapon inflicts X additional damage, up to the AV of the Armor.
<b>Bleed [X]</b>	Any Swinging attack from this weapon that either inflicts a Wound, or fails to inflict a Wound by 2 or fewer damage, inflicts X Blood Loss.
<b>Brace</b>	When using this weapon, you gain 2 automatic successes on Initiative Tests made as a result of Offensive/Offensive Orientation.
<b>Cavalry Sword</b>	When being used during a Ride-By Attack or a Charge while Mounted, this weapon inflicts +1 damage on Swings, and triggers the Draw quality on 2 <b>BS</b> or more
<b>Chain [X]</b>	Any attack made at Swing TN with this weapon ignores the first X successes of an enemy's Parrying or Blocking defense, Maneuvers like Riposte and Arm Parry. Additionally, this weapon can neither engage in, nor be engaged in a Hilt Push of any sort.
<b>Companion Weapon</b>	When this weapon is used to make any sort of defensive Maneuver, one of the dice devoted automatically succeeds before rolling.
<b>Couched Charge</b>	When making a Lance Charge attack with this weapon, reduce its Thrusting TN by 2, and use the Horse's STR as the base for damage instead of your own. However, your Reach is not increased by the Tall Boon. In addition, if a Lance Charge attack made by this weapon is Blocked, it carries through on the intended Target Zone anyway, as though it hit with 0 BS, and is reduced by the Shield's AV regardless of where it hit. If the total damage inflicted by an attack that takes advantage of Lance Charge exceeds the Durability of the weapon by 5 or more, then the weapon breaks immediately after the attack is made.

<b>Crushing [X]</b>	When this weapon successfully hits with a Swing attack on a Hit Location with any sort of Hard armor protection, reduce all AVs of the armor on that Hit Location by X. This is done <i>after</i> damage is resolved for this attack, and only affects future attacks. Only the highest AV armor on that location is reduced by Crushing. If that armor is reduced to AV 0 in all areas, then Crushing begins to affect lesser Hard armors beneath it.
<b>Draw [X]</b>	When making a Swinging attack that would inflict cutting damage with this weapon, inflict X additional cutting damage if you roll 3 or more BS. This special rule does not come into play if the target benefits from any sort of Hard armor on the Hit Location being hit.
<b>Fluid Thrusts</b>	This weapon can Feint from a Thrust.
<b>Forward Swept</b>	When this weapon is used in a Swing attack against which the target would receive an AV bonus, use the lower value between the armor's AVC and AVP. The Swing still inflicts cutting damage regardless of which AV is used.
<b>Freakishly Large</b>	This weapon is so massive that unless the character using it has either 9 STR or the greater Tall Boon, the TNs for the weapon are all increased by 1.
<b>Hand-Off</b>	This weapon can be wielded with one hand in addition to wielding with both hands. If used in this fashion, you may continue using it with its normal Proficiency, or with a 1H version of either Blunt or Sword proficiency (depending on the base type of the weapon). However, instead of using the normal profile of the weapon, use the 1H version of the weapon with an * next to it. Switching from 1H to 2H versions of a weapon can be done at the beginning of any Action (or in response to an injury) and requires no CP expenditure.
<b>Heavy Weapon</b>	When weapons with the Light Blade quality Parry Swinging attacks from this weapon, the Defense TN of the Light Blade is increased by 2, instead of 1.
<b>Hook</b>	This weapon can be used with the Hook Maneuver.
<b>Light Blade</b>	When Parrying Swinging attacks from any weapon that does <i>not</i> have this quality, this weapon's Defense TN is increased by 1. Against Heavy Weapons, this penalty increases to 2.
<b>Multi-Hit [Y] [X]</b>	When this weapon is used in a Y type (Swing or Thrust) attack that targets Hit Locations that successfully hits the target, instead of resolving one attack, X identical attacks of equal strength hit instead. Roll on the Target Zone as normal for the first hit. The second hit lands as though the roll had been one lower, the third hit as though the roll had been one higher.
<b>Parrying Teeth</b>	-1 Parry TN vs attacks made by Swords and Daggers.
<b>Shock [X]</b>	Any hit from this weapon inflicts additional Stun equal to the listed number. If the hit also causes a Wound, the Stun from Shock adds to the Stun from the Wound.
<b>Spatulate Tip [X]</b>	When making a Thrusting attack that would inflict Piercing damage with this weapon, inflict X additional cutting damage if you roll 3 or more BS. This special rule does not come into play if the target benefits from any sort of Hard armor on the Hit Location being hit.
<b>Swinging Slot</b>	This weapon can have a Swinging Weapon Attachment added to its Swing profile. This does not replace the current Swing profile, but can be used instead of it when declaring a Maneuver.

<b>Thin Blade</b>	When making a Joint Thrust attack, this weapon's Thrust TN is decreased by 1. In addition, against mail armor this weapon gains AP Thrust 1. If the weapon has an AP Thrust quality already, do not combine these--use the higher one.
<b>Thrusting Slot</b>	This weapon can have its Thrust profile replaced with a Thrusting Weapon Attachment.
<b>Tight Grip</b>	When using the Power Attack option on a Swing attack, inflict 1 additional damage. When making a Stability Test to retain your weapon against a Disarm Maneuver or similar event, you may roll 2 additional dice.
<b>Weapon Attachment</b>	This weapon can be attached to any weapon with a Swinging Slot (for Reverse Weapons) or a Thrusting Slot (for Arming Spikes) and used instead of the weapon's basic swinging/thrusting profile. When using the Weapon Attachment, use its attack TN and Damage instead of the original where listed, use the original where no new number is listed. e.g. A Battleaxe with a Reverse Spike Weapon Attachment can make a Strike using the stats of a Reverse Spike instead of the stats of the Battleaxe.

## Materials

### **Bronze**

-2 Durability  
+25% Cost

### **Iron**

-2 Durability  
-1 Damage of all types  
-25% Cost

### **Steel**

No change

### **Orichalcum**

Cannot break  
+1 Damage of all types  
+5,000% Cost+5 gp  
Limited Supply (1)

### **Silversteel**

-2 Weight  
+2 Durability  
+1 Damage of Cutting and Piercing types  
+1,000% Cost+1 gp  
Limited Supply (3)

### Limited Supply

This material is in very limited supply. It is so rare that most characters, even the exceedingly wealthy cannot find enough to produce much equipment for themselves. At Character Creation, you may not take more individual items with the Limited Supply quality than the number listed in parenthesis without suffering an increase in cost. If you do take more items of that type, than all of them double in cost. You must also retroactively pay for those you have already taken.

## **Customization Options**

### **Ridiculously Sharp (+50% Cost)**

This only applies to weapons that inflict cutting damage on hit. It can also be applied to the Reverse Blades of weapons.

Ridiculously Sharp weapons improve their Draw value by 1 (or gain Draw 1 if they do not already have Draw) the first time they inflict damage in a fight with a Swinging attack. Afterwards, they must be resharpened to regain this benefit.

Resharpening generally costs a copper piece, but can be done in about an hour with a wheel or stone. Orichalcum weapons never require re-sharpening, and Silversteel weapons can be used twice before they must be resharpened.

### **Bizarre Gimmick (+100% Cost)**

This customisation allows you to add hidden quirks to your weapon. Think hidden parrying hooks, a hollow blade containing an extendable point, a hollow grip filled with blinding dust, or a blade coated in a magnesium solution that can explode into blazing light for an instant.

Bizarre Gimmick worsens the weapon's best TN by 1 (if its TNs are all the same, worsen the attack TN that inflicts the most damage. If those are the same, reduce the Defense TN), but in return, the Maneuver for which the Gimmick was designed (which must be chosen at creation, with GM approval) gets a special bonus. Once per fight when performing the chosen Maneuver, you may increase your opponent's Defense TN against it by 2. It can also, optionally, give a weapon the special quality 'Hook' if that is the Maneuver chosen.

An additional downside is that professionals and experts tend to look down on this sort of tomfoolery.

Examples for Bizarre Gimmick:

- A spring-loaded sword whose blade juts out another six inches when a button is pressed. Affects Steal Initiative.
- Movable crossguard hooks that snap shut to help capture enemy weapons. Affects Disarm.
- Flip-out flukes that allow the weapon to hook and catch. Affects Hook. Gives the weapon the special quality Hook if it didn't already have it.
- A hollow grip filled with powder. Affects Blind Toss, and counts as something to 'throw.'

### **Custom Hilt (+50% Cost)**

A more advanced hilt that provides better protection to the hand. The weapon gains 2 points of Guard value.

### **Custom Grip (+50% Cost)**

A handgrip that corrects the form and facilitates a certain sort of strike. The weapon either gains Tight Grip or gains Draw 1 (or improves its current Draw value by 1). It is possible to buy this upgrade twice to both give Tight Grip and give (or upgrade) Draw.

**Exquisite Decoration (+100-2,000% Cost)**

The weapon is beautifully decorated with gemstones, reliefs, inlays, and other fineries. This has no effect on the weapon's usefulness in battle, but it may be impressive enough to provide circumstantial bonuses to social rolls involving glamor and grandeur.

**Fine Forging (+50% Cost)**

The weapon's Durability increases by 3. You may take this up to three times, increasing the weapon's Durability by as much as 9 for a total 150% increase in cost.

**Integrated Pistol (+100% Cost AND 1 gp)**

The weapon gains an Integrated Pistol as listed below. This pistol can be fired as a normal pistol. Alternatively, in the event that you use a Swinging or Thrusting attack that hits an enemy, 1 CP can be spent to make an immediate Melee Shoot attack on the target with BS from the Swing or Thrust. This shot always hits in the same Hit Location as the Swing or Thrust. Because of the bulk of the pistol, the weapon's best Attack TN is worsened by 1. If the Attack TNs are equal, you may choose which is worsened.

This customization can be taken multiple times to represent a revolver-type weapon, allowing the weapon to be fired multiple times before needing to be reloaded. Additional purchases do not worsen the weapon's Attack TNs further.

You may purchase a Firing Mechanism for the Integrated Pistol, if you are so inclined, otherwise it is assumed to use a flintlock.

The idea of designing a sword with a pistol built into it may sound like fantasy, but if so, it's the sort of fantasy that appealed to the medieval mind enough for them to give it a shot. Integrated pistols usually fire in-line with the blade, but a few are built into the crossguard, and fire forward from the hand like regular pistols. Either way, they're not very accurate and they tend to make the weapon more cumbersome. However, they can be a huge advantage at close range, or when closing with longer-ranged adversaries.

Weapon Name	Weapon Type	Range	Missile TN	Damage	Load	Ammunition
Integrated Pistol	Firearm	5	7	7p	12	Ball, Shot
Integrated Dragon	Firearm	2	6	7p	10	Ball, Shot

## Chapter 9.2: Missile Weapons

### Missile Weapon Characteristics

## Weapon Name

The name of the weapon.

## Weapon Type

The type of the weapon, and thus the Proficiency that it can be used with.

## Range

This is the distance in yards that a missile weapon can be used, and considered to be at “Short” range. Every multiple of this distance the weapon is used at past the first increases the range modifier by one. See **Missile Weapons in Combat** in the Combat section for more details.

The listed Range of a missile weapon is its “Range Increment.” When making a missile attack, each Range Increment after the first imposes a -1 penalty on the attack. If this would reduce the dice rolled for the attack to 0, hitting is simply not possible.

*I.E., a weapon has a Range of 10 yards. Any attack made within 10 yards is made normally. An attack made at 11-20 yards would be made at -1 die, an attack made at 21-30 yards would be made at -2 dice, and so on.*

## Missile TN

This is the TN used when making a missile attack with this weapon.

## Damage

This is the power (before modification by arrowheads or Maneuvers/Talents) of an attack made by a missile weapon, as well as the damage type of the attack. The damage type of missile weapons is invariably piercing (p) damage.

## Special

The weapon’s special qualities, which are further described in [Table XX](#).

## Weight

This is the Weight of the weapon when it is being stored. When in use, a weapon’s Weight is 0.

## Cost

This is the cost of the weapon.

## Required STR

### *Bow*

If a character does not have the Required STR of a bow, he cannot string it. If already strung, the bow can be used with inferior STR, but the Missile TN increases by 1, and damage dealt decreases by 1, per point of the character’s STR beneath the Required STR.

## Span

Bows and throwing weapons can be drawn and fired in the same Action. However, crossbows need to be spanned, and firearms need to be loaded prior to firing (see Reloading in Combat, but in brief spending an

action Reloading gains you Span equal to [Weapon Proficiency+Strength], and once you have reached the Crossbow's Span requirement, the weapon is ready to shoot.)

### ***Crossbow***

This number determines how many Successes are required before the crossbow is spanned and ready to be fired. Reference this number with the Spanning Tool of the weapon, which determines the TN of these Successes, as well as whether they can be accumulated over Rounds, or only in one Round. The Reload Maneuver is used to Span crossbows.

## **Spanning Tool**

### ***Crossbow***

This refers to the Spanning Tool that is used to span the crossbow. When Spanning, the Spanning Tool adds a static number to the Span gained from Reloading. Some Spanning Tools allow you to store Load over multiple Actions, while others will simply fail if you cannot fully reload the weapon in a single Action.

## **Load**

### ***Firearm***

This number determines how much Load you must acquire via Reloading before the firearm is loaded and ready to be fired. Your Loading Mechanism adds a bonus to the amount of Load you gain from Reloading. Firearms universally accumulate Load over multiple rounds Rounds, whereas crossbows may or may not allow that. (see Reloading in Combat, but in brief spending an action Reloading gains you Span equal to [Weapon Proficiency+Agility], and once you have reached the Firearm's Load requirement, the weapon is ready to shoot.)

## **Loading Mechanism**

### ***Firearm***

This refers to the Loading Mechanism that is used to load the firearm, and details the type of cartridge used, which greatly affects the ease of loading. When Reloading, you gain a bonus based on the Loading Mechanism. The Ammunition Cost Modifier determines how much this Loading Mechanism affects the cost of ammunition. Brass cartridges would be more expensive than paper cartridges, for example.

### ***Firing Mechanism***

The Firing Mechanism determines the types of Loading Mechanisms available for firearms. Firing Mechanisms may have Special qualities that greatly affect how your firearm operates.

## **Ammunition**

### ***Bow, Crossbow and Firearm***

This outlines the type of ammunition that can be fired from the weapon. Ammunition must first be loaded before it can be fired. Ammunition may have Special qualities, which may make it more or less effective in certain circumstances.

Some missile weapons, and their projectiles, have a significant chance of becoming stuck in their victims. If a missile with a Catch Chance inflicts a Wound on a character, roll 1d10. If the result is equal to or under the Catch Chance, then the head of the missile becomes stuck in the Wound. This adds +4 Pain to the Wound, and increases its Infection Chance by 2 until it is removed.

If the stuck missile is not removed (Surgery Check RS 3), and the Wound heals with the missile (or its head, in the case of arrows) still stuck inside, then the character immediately gains either the minor or major Lasting Pain Bane in that area. The GM can decide on the level of Lasting Pain, or you can roll for it: 1-6 minor, 7-10 major).

## Ammunition Capacity

### Firearm

This specifies how many shots your firearm holds before it requires reloading. Ammunition Capacities have Special qualities which affects whether firearms can be fired with simultaneous Shots, and how firearms are reloaded.

# Missile Weapons

## Bows

Bows, also called Self-Bows (in contrast with Crossbows) are essentially springs that launch missiles off of an attached string.

Using a bow requires arrows. Most bows require arrows of a specific length, but bows of any given type should be able to shoot arrows from a different bow of the same type.

**Table X.X** Bows

Weapon Name	Weapon Type	Range	Missile TN	Damage	Required STR	Special	Wt	Cost
Composite Horsebow	Bow	25	7	5p	4	Cavalry Bow 3	0	6 sp
Composite Warbow	Bow	30	7	6p	5	Cavalry Bow 2	0.5	8 sp
Horsebow	Bow	20	7	4p	3	Cavalry Bow 3	0	2 sp
Longbow	Bow	25	7	5p	4	-	0.5	3 sp
Warbow	Bow	30	7	6p	6	-	0.5	4 sp
Zellish Wheelbow*	Bow	30	7	7p	5	-	3	5 gp

\*Easy to Aim (See aim Rules)

## Ammunition

**Table X.X** Ammunition for Bows and Crossbows

Ammunition Name	Special	Catch Chance	Cost
Barbed Broadhead	Winged 2	10/10	4 sp/20
Bodkin	+10 Range, Narrow	1/10	1 sp/20
Bludgeon/Stun	Bludgeon, Shock 2, -5 Range	0/10	10 cp/20
Broadhead	+1 Damage, Winged 2	5/10	2 sp/20
Fire Arrow	-1 Damage, +1 Missile TN, -5 Range, Flaming 1	5/10	2 sp/20

<b>Heavy Broadhead</b>	+2 Damage, Winged 2, -5 Range	5/10	3 sp/20
<b>Lozenge-Head</b>	-5 Range, AP 2	2/10	2 sp/20
<b>Swallowtail</b>	-1 Required STR, Winged 1	8/10	4 sp/20

## Crossbows

Crossbows are mechanically-assisted devices for shooting small arrows called bolts. Using a small but very rigid prod and a device for holding the string in place once drawn back, the crossbow can store immense energy, and then release its projectile with the touch of a lever. This makes them very useful for guards and snipers, since the weapons can be held at the ready for long periods of time with little effort. Crossbows require bolts in order to shoot, and some also require special tools to draw (or “span”) the string back.

**Table X.X** Crossbows

Weapon Name	Weapon Type	Range	Missile TN	Damage	Span	Spanning Tool	Wt	Cost
<b>Arbalest*</b>	Crossbow	20	6	12p	25	Crank, Windlass	3	2 gp
<b>Hand Crossbow*</b>	Crossbow	5	5	4p	2	Lever, Screw	0	5 sp
<b>Heavy Crossbow*</b>	Crossbow	15	6	10p	10	Hand, Lever, Stirrup, Crank	2	1 gp
<b>Hunting Crossbow*</b>	Crossbow	10	6	8p	6	Hand, Lever, Stirrup	1	15 sp
<b>Light Crossbow*</b>	Crossbow	10	6	6p	4	Lever	1	10 sp
<b>Manuballista/Samostrel*</b>	Crossbow	25	10(7)~	15p	40	Winch	5	5 gp

~ This weapon’s Missile TN is 10 if it is fired while moving, standing normally, from a horse, and so on. In order to use TN 7, it must be **Braced** against the ground, a wall, on a stand or rest, and so on.

\*Easy to Aim (See aim Rules)

## Ammunition

Bows and Crossbows use the same ammunition. Refer to **Table XX** under Bow - Ammunition.

## Spanning Tools

**Table X.X** Spanning Tools

Spanning Tool	Span Bonus	Store Span	Wt	Cost
<b>Crank (Crannequin)</b>	3	Yes	0	1 sp
<b>Hand</b>	0	No	0	-
<b>Lever</b>	2	No	0	5 cp
<b>Screw</b>	0	Yes	0	1 sp
<b>Stirrup</b>	5	No	1	5 cp

Windlass	4	Yes	1	2 sp
Winch	6	Yes	2	3 sp

## Firearms

Firearms are weapons that use the pressure created by the explosive black powder to propel projectiles at great speeds towards their targets. They produce great amounts of smoke and are extremely loud, and can penetrate armor and flesh alike with terrible ease. Firearms are also generally simple to use, though reloading takes some practice.

Firearms require both ammunition (which comes in various forms) and powder in order to shoot. Black powder that becomes wet is useless until dried out, making “keeping one’s powder dry” essential to using such a weapon.

**Table X.X** Firearms

Weapon Name	Weapon Type	Range	Missile TN	Damage	Load	Ammunition	Wt	Cost
Arquebus*	Firearm	10	7	8p	20	Ball, Shot	1	12 sp
Blunderbuss*	Firearm	3	6	8p	18	Ball, Heavy Shot	1	12 sp
Deck Gun/Abus Gun*	Firearm	25	10(7)*	20p	50	Ball, Heavy Shot, Spike	10	100 sp
Dragon*	Firearm	2	6	7p	10	Ball, Shot	0.5	18 sp
Hand Bombard	Firearm	8	8	14p	30	Ball, Shot, Spike	2	10 sp
Hand Gonne*	Firearm	5	8	8p	20	Ball	1	8 sp
Musket*	Firearm	15	7	10p	20	Ball, Shot, Buck and Ball	2	20 sp
Pistol*	Firearm	5	7	7p	12	Ball, Shot	0	10 sp
Rifle*	Firearm	20	7	12p	25	Ball, Rifle Ball	1	40 sp

~ This weapon’s Missile TN is 10 if it is fired while moving, standing normally, from a horse, and so on. In order to use TN 7, it must be **Braced** against the ground, a wall, on a stand or rest, and so on.

\*Easy to Aim (See aim Rules)

## Ammunition

**Table X.X** Ammunition for Firearms

Ammunition Name	Special	Catch Chance	Cost
Ball	AP 4	9/10	1 cp/10
Buck and Ball	AP 2 (first hit only), Scatter 3/6	9/10	1 cp/10
Heavy Shot	Scatter 8/6	9/10	3 cp/10

<b>Rifle Ball</b>	AP 4, -1 Missile TN, -10 Load	8/10	6 cp/10
<b>Shot</b>	Scatter 6/6	9/10	1 cp/10
<b>Spike</b>	+2 Damage, -1 Missile TN, +3 Range, +10 Load	1/10	1 cp/Ea

## Ammunition Capacity

**Table X.X** Ammunition Capacity

Capacity	Shots	Special	Wt	Cost
<b>Double</b>	2	Can be fired twice before reloading, or both barrels can be fired simultaneously. Declare a single Shot normally, resolve the second Shot with the same amount of dice as the first. Each attack hits and is resolved separately. Each chamber must be reloaded separately. This weapon can now use Rapid Shot.	-	+50%
<b>Single</b>	1	Standard for most weapons.	-	-
<b>Magazine (X)</b>	X+1	This weapon now has an internal magazine that chambers X rounds (plus the one loaded into the chamber already), and loads them into the weapon one at a time as they are fired. After firing a round, the next round can be fired without Reloading until all the rounds in the magazine have been fired. Each purchase of this Capacity increases X by 1, to a maximum of 15. When performing the Reload Maneuver, it is possible to reload more than 1 round into the magazine. If the successes rolled on the Reload are higher than the Load value of the weapon, then for every 2 points of Load over the Load Value, an additional round is reloaded. This weapon can now Rapid Fire. This weapon can only load Brass or Paper Mache cartridges.	1	+2,000% base, +50% per X
<b>Multishot (X)</b>	X+1	This weapon now has X additional rounds that fire simultaneously. Declare a single Shot normally, then resolve the other X with the same amount of dice as the first. Each attack hits and is resolved separately. However, any attack made with this weapon suffers an CP reduction equal to X due to increased recoil. Each chamber must be reloaded separately. Each purchase of this Capacity increases X by 1, to a maximum of 10. This weapon cannot use Rapid Shot, as the barrels do not fire sequentially.	0.5	+50%
<b>Revolver (X)</b>	X+1	Can be fired X additional times before reloading. Each chamber must be reloaded separately. Each purchase of this Capacity increases X by 1, to a maximum of 10. After the first purchase, additional purchases do not further increase the weapon's Weight. This weapon can now use Rapid Shot.	0.5	+100% per X
<b>High Caliber (X)</b>	-	This modification changes the size and power of the weapon's ammunition instead of the weapon's capacity. This can be applied to any weapon, and if combined with other Ammunition Capacity options, affects all loads in the weapon. Weapon Damage is increased by X. Missile TN is increased by X.	0	+25%

## Firing Mechanism

**Table X.X** Firearm Firing Mechanism

Firing Mechanism	Special	Loading Mechanism	Cost
Caplock*	+5 Load, -1 Missile TN, Requires a Percussion Cap for each Shot (Percussion Caps cost 1 cp each).	Manual, Paper Cartridge	1 gp
Firelock	Must be touched off by hand to fire (-10 Load), Firearm Explodes on Critical Failure (as Light Hand Grenade)	Manual	-
Flintlock	Flint must be changed every 20 Shots, Flint Breaks on Critical Failure, Changing flint requires Load 5 Reload Action	Manual, Paper Cartridge	3 sp
Matchlock	Fuse must be lit before being fired (-20 Load for the first Shot only), it won't work if wet, and burns 1 foot of match per hour if kept lit. Match is extinguished on Critical Failure (Matchcord costs 1 cp per foot)	Manual, Paper Cartridge	6 cp
Needlefire*	-1 Missile TN, +10 Load	Papier-Mâché Cartridge, Brass Cartridge	5 gp
Snaplock	Flint must be changed every 10 Shots, Flint Breaks on Critical Failure, Changing flint requires Load 5 Reload Action	Manual, Paper Cartridge	2 sp
Wheellock	-1 Missile TN, Wheel Breaks on Critical Failure	Manual, Paper Cartridge	8 sp

\* These weapons are several centuries more advanced than the rest, and would not be available in any sort of medieval campaign.

## Loading Mechanism

**Table X.X** Firearm Loading Mechanisms

Loading Mechanism	Load Bonus	Ammunition Cost Modifier
Brass Cartridge	+10	1,000%
Manual	0	100%
Paper Cartridge	+3	200%
Papier-Mâché Cartridge	+5	300%

## Throwing Weapons

Throwing weapons are missiles thrown at the enemy. Many of them are purpose-built, but many melee weapons (spears, axes, hammers, even swords) can be thrown at enemies in a pinch.

Throwing weapons simply require the weapon to be thrown. Slings count as throwing weapons, but the sling itself is retained, instead a rock, lead bullet or other such object is thrown.

**Table X.X** Throwing Weapons

Weapon Name	Weapon Type	Range	Missile TN	Damage	Special	Stuck Chance	Wt	Cost
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<b>Axe</b>	Thrown	10	8	+3c/+1b	-	5/10	-	-
<b>Chakram</b>	Thrown	15	7	+1c	Winged 2	0/10	0	1 sp
<b>Club</b>	Thrown	10	7	+1b	-	0/10	-	-
<b>Hammer</b>	Thrown	10	7	+2b	AP 1	0/10	-	-
<b>Heavy Dart</b>	Thrown	20	8	+2p	AP 1	6/10	0	1 sp
<b>Javelin (Heavy)</b>	Thrown	10	8	+3p	AP 1	5/10	1	2 sp
<b>Javelin (Lead)</b>	Thrown	5	8	+4p	AP 2, Shield Stick	10/10	1	3 sp
<b>Javelin (Light)</b>	Thrown	15	7	+2p	-	5/10	0	1 sp
<b>Knife</b>	Thrown	5	8	+1p/+0c	-	4/10	0	-
<b>Knife (Throwing)</b>	Thrown	10	7	+1p/+0c	-	4/10	0	8 cp
<b>Metal Weight</b>	Thrown	10	7	+2b	-	0/10	1	1 cp
<b>Pole-Sling</b>	Thrown	25	7	+3b	-	0/10	2	5 cp
<b>Rock</b>	Thrown	15	7	+1b	-	0/10	0	-
<b>Sling (Light)</b>	Thrown	15	7	+1b	-	0/10	0	1 cp
<b>Sling (Long)</b>	Thrown	20	7	+2b	-	0/10	0	2 cp
<b>Soliferrum</b>	Thrown	5	8	+3p	AP 3, Shield Stick	8/10	1	4 sp
<b>Spear</b>	Thrown	10	7	+2p	-	5/10	-	-
<b>Sword</b>	Thrown	5	8	+3p	-	8/10	-	-

## Special Qualities

**Table X.X** Missile Weapon Special Qualities

Quality	Effect
AP [X]	Armor Piercing [X]. Inflicts X additional damage against any Armor, up to the AV of the Armor.. Has no effect on Armor with the Bulletproof quality.

<b>Bleed [X]</b>	Any Wounds inflicted by this missile cause X additional Bleeding damage.
<b>Bludgeon</b>	Inflicts Bludgeoning damage regardless of the weapon's damage type.
<b>Cavalry Bow [X]</b>	This bow is easier to use while riding horseback. The penalty for shooting from horseback while moving (4 CP normally) is reduced by X for this weapon.
<b>Flaming [X]</b>	On hit inflicts X/TN 5 Burn for 3 Rounds to Hit Location.
<b>Narrow</b>	This weapon gains AP 4 against armor with the Mail special quality.
<b>Scatter [X/Y]</b>	<p>In addition to the primary Shot, which resolves normally, you automatically hit with a number of additional attacks equal to X (roll for Hit Location with each) at Damage Y. Attacks that hit the same Hit Location combine their Damage before subtracting AV and TOU, unless the Hit Location is protected by Bulletproof armor, in which case the attacks resolve separately. No special rules apply to these additional attacks unless they are listed after X/Y. Scattered attacks do not gain BS as damage.</p> <p>Weapons with Scatter do not suffer the normal penalties for Range. Instead, each Range increment past the first reduces X by 1. Once X is 0, the next Range increment renders the weapon totally ineffective. It may be possible (GM's discretion) to hit multiple opponents with Scatter (see Scatterfire in the Combat chapter).</p> <p>Voids made against attacks with Scatter (if they can be made at all, i.e. with Stains of Time) have an additional Activation Cost equal to X.</p>
<b>Shield Stick</b>	If a Fling attempt made by this missile is blocked, or if it hits an area protected by a shield's passive AV, it becomes 'stuck' in the shield. The shield's Block TN is increased by 2, and its Weight is increased by 2 as well. Removing the missile is very difficult, requiring several minutes of work that cannot be done in combat.
<b>Shock [X]</b>	Successful hit inflicts Stun equal to X.
<b>Winged [X]</b>	When this weapon hits, it inflicts 1 bonus damage per X BS scored. This damage is not inflicted if the missile hits Hard armor.

# Chapter 9.3: Prosthetics

*“You are sure this will work, elf?”*

*“Yes, Herr Muts, it will work. I will admit that accommodating the socket for your musculature was difficult, we have never had such a well developed specimen on the table before. We had to compensate for the great strain you are likely to be placing on the limb. Many of the muscles have been re-anchored to the socket, though they won’t really do anything except hold it in place. Additional support rods connect to the scapula and clavicle. You should notice an increased appetite as long as it is active... That is normal. When you want to disengage the limb, perhaps to sleep, simply envision a blue triangle in your mind’s eye. To activate it, attempt to touch your thumb to little-finger on the mechanical hand, and that should re-engage it.”*

*“Are you sure this isn’t witchcraft?”*

*“Of course not. You’re still human right down to the marrow of your... remaining bones.”*

*“What about the special feature I requested?”*

*“Oh yes, let me go set up some targets...”*

Prosthetics are artificial replacement limbs designed to restore some functionality to amputees. At their most basic, a prosthetic can be a simple stick, like the idiosyncratic ‘peg leg’ that everyone imagines pirates as sporting. At their most complex, they can be jointed mechanical replicas of the lost limb that can actually provide surprising functionality, even in combat.

If you are missing more than one part of a limb, you must take prosthetics for the pieces closer to the remaining arm before you take prosthetics for the extremities. That is, if you are missing your arm below the elbow, and you want to take a Clamp, you must first take an Extender.

Some notes with the following tables:

- Armor may not be worn over prosthetics unless otherwise specified.
- Damage does not stack between attacks.
- Location refers to the area the prosthetic is replacing.

**Table XX** Arm Prosthetics

Prosthetic	Location	Cost	Effect
Stick	Any	8 cp	The limb can punch or arm-parry as normal, but will break upon receiving 4 or more damage. May be armored.
Extender	Forearm	2 cp	A hand prosthetic may be attached to this. 5 damage breaks the prosthetic.
Hook	Hand	5 sp	Grappling suffers no penalties, but a Hook cannot hold a weapon, including a 1H or 2H weapon. Punch becomes a swing and does piercing damage. 6 damage breaks the prosthetic.
Clamp	Hand	10 sp	Grappling suffers no penalties. A Clamp can hold either a 1H weapon, or be used in combination with a real hand to hold a 2H weapon. CP is reduced by 2 when using a Clamp in combat. Because of the locked design of the Clamp, Disarming or Beating a weapon held by a Clamp has a +2 Activation Cost.

			A successful disarm breaks the clamp, rendering it useless. 6 damage breaks the prosthetic.
Weapon	Hand/Forearm	Weapon +10 sp	A 1H melee weapon, or a hand crossbow, pistol, or dragon, may be attached to the stump, and functions as the weapon would. If attached at the Forearm, decrease Range and Damage by 1 unless ranged. Ranged weapons must be fired using the other hand, or by the lost limb using a special mechanism costing 5 sp. The Prosthetic can be destroyed by a Break maneuver as-per the weapon.
Articulated Hand	Hand	25 gp	The hand functions as normal except for a +1 Activation Cost to Weapon Maneuvers when using it to hold a 1H weapon by itself. Wielding a 2H weapon with an Articulated Hand and a real hand incurs no penalty. Wielding a 2H weapon with two Articulated Hands incurs a +1 Activation Cost for all maneuvers. 3 damage breaks the prosthetic.
Armored Articulated Hand	Hand	75 gp	The hand functions as normal except for a +1 Activation Cost on all maneuvers involving it. 8 damage breaks the prosthetic.
Burdinadin Prosthetic Hand	Hand	30 gp	Functions like an Armored Articulated Hand until activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and the hand can do anything (such as write, manipulate fine objects, and press buttons) that a normal hand can do. Burdinadin Prosthetics can sustain 15 damage before being destroyed.
Burdinadin Prosthetic Forearm	Hand/Forearm	50 gp	Functions like an Armored Articulated Hand until activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and the hand can do anything (such as write, manipulate fine objects, and press buttons) that a normal hand can do. Burdinadin Prosthetics can sustain 15 damage before being destroyed.
Burdinadin Prosthetic Full Arm	Full Arm	80 gp	Does not function unless activated. While Active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and the hand can do anything (such as write, manipulate fine objects, and press buttons) that a normal hand can do. Burdinadin Prosthetics can sustain 15 damage before being destroyed.

**Table XX Leg Prosthetics**

Prosthetic	Location	Cost	Effect
Wood Foot	Foot	10 cp	Allows you to move with -2 MOB. 5 damage breaks the prosthetic. May be armored.
Pegleg	Shin	1 sp	Allows you to move with -25% MOB. 4 damage breaks the prosthetic. May be armored.
Long Pegleg	Thigh/Shin	1 sp	Allows you to move with -50% MOB. 4 damage breaks the prosthetic. May be armored.

Cane	Any	10 cp	Allows you to move with -50% MOB. Requires a free hand to use. May include a weapon of medium length or shorter (add the cost of the weapon). 5 damage breaks the cane.
Crutch	Any	10 cp	Allows you to move with -50% MOB, or normal MOB if two are used. Running is not possible however. Each requires a free arm to use. May be used as a Large Club with +1 to Range and all TNs. 5 damage breaks the crutch.
Burdinadin Prosthetic Foot	Foot	10 gp	Functions like a normal foot.
Burdinadin Prosthetic Lower Leg/Foot	Foot/Lower Leg	25 gp	Functions like a Pegleg unless activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and can do anything that a real leg can do (such as wiggle toes, tap dance, and C-walk). Burdinadin Prosthetics can sustain 15 damage before being destroyed.
Burdinadin Prosthetic Full Leg	Foot/Lower Leg/Upper Leg	50 gp	Functions like a Long Pegleg unless activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and can do anything that a real leg can do (such as wiggle toes, tap dance, and C-walk) Burdinadin Prosthetics can sustain 15 damage before being destroyed.

## Burdinadin Prosthetics

Do these sound like weird cybernetics?

That's because they are. The Burdinadin in the Tattered Realms have access to technologies that even we today have not quite matched because of their *Natural Philosophy* powers. Burdinadin limbs range from appearing smooth and realistic, to rugged and boxish. They are typically attached to sockets grafted to the flesh of the wearer, so that they can be removed and replaced in the event of catastrophic damage, or for maintenance.

These limbs are powered by human body heat, and the sockets contain devices that essentially siphon caloric energy from the body to burn and use to power the limb. Much as a regular limb does, but far, *far* less efficiently. Wearers of these prosthetics are advised not to keep them active for long periods of time, as the siphoning of energy causes fatigue and hunger, and can eventually lead to malnutrition, and even death.

Any Burdinadin limb can have a weapon installed in it, to jut out from some angle and be used in violence, at an additional cost of 5 gp plus the cost of the weapon. Obviously the weapon would have to fit inside the limb. Inside a half limb you may fit the Pistol, Dragon, Hand Crossbow, any Melee weapon of Short or lower Reach, or a Buckler. You may additionally mount a Blunderbuss, Light Crossbow, or Melee Weapon of Medium Reach or shorter inside a full limb.

### Optional Fatigue Rules

If you are using *Fatigue* rules to track character Exhaustion in combat, then instead of having activated Burdinadin Prosthetics reduce END, simply have them add 1 Fatigue per round per replaced limb. So a character with a prosthetic hand and a full prosthetic leg would add 2 Fatigue per round, whereas one with two prosthetic legs and a prosthetic forearm would add 3.

# Chapter 9.4: Shields

Shields are typically held in a fighter's off-hand, and are used to block, bind and bash in conjunction with a proper weapon held in the dominant hand.

Shields have a long history, and come in a huge variety of shapes and compositions.

## Shield Characteristics

### Shield Name

The variety of shield. Some of these are generalizations, as dozens of different cultures may have had very minor permutations on the same shield design, but each called it something different.

### Shield Bash TN/Damage

This number determines how effectively a shield can be used to bash or otherwise actively disrupt an opponent, and the amount of additional Bludgeoning damage it does on strike. Spiked shields, when used this way, inflict Piercing instead of Bludgeoning damage.

### Block TN

This number determines how effectively a shield can be used to block, deflect, or otherwise thwart opponents. The Block TN is used in Block, and similar Maneuvers.

### AV

This determines the amount of passive AV applied to any body part covered by the shield when it is attacked. Certain effects can ignore shield AV or remove it temporarily from the body part. The AV stated is the same for all damage types.

### Durability

Durability refers to the shield's resistance to physical damage. If a shield suffers damage (from a Hew Maneuver, or similar source) equal to its Durability, it is destroyed. Each time a shield sustains a Hew attempt that does not destroy it, its Durability is permanently reduced by 2.

### Size

Size determines the coverage of a shield in its two positions, High and Low.

In Combat, a character with a Shield may change that Shield's position at the start of any Action in which he would be allowed to Block with that Shield. There are two Shield Positions--Low and High. There are multiple Shield Profiles, each of which protects a different set of argets depending on its position.

The three Shield Profiles are Small, Medium and Large.

Shield Profile	HIGH Covered Locations	LOW Covered Locations
Small (Buckler, Targe)	Whole Head, Neck/Throat, Shoulders, Shield Arm	Chest, Abdomen, Shield Arm
Medium (Heater Shield, Round Shield)	Whole Head, Neck/Throat, Shoulders, Shield Arm, Chest	Chest, Abdomen, Side, Groin, Hips, Shield Arm, Upper Legs
Large (Scutum, Kite Shield, Large Round Shield)	Whole Head, Neck/Throat, Shoulders, Arms, Chest, Abdomen, Side,	Neck/Throat, Abdomen, Side, Groin, Hips, Shield Arm, Upper Legs, Knees, Lower Legs

## Weight

This is the weight added to Encumbrance as long as the shield is carried on the arm. When a shield is held on the back or belt, it does not add to effective weight.

## Cost

The cost of the shield.

# Shields

**Table X.X** Shields

Shield Name	Bash TN	Block TN	AV	Dur.	Size	Wt.	Cost
Buckler	6(+0b)	6	8	15	Small	0	4 sp
Wooden Targe	7(+0b)	6	6	10	Small	0	10 cp
Wicker Targe	7(-2b)	6	4	6	Small	0	2 cp
Rodela	8(+0b)	7	8	15	Medium	1	10 sp
Bulletproof Rodela / Round Shield	8(+1b)	8	10	20	Medium	2	30 sp
Heater Shield	8(+0b)	7	6	10	Medium	1	1 sp
Kite Shield	9(+0b)	7	6	10	Large	2	2 sp
Large Round Shield	9(+0b)	7	6	10	Large	2	1 sp
Scutum	6(+1b)	7	6	12	Large	2	5 sp
Hand Pavise	9(+1b)	8	10	20	Large	3	1 gp

\*As long as a Buckler's AV is in effect, it applies its AV to both hands and forearms.

# Chapter 9.5: Armor

## What Armor Should I Wear?

Before you proceed, there's something you should know. There are dozens and dozens of armor pieces and types in the section to follow. It's very easy to be overwhelmed by the sheer number of choices you're about to encounter.

Don't hyperventilate. Remain calm. If sifting through ~150 armor pieces to custom-build your own outfit doesn't appeal to you, we've got your back. Before this chapter details the many armor components available to you, there are **Pre-made Armor Sets** that you can choose from. These are full suits of armor (not including helmets) complete with references for the total weight of the armor, how much it costs, what it protects and how well it protects it, as well as a description of the armor set.

You'll still have to pick a helmet, but that's just one list.

[NOTES: ARMORING TIPS]

- Plate armor provides the highest protection, but many pieces have Weak Points that can be targeted by certain maneuvers. It's always smart to wear something beneath Plate.
- Mail armor provides good coverage, but is weak against weapons with the Thin Blade quality.
- Brigandine has no weaknesses, but is less protective against cutting than Mail or Plate.
- Padded armor is very useful against missiles, particularly when combined with a heavier armor. Most armors should be worn with padding.
- Some weapons can severely reduce the effectiveness of armor, but none can completely ignore it through sheer damage. It's always good to be armored.
- Any protection is better than nothing. If you have an exposed point, the enemy WILL attack it.
- Partial armor is not terribly useful in melee combat, but since missile attacks land randomly, it is useful if you expect to be shot at.
- Don't do the hollywood thing and not wear a helmet. The head is one of the easiest places to attack.
- If you expect to be fighting on horseback, remember that leg armor's weight is negated while riding!

[END NOTES]

## Armor Value

The Armor Value, or 'AV' of a piece of armor, has three entries: against cutting damage (AVC), against piercing damage (AVP) and against bludgeoning damage (AVB).

When a character is attacked with a weapon and suffers damage, the armor adds its AV to his TOU for the purpose of resisting that damage. The AV used is obviously of the category of damage that is being suffered (either cutting, piercing or bludgeoning). So if an armor component has an AVC of 8, AVP 7 and AVB 6, and a character suffers a piercing attack to the area protected by this armor, then he benefits from 7 AV.

## Cutting Through Armor (Optional Rule)

Some people may be bothered by the idea of Humans possessing the strength to seriously cleave through metal armor. It is certainly true that such feats are rare in history. Julius Caesar spoke of a soldier whose helmet and face were equally mangled by a Spanish saber, and William the Conqueror was said to be able to cleave a man's helmet and head in half with one blow of his sword. Charles the Bold of Burgundy was also killed in this manner by a halberd. Japanese accounts also mentioned similar feats, and for a time there was a sort of sport built up around splitting helmets, called Kabutowari.

However, with the exception of rare events such as these, cleaving through helmets and other metal armors with swords and the like was simply not something that happened, and so encountering it regularly in Song of Swords may leave a bad taste in your mouth. If that is so, this optional rule is here to save the day!

Whenever a cutting weapon inflicts damage to an area protected by Hard armor, change it to bludgeoning damage, but still resolve it against the Cutting AV of the armor. At the GM's discretion, if the damage inflicted exceeds TOU+AV by 4 or more, it may cleave through the armor and inflict a cutting wound.

## Armor Characteristics

## Component Name

The name of the armor component.

## AVC / AVP / AVB

The armor component's armor value against cutting, piercing and bludgeoning damage.

### Layering Armor

Armor can be layered (worn over other armor) within reason, but the AVs do not normally layer, unless otherwise stated. However, layered armor always uses the highest AV of the layered pieces against any attack to that area. This is *after* factoring in Special Qualities like AP, Textile, Hard, Draw, Layer, and so on.

Whichever Armor's AV is used to defend against an attack, only that Armor's Special Qualities (with the exception of Layer) are in play for the purposes of that Attack. In the event of a tied AV, the wearer of the armor may choose which Armor's AV to use. The qualities of that Armor are then in play, all others are ignored.

Example 1: An attack with Saber is made on a body part armored with Quilt and Mail armor. The Quilt's AVC is only 2, whereas the Mail's AVC is 6. The Mail's AV is used, and so the Hard and Mail Qualities are also in play, while the Textile Quality is not.

Example 2: An attack is made with an Ahlspiess against a body part armored with Plate Armor and Mail. The Plate Armor's AVP is 7, while the Mail's AVP is 4. The Plate Armor's AVP of 7 is increased to 8 by the Mail, and is used against the attack. The Ahlspiess's Thin Blade Quality is *not* used, since the armor it is targeting is Plate, but its AP Thrust of 3 is still in effect.

### Underarmor

Realistically, no armor is worn on its own. Plate armor was usually worn with clothes specifically designed to pad the wearer from blows, and sometimes had loops to attach elements of the armor to it, with the intention of better distributing the armor's weight. Mail was often worn with cloth backing to cushion impacts and to snag missiles with thin tips that penetrate through them.

The components presented in this chapter assume the bare minimum amount of underarmor in order for the armor to function. Realistically, you will want to purchase quilt armor to accompany a great many armors in this section.

## Coverage

The Coverage of an armor component details what Hit Locations the piece covers and provides AV to. Armor of the same and differing types can be layered, however unless they have the Layers Special Quality, multiple helmets cannot be worn simultaneously.

If an armor component's Coverage lists 'Full X,' with X being a limb (Arm, Leg), the Torso, or the Head, then every Hit Location on that section of the body is covered by the armor.

- Full Leg refers to the Thigh, Knee, Shin and Foot.
- Full Arm refers to the Shoulder, Upper Arm, Elbow, Forearm and Hand.
- Full Torso refers to the Chest, Side, Hip, and Belly.
- Full Head refers to the Upper Head, Lower Head, and Face.
- The Neck and Groin are never included in 'Full X' armor listings, and are not covered unless they are listed separately.

Further considerations to armor coverage include:

- **All armor is considered symmetrical by default.** The cost and weight of any Shoulder, Arm or Leg armor includes two pieces, one for each Shoulder, Arm, Leg, and so on.
- **If only one piece of a symmetrical armor is worn,** as in, one gauntlet or one pauldron, halve the Weight of that armor. This only applies when no matching armor (or Weight 0 armor) is being worn on the opposite side.
- **If two different pieces of symmetrical armor are worn,** as in, a gauntlet on one hand and a mail glove on the other, then the Weight of the armor is averaged between them (combine the Weight of the two armors, and then halve the result).

### Half AV Coverage

Some Hit Locations will be listed with this symbol: \*. This means that the armor provides only half AV Coverage to that Hit Location.

### Weak Spots

Some Hit Locations will be listed with this symbol: φ. This indicates a weak spot in the armor. Weak spots can be targeted using the Joint-Thrust Maneuver.

## Special

The Special Qualities of an armor component note unusual and special effects of that armor, such as it layering with other armor in a unique way, providing unique armor bonuses against certain types of attacks, and influencing Encumbrance/Exhaustion differently than normal, and so on. These Special Qualities are detailed at the end of the chapter.

## Weight

Armor Weight measures the amount of subjective weight that wearing the armor imposes on the character, not its literal weight in pounds. Much as modern backpacks endeavor to distribute weight evenly between shoulders and hips, armor worn on the torso is much less encumbering than armor worn on limbs and extremities.

Armor Weight across the character is added together, and used for determining their current Encumbrance. Don't forget that backpacks and other non-armor loads are also used in determining Encumbrance.

## Perception Penalty

Only helmets and other headgear have a penalty to PER (noted in the tables as PP). It is a penalty applied to PER so long as the helmet is being worn. This represents the helmet obscuring vision and limiting breathing. This penalty can sometimes be alleviated by raising or lowering the helmet's visor, as detailed in the helmet's Special Quality section, or the section of its visor if the visor is attached.

## Cost

This is the cost of the piece of armor. At the GM's discretion, this number can vary greatly depending on availability and the local economic climate. If a gigantic battle was fought in the fields outside of the city, and the markets are now flooded with the looted swords, armor and other goods of the dead, then it is quite reasonable for the cost of second-hand gear to have gone down significantly.

# Pre-made Armor Sets

The following are pre-made sets of armor consisting of individual armor components from the options below. Each armor set specifies the components included, which details their individual AV values, Coverage, Special, Weight and Cost. A description of the set, including who would have worn it, when and where it is from, is also detailed.

You can easily modify these sets by removing or adding a component here and there. Be sure to factor in the new component's values, when you do. None of these pre-made armor sets come with helmets; you can choose your own from the lists below.

## Full Plate Armor

This is full plate armor which would commonly be worn by knights, wealthy mercenaries and men at arms, as well as nobility. Some versions would have Pauldrons instead of Spaulders and Besagews, or a Bevor instead of a Gorget. Helmet not included.

**Table XX** Full Plate Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Besagews	8	7	6	Shoulders (Thrust only), Upper Arm* (Thrust only)	Hard, When layered with Spaulders use Besagews value against Thrusts.	0.5	8 sp
Couters	8	7	6	Elbowφ	Hard	1	5 sp
Cuirass	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
Cuisses	8	7	6	Thigh	Hard	2	8 sp
Fauld	8	7	6	Groinφ, Hipφ, Thighsφ	Hard, Layers 2 (Groin, Hip, Thighs)	1.5	10 sp
Gauntlets	8	7	6	Handφ	Hard	2	5 sp
Gorget	8	7	6	Neck	Hard	1	10 sp
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Poleyns	8	7	6	Kneeφ	Hard	1.5	5 sp
Quilted Shirt	2	3	4	Full Torso, Groin, Hip, Thighs	Textile	0	1 sp
Quilted Leggings	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp

<b>Rerebraces</b>	8	7	6	Upper Arm	Hard	1	5 sp
<b>Sabatons</b>	8	7	6	Foot	Hard	1.5	5 sp
<b>Spaulders</b>	8	7	6	Shoulder $\phi$ , Upper Arm $\phi^*$	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	0.5	6 sp
<b>Vambraces</b>	8	7	6	Forearm	Hard	1	5 sp
<b>TOTAL</b>						<b>21.5</b>	<b>6 gp 19 sp 8 cp</b>

## Half-Plate Armor

Half-Plate Armor is that which covers about half of one's body in plate. This is the sort of armor popular amongst infantry (such as the Rodeleros of Spain and pikemen of various nations), and also that of mercenaries and noblemen who dislike the weight of heavier armor. Helmet not included.

**Table XX** Half-Plate Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Cuirass</b>	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
<b>Fauld</b>	8	7	6	Groin $\phi$ , Hip $\phi$ , Thighs $\phi$	Hard, Layers 2 (Groin, Hip, Thighs)	1.5	10 sp
<b>Leather Boots</b>	3	2	2	Feet	-	0	1 sp
<b>Leather Leggings</b>	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
<b>Reinforced Leather Gloves</b>	4	3	3	Hand	-	0	2 sp
<b>Quilted Coat</b>	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
<b>Quilted Long Sleeves</b>	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
<b>Spaulders</b>	8	7	6	Shoulder $\phi$ , Upper Arm $\phi^*$	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	0.5	6 sp
<b>TOTAL</b>						<b>5</b>	<b>3 gp 2 sp 11 cp</b>

## Plate and Mail Armor

This is an older sort of plate armor, where plate components are worn over a coat of mail, so that the gaps where the plate doesn't cover are still armored. Attacks that slip through gaps must still defeat the mail to injure the wearer. It is cheaper and lighter than Full Plate Armor, but it provides less comprehensive protection. Helmet not included.

**Table XX Plate and Mail Armor**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Couters	8	7	6	Elbowφ	Hard	1	5 sp
Cuirass	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Leather Leggings	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
Mail Boots	6	4	3	Feet	Hard, Layer 1, Mail	1	3 sp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Gloves/Mittens	6	4	3	Hand	Hard, Layer 1, Mail	0.5	3 sp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Poleyns	8	7	6	Kneeφ	Hard	1.5	5 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
<b>TOTAL</b>						<b>12.5</b>	<b>6 gp 5 sp 11 cp</b>

## Leather Outfit

Leather wasn't generally worn as armor. While leather clothing was common enough, and plenty of warriors wore gloves, jerkins and so forth, it wasn't really expected to protect the wearer from swords or spears. Rawhide, or thick leather like that used in buffcoats, however, could definitely thwart a sword-blow, and for a time, leather coats were issued to infantry and cavalrymen alike to wear as armor. This suit takes it a bit further, it's just a full suit of leather. It weighs virtually nothing, isn't that expensive, and it provides comprehensive, if minimal, protection to the whole body. Helmet not included, but why would you bother? Just buy a hat.

**Table XX Leather Outfit**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Leather Buffcoat	3	2	2	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	-	0	5 sp

<b>Leather Boots</b>	3	2	2	Feet	-	0	1 sp
<b>Leather Gloves</b>	3	2	2	Hand	-	0	1 sp
<b>Leather Leggings</b>	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
<b>Leather Neck-Stock</b>	3	2	2	Neck	-	0	8 cp
<b>Leather Sleeves</b>	3	2	2	Elbow, Forearm, Shoulder, Upper Arm	-	0	2 sp
<b>TOTAL</b>						<b>0</b>	<b>- gp 11 sp 8 cp</b>

## Lamellar Outfit

This armor is a full suit of lamellar, though it could pass just as easily for a full suit of scale. Lamellar is tough, and provides good protection against all damage types. The suit is actually very heavy, as one might expect a suit that uniformly covers and protects every inch of one's body beneath the neck. It provides excellent protection and does not require particularly advanced technology to produce. This general sort of armor, with small scales or squares of metal attached either to each other with lacing or to a backing (which is the chief difference between lamellar and scale) goes way back. Bronze Age warriors wore this sort of armor, as did certain Roman and Persian cavalrymen, as well as Medieval Chinese, Japanese and Korean warriors. The ubiquity of lamellar and scale armor even exceeds that of mail. Helmet not included.

**Table XX** Lamellar Outfit

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Lamellar Boots</b>	5	5	5	Feet	Hard	1.5	10 sp
<b>Lamellar Coat</b>	5	5	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
<b>Lamellar Gloves/Mittens</b>	5	5	5	Hand	Hard	1	3 sp
<b>Lamellar Leggings</b>	5	5	5	Groin, Hip, Knees, Shins, Thighs	Hard	3	12 sp
<b>Lamellar Long Sleeves</b>	5	5	5	Elbow, Forearm, Shoulder, Upper Arm	Hard	4	1 gp
<b>TOTAL</b>						<b>12.5</b>	<b>5 gp 5 sp - cp</b>

## Winged Hussar Armor

This is an example of the highly-varied armor worn by the Winged Hussars of Poland. In the Tattered Realms, a very similar armor might be worn by the Husaria of the Lendian Commonwealth, and also by the Pontifatrix Guard, who defend the Empress of Illegon. This is by no means a uniform; every Hussar was self-equipped, though there was a dominant fashion among them. This example armor provides good protection against missiles, swords, and even lances and bullets, while not impeding movement too much.

**Table XX** Winged Hussar Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Cuirass	7	7	7	Belly, Chest, Side	Hard	3	48 sp
Anima Cuisses	7	7	7	Thigh	Hard	3	1 gp
Anima Greaves	7	7	7	Shin	Hard	2	1 gp
Anima Poleyns	7	7	7	Knee	Hard	2	10 sp
Anima Rerebraces	7	7	7	Upper Arm	Hard	1	1 gp
Anima Spaulders	7	7	7	Shoulder, Upper Arm $\phi$ *	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	2	1 gp
Gorget	8	7	6	Neck	Hard	1	10 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Vambraces	8	7	6	Forearm	Hard	1	5 sp
<b>TOTAL</b>						<b>15.5</b>	<b>7 gp 14 sp 11 cp</b>

## Krajini Footman's Uniform

The military of Krajina are known for being professional, disciplined, and fabulously dressed. These outfits are produced by the Guild of Tailors, Armorers and Hatmakers, and are magnificently decorated. The armor provides excellent protection against all sorts of attacks, but primarily focuses on defending the core of the body with layered brigandine and quilt armor. The limbs are protected with hidden jack chains on the inside of the surcoat, and the neck is protected with a thick and high collar of leather that also makes the wearer look more imposing. This armor does not include the standard-issue kettle helm, but you can buy one for yourself for 3 sp, a bargain at any price!

The officer's version of this armor doesn't have any protective improvements, but it costs twice as much and is obscenely fashionable.

**Table XX** Krajini Footman's Uniform

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
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<b>Brigandine Coat</b>	5	6	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
<b>Couters</b>	8	7	6	Elbowϕ	Hard	1	5 sp
<b>Jack Chains</b>	6	0	3	Elbowϕ, Forearmϕ, Upper Armϕ	Hard, No AV against Thrust attacks of any damage type	0.5	1 sp
<b>Leather Boots</b>	3	2	2	Feet	-	0	1 sp
<b>Leather Leggings</b>	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
<b>Leather Neck-Stock</b>	3	2	2	Neck	-	0	8 cp
<b>Quilted Coat</b>	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
<b>Quilted Long Sleeves</b>	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
<b>Reinforced Leather Gloves</b>	4	3	3	Hand	-	0	2 sp
<b>TOTAL</b>						<b>5</b>	<b>3 gp 13 sp 7 cp</b>

## DIS Uniform

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Leather Boots</b>	3	2	2	Feet	-	0	1 sp
<b>Mirror Plate</b>	10	9	8	Chestϕ	Hard	1.5	1 gp
<b>Quilted Leggings</b>	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 sp
<b>Quilted Coat</b>	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
<b>Quilted Long Sleeves</b>	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
<b>Reinforced Leather Gloves</b>	4	3	3	Hand	-	0	2 sp
<b>TOTAL</b>						<b>2</b>	<b>1 gp 7 sp</b>

## Fighting Volkodav Outfit

The Fighting Volkodavs are a Dacian paramilitary organization formed by the Colonial Sich Authority to range the Steppe. Officially, their mission is to protect the colonies. Unofficially, their mission is to exterminate every living thing in the Steppe that isn't a Dacian. The Marju steppelanders have long been the enemy of Dace, and the Volkodavs were created to be the final resolution of the feud. The Volkodavs

wear armor intended for long deployment. The heavy quilt keeps them warm on the freezing steppe, and combined with their chainmail coats, they are virtually immune to arrows. Just in case, though, many of them also wear a mirror plate on their chests. Volkodav armor is much cheaper than full suits of plate, and much lighter. In the highly mobile environment of the Infinite Steppe, this armor is invaluable. The Volkodavs wear special helmets, Zischagges, with a movable visor (made to resemble a “hounskull,” a hound’s skull, or dog’s face) visor, and intimidating wolf fur crests. You can get one too, they’re only 1 gp.

**Table XX Fighting Volkodav Outfit**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Heavy Quilted Coat	3	4	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	1	5 sp
Leather Boots	3	2	2	Feet	-	0	1 sp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Mirror Plate	10	9	8	Chestφ	Hard	1.5	1 gp
Poleyns	8	7	6	Kneeφ	Hard	1.5	5 sp
Quilted Leggings	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
<b>TOTAL</b>						<b>9.5</b>	<b>4 gp 17 sp 8 cp</b>

## Armor Components

### Head and Neck Armor

**Table X.X Helmets**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
Armet	8	7	6	Full Head, Faceφ, Neck	restricts Breathing 2, Integrated Visor, Hard	4	-2	2 gp
Barbute	8	7	6	Faceφ*, Lower Head, Upper Head	Hard	1	-1	10 sp
Bascinet	8	7	6	Lower Head, Upper Head	Hard, +1 AV vs Downward Swings, Can be worn with Great Helm for	1.5	0	12 sp

					Layer 1 on Upper Head and Lower Head			
<b>Burgonet</b>	8	7	6	Lower Head, Upper Head	Hard, +1 AV vs Downward Swings	2	-1	10 sp
<b>Close Helmet</b>	8	7	6	Full Head, Face $\phi$ , Neck	restricts Breathing 2, Integrated Visor, Hard	3.5	-1	3 gp
<b>Closed Sallet</b>	8	7	6	Face $\phi$ , Lower Head*, Upper Head	Hard, No AV on Face vs Upward Swings	2	-1	10 sp
<b>Conical Helm</b>	8	7	6	Upper Head	Hard, +2 AV vs Downward Swings	2	0	2 sp
<b>Great Bascinet</b>	8	7	6	Full Head, Face $\phi$ , Neck, Shoulder	restricts Breathing 2, Integrated Visor, Hard	3.5	-2	15 sp
<b>Great Helm</b>	8	7	6	Full Head, Face $\phi$ , Neck $\phi$	restricts Breathing 3, Hard, Can be worn with a Skullcap or Bascinet for Layer 1 on overlapping areas	5	-3	30 sp
<b>Hat/Cap</b>	1	1	1	Upper Head	-	0	0	1 cp
<b>Kettle Helm</b>	8	7	6	Lower Head*, Upper Head	Hard, No AV vs Upward Swings	0	0	3 sp
<b>Lamellar Pot Helm</b>	5	5	5	Lower Head, Upper Head	Hard	2	-1	8 sp
<b>Leather Pot Helm</b>	4	3	3	Lower Head, Upper Head	-	1	-1	10 cp
<b>Leather Skullcap</b>	4	3	3	Upper Head	-	0	0	6 cp
<b>Morion</b>	8	7	6	Lower Head*, Upper Head	Hard, +1 AV vs Downward Swings	1	0	12 sp
<b>Open Sallet</b>	8	7	6	Lower Head*, Upper Head	Hard	2	0	5 sp
<b>Quilted Helmet</b>	2	4	5	Lower Head, Upper Head	Textile	0	0	8 cp
<b>Reinforced Roman Helm</b>	8	7	6	Lower Head, Neck*, Shoulders*, Upper Head	Hard, +4 AV on Upper Head	2.5	0	1 gp
<b>Roman Helm (Gallic Style)</b>	8	7	6	Lower Head, Neck*, Shoulders*, Upper Head	Hard	2	0	15 sp
<b>Skullcap</b>	8	7	6	Upper Head	Hard, Can be worn with Great Helm for Layer 2 on Upper Head	0	0	1 sp
<b>Stechhelm</b>	10	9	8	Full Head, Neck	restricts Breathing 3, Hard, +4 AV on Lower Head, Face, and Neck	8	-3	1 gp

<b>Tailed Sallet</b>	8	7	6	Faceφ, Lower Head*, Neck*, Shoulders*, Upper Head	Hard, No AV on Face vs Upward Swings	2	-1	12 sp
<b>Zischagge/ Szyszak</b>	8	7	6	Lower Head, Neck*, Shoulders*, Upper Head	Hard, +4 AV on Upper Head	2.5	0	10 sp

### Optional Visors

Any Helmet that does not cover the Face can be equipped with a visor, which can be chosen from the list below. The visor then becomes part of the helmet, applying AV and Coverage as normal. If a visor type covers more than the Face, it cannot be attached to any helmet that already covers any of those additional areas.

### Movable Visors

A visor can be opened or closed at will (in combat this requires an ADR test at RS 1, and 3 CP). When open, a visor ceases to provide any AV for the Hit Location, but also removes all PP and Weight penalties from the visor for as long as it is open. Closing a visor is much easier than opening one, and can be done with a sharp nod of the head (no ADR test, and only 1 CP while in combat). There is a darker side to this as well. Opening an enemy's visor during a grapple is easier than trying to pull off his helmet (see the Maneuvers section for more on grappling).

**Table X.X** Visors

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
<b>Bar-Nasel</b>	4	2	1	Faceφ	Hard, No AV vs Upward Swings	0	0	1 sp
<b>Cage Visor</b>	7	3	5	Faceφ	Hard, Movable	1	0	5 sp
<b>Falling Buff (Hinged Gorget)</b>	8	7	6	Faceφ, Neck	restricts Breathing 2, Hard, Movable	2	-1	1 gp
<b>Full Visor</b>	8	7	6	Faceφ	restricts Breathing 2, Hard, Movable	1.5	-1	10 sp
<b>Goggle Type</b>	5	4	3	Faceφ	Hard, No AV vs Upward Swings	0.5	-1	3 sp
<b>Mail Ventail</b>	6	4	3	Faceφ	Layer 1, Hard	1	-1	2 sp
<b>Tri-Bar Nasel</b>	6	3	2	Faceφ	Hard, No AV vs Upward Swings	0.5	0	3 sp

### Optional Helmet Crests

You may add an optional decorative crest to your helmet by paying an additional cost and adding the listed weight (if any) to the helmet.

**Table X.X** Helmet Crests

Component Name	Crest Description	Wt	Cost
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<b>Identifying</b>	Large and visible crest or plume (like that of a Roman Centurion), which aids in troop identification. You gain a +1 bonus to Tactics or Strategy rolls made in combat.	0	1 gp
<b>Intimidating</b>	Intimidating crests could be war-crests, horns, depict demonic imagery, or have a heightening effect, and so on. Opponents who have WIL lower than yours suffer a -1 penalty to their CP for the first Round of combat they fight with you unless they have the Brave Boon. If they are Craven, the -1 penalty will remain throughout combat, so long as the helmet is worn.	0	1 gp
<b>Ruthlessly Fashionable</b>	These are magnificent paper maché or wooden crests, and possibly have mechanical movements. You gain a +1 bonus to Leadership rolls made in combat.	1	3 gp

**Table X.X Non-Helmet Head Protection**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
<b>Lamellar Ventail</b>	5	5	5	Faceφ, Neck	Hard	1.5	-1	2 sp
<b>Mail Camail</b>	6	4	3	Lower Head, Neck, Shoulders	Hard, Layer 1, Mail	1	0	4 sp
<b>Mail Coif</b>	6	4	3	Lower Head, Neck, Upper Head	Hard, Layer 1, Mail	1	0	2 sp
<b>Mail Ventail</b>	6	4	3	Faceφ	Hard, Layer 1, Mail	1.5	-1	1 sp
<b>Quilted Camail</b>	2	3	4	Lower Head, Neck, Shoulders	Textile	0	0	8 cp
<b>Quilted Coif</b>	2	3	4	Lower Head, Neck, Upper Head	Textile	0	0	4 cp
<b>Quilted Ventail</b>	2	3	4	Faceφ	Textile	0	-1	1 cp
<b>Steel Facemask</b>	8	7	6	Faceφ	Restricts Breathing 1, Hard	2	-1	8 sp

**Table X.X Neck Protection**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
<b>Bevor</b>	8	7	6	Faceφ*, Lower Head, Neck	Restricts Breathing 1, Hard	2	0	12 sp
<b>Gorget</b>	8	7	6	Neck	Hard	1	0	10 sp
<b>Leather Neck-Stock</b>	3	2	2	Neck	-	0	0	8 cp
<b>Neck-Wrap (such as a Scarf)</b>	1	1	1	Neck	Textile	0	0	1 cp
<b>Reinforced Leather Neck-Stock</b>	4	3	3	Neck	Hard	0	0	1 sp

## Torso Armor

**Table X.X Plate Torso Armor**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
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<b>Breastplate</b>	8	7	6	Belly, Chest, Side	Hard	1.5	1 gp
<b>Bulletproof Breastplate</b>	10	9	8	Belly, Chest, Side	Bulletproof, Hard	3.5	2 gp
<b>Bulletproof Cuirass</b>	10	9	8	Belly, Chest, Lower Back, Side, Upper Back	Bulletproof, Hard	4.5	4 gp
<b>Bulletproof Codpiece</b>	10	9	8	Groin	Bulletproof, Hard	0.5	1 gp
<b>Cuirass</b>	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
<b>Codpiece</b>	8	7	6	Groin	Hard	0	5 sp
<b>Fauld</b>	8	7	6	Groin $\phi$ , Hip $\phi$ , Thighs $\phi$	Hard, Layers 2 (Groin, Hip, Thighs)	1.5	10 sp
<b>Heartguard</b>	8	7	6	Chest $\phi$	Hard	0	1 sp
<b>Mirror Plate</b>	10	9	8	Chest $\phi$	Hard	1.5	1 gp
<b>Munitions Breastplate</b>	7	6	5	Chest	Hard	2.5	10 sp
<b>Munitions Cuirass</b>	7	6	5	Belly $\phi$ , Chest $\phi$ , Side $\phi$	Hard	3.5	15 sp
<b>Munitions Fauld</b>	7	6	5	Groin $\phi$ , Hip $\phi$ , Thighs $\phi$	Hard, Layers 1 (Groin, Hip, Thighs)	2.5	10 sp
<b>Plackart</b>	8	7	6	Belly $\phi$ , Hip $\phi$ , Side $\phi$ ,	Hard, Layers 2 (Belly, Side)	0.5	1 gp

**Table X.X Laminar Torso Armor**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Anima Cuirass</b>	7	7	7	Belly, Chest, Side	Hard	3	48 sp
<b>Anima Fauld</b>	7	7	7	Groin $\phi$ , Hip, Thighs $\phi$	Hard	3	1 gp
<b>Laminar Cuirass</b>	8	7	5	Belly $\phi$ , Chest $\phi$ , Side $\phi$	Hard	3	1 gp
<b>Segmented Tassets</b>	8	7	5	Groin, Hip	Hard	3	12 sp

**Table X.X Mail Torso Armor**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Brigandine Coat</b>	5	6	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
<b>Brigandine Shirt</b>	5	6	4	Full Torso, Groin, Hip, Thighs	Hard	2	30 sp
<b>Brigandine Vest</b>	5	6	4	Full Torso	Hard	1	1 gp

<b>Lamellar Coat</b>	5	5	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
<b>Lamellar Shirt</b>	5	5	5	Full Torso, Groin, Hip, Thighs	Hard	2	2 gp
<b>Lamellar Vest</b>	5	5	5	Full Torso	Hard	1	1 gp
<b>Mail Coat</b>	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
<b>Mail Shirt</b>	6	4	3	Full Torso, Groin, Hip, Thighs	Hard, Layer 1, Mail	1.5	1 gp
<b>Mail Vest</b>	6	4	3	Full Torso	Hard, Layer 1, Mail	0.5	18 sp

**Table X.X** Textile Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Heavy Quilted Coat</b>	3	4	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	1	5 sp
<b>Heavy Quilted Shirt</b>	3	4	5	Full Torso, Groin, Hip, Thighs	Textile	0.5	3 sp
<b>Heavy Quilted Vest</b>	3	4	5	Full Torso	Textile	0	2 sp
<b>Quilted Coat</b>	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
<b>Quilted Shirt</b>	2	3	4	Full Torso, Groin, Hip, Thighs	Textile	0	1 sp
<b>Quilted Vest</b>	2	3	4	Full Torso	Textile	0	5 cp

**Table X.X** Leather Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Leather Buffcoat</b>	3	2	2	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	-	0	5 sp
<b>Leather Jack</b>	3	2	2	Full Torso, Groin, Hip, Thighs	-	0	2 sp
<b>Leather Lamellar Coat</b>	3	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	-	1	9 sp
<b>Leather Lamellar Shirt</b>	3	4	3	Full Torso, Groin, Hip, Thighs	-	0.5	6 sp
<b>Leather Lamellar Vest</b>	3	4	3	Full Torso	-	0	3 sp
<b>Leather Vest</b>	3	2	2	Full Torso	-	0	1 sp
<b>Hardened Leather Breastplate</b>	4	3	3	Belly, Chest, Side	-	0	5 sp
<b>Hardened Leather Cuirass</b>	4	3	3	Belly, Chest, Lower Back, Side, Upper Back	-	1	8 sp
<b>Shagreen Greatcoat</b>	4	3	3	Full Torso, Full Arms, Groin, Hip, Knees, Shins, Thighs	-	0	1 gp

## Arm Armor

**Table X.X** Plate Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Besagews	8	7	6	Shoulders (Thrust only), Upper Arm* (Thrust only)	Hard, When layered with Spaulders use Besagews value against Thrusts.	0.5	8 sp
Bulletproof Vambraces	10	9	8	Forearm	Bulletproof, Hard	2	1 gp
Couters	8	7	6	Elbow $\phi$	Hard	1	5 sp
Gauntlets	8	7	6	Hand $\phi$	Hard	2	5 sp
Jack Chains	6	0	3	Elbow $\phi$ , Forearm $\phi$ , Upper Arm $\phi$	Hard, No AV against Thrust attacks of any damage type	0.5	1 sp
Munitions Pauldrons	8	7	6	Shoulder $\phi$ , Upper Arm $\phi$	Hard	4	8 sp
Munitions Rerebraces	7	6	5	Upper Arm $\phi$	Hard	3	2 sp
Munitions Spaulders	7	6	5	Shoulder $\phi$ , Upper Arm $\phi$ *	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	1	4 sp
Munitions Vambraces	7	6	5	Forearm $\phi$	Hard	1.5	2 sp
Pauldrons	10	9	8	Shoulder, Upper Arm	Bulletproof, Hard	3	1 gp
Rerebraces	8	7	6	Upper Arm	Hard	1	5 sp
Spaulders	8	7	6	Shoulder $\phi$ , Upper Arm $\phi$ *	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	0.5	6 sp
Vambraces	8	7	6	Forearm	Hard	1	5 sp

**Table XX** Laminar Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Pauldrons	7	7	7	Shoulder, Upper Arm	Hard	2	2 gp
Anima Rerebraces	7	7	7	Upper Arm	Hard	1	1 gp
Anima Spaulders	7	7	7	Shoulder, Upper Arm $\phi$ *	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	2	1 gp
Anima Vambrace	7	7	7	Forearm	Hard	2	3 gp
Laminar Forearm Guard	8	7	5	Forearm $\phi$	Hard	2	3 sp

Laminar Elbow Joint	8	7	5	Elbow $\phi$	Hard	2	3 sp
Laminar Pauldrons	8	7	5	Shoulder $\phi$ , Upper Arm $\phi$	Hard	3	10 sp
Laminar Rerebrace	8	7	5	Upper Arm $\phi$	Hard	1	3 sp

**Table X.X Mail Arm Armor**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Brigandine Gloves/Mittens	5	6	4	Hand	Hard	1	3 sp
Brigandine Long Sleeves	5	6	4	Elbow, Forearm, Shoulder, Upper Arm	Hard	3	2 gp
Brigandine Short Sleeves	5	6	4	Shoulder, Upper Arm	Hard	2	14 sp
Lamellar Gloves/Mittens	5	5	5	Hand	Hard	1	3 sp
Lamellar Long Sleeves	5	5	5	Elbow, Forearm, Shoulder, Upper Arm	Hard	4	1 gp
Lamellar Short Sleeves	5	5	5	Shoulder, Upper Arm	Hard	2	12 sp
Mail Gloves/Mittens	6	4	3	Hand	Hard, Layer 1, Mail	0.5	3 sp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Mail Short Sleeves	6	4	3	Shoulder, Upper Arm	Hard, Layer 1, Mail	0.5	12 sp

**Table X.X Leather Arm Armor**

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Hardened Leather Pauldrons	4	3	3	Shoulder, Upper Arm $\phi$	-	0	5 sp
Hardened Leather Rerebraces	4	3	3	Upper Arm	-	0	3 sp
Hardened Leather Vambraces	4	3	3	Forearm	-	0	3 sp
Leather Gloves	3	2	2	Hand	-	0	1 sp
Leather Sleeves	3	2	2	Elbow, Forearm, Shoulder, Upper Arm	-	0	2 sp
Leather Lamellar Long Sleeves	3	4	3	Elbow, Forearm, Shoulder, Upper Arm	-	0	3 sp
Leather Lamellar Short Sleeves	3	4	3	Shoulder, Upper Arm	-	0	1 sp
Reinforced Leather Gloves	4	3	3	Hand	-	0	2 sp

**Table X.X** Textile Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Quilted Gloves	2	3	4	Hand	Textile	0	1 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Quilted Short Sleeves	2	3	4	Shoulder, Upper Arm	Textile	0	3 cp
Reinforced Quilted Gloves	4	4	5	Hand	Textile	0	1 sp

## Leg Armor

**Table X.X** Plate Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Bulletproof Cuisses	10	9	8	Thigh	Bulletproof, Hard	4	2 gp
Bulletproof Greaves	10	9	8	Shin	Bulletproof, Hard	2	2 gp
Bulletproof Poleyns	10	9	8	Knee	Bulletproof, Hard	2	1 gp
Cuisses	8	7	6	Thigh	Hard	2	8 sp
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Munitions Cuisses	7	6	5	Thigh $\phi$	Hard	3	4 sp
Munitions Greaves	7	6	5	Shin $\phi$	Hard	2	3 sp
Poleyns	8	7	6	Knee $\phi$	Hard	1.5	5 sp
Sabatons	8	7	6	Foot	Hard	1.5	5 sp

**Table XX** Laminar Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Cuisses	7	7	7	Thigh	Hard	3	1 gp
Anima Greaves	7	7	7	Shin	Hard	2	1 gp
Anima Poleyns	7	7	7	Knee	Hard	2	10 sp
Laminar Boots	8	7	5	Foot	Hard	2	4 sp
Laminar Cuisses	8	7	5	Thigh	Hard	3	4 sp
Laminar Greaves	8	7	5	Shin	Hard	3	4 sp

**Table X.X** Mail Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
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<b>Brigandine Boots</b>	5	6	4	Feet	Hard	1.5	8 sp
<b>Brigandine Leggings</b>	5	6	4	Groin, Hip, Knees, Shins, Thighs	Hard	3	10 sp
<b>Lamellar Leggings</b>	5	5	5	Groin, Hip, Knees, Shins, Thighs	Hard	3	12 sp
<b>Lamellar Boots</b>	5	5	5	Feet	Hard	1.5	10 sp
<b>Mail Boots</b>	6	4	3	Feet	Hard, Layer 1, Mail	1	3 sp
<b>Mail Groin Gusset</b>	6	4	3	Groin	Hard, Layer 1, Mail	0	3 sp
<b>Mail Leggings</b>	6	4	3	Groin, Hip, Knees, Shins, Thighs	Hard, Layer 1, Mail	2.5	8 sp

**Table X.X** Leather Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Leather Boots</b>	3	2	2	Feet	-	0	1 sp
<b>Leather Leggings</b>	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
<b>Hardened Leather Cuisses</b>	4	3	3	Hip, Thighs	-	0	8 cp
<b>Hardened Leather Greaves</b>	4	3	3	Shins	-	0	1 sp
<b>Hardened Leather Knee-Guards</b>	4	3	3	Knee	-	0	6 cp
<b>Leather Lamellar Cuisses</b>	3	4	3	Hip, Thighs	-	0	3 sp
<b>Leather Lamellar Greaves</b>	3	4	3	Shins	-	0	3 sp

**Table X.X** Textile Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Quilted Leggings</b>	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 cp

## Horse Armor

**Table X.X** Horse Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
<b>Brigandine Barding</b>	5	6	4	Horse	-	8	20 gp
<b>Capriponing</b>	2	4	5	Horse	Textile	1	5 sp
<b>Hardened Leather Barding</b>	4	3	3	Horse	-	3	1 gp
<b>Lamellar Barding</b>	5	5	5	Horse	-	8	15 gp
<b>Mail Barding</b>	6	4	3	Horse	-	8	10 gp

Plate Barding	8	7	6	Horse	-	12	30 gp
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## Special Qualities

**Table X.X** Armor Special Qualities

Quality	Effect
<b>Hard</b>	Armor with this quality is more resistant to certain weapon Special Qualities (such as Draw), and triggers certain effects with others. Otherwise, it has no effect.
<b>Mail</b>	Armor with this quality consists of interlocking ringlets of metal, and triggers certain effects with other Special Qualities. Otherwise, it has no effect.
<b>Layer [X]</b>	If worn on the same Hit Location as another armor component with equal to or higher AVC, AVP, and/or AVB, this armor increases the appropriate AV on that area (or multiple, if multiple are higher) by X. Multiple instances of Layer do not combine if multiple armors with Layer overlap. Only the highest Layer value is used. Armor that benefits from the Textile Special Quality does benefit from Layer if its new AV is higher than the AV of the armor with Layer.
<b>Textile</b>	This armor has double AVP against non-firearm missile weapons. Double the AVP before adding in other bonuses like Layer. For the purposes of layering armor, double the AV of this armor before deciding whether or not to use it.
<b>Bulletproof</b>	Halves AP from missile weapons.
<b>Restricts Breathing [X]</b>	As long as this helmet is on, or the visor is down, add X to the multiplier for your current Fatigue Gain Modifier.

## Materials

### **Bronze**

-2 AV from all sources  
+25% Cost

### **Iron**

-2 AV from all sources  
-25% Cost

### **Steel**

No change

### **Orichalcum**

Converts all cutting/piercing damage to bludgeoning, ignores crushing damage  
Halves Shock effect from weapons  
+4 Bludgeoning AV

Ignores AP Swing/Thrust X for Melee Weapons and AP X for Missile Weapons  
Does **not** ignore the AP Thrust bonus from weapons with Thin Blade if armor is mail  
Negates all unarmed damage  
+5,000% Cost

## Silversteel

+2 AV from all sources  
Armor has half normal Weight  
+1,000% Cost

# Chapter 9.6: Burdinadin Armory

*“I have an idea.”*

**Nikola Garrastazu** (Deceased), Head of Glade Apa Translocation Research Bureau

*“Early experiments showed a suppressive effect on enemy personnel merely by activating the device, as the high and sustained rate of fire is a strong psychological challenge to the advancing enemy to commit to an assault. We have found that a sweeping field of fire is superior to a penetrating ‘deep’ firing pattern, as it causes the full front ranks to hesitate, thus slowing the overall alacrity of the unit and allowing for longer sustained fire. At an estimated 200 rounds per minute with a range of nearly 500 yards thanks to the longer barrels and heavier platform, we speculate that two firing teams could repel a force of a thousand men with relative ease, and given terrain and proper defensive position, possibly as many as four or five times that number. Considerations include a lack of mobility and an inability to fire and advance, making the weapons most useful in a defensive capacity or as fire support for advancing troops. Additional research is required, pending another opportunity for field testing.”*

**Boye Lagetsu**, Head of Glade Itsu Artillery Design Bureau

*“Through a complex process involving rock salt, brimstone, purified alcohol and other chemicals, one can create a yellowish liquid that, once released from pressure, rapidly evaporates into a gas. It is inexpensive, easy to transport, and because it remains in liquid form for a time, could be used more creatively than the gas dispensers previously developed by the Lagu Design Bureau. For instance, flooding tunnels, or with the use of bonding agents controlling the evaporation process, ensuring that the targets do not detect and flee from the agent before it has time to take effect. The actual effects of this gas have a short onset time. Here we have several silversalt imprints of various stages of the compound’s effect on an exposed subject. ...I would remind the ethics committee that this weapon would probably never be used against actual people. It would be employed primarily against vermin, aggressive animals, and humans.”*

**Xabi Beloki**, Zorezai Zaibatsu Senior Designer

‘Brimstone Gas’ Development Grant Request, Glade Lagu Records

The Burdinadin’s *Natural Philosophy* allows them the ability to produce many wondrous things; technology so far ahead of its time that most simply assume it to be magic. The closed nature of the Iron Glades guarantees that most of these devices never see the light of day, and that’s how the Burdinadin like it. They rightly fear what would happen if humans reverse-engineered their equipment.

Burdinadin hardware isn’t normally available to humans. They don’t usually sell it, and they are *very* wary about even letting their trusted human allies use it. Most equipment is designed to destroy itself

quickly without regular micro-maintenance, the sort of thing that only Burdinadin could perform. This way, if the hardware falls into non-Burdinadin hands, it will quickly become unusable.

## Burdinadin Armor

Burdinadin armor differs from the armors of other races and cultures in that it is not intended merely for protection from violence, but also as a proof against spirit contamination. They wear it to insulate themselves from the outside world, and to protect their vulnerable flesh from the predations of monsters from the Otherworld.

As such, Burdinadin armor has an ‘Insulation’ factor. As long as the Insulation is above a certain threshold, the Burdinadin is protected from contamination. The Burdinadin’s HLT also factors into this.

Insulation is removed from armor by Crushing attacks. Each point of Crushing damage removes 1 point of Insulation.

**Table X.X** Required Insulation + HLT to Avoid Contamination

Environment	Insulation + HLT
Sterile (Glade, Iron Tent, Deadzone)	0
Average (Outdoors, Old Mine, City)	10
High (Forest, Underwater, Temple, Magical Hotspot)	15
Extreme (Schwarzvald, The Spirit Realm)	20

## Pre-made Armor Sets

**Table X.X** lists pre-made sets of armor, which you can opt to use. Alternatively, individual components of these armor sets can be purchased and combined to make a unique armor set, or these pre-made armor sets can be modified by adding a component here and there—just be sure to record the change in weight and cost when you do.

None of these pre-made armor sets are equipped with helmets, and it is advised to choose appropriate headgear from **Table X.X**.

**Table X.X** Burdinadin Pre-made Armor Sets

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Protective Bodysuit	3	1	2	Full Body (except Head)	Hard, Insulation 3, Augmentations (1)	2	2 gp, 4 sp
Light Environment Armor	8	7	6	Full Body (except Head)	Hard, Insulation 5, Augmentations (3)	6	3 gp
Light Combat Armor	9	8	7	Full Body (except Head)	Hard, Insulation 5, Augmentations (3)	15	12 gp

Heavy Combat Armor	10	9	8	Full Body (except Head)	Hard, Insulation 10, Augmentations (5)	19	16 gp
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## Armor Components

The individual components of Burdinadin

**Table X.X** Burdinadin Protective Bodysuit

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Protective Coat	3	1	2	Shoulders, Chest, Side, Belly, Hip, Groin, Thighs, Knees, Upper Back, Lower Back	Insulation 1, Augmentations (1)	1	10 sp
Protective Sleeves	3	1	2	Shoulders, Upper Arms, Elbows, Forearms	Insulation 0	0	4 sp
Protective Leggings	3	1	2	Hip, Groin, Thighs, Knees, Shins	Insulation 1	1	10 sp
Protective Boots	3	1	2	Feet	Insulation 0	0	4 sp

**Table X.X** Burdinadin Light Environment Armor

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Light Environment Body Armor	8	7	6	Shoulders, Chest, Side, Belly, Hip, Groin, Thighs, Knees, Upper Back, Lower Back	Hard, Insulation 1, Augmentations (2)	2	1 gp
Light Environment Sleeves	8	7	6	Shoulders, Upper Arms, Elbows, Forearms	Hard, Insulation 1	2	6 sp
Light Environment Leggings	8	7	6	Hip, Groin, Thighs, Knees, Shins	Hard, Insulation 1	2	1 gp
Light Environment Boots	8	7	6	Feet	Hard, Insulation 1	0	6 sp

**Table X.X** Burdinadin Light Combat Armor

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Light Combat Body Armor	9	8	7	Shoulders, Chest, Side, Belly, Hip, Groin, Thighs, Knees, Upper Back, Lower Back	Hard, Insulation 2, Augmentations (3)	6	5 gp
Light Combat Armor Sleeves	9	8	7	Shoulders, Upper Arms, Elbows, Forearms	Hard, Insulation 1	4	3 gp

Light Combat Armor Leggings	9	8	7	Hip, Groin, Thighs, Knees, Shins	Hard, Insulation 1	3	3 gp
Light Combat Armor Boots	9	8	7	Feet	Hard, Insulation 1	2	2 gp

**Table X.X Burdinadin Heavy Combat Armor**

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Heavy Combat Body Armor	10	9	8	Shoulders, Chest, Side, Belly, Hip, Groin, Thighs, Knees, Upper Back, Lower Back	Hard, Insulation 3, Augmentations (3)	10	6 gp
Heavy Combat Armor Sleeves	10	9	8	Shoulders, Upper Arms, Elbows, Forearms	Hard, Insulation 1, Augmentations (1)	3	4 gp
Heavy Combat Armor Leggings	10	9	8	Hip, Groin, Thighs, Knees, Shins	Hard, Insulation 1, Augmentations (1)	3	4 gp
Heavy Combat Armor Boots	10	9	8	Feet	Hard, Insulation 1	3	2 gp

**Table X.X Burdinadin Headgear**

Armor	AVC	AVP	AVB	Coverage	Special	Wt.	PP	Cost
Protective Hood	3	1	2	Upper Head, Lower Head	Insulation 1	0	0	1 gp
Protective Facemask	3	1	2	Faceφ, Neck	Insulation 0	0	0	5 sp
Light Environment Helmet	8	7	6	Upper Head, Lower Head	Hard, Insulation 1, Augmentations (1)	2	0	3 gp
Light Environment Respirator Mask	8	7	6	Faceφ, Neck	Hard, Insulation 2, Augmentations (1)	1	-1	1 gp
Heavy Environment Helmet	8	7	6	Upper Head, Lower Head	Hard, Insulation 2, Augmentations (1)	3	-1	5 gp
Heavy Environment Respirator Mask	8	7	6	Faceφ, Neck	Hard, Insulation 3, Augmentations (1)	2	-2	2 gp
Light Combat Helmet	9	8	7	Upper Head, Lower Head	Hard, Insulation 1, Augmentations (1)	3	-1	4 gp
Light Combat Respirator Mask	9	8	7	Faceφ, Neck	Hard, Insulation 2, Augmentations (1)	2	-1	3 gp
Heavy Combat Helmet	10	9	8	Upper Head, Lower Head	Hard, Insulation 2, Augmentations (2)	5	-1	7 gp

Heavy Combat Respirator Mask	10	9	8	Face, Neck	Hard, Insulation 2, Augmentations (1)	5	-2	4 gp
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## Myrmidon Armor

Myrmidon armor is a marvel of modern Burdinadin engineering, and far outclasses any other form of armor yet developed.

Myrmidons are heavy mechanized armor suits that are ridden in, rather than worn. The pilot primarily controls the armor with their mind, as well as levers and switches that connect directly to their spinal cords and skulls.

The armor suits themselves are bipedal monstrosities of steel and machine, often laden with weaponry and other equipment. Some are elaborately painted and decorated by their pilots with murals representing their deeds.

The Myrmidons are rare. Most Glades have only two or three of them, but each is a war machine capable of tearing dozens of armed men to pieces, and challenging all but the largest of monsters at range or in hand to hand combat.

**Myrmidon armor is beyond the scope of this work.**

## Armor Augmentations

Burdinadin armor often have Augmentation slots listed in their special qualities section, which specifies the number of Augmentations that the armor can be fitted with. These Augmentations are listed below, along with the details of their function and their additional costs.

**Augmentation Name** [Number of Augmentation slots required]

Brief description of the Augmentation.

**Cost:** X gp/sp/cp

**Fitted To:** Suit/Helmet/Any (Suit or Helmet)

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**Illumination** [0 or 1 for internally mounted]

A magitek (or sometimes just tech) flashlight mounted to some part of the armor. It illuminates a roughly 60 degree arc (one sixth of an arc) in the direction the light is pointed. Externally mounted lights are automatically destroyed on a successful hit to the mounted location, internal ones are only destroyed if the armor's AV is overcome.

**Cost:** 1 sp Dimly Lit, 2 sp Evenly Lit

**Fitted To:** Any (Suit or Helmet)

**Quick-Release** [0]

A system by which the entire armor (or components of it, specify which at time of installation) can be **completely ejected** from the wearer's person instantly. This can be done as a generic action in combat, and takes less than one second. Only the wearer can activate this system. The armor can be placed back on without issue. This device is useful for Burdinadin who fear they might need to quickly ditch their armor in some situation--say, falling into the ocean, or needing to flee across a bridge with a low weight threshold.

**Cost:** 8 cp

**Fitted To:** Suit

**Enhanced Strength** [2 +1 per level of STR]

Some Burdinadin suits utilize a system of strength-enhancing hydraulics, springs, and torsion devices to enhance the strength of the wearer. These systems are very expensive, and are usually reserved only for pioneer units or construction experts.

**Cost:** 10 gp every +1 STR up to a maximum of +3 STR

**Fitted To:** Suit

*Note: You can mix and match Enhanced Strength, and Enhanced Endurance, treating levels in a new Attribute the same as levels in the starting Attribute. You may get up to 4 levels total, spread in any way between the same or different Attributes (e.g.: +3 END +1 STR, or +2 END +2 STR).*

**Enhanced Endurance** [2 +1 per level of END]

Designed to absorb shock, distribute weight to self-supporting elements of the armor, and to generally reduce strain on the wearer's body, this suite of subsystems effectively improves Endurance by making the armor much easier to wear. This also prevents a Burdinadin from aggravating injuries through exertion--thus making Blood Loss Tests easier.

**Cost:** 10 gp for every +1 END up to a maximum of +3 END

**Fitted To:** Suit

*Note: You can mix and match Enhanced Strength, and Enhanced Endurance, treating levels in a new Attribute the same as levels in the starting Attribute. You may get up to 4 levels total, spread in any way between the same or different Attributes (e.g.: +3 END +1 STR, or +2 END +2 STR).*

**Sensory Suite** [1 or 2 for full suite]

Various tools, devices, and nifty tricks to enhance a Burdinadin's use of one or all of the senses.

**Cost:** 10 sp for the effects of Good Ears, Good Eyes or Good Nose (effects stack for a character with the Boon), 1 gp for all 3 effects

**Fitted To:** Helmet

**Chemical Stimulation System** [2 +1 per add-on]

A system of injectors and intravenous drips allowing for the controlled administration of sedatives, anesthesia, adrenaline, or other chemicals. The system carries five doses by default. A dose from this system can be activated instantly. The doses may be filled with the same chemical or with different ones. Poison injectors to commit suicide are common among the more paranoid Burdinadin.

**Cost:** 5 sp for initial five doses, 5 sp for additional five doses

**Fitted To:** Suit

**Hemostatic Pressure System** [1]

The interior of the suit auto-inflates when damaged significantly, acting as a tourniquet to prevent blood loss. Activating the Hemostatic Pressure System reduces your current Bleed by 20 for the purposes of Blood Loss rolls. The Bleed is still there, and has to be treated separately, but will not contribute to your immediate Blood Loss.

**Cost:** 5 gp

**Fitted To:** Suit

**Hardened** [1]

Additional armoring and technology to seal up potential gaps in the armor through which attacks might penetrate. All Weak Points on this piece of Armor are removed, preventing Joint Thrust and Coup de Grace Maneuvers from functioning against them.

**Cost:** 1 gp

**Fitted to:** Anything

#### **Ablative Armor** [1]

Cheap plates designed to take the brunt of an attack by breaking, generally placed over the 'proper' armor. Adds 4 extra AV, which treats all attacks as having 2 more levels of Crushing than normal until it runs out. Damage to the Ablative Armor cannot be repaired; the ceramic plates must be replaced entirely. This augmentation can only be taken once for any piece of armor.

**Cost:** 1 sp per Hit Location

**Fitted To:** Any

#### **Integrated Weapon** [1 per weapon or 2 if melee weapon has greater Reach than Long]

Choose one melee or missile weapon. It is now built into the suit. The weapon's Weight is reduced by half if it is not currently being used.

**Cost:** 10 sp plus the cost of the weapon

**Fitted To:** Suit

#### **Integrated Tool System** [1 per toolset]

Include surgeon's tools, smith's tools or tradesman's tools in your armor.

**Cost:** 3 sp per toolset

**Fitted To:** Suit

#### **Magical Distortion System** [3 +1 for armored]

A Magestone powered backpack, which through internal system hardening, can use the Magestone to project an Anti-Magic field around the user. Can be armored, as the regular system is very fragile. It is extremely volatile, much like a flamethrower tank.

**Cost:** 10 sp, or 15 sp for armored version (6 AV)

**Fitted To:** Suit

#### **Underwater Excursion Device** [2]

A length of flexible pipe connected to a pump and flotation system, used when the pilot must spend time underwater. Provides a constant supply of fresh air, but can be spotted from the surface.

**Cost:** 2 sp +1 sp per 3 ft of piping

**Fitted To:** Helmet

#### **Dark Vision** [2]

Using Magestone panels on the exterior of the helmet, radiation can be emitted into the dark that is visible through a specially treated visor. This allows the Burdinadin to treat any level of light as though it were 1 level brighter than normal. The visor is movable and usually takes a form similar to a knightly helmet's visor, or else a pair of goggles mounted on the forehead that can be temporarily removed. In direct sunlight, these goggles produce Blinding light, and cannot be used. The light of the sun also contains radiation much stronger than that emitted by Magestone. Any Crushing damage to the helmet has a significant chance (50%) of destroying this system.

**Cost:** 3 gp

**Fitted To:** Helmet

#### **Mobility Enhancement** [3]

The suit is adapted for a specific environment, allowing it to traverse more quickly. This could be anything from a system of skates, motors and compressed air jets, to skis or climbing apparatus. The Augmentation increases the suit's MOB by X in certain environments, for example, a cave-adapted suit will not be able to use its equipment while trying to cross a field. A suit can be adapted for multiple environments. *Please discuss with your GM when determining suitable environments.*

*Example environments: Caves, Desert, Woodlands, Plains, Swamps, Mountains, Snowy, Aquatic*

**Cost:** 4 sp for +2 MOB in an environment, 2 sp for +1 MOB up to a total of +5 MOB

**Fitted To:** Suit

### **Self-Sealing [1]**

This collection of additional armor plating and reinforcement systems allows the user to retain the suit's properties of Insulation even if damaged by a Crushing attack.

**Cost:** 2 sp

**Fitted To:** Any

### **Helian Fire Caster [2]**

Named not because of its inventor, but due to the intense blue and purple flame that the Fire Caster burns. A small, cylindrical weapon is attached to the armor, either as a standalone unit, or connected to a tank somewhere on the person. It takes one Action to prepare the weapon to fire, but after that initial step, it can then be fired instead of a regular attack. It has a reach of LL, with no reach penalties for shooting closer than LL, and for each BS you have, you inflict 1 Burn damage to a random Hit Location on your target. You may instead sweep the Fire Caster, using triple fuel, however you set the ground in front of you on fire at a range of VL. Anyone that wishes to pass through it must pass an ADR test or immediately catch on fire.

**Cost:** X gp/sp/cp

**Fitted To:** Suit/Helmet/Any

## **Burdinadin Weapon Enhancements**

These enhancements for weapons are different from Suit Augmentations.

### **[Required] Burdinadin Craftsmanship [+150% Weapon Cost]**

The Burdinadin's *Natural Philosophy* ability allows them to inspect devices and materials on a level far deeper than anyone could do with their regular senses. This lets them find weaknesses in steel, or inadequacies in construction that would never be detected in a regular weapon until far too late.

Burdinadin craftsmen use this ability to find and remove these weaknesses during construction.

As a result, Burdinadin hardware is as close to flawless as it is possible to be. Burdinadin weapons have +9 Durability and Burdinadin firearms never break on a misfire. For swords and other melee weapons, this can be combined with the Fine Forging weapon customization option.

**Cost:** X gp/sp/cp

**Fitted To:** Suit/Helmet/Any (Suit or Helmet)

*Burdinadin Craftsmanship is required before any other Burdinadin weapon enhancements can be added.*

### **Electrified [+500%] (Melee only)**

An Electrified weapon is powered using a small copper turbine powered with a pull-string. Once activated, which can be done instantly, the weapon is Electrified for about ten seconds, or 5 Rounds. During this time the weapon gains the Current [4] special rule.

**Cost:** Weapon Cost x5  
**Fitted To:** Melee Weapon

**Magestone Sight** [10 gp] (Missile Weapon only)

A small lens or tube, marked with glowing crosshairs that are painted using a Magestone derivative. Mounted on the weapon, Magestone Sight provides a very visible and useful tool for aiming, even in low-light conditions. When making a shot that benefits from the Aim Maneuver, you gain an additional +2 bonus to the attack. Alternatively, this Enhancement is a piece of Magestone under a collimating lens and half-silvered mirror, making the Magestone appear to be, effectively, a dot on the horizon. The user may operate the gun as though they had already performed an Aim Maneuver.

**Cost:** 10 gp  
**Fitted To:** Missile Weapon

Weapon	Weapon Type	Hands/Reach	Strike	Thrust	Defense	Special	Wt	Cost
Zarrabizirik	Blunt	2H/L	7(+4c)	7(+1c)	8(0)	Draw 4, Spatulate Tip 4, Armor Piercing Strike 2, Crushing 1, Hand-Off, Current 4	1	2 gp
Zarrabizirik 1H	Blunt	1H/L	7(+3c)	7(+0c)	9(0)	Draw 4, Armor Piercing Strike 1, Crushing 1, Current 4	1	2 gp

**Current [X]**

This weapon inflicts X Stun on any successful hit with a Strike or Thrust Maneuver.

## Chapter 9.7: Mounts and Beasts

During your character's adventures, he may want to acquire a horse to travel long distances, or a pair of guard beasts to secure his stolen treasures. This chapter outlines how you purchase mounts and beasts, and how you can use them effectively in combat.

### Mounts

#### Carrying Capacity

Horses are incredibly strong, and can carry loads much larger than those of Humans. For determining Encumbrance, Horses add their Weight to their CAR.

For purposes of riding, Humans have a 'weight' equal to everything that they themselves are wearing/carrying, plus 8. Those with the Fat Bane and Tall Boon both add 1 to this weight, whereas the Skinny and Short Banes each reduce this by 1.

## Attributes

Horses and other mounts have Attributes very similar to those of Human characters, with the addition of the Loyalty Attribute, which varies depending on the horse's training. Mounts do not have a CHA score.

Loyalty ranges from 0 to 10, but can only be *purchased* up to 5 when buying a mount. Each point of Loyalty gives a +1 bonus to the rider's ride checks if the mount is friendly to them, that is, to either the rider himself or an individual gently introduced to the mount by the rider. If the mount is *unfriendly* to the rider, then the Loyalty score is suffered as **increased RS** instead.

When purchasing a mount, note that each point of Loyalty increases the cost of the mount by 50% of its original value.

A mount's Loyalty can be increased (or attempted to be increased) once for every month that its rider has been actively interacting with it. Up until Loyalty 5, this simply requires a ride check at RS equal to the current Loyalty of the mount. Success increases the Horse's Loyalty by 1. From level 5 Loyalty onwards however, increasing Loyalty costs Arc Points as well as a ride check. If the check fails, the Arc Points are not refunded.

Loyalty Level	Arc Cost
6	1
7	2
8	3
9	4
10	5

## Mounts

### Donkey [10 cp]

CP: 1

Loyalty: X-2

Weight: 4

STR 4	AGI 4	END 8	HLT 4
WIL 10	WIT 2	INT 2	PER 7
ADR 3	MOB 10	CAR 16	TOU 5

**Pony [2 sp]**

CP: 1

Loyalty: X

Weight: 5

STR 5	AGI 4	END 10	HLT 4
WIL 2	WIT 2	INT 1	PER 5
ADR 3	MOB 11	CAR 20	TOU 6

**Workhorse**

CP: 1

Loyalty: X

Weight: 9

STR 7	AGI 4	END 9	HLT 5
WIL 2	WIT 2	INT 1	PER 5
ADR 3	MOB 12	CAR 18	TOU 7

**Rouncey (multi-purpose war/riding horse) [1 gp]**

CP: 1

Loyalty: X

Weight: 9

STR 7	AGI 6	END 9	HLT 5
WIL 2	WIT 2	INT 1	PER 5
ADR 4	MOB 12	CAR 18	TOU 7

**Courser (swift warhorse) [5 gp]**

CP: 3

Loyalty: X

Weight: 10

STR 7	AGI 8	END 10	HLT 5
WIL 3	WIT 3	INT 1	PER 5
ADR 5	MOB 14	CAR 20	TOU 7

**Destrier (heavy warhorse) [20 gp]**

CP: 5

Loyalty: X

Weight: 11

STR 12	AGI 3	END 6	HLT 6
WIL 3	WIT 3	INT 1	PER 5
ADR 3	MOB 12	CAR 12	TOU 8

## Special Qualities

Some mounts have special qualities, abilities, or traits that make them more useful. Mounts with certain combinations of qualities are highly sought after, and their cost can rapidly increase beyond the means of anyone, except kings and high nobility!

Mount qualities increase the cost of the mount *after* Loyalty.

### **Smooth Gait [+100% Cost]**

Mounted Attack Maneuvers made from this mount while moving suffer half of the normal penalty (-2). As well as this, the mount is very comfortable and less exhausting to ride, and so a rider can cover 20% additional distance in a day of hard riding before suffering Exhaustion.

This mount's AGI is increased by 1.

### **Murderous [Special Cost]**

Mount gains 5 additional dice when making Mounted Attack Maneuvers, and no ride test is required to convince the mount to attack. The mount's unruly and violent character makes its Loyalty suspect. The cost of this trait is equal to the cost of its Loyalty score (i.e. if a destrier's Loyalty score of 3 cost 30 gp, then Murderous would cost 30 gp). Increasing Loyalty through ride checks is also more difficult, suffering a +4 RS to the roll.

Additionally, the mount gains the Complete Monster Bane. If this mount is also Unusually Intelligent, it will plot the downfall of rival mounts, and, if its Loyalty is low, its rider. A Murderous mount with 0 Loyalty is impossible to ride.

This mount's WIL is increased by 5.

### **Unusually Intelligent [+50% Cost]**

The mount is unusually, even frighteningly intelligent. Its intelligence equals that of a human, but its perspectives are still animal. This mount can be given instructions that would be totally lost upon a slower animal, and it will work to serve, protect, or even save its master if its Loyalty is high enough. In addition, it is much easier to convince the mount to do something essential to its survival. When making any sort of ride test where the failure of which would result in possible injury to the mount (excluding Mounted Attack Maneuvers) the rider gains +2 dice to the ride test.

This mount's INT is increased by 2.

### **Freakishly Robust [+150% Cost]**

This mount is big for its class. Very big. Most warhorses were not actually known for their enormous size, but this one sure is. Standing as high as 20 hands, this animal looks like it could kill and eat a smaller horse. Maybe it has.

This horse gains a +2 bonus to its STR and HLT, gains an additional +1 damage to Mount Bite and Mount Kick Maneuvers, and counts its Reach for purposes of those attacks as 1 longer than normal. In Mount Crashes, this mount adds 2 to its own Weight, and reduces its target's Weight by 2.

### **Beautiful [+100% Cost]**

Some mounts just have a gorgeous mien. For millennia, mankind has admired beautiful horses and other mounts, and they have always fetched a high price both for the pleasure of owning them, and for the prestige of riding such an animal.

A Beautiful mount is incredibly easy to recognize if you have seen it before (automatic), and confers a +2 to leadership rolls made while riding it, or after having dismounted from it when its visage is still fresh in the minds of the subjects of the roll.

A mount like this must be maintained by competent servants (or its own diligent owner), or its good looks may temporarily be ruined by the rigors of the road or warfare.

## **Mounted Combat**

### **Maneuvers**

In combat, mounts do not normally fight except through the use of Mounted Maneuvers by their riders. However, in the event that a mount is forced into a fight without its master, it can use Mounted Maneuvers of its own accord, as well as the following regular Maneuvers:

- Void
- Closing Void
- Dart-Out
- Flee
- Pass

### **Advantages and Disadvantages**

Mounted characters gain the following advantages while mounted:

- +1 bonus to Reach.
- All armor below the waist is ignored for purposes of Encumbrance.
- The mount's MOB is used instead of the character's own for all tasks taken while mounted unless otherwise stated or ruled by the GM.
- The character has access to Mounted Maneuvers.
- The character can move as mounted. Mounts count their MOB as being doubled for the purposes of movement.
- The character cannot be attacked at and above the chest by attacks made at Reach shorter than L by dismounted opponents.
- The character cannot attack dismounted opponents below the chest with an attack made at Reach shorter than L.
- The character cannot perform non-Mounted Void Maneuvers.
- Missile Maneuvers made by the character suffer a -4 die penalty if the mount is moving, unless it has Smooth Gait.

## **Trampling**

Trampling is similar mechanically to Falling Damage, and represents a character being trampled under hoof by a horse or other animal.

Trampling damage is randomized in delivery location on the following table, and resolves as bludgeoning damage. The listed damage for a Trampling event (normally equal to mount Weight) is always delivered 3 times on the table. However, if multiple instances of the damage land on the same area, the instances combine rather than being resolved separately.

If the body part listed has two options (left/right), then flip a coin for which is hit, but combine all damage to that result on the table to the chosen limb.

Trampling damage is reduced by TOU and Armor, but only half Armor is applied to the total damage on an area.

**Table XX Trample Zones**

<b>Result</b>	<b>Zone</b>
1	Thigh
2	Groin
3	Side
4	Chest
5	Face
6	Upper Head
7	Shoulder
8	Upper Arm
9	Forearm
10	Hand

## **Mounted Injury**

Mounts can be injured much as humans can. However, to spare you the complexities of a damage table for mounts, damage is simplified here into a generic damage table for each damage type. The table has five levels, like normal Wounds.

Just as with a human, when a mount suffers damage, the STR of the attack is reduced by the TOU of the mount, and the excess damage (if any) determines the damage level of the Wound.

Any attacks made against a mount assume that the mount's base Reach is S, for purposes of Reach penalties.

Stun only affects a mount if it reduces its CP to 0, at which point the mount will panic, and must be calmed with a Ride Test at RS 3 before it can be controlled again.

Pain affects a mount's CP for Maneuvers, and if its CP is reduced to 0 by Pain, the mount will collapse and suffer until it is treated or put out of its misery.

### Wounds

Mounts suffer Wounds as other characters do. The following tables outline the effects of Wounds for Mounts.

For the purposes of Scatter, roll on the Missile Hit Table and only combine damage that lands on the same area. Note that every area uses the same damage table.

**Table XX: Mount Bludgeoning**

Wound Level	Stun	Pain	Bleed	Special	Description
Level 1	1	0	0	-	
Level 2	3	1	0	-	
Level 3	5	3	3	-	
Level 4	Total	5	5	-	
Level 5	-	-	-	<b>Dead</b>	Instantly Slain.

**Table XX: Mount Cutting**

Wound Level	Stun	Pain	Bleed	Special	Description
Level 1	2	3	2	-	-
Level 2	3	5	3	-	-
Level 3	5	10	5	-	-
Level 4	8	Total	8	-	-
Level 5	-	-	-	<b>Dead</b>	Instantly Slain.

**Table XX: Mount Piercing**

Wound Level	Stun	Pain	Bleed	Special	Description
Level 1	1	1	4	-	-
Level 2	2	3	8	-	-
Level 3	4	5	12	-	-
Level 4	Total	Total	20	-	-
Level 5	-	-	-	<b>Dead</b>	Instantly Slain.

## **Mount Crashes**

In the event of a Mount Crash, in which two or more mounts slam into each other, each suffers bludgeoning damage equal to the other horse's Weight, reduced by TOU. Both riders must make Hard (RS 5) difficulty ride checks or suffer Falling damage equal to 18' onto the ground. If they succeed their ride checks, they instead suffer Falling damage equal to 9' onto the ground.

If the mount instead crashes into an obstacle, the ground, or a person, use the Weight guidelines below and resolve it the same way.

**Table XX: Weight of Objects**

<b>Weight</b>	<b>Example Object</b>
1	Miscellaneous furniture
2	Wooden door, picket fence
3	Man
4	Armored man, donkey
5	Pony, huge man
6	Wooden fence
7	Construction scaffolding
8	A small crowd of people
9	Workhorse, a cow
10	Courser, rouncey
11	Destrier, Freakishly Robust workhorse
12	An armored courser or rouncey, Freakishly Robust courser / rouncey
13	A Freakishly Robust destrier, or an armored normal Destrier.
15	A brick wall, a Freakishly Robust armored destrier, a destrier with two saddlebags full of bricks carrying a concrete statue of Mark Henry.

## **Beasts**

Beasts and other similar animals, such as wolves, jackals, and hyenas, can be deadly combatants themselves. Players may purchase beasts much as they can mounts (see Mounts section above) and use them as guards or fighting companions.

## **Attributes**

Beasts and other beasts have Attributes very similar to those of Human characters, with the addition of the Murderousness Attribute, which combines with ADR to determine a Beast's CP. Murderousness can be likened to beast's Proficiency. Beasts do not have a CHA score.

## Beasts

### Regular Beast (border collie, lab, Distressingly Large dachshund) [1 cp]

CP: 6

Murderousness: 2

STR 4	AGI 4	END 6	HLT 4
WIL 2	WIT 4	INT 1	PER 6

ADR 4	MOB 7	CAR 12	TOU 4	CHA 4
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### Attack Beast (rottweiler, german shepherd, great Dane) [1 sp]

CP: 10

Murderousness: 5

STR 5	AGI 5	END 6	HLT 5
WIL 4	WIT 5	INT 1	PER 6

ADR 5	MOB 8	CAR 12	TOU 5	CHA 5
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### Wolf

CP: 11

Murderousness: 5

STR 5	AGI 6	END 6	HLT 5
WIL 4	WIT 6	INT 1	PER 6
ADR 6	MOB 8	CAR 12	TOU 5

ADR 6	MOB 8	CAR 12	TOU 5	CHA 5
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## Special Qualities

Some beasts have special qualities, abilities, or traits that make them more useful. Special qualities increase the cost of a beast. A beast is not guaranteed (though it is likely) to pass its genes on to its offspring.

### **Freakishly Robust [+100% Cost]**

This beast is huge. Absolutely massive. It dwarfs most other canids, and may weigh as much as a man, or more! Some breeds are consistently this size, and are greatly prized for it. This beast gains a +2 bonus to HLT, gains an additional +1 damage to its Beast Bite, Tackle and Savage Maneuvers. It can also keep you warm by sitting on you because it's so huge.

### **Thirsts for Murder [+100% Cost]**

This beast has a deep, instinctual desire to crush the life out of other living things. While its canine loyalty may keep its master safe, in battle nothing can restrain its savage lust for blood. This beast gains +4 Murderousness, and increases the Ride Test RS required to bring it under control when panicked by 2. In stressful situations, a critical failure on a handling roll may result in this beast turning on its master out of excitement.

### **Extremely Loyal [+200% Cost]**

This beast has a reputation for loyalty to its master that transcends the norm even for canines. Barring extreme abuse or a deliberate attempt to alienate the owner from it, it will virtually never abandon, disobey or turn on its master. Handling rolls for this beast are unnecessary unless the beast has the **Thirsts for Murder** quality, in which case all of the TNs are reduced by 2. The beast will ALWAYS do its master's bidding. Any effect, even magic or other sorcery that would cause the beast to act against its master's wishes, are resisted at +4 WIL.

### **Fast [+100% Cost]**

Mother of God this thing can run. Most commonly found in sighthounds, this Beast is a pursuit predator, and can bolt like nobody's business, often for hours. This beast adds +4 to its total MOB.

### **Great Endurance [+50% Cost]**

This beast has extreme endurance even by the standards of beasts. These things can run for hours. This beast gains +2 END.

### **Intelligent [+50% Cost]**

This beast is smart. It's a sharp puppy, and can reason for itself. This can sometimes make a hound harder to control, but on the other hand, if they are handled well, it can make them carry out tasks more effectively. This beast gains +1 INT, and increases all of its Handling TNs by 1. However, when actually carrying out any activity set for it by a handling roll, it will perform it in the most intelligent and likely to succeed manner possible. Additionally, its Murderousness increases by 2 when it is fighting beasts with lower INT.

This quality cannot be taken in conjunction with **Dumb as a Sack of Hammers**.

### **Dumb as a Sack of Hammers [+50% Cost]**

Slow beasts always fight harder. Maybe it's because they don't know they've lost, or maybe it's because they know deep down that the other beasts always made fun of them behind their backs, and resent all living things for it. This beast reduces all Pain and Stun damage inflicted against it by 2. Additionally it completely ignores Shock from weapons, and increases its Murderousness by 4 when facing an **Intelligent** beast.

This quality cannot be taken in conjunction with **Intelligent**.

### **Beautiful [+100% Cost]**

This beast is a walking testament to mankind's ability to tame nature while retaining its beauty. Perhaps it is particularly statuesque, or maybe its pelt is full, rich, and lustrous. Its eyes gleam with that canine charm that makes it man's best friend. Its brow is expressive, its head domed and intelligent in appearance. It does not seem deficient--nobody could remember it as such. This beast is so magnificent that its master will derive great prestige merely from its presence. Any social rolls made by the beast's master while the beast is present will receive a +1 bonus, so long as the other party is not some sort of gibbering savage who hates puppies. This bonus is cumulative with **Purebred**, but not with multiple beasts.

### **Superior Breed [Special]**

This beast is the product of centuries of eugenics. It is the pure, crystalized essence of its breed. Its traits are fully inheritable, and if two Superiorly Bred beasts mate, they will almost certainly produce Superior pups. These animals are considered extremely valuable, not only because they are simply superior to regular beasts of their type, but also because of their rarity, value as breeding stock, and the prestige they grant their owners. This beast gains +1 to ALL Attributes (including INT), and any social rolls made by this beast's master while the beast is present will receive a +1 bonus, so long as the party being socialized with would recognize the impressiveness of such a hound. This bonus is cumulative with **Beautiful**, but not with multiple beasts.

Superior Breeds have a special cost. Instead of a percentage increase of the base cost, a Superior Breed multiplies the cost of the beast by 10 after all other qualities are determined. So, a beast that costs 6 sp after determining all other qualities, costs 60 sp with the Purebred quality.

### **Keen Scent [+100% Cost]**

This beast does most of its hunting through its sense of smell, and this can be invaluable for guard beasts or trackers. The beast gains a +6 bonus to PER for the purposes of following trails, detecting intruders or outsiders, finding lost items by smell, and so on, and can be trained to immediately bring foreign scents to the attention of its master.

### **Floofy [+50% Cost]**

Long-haired beasts have certain advantages, their thick fur actually makes it very difficult to injure them, particularly for other animals. This beast gains AVC 1, and any Beast Bite or Savage Maneuver made against it is made at +1 TN. It's also quite nice to look at, and combined with Freakishly Robust, makes an excellent companion on the road or a cold evening.

## **Breed Examples**

### **Dacian Volkodav**

**Type:** Attack Beast

**Qualities:** Freakishly Robust, Thirsts for Murder, Dumb as a Sack of Hammers, Floofy

**Breed Cost Modifier:** +300%

**Beast Cost:** 4 sp

### **Ruvian Dogehound**

**Type:** Regular Beast

**Qualities:** Great Endurance, Intelligent, Keen Scent

**Breed Cost Modifier:** +400%

**Beast Cost:** 3 cp

### **Clachish Borfhound**

**Type:** Attack Beast

**Qualities:** Freakishly Robust, Dumb as a Sack of Hammers, Keen Scent, Extremely Loyal, Floofy

**Breed Cost Modifier:** +500%

**Beast Cost:** 6 sp

### **Kamen Carriage Dog**

**Type:** Regular Beast

**Qualities:** Fast, Great Endurance, Intelligent, Extremely Loyal

**Breed Cost Modifier:** +400%

**Beast Cost:** 5 cp

## **Beast Combat**

### **Maneuvers**

In Combat, beasts have access to the Beast Maneuvers listed in the Maneuver chapter, as well as the following Maneuvers from the regular Maneuvers list:

- Void
- Closing Void
- Dart-Out
- Flee
- Pass

# **Chapter 9.8: Other Items**

Sometimes adventures call for more than just arms and armor. Miscellaneous goods and services can be found here.

## **Everyday Items**

**Table XX** Animals

<b>Item</b>	<b>Notes</b>	<b>Cost</b>
Chicken	Annoying	5 cp
Courser (battle horse)	Fast	60 sp
Cow	Mercifully ignorant of the ways of the world	10 sp
Donkey	Plotting something	5 sp
Friendly doge	Much fur	1 cp

Goat	Will eat anything	8 cp
Destrier (heavy warhorse)	Thirsts for blood	100 sp
Hunting falcon	Ruthless towards rabbits	20 sp
Ox	Stubborn	12 sp
Palfrey (riding horse)	Noble	40 sp
Pig	Disgusting	3 sp
Sheep	Fluffy	6 sp
Tiger	Fearfully symmetrical, not at all tame	15 gp
Workhorse	Feathering optional	15 sp

**Table XX Clothing**

Item	Notes	Cost
Work clothes	Full outfit	1 cp
Urban attire	Full outfit	1 sp
Noble dress	Full outfit	5 gp
Court attire	Full outfit	10 gp
Finery fit for a king	Full outfit	20-50 gp
Traveling cloak	Single item	1 cp
Wealthy garment	Single item	1 gp
Fine horse caparison	Single item	10 gp
Obscenely decadent horse ornamentation	Single item	20-50 gp

**Table XX Drink**

Item	Unit	Cost
Ale/Beer	Flagon	1 cp per 10
Ale/Beer	Gallon	1-2 cp
Brandy	Flask	2 cp
Cider	Gallon	1 cp
Mead	Gallon	2 cp

Rakia	Flask	1 cp
Waterskin	Skin (1 Gallon)	1 cp (water not included)
Wine	Flagon	1 cp per 8
Wine	Gallon	2-4 cp

**Table XX Food**

Item	Unit	Cost
Traveling bread	Brick	1 cp/10
Black bread	Loaf	1 cp
Brown bread	Loaf	5 cp
Fine white bread	Loaf	10 cp
Cheap meat (beef, pork, chicken)	Pound	3 cp
Cheese	Pound	1 cp
Common fish	Pound	1 cp
Expensive meat (swan, dormouse, giraffe, bork)	Pound	1 sp
Fruit	Pound	1 cp
Lavish banquet	Per 10 people	5 sp
Meal (poor)	Per 1 person	1 cp
Meal (good)	Per 1 person	4 cp
Meal (fine)	Per 1 person	1 sp
Meal (exquisite)	Per 1 person	1 gp
Vegetables	Pound	1 cp
Rare fish	Pound	6 cp
Week's rations	Pound	4 cp
Cheap grain (kesh, sorghum, rye)	Pound	1 cp
Regular grain (oats, barley, hops)	Pound	3 cp
Fine grain (wheat)	Pound	5 cp

**Table XX Torches and Illumination**

Item	Unit	Cost
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Candle (low quality)	5 items	2 cp
Candle (high quality)	5 items	7 cp
Torch	10 items	3 cp
Lamp	Per item	5 cp
Candle lantern	Per item	9 cp
Oil lantern	Per item	1 sp
Oil	Pint	1 sp

**Table XX Medical and Surgical Items**

Item	Inclusions	Cost
Surgeon's tools	Needles, blades, splints, tongs, pliers, tweezers, mirrors, prongs, clamps	15 sp
Surgeon's kit (5 uses)	Bandages, plasters, ointments, oils, select herbs. Enough to treat ~5 serious injuries	5 sp
Surgeon's kit (1 use)	Bandages, plasters, ointments, oils, select herbs. Enough to treat 1 serious injury	14 cp
Poultice	Single use. Made from honey, bread, mercury, and the gods know what else. Cannot be stored for long!	1 gp
Poultice (ingredients)	All ingredients required to make a Poultice	10 sp
Prescription remedy	One month's supply for illness	1 cp to 1 gp
Hired surgeon (cheap)	1 operation (Skill 3)	1 sp
Hired surgeon (regular)	1 operation (Skill 6)	1 gp
Hired surgeon (excellent)	1 operation (Skill 9)	10 gp

**Table XX Miscellanea**

Item	Unit	Cost
Anvil	One, heavy	5 sp
Farm implement (hoe, shovel, etc)	One, handy	1 sp
Flints (flintlock)	10, also good for lighting fires	1 cp
Gunpowder	Pound, good for about 50 shots from an arquebus	5 cp

Instrument (lute, drum, flute, horn)	One, pleasant	1 sp to 10 gp
Leather (cowskin)	One, tanned	1 sp
Matchcord	50 feet, you'll go through it quick	1 cp
Musketballs/shot	10 balls/10 loads of shot	1 cp
Paper	One sheet, useful	4 cp
Percussion Cap	one, anachronistic	1 cp
Parchment	One sheet, fancy	8 cp
Rope	50 feet, useful	2 cp
Smith's tools	Set, anvil not included	4 sp
Tinderbox	One, rugged	3 cp
Tradesman's tools	Set, guild approved!	10 sp
Whetstone	One, dry	1 cp
Woodsman's axe	One, trusty	1 sp

## Services

**Table XX** Services

Item	Duration	Cost
Guide (frontier)	1 day	6 cp
Mercenary (poor)	1 week	1 sp
Mercenary (mediocre)	1 week	3 sp
Mercenary (good)	1 week	6 sp
Mercenary (excellent)	1 week	1 gp
Servant (domestic)	1 year	1 gp (including board)
Ship (cog)	1 month	10 gp
Ship (caravel)	1 month	25 gp
Inn (poor)	1 night	1 cp/Person
Inn (decent)	1 night	4 cp/Person
Inn (fine)	1 night	1 sp/Person

Stabling (summer/temperate)	1 night	1 cp/horse
Stabling (winter/cold)	1 night	3 cp/horse

## Trade Goods

**Table XX** Textiles

Item	Unit	Cost
Canvas	Yard	2 cp
Linen	Yard	6 cp
Kersey	Yard	3 cp
Broadcloth	Yard	20 cp
Broadcloth (dyed)	Yard	30-40 cp
Broadcloth (scarlet)	Yard	150 cp
Silk (plain)	Yard	100 cp
Velvet (plain)	Yard	180 cp
Velvet (exquisite)	Yard	280 cp

**Table XX** Spices

Item	Unit	Cost
Cyrv	Pound	1 cp
Pepper	Pound	18 cp
Ginger	Pound	12 cp
Cinnamon	Pound	24 cp
Cloves	Pound	35 cp
Salt	Pound	12 cp
Saffron	Pound	182 cp
Sugar	Pound	16 cp
Karspice	Pound	150 cp

**Table XX** Metals

Item	Unit	Cost
Copper	Ingot: 7x3x2 inches, 11 lbs	Ingot: 33 cp, Pound: 3 cp
Tin	Ingot: 7x3x2 inches, 9 lbs	Ingot: 54 cp, Pound: 6 cp
Iron	Ingot: 7x3x2 inches, 10 lbs	Ingot: 30 cp, Pound: 3 cp
Silver	Ingot: 7x3x2 inches, 14 lbs	Ingot: 14 gp, Pound: 1 gp
Gold	Ingot: 7x3x2 inches, 27 lbs	Ingot: 135 gp, Pound: 5 gp
Bronze	Ingot: 7x3x2 inches, 11 lbs	Ingot: 55 cp, Pound: 5 cp
Steel	Ingot: 7x3x2 inches, 10 lbs	Ingot: 50 cp, Pound: 5 cp
Magestone	Not available in ingots, stones are of varying sizes	Stone: 50 gp
Orichalcum	Ingot: 7x3x2 inches, 11 lbs	Ingot: 5500 gp, Pound: 500 gp

**Table XX Goods**

Item	Unit	Cost
Cotton	Ton	30 gp
Coffee	Pound	1 sp
Coffee (bulk)	Ton	100 gp
Cocoa	Pound	10 cp
Cocoa (bulk)	Ton	80 gp
Fine Rug	Throw	5 gp
Common tea	Pound	1 sp
Common tea (bulk)	Ton	100 gp
Fine tea	Pound	1 gp
Fine tea (bulk)	Ton	2000 gp

## Slaves

**Table XX Slaves**

Item	Notes	Cost
Labor slave	Oh, anyone with all their limbs will do.	1 gp
House slave	A house slave must be made of sharper, gentler stuff than a worker.	3 gp

Educated slave	A 'marsupial attendant,' always carrying around his notes in a pouch on his apron.	10 gp
Pit fighter/gladiator	Why is it easier to train a vicious man than a vicious dog?	20 gp
Exotic (feature)	Strange, but alluring features and language.	Cost x 2
Inferior race (feature)	Goblins, ex-bandits.	Cost / 2
Exotic race (feature)	Non-Human race (Burdinadin, Zell, etc).	Cost x 3
Especially loyal (feature)	Conditioned to be loyal to the death.	Cost x 1.5
Especially beautiful (feature)	Beauty isn't just about features, it's about habit, too.	Cost x 2
Especially intelligent (feature)	Any idiot can learn to scribble on a tablet. True intelligence is rare.	Cost x 2
Especially strong (feature)	Ever move a piano up a staircase? Don't worry, you'll never have to.	Cost x 2.5

## Chapter 10: Proficiencies

*“When I was in Illegon, I had an apprentice. I forget his name. A hundred times I showed him the right way to parry, and a hundred times he did it the wrong way. On the hundred and first time, I didn’t hold back. Only in swordsmanship can a man lose an ear, but become a better listener.”*

*-Sarah Gizka, On Swords*

The Proficiency system allows characters to track their combat capabilities. Every character capable of combat has what is called a “School,” which encompasses their capabilities with a variety of weapon-skills, which are individually called Proficiencies.

An individual Proficiency determines skill in a broad classification of weapon (for example, 1H Sword, 2H Sword, and so on), not simply how effective a character is at wielding certain instruments (such as a rapier, backsword, or zweihander). The School’s level determines a character’s CP with the individual proficiencies he is trained in, and also provides him with Talents--special abilities and techniques that enhance the character’s skill at arms!

Characters can take and level Proficiencies at Character Creation or during regular play.

## **Character Creation**

### **Choosing a School**

Before choosing Proficiencies, a character must choose a School. A school is best understood as “where the character learned to fight,” and may be a literal combat or fencing school--or it may represent the gradual accumulation of skills and training from many sources, depending on the one chosen and the character’s background. Some Schools cost PCP, while others are free. A character with no Proficiency points at Character Creation need not choose a School until such a time as they acquire Proficiencies through Arc expenditure, but a character may choose a School without adding any Proficiencies to it--if they are so inclined.

### **Schools**

Each School has its own benefits and drawbacks, including costs and special abilities. As a character’s School levels up, they gain Talents, higher Proficiencies, and other benefits. The elements of a School are as follows:

**Name:** The Proficiency name

**Requirements:** The requirements for taking the School as a character.

**Cost:** The cost of Arc Points for taking the School. This is separate for the cost of Proficiencies.

**Prof#:** The maximum number of Proficiencies the School can have before they begin costing extra.

Adding a Proficiency to a School over the maximum number costs 2 points instead of 1.

**Bonuses:** Any special abilities, advantages etc. granted by the School.

### **Scrapper**

**Description:** Self-taught in the school of hard knocks, a Scrapper’s skills are unpolished and rough, but well-practiced. Scrapppers tend to know a thing or two about fighting dirty as well.

**Requirements:** None

**Cost:** 0

**Prof#:** 4

**Bonuses:**

*Dirty Trick:* Once per opponent (this is not per-fight, once you've fought dirty against someone they will remember your tricks) you may make a Melee Throw, Melee Toss, Bite, Kick, Grapple: Eye-Gouge or Grapple: Break Maneuver at -1 TN.

**Soldier**

**Description:** Fighting men are trained en-masse to fight with battlefield weapons in gruesome and efficient manners. A Soldier's training tends to harden their bodies and minds against pain, fatigue and fear alike.

**Requirements:** None

**Cost:** 1

**Prof#:** 10

**Bonuses:**

*Discipline:* You gain a +2 bonus to Willpower Tests against Fear.

*Warrior's Grit:* You gain a +2 bonus to starting Grit.

**Officer**

**Description:** Officers are trained to inspire their men to hold the line and carry the charge. The skills an officer must learn in combat reflect this, and they tend to specialize in a smaller number of fighting styles.

**Requirements:** 5 GP for training & diploma

**Cost:** 3 Arc

**Prof#:** 4

**Bonuses:**

*By Example:* You gain a +2 bonus to CP when Charging.

*Protect the Banner! OR Ride to Ruin!*

*Protect the Banner!:* You gain a +2 bonus to CP per opponent you have faced this Round after the first.

*Ride to Ruin!:* You gain an additional +2 CP when mounted.

**Noble**

**Description:** Noblemen learn in the finest fencing schools and under private tutors. They are taught techniques that common men would never learn, and tend to think of themselves (rightfully) as a cut above the rest of the crowd. This attitude, and their flashy style, can be highly intimidating. However, when seriously challenged, a Noble's confidence can falter.

**Requirements:** 15 GP for training, tutelage and catering

**Cost:** 5 Arc

**Prof#:** 3

**Bonuses**

*Superior Instruction:* You gain an extra Talent at levels 6, 12, and 18. These are in addition to other Talents gained through leveling up your School.

*Confidence:* If you have not been injured in this combat yet, you gain a +2 bonus to CP.

**Traditional Fencer**

**Description:** Tried, true, rigorously trained and disciplined to a fault, traditional fencers are peerless swordsmen (at least in their eyes) and they prefer to fight in a dignified and structured manner, with few tricks and fewer treacheries. Traditional Fencers specialize in simple but agonizingly perfected techniques that are difficult to counter.

**Requirements:** 10 gp for training & proper sacrifices

**Cost:** 5 Arc

**Prof#:** 4

**Bonuses**

*Extreme Repetition:* Steal Initiative costs +4 dice for both you and your opponent.  
*Centered:* You gain a +2 bonus to Stability Tests of all sorts, in and out of combat.

**Unorthodox Fencer**

**Description:** Swordsmanship has changed, and unorthodox fencers are on the bleeding edge of that change. New techniques, new geometries of combat, and new ideas are all welcome in these fresh halls. Unorthodox fencers rely on specially designed techniques to outmaneuver and defeat their opponents. Get with the times, gramps!

**Requirements:** 5 gp for training

**Cost:** 5 Arc

**Prof#:** 6

**Bonuses**

*The Meisterhau:* Simultaneous Parry/Attack’s activation cost is reduced to X+Y from X+Y+2.

*Treachery:* When making a Murderstrike, Pommel Strike, or End Him Rightly Maneuver, you make the attack at -1 TN.

**Esoteric School**

**Description:** Esoteric School fighters are raised in a very different environment from other fighters. The Esoteric School is more interested in purity, mysticism and spirituality than it is in strictly mastering violence. Esoteric Schools tend to have different philosophies, but they are ultimately similar in their approach to blending their aesthetic beliefs with martial arts.

**Requirements:** Belief Arc must coincide with the School’s values. Cannot be a Complete Monster.

**Cost:** 8

**Prof#:** 4

**Bonuses:** Simplicity, Flowing Water, OR Raging Flame, OR Biting Wind, OR Stoic Earth

*Simplicity:* Maneuvers without the “Universal” Tag cost +4 CP to activate for both you and your opponent.

*Flowing Water:* Your Parry Maneuvers are resolved at -1 TN.

*Raging Flame:* Your Attack Maneuvers which inflict Damage or stun are resolved at -1 TN.

*Biting Wind:* Your Void Maneuvers are resolved at -1 TN

*Stoic earth:* Your Block Maneuvers are resolved at -1 TN

After purchasing your School, you may purchase Proficiencies to add to the School. Each Proficiency costs 3 Arc to add to the school normally. **Humans may buy Proficiencies for 1 Arc each instead because of their Quick Learners ability, AND begin with 1 extra Talent.**

Leveling up a School requires the expenditure of Character Creation Proficiency Points, or Arc. These both function the same way. As a School increases in Level, the bonus added to a character’s CP in Combat with any of the included Proficiencies increases as well. Additionally at certain levels, the character gains access to Superior Maneuvers, new Talents, and eventually the Master quality.

**Table XX School Levels**

School Level	Unlocked	CP	Proficiency Point / Arc Point Cost
1	New Talent!	5	1
2		6	1
3	New Talent!	7	1

4	Superior Maneuver	8	1
5	New Talent!,	9	2
6		10	2
7	New Talent!	11	2
8	Superior Maneuver	12	2
9	New Talent!	13	3
10		14	3
11	New Talent!	15	3
12	Superior Maneuver	16	3
13	New Talent!	17	3
14		18	6
15	New Talent!,	19	6
16	Superior Maneuver	20	6
17	New Talent!	21	6
18		22	8
19	New Talent!	23	10
20	Superior Maneuver, Mastery	24	10

### **Superior Maneuvers**

Superior Maneuvers are special abilities of existing Maneuvers which gain additional abilities, some situational and some general. When a character unlocks a Special Maneuver they should choose one from the list below. From that point on whenever using that Maneuver they have access to the special quality listed in the Maneuvers description.

Superior Maneuvers always count as Advanced, even if the basic Maneuvers were Universal--meaning you cannot use them with weapons that fall outside of the Proficiencies within your School.

## **Using School Proficiencies in Combat**

When in combat, a character determines their CP by combining their School's CP Bonus with their ADR, so long as the weapon they are using is compatible with a Proficiency in their School.

**A character must use the Proficiency of the type of weapon that they are holding.**

If a character is holding a sword in their dominant hand, then they must use the 1H Sword Proficiency. If they are using a two-handed sword, then they must use the 2H Sword proficiency. If the character is wielding a spear, then they must use the Spear Proficiency. There are a few exceptions to this, such as the

Hand-Off rule for some 2H weapons that allows them to be wielded one-handed while still using the 2H Proficiency of their type.

- When Dual Wielding, a character must use the Proficiency for the weapon held in their dominant hand.
- If Ambidextrous and Dual Wielding, the character must decide which hand is being treated as dominant at the beginning of each Round.
- When unarmed, a character must either use Pugilism or Wrestling as their Proficiency.
- If a character loses their main weapon but still has a Shield, they must still use the Pugilism or Wrestling Proficiency, but may continue to use the shield to Block.
- When a character attempts to grapple, they may immediately drop their weapon and use their Wrestling Proficiency instead of their weapon's Proficiency, or they may attempt it using their weapon's Proficiency and switch to Wrestling if/when the Grapple begins in earnest.
- If a character is forced to use a different Proficiency, either by Grappling, Disarming, or other circumstances, they immediately gain or lose CP equal to the difference between their current Proficiency and the one being switched to. If they're the same level, then nothing is lost. This can result in a character being forced to use a Default from their current Proficiency, often to disastrous results. A character with CP reduced to 0 in this way is **not** subject to Overshock.
- If a character is eligible to use multiple Proficiencies (i.e. while wielding a 2H Sword in one hand using Hand-Off) they may not change between them except at the beginning of the Round.
- If a character draws a new weapon mid-action, say with Quickdraw, the new Proficiency is immediately applied.

## Alternate Weapon Usage

Many weapons can be used in ways that differ from their primary usage. This includes wielding two weapons at once, one in each hand, and wielding certain two-handed swords in one hand. These have very simple rules for ease of use.

### Proficiency Defaults

If a character ends up wielding a weapon they are not familiar with, and has no appropriate Proficiency to use it with, they can instead 'Default' to one of their other Proficiencies at a slight penalty. When Defaulting, the character cannot benefit from School Bonuses or from Superior Maneuvers or Talents, and the School's CP Bonus is reduced in accordance with the chart below. The closer a Proficiency the character has to the required one, the less serious this penalty will be.

*Bale has been disarmed of his sword (1H Sword), and must defend himself with only a hatchet (1H Blunt). He was never trained in the weapon's use, but he has an alright idea of how it works, and only suffers a -1 penalty with it (using a 1H Blunt weapon when Defaulting from 1H Sword). His School's CP bonus is 10, which means that after the penalty, he only gains a +9 CP bonus from his School. Not too bad!*

**Table 4.2 Default Matrix**

	Grappling	Pugilism	Dagger	1H Sword	1H Blunt	2H Blunt	2H Sword	Spear	Polearm
Grappling	0	-1	-1	-3	-3	-4	-4	-5	-5
Pugilism	-1	0	-1	-3	-3	-4	-4	-5	-5

Dagger	-1	-1	0	-1	-1	-3	-3	-4	-4
1H Sword	-3	-3	-1	0	-1	-3	-2	-4	-4
1H Blunt	-3	-3	-1	-1	0	-1	-3	-3	-3
2H Blunt	-4	-4	-3	-3	-1	0	-2	-3	-3
2H Sword	-4	-4	-3	-2	-3	-2	0	-3	-3
Spear	-5	-5	-4	-4	-3	-3	-3	0	-1
Polearm	-5	-5	-4	-4	-3	-3	-3	-1	0

## Dual Wielding

Dual Wielding involves using a weapon in each hand. This has come up many times throughout history and legend, and is often associated with exceptional skill or prodigious talent. In reality, two-weapon fighting was not merely the province of legendary swordsmen like Miyamoto Musashi, or Pal Kiniszi. Though fighting with two swords was very unusual, fighting with a sword and a smaller companion weapon, like a dagger, was not at all unusual at many points in history. References to double-rapier styles (the infamous ‘Case of Rapiers’) abound, though it was never taken as seriously as the more formal styles of dueling.

The chief advantage of using two weapons instead of a single weapon, or a weapon and a shield, is that the secondary weapon can be used to parry, trap, or bind the opponent’s weapon, or make a counter-attack on its own. The disadvantages range from not having a shield to the awkwardness of using a large weapon in one’s off-hand, or the inability to quickly grasp something with the free hand.

- When Dual Wielding, always use the Proficiency of the weapon in your primary hand (if you are Ambidextrous, you may choose which Proficiency you use) for purposes of CP and School bonuses.
- Dual Wielding with a dagger or other weapon with Short Reach or less in the off-hand and a another weapon in the primary hand incurs no penalty.
- Dual Wielding with two larger weapons in each hand incurs a -2 penalty to CP, unless the character is Ambidextrous, in which case no penalty is suffered.

## Hand-Off Weapons

Certain weapons, while designed primarily to be used with two hands, could be wielded in one when the situation demanded it, most often as cavalry swords while mounted, where one hand is needed to control the reins.

To represent this, certain 2H weapons (generally swords) have an ‘Hand-Off’ rule, and a second profile that is 1H instead of 2H. Use the stats appropriate to the number of hands being used to hold the weapon.

Switching from the 2H grip of a sword to a 1H grip has no cost, and can be done at the beginning of any Action. Switching back, assuming the other hand is still free (and attached to the body), can be done the same way.

## Proficiency List

These are the Proficiencies available to be taken either individually or as part of Schools. Each weapon may be able to be used with more than one Proficiency (e.g. certain pole weapons can be used with both the spear and polearm Proficiencies), so be sure to check which Proficiencies your character's favored weapons use.

## Melee Proficiencies

### Wrestling

Grappling, wrestling, and throwing, both in unarmed and armed situations. Very useful in and out of armor, wrestling is one of the few ways to defeat a foe in armor without a heavy armor penetrating weapon.

### Pugilism

Fighting with fists, feet, knees, elbows, and so on. Pugilism is the striking component of unarmed combat, and focuses less on wrestling and grappling, and more on striking the opponent.

### Dagger

Fighting with knives, daggers, and other short cutting and stabbing weapons. Certain daggers may tread the line between dagger and sword. Dagger fighting is useful both in a civilian and military setting--the dagger is often the last line of defense a fighter has, as well as being useful for finishing off grounded opponents. The weapon also has darker applications for assassins and murderers, as its size lends well to easy concealment. *Stiletos*, *Rondel Daggers*, *Cinquedeas*, and *Misericordes* are all useful daggers for various situations.

### 1H Sword

The single-handed sword has always held a special place in warfare as the companion weapon of the professional soldier. As such, practice with the sword has always been associated with martial virtue and professionalism, from the ascendancy of the Roman Legion to the collapse of Napoleon's Empire. The *Gladius*, the *Arming Sword*, the *Rapier*, *Saber* and *Backsword*, all carry a respectable legacy of violence.

**2H Sword:** Two handed swords, though less common than their single-handed cousins throughout history, were frequently weapons of war intended for use in the thick of battle by elite troops. The Landsknechts with their *Zweihanders* were the defenders of battle standards and were also the bodyguards of generals. Spanish *Montante* manuals contain detailed plays for the fighting of many foes at once. The more modest *Longsword*, *Bastard Sword* and other similar weapons dominated the dueling scene in Europe for centuries as well.

**1H Blunt:** Swords are all well and good, but sometimes you've just got to hit someone with an axe. Blunt weapons weren't always blunt--axes meant for war were actually thinner than wood-splitting axes, and were lighter and sharper. The end-heavy weighting of the weapons does lend them a similar technique. *Warhammers*, *Maces*, *Battleaxes* and *Truncheons* are more effective against armor than slashing weapons like swords, and were useful tools against plate-armored adversaries.

**2H Blunt:** Heavy blunt weapons hold a particular place in history, as both the tools of elite warriors and peasants alike. The *Dane Axe* was used by the Huscarl elite of Scandinavia and England, whereas the *Pole-Flail* was reportedly used by the peasant armies of the Hussites and the Belgians during their various revolts. The *Morningstar* and *Heavy Mace* were often used by professional soldiers as late as the 16<sup>th</sup> Century. Cheaper than swords, but more effective against heavy armor, these were often the weapons of choice in the age of high chivalry.

**Spear:** Spears have always been ubiquitous weapons. Cheap, easy to make, and easy to train with, they were useful for every kind of soldier from the conscript to the professional, and remained the most common weapon for most of history, with only various swords coming anywhere close in terms of deployment. The Spear came in various lengths, from the handy *Arming Spear* to the extremely long *Pike*. Certain specialized versions, such as the *Ahlspiess*, were designed for duties for which the regular spear was unsuited, like penetrating plate.

**Polearm:** Fighting with Polearms is the most important skill for most soldiers. Polearms were present on battlefields the world over, but especially in the Medieval world. Polearms can thrust, smash through armor, hook foes off horses, and otherwise ruin anyone's day. The *Halberd* is the best known polearm, but the *Bill*, the *Voulge*, the *Glaive* and the *Lucerne Hammer* were equally common.

## Missile Proficiencies

Missile Proficiencies work very similarly to Melee Proficiencies, but with a few small differences. Notably, Missile Proficiencies have no Defaults.

**Bow:** The use of a self-bow, meaning any bow which must be manually drawn. Longbows, warbows, composite bows and horsebows all fall into this category.

**Crossbow:** The use of a crossbow, meaning any bow with a prod and a trigger mechanism to shoot, be they spanned by hand, crank, or lever.

**Firearm:** The use of a firearm, be it a handgonne, musket, arquebus or pistol.

**Throwing:** The use of a throwing weapon. Javelins, throwing knives, axes, rocks, etc.

**Sling:** The use of a sling to fling missiles, be it a short, long, or pole-sling.

## Mastery

When hitting 20th Level in a School, a character becomes a Master, meaning they have a degree of skill and aptitude so great that, if they were to open a school, they would surely find no end of students seeking to learn from them. But, besides the potential prestige and success such expertise brings, the Master will also gain a signature maneuver: The Mastery Maneuver.

This Maneuver should be unique to the Master--or at least to the school from which he hails. Many students may have seen it before, or even read treatises written explicitly to describe and instruct in its execution, and many advanced techniques in a school would probably be their attempts at emulating it, but only the true Master can unlock the true potential of such a move.

Masteries should not be standardized and GMs are heartily encouraged to work with their players to develop an appropriate Maneuver for them to use. It should suit their style of weaponry, their characters' temperaments, and perhaps other thematic things. Provided here are a couple examples of these techniques. The best sort of Mastery is a sort of upgraded and specialized version of an existing maneuver. Consider the following:

### OMRAZNI VULNI [X+Y]

**Type:** Mastery, Thrusting

**Requirements:** Wielding a Sword with a Thrust Value. Use at any time in a Round after having successfully used the Thread The Needle Maneuver to avoid facing multiple opponents simultaneously.

**Maneuver:** Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN, aimed on the Thrusting Attack Table.

**Success:** Inflicts damage equal to [SDB+Weapon Thrust Damage+BS] to Hit Location. Damage is *either* Thrust or Cutting damage.

**Special:** When rolling an Initiative test to determine attack order while making a Thrust, you may roll 1 additional die in the test.

**Mastery:** If this Maneuver succeeds and inflicts a Level 4 or higher Wound, you may immediately resolve another identical attack this Action at no additional cost against another opponent whose ability to combat you had been denied by your prior Thread The Needle Maneuver. Do not re-roll this attack, simply use the same number of successes. This Maneuver can only be defended against with Quick Defense. You may attack a number of additional opponents in this way in a single Action equal to Y.

This Maneuver is clearly a sort of modified Thrust, which achieves a similar (if far more dramatic) version of Cleaving Blow.

*Sarah Gizka succeeds on a Mobility test against a trio of mercenaries, and prepares her secret technique, the Omrazni Vulni--the Hated Wave. She declares the Maneuver with 20+2 dice. The one opponent she had chosen to face, stunned at this, can only defend with 12 dice. Gizka rolls 14 successes, whereas her erstwhile foe only rolls 4. She inflicts a level 5 wounds thanks to her enormous successes. She lunges forward, push-cutting through the man's side, and straight into the second mercenary, who must now desperately Quick Defend with 10 dice. A similar result ensues, and she finally attacks the third man, killing him as well. One Action, three deaths.*

### **THE LION'S TOUCH [X+4]**

**Type:** Mastery, Clinching

**Requirements:** None

**Maneuver (Attack):** Attack at HA Reach with X dice at Clinch TN 6, targeting Opponent's Body Part.

**Maneuver (Defense):** Attack at HA Reach with X dice at Clinch TN 6, targeting Opponent's Body Part.

**Success [Attack]:** You and your Opponent are now Grappling. You regain CP equal to BS. You are now Trapping the targeted Body Part, as per the Trap maneuver.

**Success [Defense]:** Enemy Maneuver is negated. You and your Opponent are now Grappling. You regain [BS] CP. You are now Trapping the targeted Body Part, as per the Trap Maneuver.

**Failure:** If Parried or Blocked, you suffer a Swing, Thrust, or Shield Bash (depending on the Parrying/Blocking device, at the GM's discretion) to your arms (left 1-3, right 4-6), chest (7-8), or head (9-10) with 0 BS.

**Mastery:** If this Maneuver is successful, you may immediately declare and resolve a Grappling Maneuver against the targeted Opponent as part of the same Action.

This Maneuver is a modified Clinch with a better Target Number, but which dangerously allows the attacker to instantly perform a Grapple Maneuver that the target cannot easily defend against if the initial maneuver makes contact. Employed by a mysterious Ohanedin eons ago, it is a secret martial art of

### **FALLING SWALLOW CUT [2]**

**Type:** Advanced, Attack, Swinging

**Requirements:** Have a Sword

**Maneuver:** Activate this Maneuver after resolving a Swing Maneuver. Pay 2 CP, and immediately declare and resolve a second Swing with the same number of dice as was rolled for the first Swing. This new Swing resolves in the same Action, at the same Initiative, as the first Swing. The Target's defense to the original Swing (if any) is used against this second Swing without rolling, at the same Successes as the original. The target may declare a Quick Defense to add dice to the original defense, but if this is done, all dice must be re-rolled at the new TN for Quick Defense.

**Special:** You may declare another Falling Swallow Cut after resolving a Falling Swallow Cut, but you must pay the costs again.

This is actually a real-life technique from our own history, used by Sasaki Kojiro, who was famous for the technique--until he was beaten to death by Miyamoto Musashi with an oar.

### **CRUEL MOON DESCENDS [2+Encumbrance Penalty]**

**Type:** Instant, Universal,

**Requirements:** Be a Silver Guard. Use this Maneuver only if you declared Aggressive Orientation.

**Maneuver:** Declare an Attack as normal. However, you gain a +2 bonus to Initiative rolls made during this Action (this includes Red/Red tests) and a +2 bonus to any damage you inflict with Attack Maneuvers (except Melee Shoot) during this Action.

**Special:** For the rest of the Round, your Defenses gain the following rule: "**Failure:** Enemy attack is not reduced by Successes from this maneuver, and hits with all Successes as BS."

**Mastery:** If this Maneuver succeeds, it is not reduced by enemy Defense Successes.

This is an interesting case of a Silver Guard developing a Mastery Maneuver version of Soaring Charge. Developed by the Silver Guard Adashir, The Moonspear, The Saga of Red Mornings, to slay a Dragon in ancient times.

### **WOLF AND DRAGON [4]**

**Type:** Instant, Universal,

**Requirements:** Wielding two weapons. Activate when facing multiple opponents Simultaneously before declaring Maneuvers.

**Maneuver:** Declare Maneuvers as normal, but halve the CP cost for each Maneuver.

**Mastery:** You are no longer limited in the number of Weapon Maneuvers made with each of your weapons in this Action. You gain a +2 bonus to Initiative Tests this Action.

This is a Mastery developed by Sedeas the Wolf of Karthack, who fights with a pair of Karthacki Dueling Swords. This technique allows him to engage multiple opponents simultaneously while still engaging each with a far greater portion of his strength.

### **THE SULLA FORMATION [X+Y]**

**Type:** Universal, Attacking, Swinging

**Requirements:** Have a weapon with a Swing TN.

**Maneuver:** Make a Swinging attack at X.

**Mastery:** Any attacks made against you this Action have their TNs increased by Y, to a maximum of 10. An ancient technique recreated by the Paladin Gaius Lucullus Sulla from fechtmeister Jordan Nordenwald's "Der Altenn Fechter Anfengliche Kunst." The text required years of diligent translation and interpretation, and led to the Paladin's love of longer two-handed swords.

The technique for which this Maneuver is a Mastery version *of* has actually long since been forgotten, and is not included in this book.

### **THE WAY OF 5 [2]**

**Type:** Advanced, Attack, Thrusting

**Requirements:** Have one or more pistols on your person.

**Maneuver:** Activate this Maneuver after resolving a Melee Shoot. Pay 2 CP, and immediately drop your weapon, draw a new pistol, declare and resolve a second Melee Shoot with the same number of dice as was rolled for the first Melee Shoot. This new Melee Shoot resolves in the same Action, at the same Initiative, as the first Melee Shoot. You may choose a new Opponent as your target for this attack. The Target's defense to the original Melee Shoot (if any) is used against this second Melee Shoot without

rolling, at the same Successes as the original. The target may declare a Quick Defense to add dice to the original defense, but if this is done, all dice must be re-rolled at the new TN for Quick Defense.

**Special:** You may declare another “The Way of 5” after resolving The Way of 5, but you must pay the cost of 2 again.

Employed by a nameless gunslinger who wanders Vosca, The Way of 5 is a biomechanically perfect series of pistol draws and rechambering techniques that allows the drawing and shooting of an absurd number of firearms in a short time. It is said that the name of the technique refers to the five fingers of the hand--but of course this cannot be true, as the thumb isn't really a finger.

# Chapter 10.1: Maneuvers

## Maneuvers

Maneuvers are things characters do in combat. **Swinging** with a sword, **Thrusting** with a spear, **Blocking** with a shield, trying to **Disarm** an enemy of his weapon, etc, are all **Maneuvers**. Maneuvers are declared during the Action Phases, often with an “**Activation Cost**” and an “**Investment**” of **CP**. Each Maneuver has its own rules and effects. In brief, however, here is how Maneuvers generally work in combat.

- **Attack Maneuvers** are used to some effect on the enemy. When an Attack Maneuver is declared, its **Investment (usually an [X] in the Activation Cost)** in **CP** is also declared. This is the number of dice rolled against weapon's **Target Number (TN)** when the Maneuver is resolved.
- **Defense Maneuvers** are used to defeat an Opponent's Attack Maneuver, and sometimes inflict some effect upon the attacker as well, or set up some condition that the defender can take advantage of. When a Defense Maneuver is declared, its **Investment in CP** is also declared, just like an Attack Maneuver. This is the number rolled against **TN** when the Maneuver is resolved.
- **Initiative** is the order in which Maneuvers declared in an Action resolve. Initiative is held by one character against another character that they are **Targeting**. If two characters are Targeting each other, only one of them can hold Initiative.
- When Maneuvers in a Bout resolve, all Maneuvers made with Initiative resolve in the reverse order that they were declared, (unless a Steal Initiative attempt is made), and then all Maneuvers made without initiative resolve in reverse order of declaration. What this means is that if two characters are attacking each other, the one with Initiative resolves their Maneuver first, and only afterwards does the Initiative-less character (if they survive) resolve their Maneuver.
- Defense Maneuvers always resolve at the same time as the Attack Maneuver that they were declared against. Unless otherwise stated, if a Defense Maneuver successfully defends against any Attack Maneuver, the Defender gains Initiative. Unless otherwise stated, if a Defense Maneuver resolves but there is no Attack Maneuver for it to defend against, it does not grant Initiative.

### Strength Damage Bonus

Most Maneuvers that inflict damage are based off of the SDB, a static number equal to Half of the Attacking Character's Strength. SDB is a Compound Attribute and can be found in greater detail in Character Creation.

### **Interrupted Maneuvers**

In the case of a Maneuver that prevents another Maneuver from acting out, the Maneuver is **Interrupted** and half the **CP** invested in the prevented Maneuver is refunded. This includes attacks prevented by Grappling or Hilt Push or dropping a weapon or shield in response to a Beat, Hook, Hew or Break, or any other situation where a Maneuver would not feasibly activate. This refund occurs **before** any effects of the Maneuver that caused it.

*Example: Giorno and Kovik are dueling with maces. Giorno has Initiative and opens with a 5-die Beat. Kovik takes a risk by neglecting to defend; instead he attacks the Upper Head with 9 dice. Since Giorno has Initiative, his Attack Maneuver resolves before Kovik's. Giorno gets 1 Success, so the Beat is successful. Kovik's attack is Interrupted! He is refunded 4 dice (half of 9, rounded down as always), then loses 1 die from the Beat's Stun effect. Kovik's Attack Maneuver for this Action goes away. Now the next Action begins!*

Maneuvers are essentially 'moves' used in combat. They can range from parrying a blow to firing a pistol and swinging an axe. Most Maneuvers involve devoting CP dice to them, and then rolling these as an attack or a defense against a Target. Some have more subtle effects, like changing the way a weapon is held, distracting or blinding a Target, or Maneuvering around them in combat.

Maneuvers are divided into simple categories based on what they do, and when they can be used. For example, Parry is a Defense Weapon Maneuver, because it involves parrying an attack with a weapon. A Lance Charge is an Attack Mounted Weapon Maneuver, since it involves a kind of attack that can only be performed while mounted with a weapon. Most Maneuvers will require the character be wielding an appropriate weapon, which is listed in the Requirements section of each Maneuver.

### **Using Defensive Maneuvers With Initiative**

If you are using a Defensive Maneuver with Initiative (as an Attack Maneuver, essentially), wait until characters without Initiative have declared their Defenses to declare the target of this defense. If nobody declares attacks against you, you can return the Defensive Dice to your Combat Pool. Then, resolve Maneuvers at Initiative. If you have no other Maneuvers to resolve, then count yourself as having "Done Nothing" this Action.

### **Encumbrance Penalties**

Some Maneuvers reference "Encumbrance Penalty," this is the Mobility Effect column of the character's Encumbrance Level.

Weight	Encumbrance Level	CP Effect	Mobility Effect	Skill Penalty	Exhaustion Speed	Recovery Speed
Less than <b>CARRY</b>	Unencumbered	0	0	0	x1	1x
Equal to <b>CARRY</b>	Light	-1	-2	+1 <b>RS</b>	x 1.5	1x

2x <b>CARRY</b>	Medium	-2	-4	+2 <b>RS</b>	x 2	1/2x
3x <b>CARRY</b>	Heavy	-3	-6	+3 <b>RS</b>	x 3	1/4x
4x <b>CARRY</b>	Overloaded	-4	-8	+4 <b>RS</b>	x3.5	None

## Gaining Maneuvers

Some Maneuvers are able to be used by any and all characters. These Maneuvers are identified as ‘**Universal**.’

Other Maneuvers, identified as ‘**Advanced**,’ can only be used by characters whose Schools include the Proficiency for the sort of weapon/unarmed fighting style they are presently using.

## Using Maneuvers

When in combat, Maneuvers are used to attack, defend against, or escape the enemy.

There are a wide variety of Maneuvers that can be declared during an Action, which are listed below. The **Superior** versions of Maneuvers are considered **Advanced** for all purposes, but still count as the same Maneuver for Talents such as Good Form.

Some Maneuvers, such as Grappling and Hilt Push, result in a special state in which additional Maneuvers become available. These are indicated by having the parent Maneuver’s name before theirs (i.e. Hilt Push: Lever-Down).

Additionally other Maneuvers can only be used under specific circumstances. Please read the Maneuver descriptions for details on when a Maneuver can be used.

## Maneuvers List

All Maneuvers follow this format:

### **Maneuver NAME [Cost]**

**Type:** [This is the type of the Maneuver, for reference to how it can be used. If the proficiency is tagged as ‘Universal,’ it can be used with any Proficiency. If it is tagged as ‘Advanced’ instead, the entry will also list which Proficiencies receive the Maneuver. Some Maneuvers are tagged as being ‘Instant’ and specify their base type, such as ‘Swinging’ or ‘Thrusting.’]

**Requirements:** [These are the requirements to perform the Maneuver.]

**Maneuver:** [This is the actual mechanic for performing the Maneuver.]

**Success:** [This is what happens if the Maneuver succeeds--meaning if it succeeds in its roll against whatever Defensive Maneuver is deployed against it, or if it scores any successes at all if there is no such Defense.]

**Failure:** [This is what happens if the Maneuver fails. If a Maneuver has no Failure listed, then it is simply negated, a generic failure that has no special effect.]

**Special:** [Additional mechanics, conditions and restrictions are explained here.]

**Superior:** [Some Maneuvers have ‘Superior’ versions that increase the effectiveness of the Maneuver, reduce its cost, or otherwise improve it. Characters can learn Superior Maneuvers by levelling up their Proficiencies.]

## Maneuver List

The table below lists all Maneuvers by their Primary and Secondary roles (a Swing is an Attack using a Weapon). It also shows whether a Maneuver is Universal or Advanced (noted as ‘U’ and ‘A’), as well as if the Maneuver has a Superior version (‘S’). The cost of the Maneuver is shown, however it is always a good idea to read the full text of a Maneuver to understand how it is used and how much it will cost you to activate. Some Maneuvers are categorized by type, and certain types of Maneuvers may be affected by others, or Boons, Banes and Talents.

Maneuver	U	A	S	Primary	Secondary	Type	Cost
Steal Initiative	U			Initiative	General	Instant	X+Target PER
Half-Sword		A		Transformation	Weapon	Instant	1
Murderstrike		A		Transformation	Weapon	Instant	2
Beat	U		S	Attack	Weapon	Swinging	X
Break	U		S	Attack	Weapon	Swinging	X+2
Butt Strike	U			Attack	Weapon	Swinging	X
Disarm (Weapon)	U		S	Attack	Weapon	Swinging	X+1
Feint	U		S	Attack	Weapon	Instant	2+Variable
Hew	U		S	Attack	Weapon	Swinging	X
Hook	U		S	Attack	Weapon	Swinging/Thrusting	X+1
Joint Thrust	U			Attack	Weapon	Thrusting	X+Variable
Melee Shoot	U			Attack	Weapon	Thrusting	X+Variable
Pommel Strike		A	S	Attack	Weapon	Thrusting	X
Push Cut	U		S	Attack	Weapon	Thrusting	X+1
Quickdraw	U			Attack	Weapon	Instant	1
Swing	U			Attack	Weapon	Swinging	X
Thrust	U			Attack	Weapon	Thrusting	X
Weapon Throw	U			Attack	Weapon	Thrusting	X+1
Disarm (Unarmed)	U		S	Attack/Defense	Unarmed	Unarmed	X+1
Elbow	U		S	Attack	Unarmed	Unarmed	X
Headbutt	U			Attack	Unarmed	Unarmed	X+1
Hook Punch	U		S	Attack	Unarmed	Unarmed	X
Kick	U		S	Attack	Unarmed	Unarmed	X
Knee	U		S	Attack	Unarmed	Unarmed	X
One-Two Punch		A		Attack	Unarmed	Unarmed	X+2
Straight Punch	U		S	Attack	Unarmed	Unarmed	X
Trip	U		S	Attack	Unarmed	Unarmed	X
Shield Bash	U		S	Attack	Shield	Bash	X
Shield Beat	U			Attack	Shield	Bash	X+2
Shield Feint	U			Attack	Shield	Instant	1

Blind Toss	U		Attack	Special	Throwing	X+Variable
Do Nothing	U	S	Defense	General	Nothing	Wew lad
Parry	U		Defense	Parry	Parrying	X
Quick Defense	U		Defense	Parry	Instant	2+Variable
Riposte		A S	Defense	Parry	Parrying	X+2
Arm Parry	U	S	Defense	Unarmed	Parrying, Unarmed	X
Block	U		Defense	Block	Blocking	X
Shield Bind		A S	Defense	Block	Blocking	X+1
Total Block	U		Defense	Block	Blocking	Half Max CP
Flee	U		Defense	Void	Void	X+Encumbrance Penalty
Mobile Void	U		Defense	Void	Void	X+Encumbrance Penalty
Void	U		Defense	Void	Void	X+Encumbrance Penalty
Cleaving Blow	U		Attack	Attack	Swinging Instant	2
Ally Defense	U		Defense	Defense	Instant	2
Double Attack	U		Attack	General	Attack	X+Y+1
Double Shot	U		Attack	General	Attack	X+Y+2
Guarded Attack	U		Attack/Defense	General	Attack	X+Y
Masterstrike		A S	Attack/Defense	General	Variable	X+Y+2
Clinch	U	S	Attack/Defense	Special	Clinching	X
Shoot Takedown	U	S	Attack	General	Clinching	X+1
Grapple: Trap	U	S	Grapple	General	Grapple	X
Grapple: Pin	U		Grapple	General	Grapple	X+2
Grapple: Submission Hold	U	S	Grapple	General	Grapple	X+2
Grapple: Limb Break	U	S	Grapple	General	Grapple	X
Grapple: Choke	U		Grapple	General	Grapple	X
Grapple: Bite	U		Grapple	General	Grapple, Unarmed	X
Grapple: Reap Takedown	U		Grapple	General	Grapple	X
Grapple: Throw	U	S	Grapple	General	Grapple	X+2
Grapple: Slip	U		Grapple	General	Grapple	X
Grapple: Twist	U		Grapple	General	Grapple	X
Grapple: Force	U		Grapple	General	Grapple	X+2
Grappling:Pick Up	U		Grapple	General	Grapple	X+2
Hilt Push	U	S	Hilt Push	Special	Instant	2
Hilt Push: Grapple	U		Hilt Push	Attack	Clinch	X+2
Hilt Push: Lever Down	U		Hilt Push	Advantage	Attack	X+2
Hilt Push: Retreat	U		Hilt Push	Defense	Defense	X+2
Rapid Rise	U		Mobility	General	Instant	3
Thread the Needle	U		Mobility	General	Instant	X+Y
Cossack Drag	U		Mounted	Defense	Void	X+2
Lance Charge	U		Mounted	Attack	Mounted	X+2^
Mount Bite	U		Mounted	Attack	Mounted	2^
Mount Kick	U		Mounted	Attack	Mounted	2^
Disengage	U		Mounted	Defense	Void	X+3
Lean	U		Mounted	Defense	Void	X+Encumbrance Penalty^
Ride-By	U		Mounted	Passing	Mounted	2^
Trample	U		Mounted	Passing	Mounted	4^

Beast Bite	U		Beast	Attack	Beast	X
Savage	U		Beast	Attack	Beast	X
Tackle	U		Beast	Attack	Beast	X+2
Prison Yard Stab		A	Weapon	Attack	Unique	2

^ = Check required. Refer to Maneuver details.

U = Universal Maneuver

A = Advanced Maneuver

S = Superior Maneuver

Encumbrance Penalty = Encumbrance Penalty

## Getting Started: Some Basic Maneuvers

If you're just getting started with Song of Swords, here are the basic Maneuvers you should absolutely be aware of:

### Swing (pg XX)

This is what you use to hit someone in the teeth with a club, or to cut their head off with a sword. Swing is a very simple Maneuver that simply involves you spending X dice, choosing where on your Opponent you want to hit him, then rolling them against whatever defense your Opponent is using at the TN of your weapon. It also has some cool Specials, like the ability to power-attack for more damage, or to use curved swords to inflict extra damage on unarmored foes.

### Thrust (pg XX)

Thrust, the noble counterpoint to Swing, this is what you do to stab a bad guy. Thrust is also very simple, it more or less works exactly the same way that Swing does, but it gets a bonus to Initiative that might allow you to hit first in the case of an Aggressive/Aggressive roll, or in Steal Initiative.

### Block (pg XX)

Block is a defensive Maneuver involving a shield. It's dead simple--you roll X dice at your Shield's Block TN. If you get as many successes as your Opponent's attack rolled, or more, you block it. Baddabing. Block is one of the most reliable defenses and tends to have excellent numbers because most shields are pretty good at blocking--go figure.

### Parry (pg XX)

Parry is a defensive Maneuver involving a weapon. It works almost identically to Block, but using a weapon's Parry TN instead of the Shield's. If you aren't using a shield, this is generally the best defensive option. Sometimes, you can be deprived of your weapon, however...

### Void (pg XX)

Don't be fooled by the name (it's an old fencing term for "dodge"). This Maneuver allows you to defend against attacks without a weapon or a shield. It works the same way but with a set TN. There are some special rules that can improve the TN over time, but at base it still makes for a good last-ditch defense.

### Steal Initiative (pg XX)

Steal Initiative is the most complicated of these basic Maneuvers, but the principle is pretty simple: You use it to try and "race" your Opponent to hitting first, basically forcing an Initiative Test to try and steal his turn from him, allowing you to hit first and possibly defeat him before his attack can land. This is a good Maneuver to learn as a beginner because it will greatly expand your pool of options in battle, and also because it's a good place to start for more advanced Maneuvers.

## Initiative Maneuvers

### **STEAL INITIATIVE [X+Target PER]**

**Type:** Universal, Instant

**Requirements:** Don't have Initiative against your target at the start of the Action. You may only attempt this once per Action per Opponent. If Initiative is stolen from you, you cannot steal it back this Action!

**Maneuver:** Roll an Initiative contest against Target, with all normal modifiers. You may spend X extra CP, and add 1 die to your Initiative Roll for every 2 extra CP spent.

**Success:** Gain Initiative.

**Tie:** You and Target resolve Maneuvers simultaneously.

**Special:** The Activation Cost of Steal Initiative is equal to the target's modified PER, plus optional X.

## **Weapon Transformation Maneuvers**

### **HALF-SWORD [1]**

**Type:** Advanced, Transformation, Instant

**Requirements:** Have any Sword without the Light Blade special rule.

**Maneuver:** This weapon is now Half-Swording. Reduce the Reach of your weapon by 1 stage, and reduce Swing damage by 2. If the weapon being used was 1H with Hand-Off, it is now 2H. If it was 2H, it remains 2H. When performing a Joint Thrust Maneuver while Half-Swording, your weapon counts as having the Thin Blade rule, if it did not previously. Additionally, Pommel Strike Maneuvers performed while Half-Swording inflict +1 damage.

You may deactivate this Maneuver instantly and at no cost before an Action. The weapon immediately regains its original characteristics and loses all bonuses.

This Maneuver can be activated instantly before declaring another Maneuver.

This Maneuver cannot be activated and deactivated in the same Action.

**Special:** If the weapon being Half-Sworded has the Hand-Off quality, determine its Half-Sword attributes based on its 2H version, regardless of whether the Maneuver was activated from 1H or 2H mode.

### **Murderstrike [2]**

**Type:** Advanced, Transformation, Instant

**Requirements:** Have a Sword without the Light Blade, Draw or Forward Swept special qualities, and both hands available to hold the weapon.

**Maneuver:** This weapon is now Murder Striking. Change the Swing damage to +1b if the weapon is 1H and +2b if the weapon is 2H (originally, Hand-Off weapon stats don't count) and Thrust damage to -2b. The weapon loses its special qualities and gains Shock 2 and the Heavy Weapon special rule. If the weapon was 1H, it is now 2H. If the weapon was being used 1H with Hand-Off, it is now 2H and loses Hand-Off so long as it is Murder Striking. If it was 2H, it remains 2H. If the weapon was Half-Swording, revert it to its regular form before applying these changes.

**Special:** You may deactivate this Maneuver at any time, in an identical manner to activating it, returning the weapon to its normal stats after a roll. This Maneuver can be activated or deactivated instantly before declaring another Maneuver if its ADR test is passed. Otherwise, it occupies a full Action.

## **Attack Maneuvers**

Attack Maneuvers are generally (though not always) declared with Initiative (see [Chapter XX](#)). These all involve some sort of attack aimed at a Target.

### **Weapon Attack Maneuvers**

**BEAT [X]****Type:** Universal, Attack, Swinging**Requirements:** Have a weapon with a Swing TN. It must be the first Action and Round immediately after Orientation Declaration, and you must have declared Aggressive.**Maneuver:** Swinging Weapon Attack at Swing TN of weapon, targeting Target weapon or shield with X dice. Halve all Reach costs for this Maneuver. For the purpose of Initiative tests involving this Maneuver, Reach costs are not factored into the Initiative roll.**Success:** Target suffers [BS] Stun. Target cannot use targeted weapon or shield to perform any Maneuver until Refresh. Shields are knocked out of their Shield Position until Refresh. This attack does not change the Reach of combat.**Superior:** If you have Initiative, you may now declare this Maneuver in the first Action of any Round. You still need to have declared Aggressive to use Beat in the first Action after Orientation, but not later Rounds.**BREAK [X+2]****Type:** Universal, Attack, Swinging**Requirements:** Have a weapon with a Swing TN. Target has a weapon.**Maneuver:** Swinging Weapon Attack at Weapon Reach at Swing TN, targeting Target's weapon with X dice.**Success:** Target's weapon sustains damage equal to [SDB+Weapon Swing Damage+Half BS]. If the amount of damage dealt is equal to or exceeds the damage threshold (listed below) for the targeted weapon, it breaks, and becomes useless except as a potential improvised weapon. This is all-or-nothing: either the weapon Breaks, or there is no effect. At the GM's discretion, a spear or polearm may effectively become a quarterstaff after being broken, a wood-hafted blunt weapon might become a truncheon, and so on.**Special:** This Maneuver ignores Reach modifiers. The user does not move to their weapon's Reach on a successful attack, but may if the Target's weapon is broken.**Superior:** Break inflicts +2 additional damage.

Weapon	Damage Threshold
Wood-Hafted Blunt	10
Spear/Polearm	10
Langgetted/Reinforced Spear/Polearm	12
Dagger/Knife	12
Sword with the Light Blade quality	15
Metal-Hafted Blunt	15
Sword	20

**BUTT STRIKE [X]****Type:** Universal, Attack, Swinging**Requirements:** Have a Polearm or Spear weapon, or a Sword being held Half-Swording.**Maneuver:** Swinging Weapon Attack at Short Reach at Weapon Swing TN, aimed on Swing Table.**Success:** Inflicts Bludgeoning damage equal to [SBD+0+BS] to Hit Location.

**Special:** If this weapon has a metal cap of some sort on the weapon's reverse end (or if it is a sword being used) this attack inflicts +1 Bludgeoning damage.

If Half-Swording the weapon being used for Butt Strike, the weapon does not suffer the penalty to Swinging damage normally associated with Half-Swording.

### **DISARM (WEAPON) [X+1]**

**Type:** Universal, Attack, Swinging

**Requirements:** Have a weapon with a Swing TN. Target has a weapon.

**Maneuver:** Target suffers [BS] Stun. Swinging Weapon Attack at Weapon Reach at Parry TN targeting Target weapon.

**Success:** Target must make an AGI test at [BS] RS. If this test is failed, the targeted weapon is removed from the Target's grasp, and either retained by you, dropped at your feet, or thrown several yards away at your discretion.

**Special:** If a Target's weapon is a 2H weapon, the Target gains a +1 bonus to his AGI test.

**Superior:** When disarming a Target with a 2H weapon, they do not gain the normal +1 bonus to the AGI test.

*Dusan and Mirza are practicing their swordsmanship. Dusan has declared a Disarm with 8 dice, and Mirza has declared a Parry with 7. Dusan scores 4 successes to Mirza's 2. Mirza must now make an AGI test at RS 2 (2 BS). He has 5 AGI, but only rolls 1 success. He is disarmed, and his weapon is tossed some distance away. Mirza grins bitterly as he goes to retrieve his sword.*

### **FEINT [2+Variable]**

**Type:** Universal, Attack, Instant

**Requirements:** Have a weapon with a Swing or Thrust TN. Activate after having declared a Swing or Thrust Maneuver, and after any other Attack and Defense Maneuvers have been declared, but before any are resolved. You may only activate this Maneuver from a Thrust if the weapon being used has the Fluid Thrusts quality.

**Maneuver:** When activated, change either the type of the attack (to either a Swinging or Thrusting Maneuver) or (if the Maneuver targets an area) the Target Zone of the attack (Face to Chest, Upper Arm to Lower Leg, etc.). You may elect to change both if applicable, but you must choose at least one. You may pay 2 CP to add 1 CP to this attack, as many times as you can afford.

**Superior:** You may pay 1 CP to add 1 CP to this attack, as many times as you can afford.

### **HEW [X]**

**Type:** Universal, Attack, Swinging

**Requirements:** Have a weapon with a Swing TN.

**Maneuver:** Swinging Weapon Attack at Weapon Reach, at Weapon Swing TN targeting Target shield.

**Success:** Target suffers [BS] Stun. Target's shield sustains damage equal to [SDB+Weapon Damage+BS] against its Durability. If the damage equals or exceeds its Durability, the shield is destroyed and any excess damage is applied to the Target's shield-arm (roll on Lower Arm Swing Table for exact location).

**Special:** Blocking Maneuvers made to defend against this Maneuver are made at +1 TN.

**Superior:** If this Hew fails to destroy a shield it hits, it reduces that shield's Durability by the Damage Inflicted.

### **HOOK [X+1]**

**Type:** Universal, Attack, Swinging OR Thrusting

**Requirements:** Have a weapon with the Hook quality.

**Maneuver:** Swinging Weapon Attack at Weapon Reach at Weapon Swing TN, OR Thrusting Weapon Attack at Weapon Reach at Thrust TN, targeting Target shield or the Target.

**Success:** If targeting Target, Target suffers [BS] Stun, and must make a [BS] RS Stability check or be rendered Prone.

If targeting Shield, Target cannot use his shield in the following Action, and must make an AGI roll at [BS] RS or lose shield altogether as it is dragged away.

**Special:** You cannot use Hook against a mounted Target unless the weapon being used is of L Reach or longer.

**Superior:** If you successfully used a Hook in the previous Action against this Opponent, and they failed their check, your damaging attack this Action inflicts +2 damage.

### **JOINT THRUST [X+Variable]**

**Type:** Universal, Attack, Thrusting

**Requirements:** Wielding a weapon with a Thrust value that inflicts Piercing damage.

**Maneuver:** Thrusting Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN+1, aimed at *chosen* Target Hit Location

**Success:** Weapon inflicts Piercing damage equal to [Weapon Thrust Damage+SDB+Half BS] to *chosen* Hit Location. Do not roll on table. The damage from this attack is not reduced by AV from any armor which has a Weak Spot for the Hit Location that was targeted by this attack. All other AV protecting that area applies.

**Special:** When rolling an Initiative test to determine attack order while making a Joint Thrust, you may roll 1 additional die in the test.

You may only target a Hit Location in a Target Zone that you would be able to attack normally at this time--you cannot attack a mounted man's face with a dagger or stab a man in the back from the front while using this Maneuver, etc.

This Maneuver's Variable Activation Cost is equal to 2 + 1 for every Reach step beyond Medium the weapon being used is.

Spears and Polearms held in two hands reduce their Thrust TN by 1 for this Maneuver.

As listed in the Special Qualities section for weapons, those with Thin Blade reduce their Thrust TN by 1 when they perform this Maneuver. Since Joint Thrust already worsens the Thrust TN of the weapon by 1, this simply means that the attack is made at Thrust TN.

This attack does not benefit from AP Thrust [X] unless there is Hard Armor on the Hit Location aside from that which is being ignored by this Maneuver, such as mail worn beneath the plate, in which case it does benefit from AP Thrust [X] and other modifiers.

### **MELEE SHOOT [X+Variable]**

**Type:** Universal, Attack, Thrusting

**Requirements:** Have a loaded/spanned Bow, Crossbow or Firearm ready in the hand.

**Maneuver:** Thrusting Weapon Attack with X not exceeding MP at current Combat Reach with Missile TN of weapon, aimed at Thrusting Target Zone

**Success:** Inflicts damage appropriate for a ranged attack with the weapon used, using BS from the roll as normal, but rolling on the Thrusting Attacks Table.

**Special:** If this attack is defended against with a Weapon Defense Maneuver, there is an additional Activation Cost to the defense equal to the Range difference between the character and the Target. If the Weapon Defense is successful, move to Defender's Weapon Reach.

When rolling an Initiative test to determine attack order while making a Melee Shoot Maneuver, you may roll 1 additional die in the test.

While on Horseback or riding another animal, you suffer a -2 penalty to this Maneuver.

If weapon is already in hand and readied, the Variable portion of the Activation Cost is 0. If weapon has just been drawn using Quickdraw this Action, the Variable portion of the Activation Cost is 2.

**Special [Bullet Parry]:** If a character's Racial/Special Abilities allow them to Parry bullets or other missile attacks, they may defend against this Maneuver with a Weapon Defense normally, ignoring the Special section of this Maneuver.

### **POMMEL STRIKE [X]**

**Type:** Advanced, Attack, Thrusting

**Requirements:** Have a Sword or any other weapon with a pommel.

**Maneuver:** Thrusting Weapon Attack at H Reach at Thrust TN 6, aimed on Thrusting Attack Table.

**Success:** Inflicts Bludgeoning damage equal to [SDB+0+BS] to Hit Location.

**Special:** When rolling an Initiative test to determine attack order while making a Pommel Strike Maneuver, you may roll 1 additional die in the test.

If you are Half-Swording when you resolve your Pommel Strike, add +1 to its damage, as explained in the Half-Sword Maneuver.

**Superior:** Pommel Strike also inflicts [2+BS] Stun upon hitting the Face or Upper Head Hit Locations.

### **PUSH CUT [X+1]**

**Type:** Universal, Attack, Thrusting

**Requirements:** You have a weapon with both a Thrust TN, and a Swing TN that inflicts Cutting damage.

**Maneuver:** Thrusting Weapon Attack at Weapon Reach, rolled at Thrust TN, aimed on the Thrusting Attack Table.

**Success:** Inflicts Cutting damage equal to [SDB+Weapon Swing Damage-1+BS] to Hit Location.

**Special:** When rolling an Initiative test to determine attack order while making a Push Cut, you may roll 1 additional die in the test.

This attack does not apply AP Swing/Thrust, Crushing, or Shock effects.

This attack DOES apply Draw damage.

**Superior:** When performing a Push Cut, reduce the number of BS needed to trigger Draw by 1.

### **QUICKDRAW [1]**

**Type:** Universal, Instant

**Requirements:** Have a weapon that you want drawn, and have the capacity to draw it. This Maneuver can only be activated if no other Maneuvers have been used first.

**Maneuver:** When activated, you may roll AGI at Quickdraw TN 7 of your weapon, with RS of 1 per 2 Reach levels of the weapon past H Reach. This is instant. H Reach weapons automatically succeed.

Weapon with greater than L Reach cannot be Quickdrawn. The RS for Quickdrawing missile weapons of various sorts is listed in the table below.

**Success:** You immediately draw the weapon, and may declare a Swing, Thrust, Melee Shoot, or Parry Maneuver in this same Action with the Quickdrawn weapon.

**Special:** If the weapon being Quickdrawn has the Draw special quality, it reduces the RS required to successfully Quickdraw it by 2.

<b>Missile Weapon</b>	<b>Quickdraw RS</b>
Pistol	1
Dragon Pistol	2
Blunderbuss	3
Musket	4
Light Crossbow	3
Heavy Crossbow	4

Small Bow	4
Large Bow	6

### SWING [X]

**Type:** Universal, Attack, Swinging

**Requirements:** Wielding a weapon with a Swing TN.

**Maneuver:** Weapon Attack at Weapon Reach with X dice rolled at Swing TN, aimed on the Swinging Attack Table.

**Success:** Inflicts damage equal to [SDB+Weapon Swing Damage+BS] to Hit Location. Damage is of weapon's Swing damage type.

**Special [Power Attack]:** When declaring a Strike, you may spend up to 2 CP to increase Strike damage by an amount equal to the number of CP spent.

**Special [Deep Draw Cut]:** If using a weapon with the Draw special rule, you may reduce the Reach of the weapon by 1 for this attack in order to reduce the number of BS needed to trigger Draw by 1.

### THRUST [X]

**Type:** Universal, Attack, Thrusting

**Requirements:** Wielding a weapon with a Thrust value.

**Maneuver:** Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN, aimed on the Thrusting Attack Table.

**Success:** Inflicts damage equal to [SDB+Weapon Thrust Damage+BS] to Hit Location. Damage is of weapon's Thrust damage type.

**Special:** When rolling an Initiative test to determine attack order while making a Thrust, you may roll 1 additional die in the test.

### WEAPON THROW [X+1]

**Type:** Universal, Attack, Thrusting

**Requirements:** Have a Throwing Weapon, or a Melee Weapon that can be thrown. Current Range must be at least as long as the weapon's Reach.

**Maneuver:** Thrusting Weapon Attack at current Combat Reach with X dice at the Missile TN of the weapon aimed on Thrusting Attack Table. Weapon is thrown.

**Success:** Inflicts [SDB+Weapon Missile Damage+BS] to Hit Location. Weapon may be embedded in target.

**Failure:** In addition to having no effect, weapon has likely flown past target or is stuck in a shield.

**Special:** These attacks can be Parried at +2 Activation Cost, or Blocked/Voided as normal.

When rolling an Initiative test to determine attack order while making a Weapon Throw, you may roll 1 additional die in the test.

**Special [End Him Rightly]:** At an additional +1 CP Cost, if using a sword or other weapon with a detachable pommel or other component, you may unscrew it and fling it at your Opponent. This counts as a Metal Weight as detailed in the throwing weapons category. Doing this increases the Defense TN of the weapon by 1, however, as it becomes unbalanced. Pommel Strikes are right out.

*Duke rushes into battle with a warhammer in either hand. He is faced by a foe with a spear who outreaches him by two yards. Duke declares Offensive, as do his Opponent, meaning it is now do-or-die time. Rather than try to defend against his Opponent's attack and strike at the same time, or win an Initiative test using only his S Reach, Duke declares a Weapon Throw with 8 dice. This lets him make the attack at the EL Reach of his Target's weapon so that he doesn't suffer any penalties, and he gains the +1 bonus to Initiative for the Maneuver's special rule.*

*He rolls more successes than his Target, so he makes his attack with 8 dice, using the Missile TN of Hammers (7) and scores 3 successes. The hammer slams into the spearman's face, and he collapses into a heap.*

## Unarmed Attack Maneuvers

### **DISARM (UNARMED) [X+1]**

**Type:** Universal, Attack, Defense, Unarmed

**Requirements:** None.

**Maneuver (Attack):** Punching Unarmed Attack at H Reach at Punch TN 7, targeting Target weapon.

**Maneuver (Defense):** Unarmed Parry Defense at H Reach at Parry TN 8, targeting Target weapon.

**Success:** Target must make an AGI test with [BS] RS. If this test is failed, the targeted weapon is removed from the Target's grasp, and either retained by you, dropped at your feet, or thrown several yards away at your discretion.

**Special:** If a Target's weapon is a 2H weapon, the Target gains a +1 bonus to his AGI test.

**Superior:** This Maneuver is done at -1 TN.

### **ELBOW [X]**

**Type:** Universal, Attack, Unarmed

**Requirements:** An arm with which to strike. This can be done while holding a weapon, at the GM's discretion.

**Maneuver:** Unarmed Attack at HA Reach with X dice at Elbow TN 7 to Target Zone on the Swinging or Thrusting Attack Table.

**Success:** Inflicts Unarmed Damage equal to [SDB+0+BS] to Hit Location.

**Failure:** If Parried, suffer a Swing or Thrust (Target's choice, GM adjudicates) to Elbowing arm with dice equal to half of Defense successes from Parrying weapon.

**Special:** If elbow is armored in metal, add +1 to damage.

If aiming an Elbow below the waist, Activation Cost increases by 1.

**Superior:** Your elbows now inflict an additional +2 damage.

### **HEADBUTT [X+1]**

**Type:** Universal, Attack, Unarmed

**Requirements:** None. No hands required.

**Maneuver:** Unarmed Attack at HA Reach with X dice at Headbutt TN 6 at either Face or Chest Target Zone on the Thrusting Attack Table.

**Success:** Inflicts Unarmed Damage equal to [SDB-1+BS] to Hit Location. Target suffers Stun equal to BS. Half of damage done is inflicted back on your Upper Head. You suffer Stun equal to half BS.

**Failure:** If Parried, suffer a Swing or Thrust (Opponent's choice, GM adjudicates) to Upper Head with dice equal to half of Defense successes from Parrying weapon. If Blocked, suffer a Shield Bash to Upper Head with dice equal to half of Defense successes from shield used.

**Special:** If head is protected with a helmet (chain coifs do not count) the Head receives no damage or stun back upon it from this attack, and the Headbutt instead inflicts [SDB+0+BS] Damage.

### **HOOK PUNCH [X]**

**Type:** Universal, Attack, Unarmed

**Requirements:** Have a hand with which to strike. This can be done while holding a weapon, at GM's discretion.

**Maneuver:** Unarmed Attack at HA Reach with X dice at Punch TN 6 at Target Zone on the Swinging Attack Table.

**Success:** Inflicts Unarmed damage equal to [SDB-1+BS] to Hit Location. Half of damage done is inflicted back on hand. If you strike a hard surface (metal armor, the upper head, a shield) you receive full damage back upon your hand.

**Failure:** If Parried, suffer a Swing or Thrust, (Opponent's choice, GM adjudicates) to punching arm with dice equal to half of Defense successes from Parrying weapon or shield.

**Special:** If hand is armored in metal, or has brass knuckles/knuckledusters, add +2 to damage, and suffer no damage back upon hand. If you have Superior Hook Punch, you inflict +1 additional Stun as well.

If aiming a Hook Punch below the waist, Activation Cost increases by 1.

**Superior:** Your punches now inflict an additional +1 damage, and inflict 2 Stun.

### **KICK [X]**

**Type:** Universal, Attack, Unarmed

**Requirements:** Have an available leg to Kick.

**Maneuver:** Unarmed Attack at S Reach with X dice at Kick TN 7 at Target Zone on the Swinging or Thrusting Attack Table.

**Success:** Inflicts Unarmed damage equal to [SDB+0+BS] to Hit Location. Target must make a Stability Check at BS or be rendered Prone.

**Failure:** If Parried, suffer a Swing or Thrust (Opponent's choice, GM adjudicates) to kicking leg with dice equal to half of Defense successes from Parrying weapon or shield.

**Special:** Kicks are normally aimed at the Belly, Legs or Groin. If aimed aimed at higher locations on standing targets there is an additional Activation Cost of 1.

If wearing sabatons or steel boots, add +1 to damage.

If making a Thrusting Kick against a Prone target, add +2 damage.

**Superior:** Your Kicks now inflict an additional +2 damage.

*Gaston has just discharged his blunderbuss into a dubious brigand, but he has no melee weapon with which to defend himself from yon brigand's comrade! He levels a Kick at the blaggard with 14 dice, and his attack succeeds with 3 BS. Gaston inflicts negligible damage to the brigandine armored brigand, but the Target must make an RS 3 Stability Check or be rendered Prone. The brigand fails, and is flung backwards onto the ground, giving Gaston enough time to pour a fistfull of silverware down the barrel of his blunderbuss, and...*

### **KNEE [X]**

**Type:** Universal, Attack, Unarmed

**Requirements:** Have an available leg to Knee.

**Maneuver:** Unarmed Attack at HA Reach with X dice at Knee TN 7 at Target Zone on the Thrusting Attack Table.

**Success:** Inflicts Unarmed damage equal to [SDB+1+BS] to Hit Location.

**Failure:** If Parried, suffer a Swing or Thrust (Opponent's choice, GM adjudicates) to kneeling leg with dice equal to half of Defense successes from Parrying weapon or shield.

**Special:** If aiming a Knee above the waist, Activation Cost increases by 2. If wearing metal knee-armor, add +1 to damage.

**Superior:** Your knees now inflict an additional +2 damage.

### **ONE-TWO PUNCH [X+2]**

**Type:** Advanced, Attack, Unarmed

**Requirements:** Have two hands with which to strike. This can be done while holding a weapon or weapons, at GM's discretion.

**Maneuver:** Activate this Maneuver after resolving a Hook Punch or a Straight Punch, Pay 2 CP, and immediately declare a second Maneuver of the same type as the previous to the same Target Zone as the first with X. X cannot be more than the dice devoted to the original Maneuver. This new Punch resolves in the same Action, at the same Initiative, as the first Punch. The Target's defense to the original Punch (if any) is used against this second Punch without rolling, at the same Successes as the original. The target may declare a Quick Defense to add dice to the original defense, but if this is done, all dice must be re-rolled at the new TN for Quick Defense.

**Special:** You may declare another One-Two Punch after resolving a One-Two Punch, but you must pay the costs again.

### **STRAIGHT PUNCH [X]**

**Type:** Universal, Attack, Unarmed

**Requirements:** Have an available hand to Punch. This can be done while holding a weapon, at the GM's discretion.

**Maneuver:** Unarmed Attack at H Reach with X dice at Punch TN 6 at Target Zone on Thrusting Attack Table.

**Success:** Inflicts Unarmed damage equal to [SDB-2+BS] to Hit Location. Half of damage done is inflicted back on hand. If you strike a hard surface (metal armor, the Upper Head, a shield) you receive full damage back upon your hand.

**Failure:** If Parried, suffer a Swing or Thrust (Opponent's choice, GM adjudicates) to punching arm with dice equal to half of Defense successes from Parrying weapon.

**Special:** If hand is armored in metal, or has brass knuckles/knuckledusters, add +2 to damage, and suffer no damage back upon hand. If you have Superior Straight Punch, you inflict +1 additional Stun as well. When rolling an Initiative test to determine attack order while making a Straight Punch, you may roll 1 additional die in the test.

If aiming a Straight Punch below the Belly, Activation Cost increases by 1.

**Superior:** Your punches now inflict an additional +1 damage, and inflict 1 Stun.

### **TRIP [X]**

**Type:** Universal, Attack, Unarmed

**Requirement:** None.

**Maneuver:** Unarmed Attack at HA Reach, at Trip TN 8.

**Success:** Target must make a Stability Check at [2+BS] RS or be rendered Prone.

**Special:** This Maneuver may not be Blocked or Parried; it can only be Voided.

**Superior:** If your Opponent fails the Stability Check, you automatically Disarm them as per the Disarm (Unarmed) Maneuver.

## **Shield Attack Maneuvers**

### **SHIELD BASH [X]**

**Type:** Universal, Attack, Bash

**Requirements:** Have a shield.

**Maneuver:** Bashing Shield Attack with X dice at H Reach at Shield Bash TN at Target Zone on Thrusting Attack Table.

**Success:** Inflicts Bludgeoning damage equal to [SDB+Shield Bash Damage+BS] to Hit Location.

**Special:** Weapon Defense Maneuvers made against a Shield Bash are made at +1 TN. Shield Bash cannot be performed as part of any Simultaneous Maneuver, Off-Hand Maneuver or Double Attack.

**Superior:** Target must make a [BS] RS Stability check or be rendered Prone.

### **SHIELD BEAT [X+2]**

**Type:** Universal, Attack, Bash

**Requirements:** Have a shield.

**Maneuver:** Bashing Shield Attack at Shield Bash TN targeting Target weapon or shield at S Reach.

**Success (Weapon):** Target weapon cannot be used as part of any Maneuvers in the next Action. You cannot perform Maneuvers with your shield in the next Action. This does *not* change the Reach of combat.

**Success (Shield):** Target shield does not grant AV for this or the next Action, and cannot be used to Block for the next Action. Your shields is knocked out of its Shield Position next Action. This does *not* change the Reach of combat.

### **SHIELD FEINT [1]**

**Type:** Universal, Instant

**Requirements:** Have a shield, make an attack with another weapon.

**Maneuver:** Spend Activation Cost to change declared attack from current one to a Shield Bash Maneuver, aimed at the same or a new location, using the same dice. Pay CP for Reach costs, if necessary. You may activate this Maneuver after a Target has declared a defense against your other attack.

*Gallant declares a Swing with his arming sword to his Target's neck with 6 dice. His Target, who is well-armored, declares a Parry with 8 dice. Gallant activates Shield Feint, switching his Swing to a Shield Bash with 6 dice to the face. He has to pay an additional 2 dice for Reach, but his Target's weapon defense suffers a +1 TN penalty, because of Parry's penalties against Shield Bash.*

### **Special Attack Maneuvers**

#### **BLIND TOSS [X+Variable]**

**Type:** Universal, Attack

**Requirements:** Have something to throw in-hand or within quick and easy reach (hat, scarf, cloak, sand, dirt...). Must be at EL Reach or shorter.

**Maneuver:** Attack at TN 5, ignores all Reach modifiers.

**Success:** Target's Attack and Defense TNs are increased by 1 per BS to a maximum of 10 until the end of the next Action phase.

**Special:**

When rolling an Initiative test to determine attack order while making a Blind Toss, you may roll 3 additional dice in the test.

This Maneuver's Activation Cost is equal to X+half of the target's PER, +1 for each time you have used this Maneuver on that character before. This is not limited to one fight--every single time you use this Maneuver on a character, your Activation Cost for it increases by 1 against that character.

This Maneuver cannot be used as part of any sort of Simultaneous Maneuver.

This Maneuver cannot be Parried, but may be Blocked or Voided.

*Gallant's saber has been knocked out of his hand by his intrepid foe, Goofus. Desperate, and having just won the Initiative back with a defense, Gallant flings a fistful of sand at his foe with 5 dice. Goofus ignores it, and tries to launch a Swing past it. Gallant scores 3 successes, moving Goofus's Swing TN to 10. Goofus scores no successes, having been caught in the face with a fistful of sand. He wipes the stuff from his eyes, and opens them, enraged, to the sight of Gallant pulling back the hammer of his raised pistol with a thumb. Alas, poor Goofus...*

## **Defense Maneuvers**

### **DO NOTHING**

**Type:** Universal, Defense

**Requirements:** None. You may always choose to Do Nothing.

**Maneuver:** You do nothing this Action. As you are undergoing no activity, you count as idle for purposes of Fatigue, meaning you may actually regain your breath in this time.

If you are attacked and choose to perform a Quick Defense, you do not gain the Fatigue bonus from this Maneuver.

**Superior (Focus):** Once per Combat, so long as your Do Nothing resolves without your being forced to use any other Maneuvers or being injured, you may reduce your Pain by [WIP], to a minimum of 0. This Pain returns when Combat ends.

### Parry Defense Maneuvers

#### **PARRY [X]**

**Type:** Universal, Defense, Parrying

**Requirements:** Have a weapon, device or anything with a Defense TN.

**Maneuver:** Defense with X at Defense TN. If you are using this Maneuver without Initiative, declare it against a Target attack.

**Success:** Target attack negated. You do not take Initiative with this Maneuver without 1+ BS.

**Special:** You may only declare this Maneuver once per Action with a weapon. If you have two weapons, you may declare a Parry and an Off-Hand Parry simultaneously, against two separate attacks.

**Optional [Handguards]:** If you successfully defend against a Swinging or Thrusting Weapon Attack Maneuver made by a Target, but do not have any BS, your Opponent resolves a Swing or Thrust at 0 BS against the hand holding the weapon you used to Parry (if the weapon was two-handed, or if you are Half-Swording, roll odd/even to decide which hand is hit). The Guard value of the weapon reduces this damage as normal, unless you are Half-Swording, in which case the forward hand is not protected. The Parrying party still gains Initiative, and Reach does not change despite the attack being resolved. It counts in all ways as the Parrying party being successful, except that the extra hit to the hand resolves. Multi-Hit does not apply here.

#### **QUICK DEFENSE [2+Variable]**

**Type:** Universal, Defense, Instant

**Requirements:** You must have some means of mounting a Defense available.

**Maneuver:** Declare any Defense Maneuver in response to the attack, paying for that Maneuver as normal. It resolves with +1 TN. Alternatively, alter the X value of a Defense Maneuver you have already declared which has not yet resolved by adding CP to it on a 1 for 1 basis.

**Special:** You may declare any number of Quick Defenses in an Action, against any number of attacks. However, the Defensive Maneuvers chosen cannot be used more times than normally allowed.

#### **RIPOSTE [X+2]**

**Type:** Advanced, Defense, Parrying

**Requirement:** Have a weapon with a Parry TN and a Strike TN.

**Maneuver:** Defense with X at Defense TN.

If you are using this Maneuver without Initiative, declare it against an enemy attack.

**Success:** Negates enemy attack. Note down the total successes the attack achieved. You may follow through Riposte next Action by declaring a Swinging or Thrusting Maneuver on enemy whose attack was negated by this Maneuver. If you do so, your attack gains bonus dice equal to the enemy's successes.

**Special:** You may only declare this Maneuver once per Action per weapon.

**Superior:** When you succeed with a Riposte, the weapon Riposted cannot be used to perform any Weapon Maneuvers in the next Action.

### Unarmed Defense Maneuvers

#### **ARM PARRY [X]**

**Type:** Universal, Defense, Unarmed, Parrying

**Requirement:** Have a free arm that extends (at least) to the forearm (prosthetics can be used for this) with which to Parry. This arm can not be holding or wearing a shield.

**Maneuver:** Unarmed Defense with X at Arm Parry TN 7. If you are using this Maneuver without Initiative, declare it against a Target attack.

**Success:** Target Attack negated. If Target attack was a Swinging or Thrusting maneuver, it inflicts a Swing or Thrust to Parrying limb with 0 BS. Total damage is reduced by Arm Parry BS.

**Failure:** Target attack resolves with damage reduced by Successes. If Target attack was Swinging or Thrusting, it inflicts a Swing or Thrust to the lower arm Target Zone of the Parrying limb with 0 BS in addition to the Target's attack.

**Special:** If Arm Parry is used against an attack targeting the limb used for Arm Parry, the Arm Parry TN increases to 8.

**Superior:** Arm Parry now resolves at -1 TN.

### **Block Defense Maneuvers**

#### **BLOCK [X]**

**Type:** Universal, Defense, Blocking

**Requirements:** A shield or other item with a Block TN.

**Maneuver:** Block with X dice at Block TN. If you are using this Maneuver without Initiative, declare it against a Target attack.

**Success:** Target attack negated.

**Special:** You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against.

#### **SHIELD BIND [X+1]**

**Type:** Advanced, Defense, Blocking

**Requirements:** Have a shield, and Target is attacking with weapon of M Reach or longer.

**Maneuver:** Blocking Defense at Block TN.

**Success:** Target attack negated. Attacking weapon cannot be used as part of any Weapon Maneuvers in the next Action. You cannot Block with your shield in the next Action.

**Superior:** When you successfully Shield Bind, you may advance a number of Reach steps towards your Opponent up to BS.

#### **TOTAL BLOCK [Half Maximum CP]**

**Type:** Universal, Defense, Blocking

**Requirements:** Have a Shield. Only usable in first Action of a Round. If it is the first Action and Round immediately after Orientation Declaration, you must have declared Defensive

**Maneuver:** Enemy Attack resolves as normal. If attack causes damage (to body only, not weapon or shield) add Shield AV to defense of the area struck, regardless of Shield Position  
Lower Shield Durability by Opponent's successes.

**Special:** This Block cannot be used in conjunction with any sort of Simultaneous Attack/Defense. If you declare Total Block you cannot declare any attack during this Action for any reason.

### **Void Defense Maneuvers**

#### **FLEE [X+Encumbrance Penalty]**

**Type:** Universal, Defense, Void

**Requirements:** Have not declared an Attack in either this or the previous Action. If it is the first Round of the Bout, must have chosen Defensive Orientation.

**Maneuver:** Void Defense with X dice at TN 5. You may not declare more dice on this Maneuver than your current MOB.

**Success:** Target attack negated. You leave the Bout.

**Special:** If it is the first Round, and you have just declared Orientation, you cannot use this Maneuver unless you declared Defensive.

You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against. All of your Defenses must succeed for you to leave the Bout.

**Fatigue Rules Only:** Performing this Action causes you to immediately gain 3 points of Fatigue (multiply this as you would normal Fatigue Gain!) that are applied immediately after the roll.

### **MOBILE VOID [X+Encumbrance Penalty]**

**Type:** Universal, Defense, Void

**Requirements:** None.

**Maneuver:** Void Defense at TN 8 with X.

**Success:** Target attack negated. You may close or retreat up to [BS] Reach steps. You do not take Initiative with this Maneuver without 1+ BS.

**Failure:** You must make a [1+enemy BS] RS Stability check or be rendered Prone.

**Special:** You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against.

If you increase the Reach between you and a Target to LL Reach, still have BS left, and no additional enemies are targeting you who are closer than LL Reach or Outflanking, you may choose to leave the Bout.

**Fatigue Rules Only:** You may choose to gain [2+Encumbrance Penalty] Fatigue when performing this Maneuver (multiply this as you would normal Fatigue!). If you do, the TN of the Maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, and so on) may reduce this further.

### **VOID [X+Encumbrance Penalty]**

**Type:** Universal, Defense, Void

**Requirements:** None.

**Maneuver:** Void Defense with X dice at TN 8.

**Success:** Target attack negated. You do not take Initiative with this Maneuver without 2+ BS.

**Special:** You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against.

**Fatigue Rules only:** You may choose to gain [2+Encumbrance Penalty] Fatigue when performing this Maneuver (multiply this as you would normal Fatigue!). If you do, the TN of the Maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, and so on) may reduce this further.

*Gallant is being assaulted by a psychotic carpenter with a sledgehammer. The carpenter is making a Swing with 8 dice. Seeing an attack incoming, and having no weapon with which to Parry, he declares a Void with 7 dice. Not liking his odds, but noticing that he is unencumbered, Gallant elects to take 2 Fatigue and reduce the TN of his Void by 1. This gives him the edge he needs to avoid having his head smashed in.*

## **Cross-Fighting Maneuvers**

### **Attack Cross-Fighting Maneuvers**

#### **CLEAVING BLOW [2]**

**Type:** Universal, Attack, Swinging, Instant

**Requirements:** Wielding a weapon of L length or higher with a Swing TN, facing multiple Opponents in combat simultaneously.

**Maneuver:** At any time that a Swing is successful and the requirements are met, you may pay the Cleaving Blow Activation Cost to immediately (as same Action) declare and resolve a Swing Maneuver against new Target with a number of dice equal to the BS of the previous attack. If the new Target is at the same Reach as the previous Target, you do not need to pay Reach costs. If the Target is at a different Reach, you must pay the difference between the previous target and the new target's Reach. You may add additional dice to this Maneuver at a 2:1 ratio (2 CP spent for 1 CP added). You may continue doing this until you are out of CP, until you are out of potential targets in the melee.

*Longinus is facing three soldiers attacking him with swords. His Zweihander, however, is a match for them! He rolls a Swing with 18 dice, leaving 4 in reserve. He successfully defeats the defense of his Opponent by 6. This kills the soldier, and Longinus, having anticipated this, activates Cleaving Blow. Immediately spending 2 CP to make a 6-die attack against the unsuspecting second man, scoring 3 BS. With the second man decapitated, Longinus activates Cleaving Blow again, this time making a 3 BS attack against his final foe, spending his 2 remaining dice. 3 dice isn't much, let's hope Longinus is as lucky as his namesake.*

### Defense Cross-Fighting Maneuvers

#### **ALLY DEFENSE [2]**

**Type:** Universal, Defense, Instant

**Requirements:** In a Melee with an enemy launching an attack that is directed at a character other than you. This Maneuver will resolve before any Defense that other character has declared against the attack--if any.

**Failure:** The enemy attack continues, but reduced by your Defense to resolve against whatever defense (if any) the targeted character has declared.

**Maneuver:** Pay Activation Cost, and then declare a Parry or Block Maneuver against Target's attack aimed at a character other than you. Resolve this defense normally. If you succeed in this defense, you negate that attack.

## Simultaneous Maneuvers

### General Simultaneous Maneuvers

#### **DOUBLE ATTACK [X+Y+1]**

**Type:** Universal, Attack

**Requirements:** Have two weapons.

**Maneuver:** Declare a Weapon Attack Maneuver with your primary hand weapon (X), and an off-hand Weapon Attack Maneuver with your off-hand weapon (Y). These Maneuvers resolve simultaneously, and must be defended against separately.

**Special:** If a character has the Ambidextrous Boon, this Maneuver's Activation Cost is reduced to [X+Y.]

#### **DOUBLE SHOT [X+Y+2]**

**Type:** Universal, Attack

**Requirements:** Have two single-handed shooting missile weapons (Firearm or Crossbow) that are loaded and ready to shoot.

**Maneuver:** Declare a Melee Shoot Maneuver with your primary hand weapon (X) and your off-hand weapon (Y). These Maneuvers resolve simultaneously, and must be defended against separately.

**Special:** If a character has the Ambidextrous Boon, this Maneuver's Activation Cost is reduced to [X+Y+1]

### **GUARDED ATTACK [X+Y]**

**Type:** Universal, Attack, Defense, Blocking OR Parrying OR Void

**Requirements:** Have two means of attacking and a means of defending, armed or unarmed.

**Maneuver:** Declare an Attack Maneuver (X) and a Defense Maneuver (Y).

**Special:** If the Defense is with an off-hand weapon or an Arm Parry with the off-hand, pay an additional 2-point Activation Cost unless you have the Ambidextrous Boon.

You cannot use the same weapon to Parry and Attack using this Maneuver--for that you need Simultaneous Parry Attack.

### **MASTERSTRIKE [X+Y+2]**

**Type:** Advanced, Attack, Defense, Parrying

**Requirements:** Have a weapon.

**Maneuver:** Declare a Weapon Attack Maneuver (X) and a Weapon Parry Maneuver (Y) with the same weapon simultaneously.

**Superior:** If used without Initiative, you may add any BS from your Parry, if successful, as automatic successes to your Attack roll. If used with Initiative, and there is no attack incoming after Maneuvers are declared, you may add up to half of the Parry dice you declared to your Attack instead of returning them to your CP.

## **Grappling**

There are several Maneuvers which can be used to enter a Grapple. Grapple Maneuvers often refer to "Body Parts," which are simply Target Zones specifically for grappling. The Body Parts include the Head, Torso, Right Arm, Left Arm, Right Leg, and Left Leg. When you target a Body Part, you're targeting one of these six zones.

### **CLINCH [X]**

**Type:** Universal, Clinching, Attack, Defense

**Requirements:** None.

**Maneuver (Attack):** Attack at HA Reach with X dice at Clinch TN 7, targeting Opponent's Body Part.

**Maneuver (Defense):** Attack at HA Reach with X dice at Clinch TN 8, targeting Opponent's Body Part.

**Success [Attack]:** You and your Opponent are now Grappling. You regain [BS] CP. You are now Trapping the targeted Body Part, as per the Trap Maneuver below.

**Success [Defense]:** Enemy Maneuver is negated. You and your Opponent are now Grappling. You regain [BS] CP. You are now Trapping the targeted Body Part, as per the Trap Maneuver below.

**Failure:** If Parried or Blocked, you suffer a Swing, Thrust, or Shield Bash (depending on the Parrying/Blocking device, at the GM's discretion) to your arms (left 1-3, right 4-6), chest (7-8), or head (9-10) with 0 BS.

**Special:** When using this Maneuver as a Defense, there is an additional Activation Cost equal to the Range difference between HA and your range to your Opponent.

**Superior:** This Maneuver's TNs are reduced by 1.

### **SHOOT TAKEDOWN [X]**

**Type:** Universal, Clinching, Attack

**Requirements:** None.

**Maneuver:** Grapple Attack at HA Reach at Takedown TN 8 with X dice, targeting Opponent's leg.  
**Success:** You and your Opponent are now Grappling. You are now Trapping the targeted leg. Opponent must roll a Stability check at [BS] RS or be rendered Prone. You also immediately become Prone if the target fails their Stability check.

**Failure:** If Parried or Blocked, you either suffer a Swing, Thrust, Shield Bash, or Pommel Strike (depending on the Parrying/Blocking device, at the GM's discretion) to your Upper Head with 0 BS, or you are rendered Prone, the defender chooses which.

**Superior:** On a successful Shoot Takedown, you may Trap both of the Opponent's legs.

## GRAPPLING RULES

- Immediately upon entering the Grapple, you must switch to (or Default to) your Wrestling Proficiency. If that would change your total CP from the Proficiency you had been using, add or subtract the difference immediately. Afterwards, add your SDB to your base CP. This additional CP vanishes when you exit the Grapple.

- During the Grapple, you may target the Upper Back and Lower Back in addition to other Target Zones.

- Maneuvers with "Grapple" in their type can only be used while you are in the Grappling state.

- During the Grapple, the Range of combat is locked at HA. Maneuvers which would normally change the Reach of an engagement do not do so. Non-Grapple Maneuvers can still be performed, but must resolve at this Reach, and can be hindered by Traps or Pins. Weapons may be used in the Grapple, but the Reach penalties are different. Weapons of Short reach or shorter suffer no penalty, while Medium and longer weapons suffer double the usual penalty.

- If at any time both characters in a Grapple become Prone, the Grapple becomes a Ground Fight. Characters do not suffer the usual Prone penalties in a Ground Fight. Instead, the fighter without Initiative has +1 TN to all Maneuvers.

- A Ground Fight is when two grappling characters are Prone. If one standing character becomes Prone, the other standing character may or may not become Prone as well. If the Prone character has any Body Parts of the standing character Trapped or Pinned, then the standing character is automatically rendered Prone. If not, then the standing character may choose either to continue the Grapple or end it. Both characters must be either Prone or standing.

- If a Prone character initiates a Grapple with a standing character, or vice versa, the Grapple immediately becomes a Ground Fight.

- While in a Grapple, ALL Maneuvers with an X value are both Offensive and Defensive. The two Maneuvers always cancel each other's Bonus Successes, and only the Maneuver with more BS resolves. A tie causes neither Maneuver to resolve, and the character with Initiative keeps it. You cannot use Simultaneous Maneuvers during the Grapple.

- At the end of a Round, if neither character is Trapping nor Pinning a Body Part, the Grapple ends. By default, when the Grapple ends, the two characters remain at HA Reach.

- You may drop your weapon for free at the beginning of any Action during a Grapple. Instantly apply any effects of doing so.

**- You cannot perform Straight Punch while Grappling.**

*EXAMPLE: Tycho and Syracuse, two armored men, realize that their swords are useless and find themselves Grappling. Tycho has the Initiative, and declares a Throw with 12 dice. Syracuse declares a Trap aimed at Tycho's right arm with 10 dice. Because this is a Grapple, instead of Tycho resolving his Maneuver first and then Syracuse resolving his, they roll simultaneously. Tycho gets 5 successes, and Syracuse gets 4. This means that Syracuse's Trap is defeated, and Tycho's Throw succeeds with 1 Bonus Success (his 5 successes minus Syracuse's 4). If Syracuse had rolled 8 successes instead, then Syracuse would have defeated Tycho's Throw and his own Trap would have succeeded with 3 Bonus Successes.*

## Grappling Maneuvers

These Maneuvers can only be used while in the state of Grappling as described above.

### **GRAPPLE: TRAP [X]**

**Type:** Universal, Grapple

**Requirements:** None.

**Maneuver:** Grapple Attack at HA Reach at Trap TN 7 with X dice, targeting Body Part.

**Success:** Target Body Part becomes Trapped. All TNs increase by 1 for the victim until it is released. No actions can be taken involving the Trapped Body Part (except for Force to try and free the Body Part) until it is released. If a weapon is being held in a Trapped Body Part, the weapon itself is also considered to be Trapped. If the Body Part that is Trapped was being used in a Maneuver, then Trap also inflicts [BS] Stun.

**Special:** If you fail any Stability Check, you release all Trapped Body Parts before falling Prone.

You may voluntarily release a Trap or Pin at any time.

You may Trap or Pin no more than two of an Opponent's Body Parts at a time..

Only one Trap or Pin can increase an Opponent's TN's at any time.

**Superior:** If you have Initiative, you resolve Trap at -1 TN.

### **GRAPPLE: PIN [X+2]**

**Type:** Universal, Grapple

**Requirements:** At least one of Opponent's Body Parts is Trapped.

**Maneuver:** Grapple Attack at HA Reach on Trapped Body Part at Pin TN 7 with X dice.

**Success:** Target Body Part becomes Pinned. This is identical in effect to being Trapped, except that TNs increase by 2 instead of 1. Some Maneuvers have a special bonus if used against a Pinned Body Part.

**Special:** If you fail any Stability Check, you release all Pinned Body Parts before falling Prone.

You may voluntarily release a Trap or Pin at any time.

You may Trap or Pin no more than two of an Opponent's Body Parts at a time.

Only one Trap or Pin can increase an Opponent's TN's at any time.

### **GRAPPLE: SUBMISSION HOLD [X+2]**

**Type:** Universal, Grapple

**Requirements:** Have Initiative. At least one of Opponent's Body Parts is Trapped. At least one of your Arms is free and not holding anything.

**Maneuver:** Grapple Attack at HA Reach targeting Trapped or Pinned Body Part at Submission TN 7 with X dice.

**Success:** Opponent suffers [BS] Stun.

**Maintain:** If you succeeded with a Submission Hold last Action, the TN decreases to 6 and you may inflict [BS] Pain instead of Stun. This Pain lasts as long as you succeed at successive Submission Holds. If the Submission Hold is broken, the Pain disappears at the next Refresh. If your Opponent's CP is reduced to 0, your Opponent is rendered helpless and may be held prisoner indefinitely.

**Special:** If the targeted Body Part is Pinned, then the Activation Cost for this Maneuver is reduced to 0.

**Superior:** If you succeed with 2+ BS, you may forego inflicting Stun or Pain to instead automatically Pin the target Body Part.

### **GRAPPLE: LIMB BREAK [X]**

**Type:** Universal, Grapple

**Requirements:** Have Initiative. At least one of Opponent's Body Parts is Trapped.

**Maneuver:** Grapple Attack at HA Reach at Hit Location on Trapped Body Part at Break TN with X dice.

**Success:** Inflict [SDB-1+Half BS] Bludgeoning damage (not Unarmed--Bludgeoning!) to Hit Location chosen from list. This attack ignores all AV on the chosen Hit Location, but see below.

Arms TN 6: Shoulder, Upper Arm, Elbow, Forearm

Head TN 7: Lower Head, Neck

Legs TN 7: Hip, Thigh, Knee, Shin, Foot

Torso TN 9: Shoulder, Chest, Sides, Belly, Hip, Upper Back, Lower Back

**Special:** If the Hit Location is covered by non-weakpoint( $\phi$ ) Plate, then apply half of that armor's AV.

If the Body Part being targeted is Pinned, Limb Break inflicts [SDB-1+BS] instead of its original amount.

Additionally, if the Opponent is Subdued, resolve this Maneuver at -1 TN.

**Superior:** Limb Break damage is increased by 2.

### **GRAPPLE: CHOKE [X]**

**Type:** Universal, Grapple

**Requirements:** Opponent's head is Trapped or Pinned.

**Maneuver:** Grapple Attack at HA Reach at Choke TN 7 with X dice.

**Success:** Opponent suffers [BS] Stun, and begins to suffocate.

**Maintain:** If you succeeded with a Choke last Action, the TN decreases to 6, and inflicts [BS] Pain instead of Stun. This Pain lasts as long as you succeed at successive Chokes. If the Choke is broken, the Pain disappears at the next Refresh. When the victim's Pain (from Choke only) equals or exceeds their END score, the Opponent is rendered unconscious for 1d10 minutes. If a character is Choked into unconsciousness, you may force the character to make a HLT test at RS 2 or die after going unconscious, from a crushed glottis/windpipe. You may continue forcing this roll each Action you Maintain the Choke in lieu of more Pain

**Special:** If a garrote, like a wire or cord, is used instead of bare hands or arms, the TN for choke is 6, maintaining it is done at TN 5, and the Pain inflicted every Action that it is maintained is [1+BS]. If a character is garroted into unconsciousness, they must make a HLT test at RS 4 or die after going unconscious, from a crushed glottis/windpipe.

If the neck is protected by plate armor like a gorget or bevor, the TN of choke increases to TN 9, and maintaining it increases to TN 8. Garrotes cannot be used over characters with such protection. Choking may be impossible in the case of certain helmet designs, at GM's discretion.

### **GRAPPLE: BITE [X+1]**

**Type:** Universal, Grapple, Unarmed

**Requirements:** Must have teeth. Cannot have a visor or other armor covering the face. No hands required.

**Maneuver:** Unarmed Attack at HA Reach with X dice at Bite TN 8 at Target Zone on the Thrusting Attack Table (must aim for face, neck, lower arm, upper arm, or any Trapped Body Part).

**Success:** Inflicts [SDB+Half BS] Cutting damage to Hit Location.

**Special:** Wounds inflicted by Bite have +3 Infection Chance.

If Hit Location is protected by Hard armor, you suffer [Half Total Damage] Stun, inflict Unarmed Damage instead of Cutting, do not inflict the increased Infection Chance, and cannot inflict higher than a Level 1 Wound.

**Maintain:** If you successfully performed a Bite Maneuver in the previous Action, you may choose to have it automatically hit the same location, this time rolling at TN 6, to represent the biter latching on and savaging with his teeth.

### **GRAPPLE: REAP TAKEDOWN [X]**

**Type:** Universal, Grapple

**Requirements:** Have Initiative, the fight is not a Ground Fight. Be Trapping an Arm, Head, or Torso, and have at least one of your legs not Trapped or Pinned.

**Maneuver:** Grapple Attack at HA Reach at Takedown TN 7 with X dice.

**Success:** Opponent rendered Prone and suffers [BS] Stun. If you are not being Trapped, you may remain Standing.

**Failure:** Make a Stability check at [Opponent BS] RS or be rendered Prone.

**GRAPPLE: THROW [X+2]****Type:** Universal, Grapple**Requirements:** Have Initiative, be Trapping a Body Part, both you and target are standing.**Maneuver:** Grapple Attack at HA Reach at Throw TN 7 with X dice.**Success:** Target is rendered Prone, and takes Bludgeoning damage equal to [SBD+0+Half BS] to rolled Throw Injury Location OR to Upper Back (Thrower's choice).**Special:** If none of your Body Parts are Trapped or Pinned, instead of throwing the target to the ground, you may throw them a few feet away. Use this to throw your target out of windows, off of cliffs, or into hazards! This releases all Traps and Pins you have on the target. If you use this to throw an enemy into empty space, the Grapple ends, Range is set as though the Melee Bout had just begun with whatever weapons are at hand.

This attack ignores Armor.

In some cases, as with throwing the target onto sand, a soft surface, or if the throwing character wishes it, this attack may inflict Unarmed damage instead of Bludgeoning. Similarly, throwing a character onto an array of spikes may inflict Piercing instead. GMs, use discretion.

**Superior:** Throw inflicts +2 additional damage.*When grappling you may choose to default to Upper Back (a standard throw, least likely to seriously injure) or you may roll for a random Target Zone. Roll again as with a weapon attack to determine where in the Target Zone the damage actually lands.*

# Rolled	Target Zone
10	Critical! Choose Hit Location Below
9	Upper Head
8	Neck
7	Upper Back
6	Upper Back
5	Upper Back
4	Upper Arm (Left)
3	Upper Arm (Right)
2	Lower Arm (Left)
1	Lower Arm (Right)

**GRAPPLE: SLIP [X]****Type:** Universal, Grapple**Requirements:** Grappling.**Maneuver:** Grapple Defense at Slip TN 6 with X dice.**Success:** Opponent Maneuver negated.**Special:** If you succeed with 2 or more BS, you may pay 2 CP to break free of a Trap or Pin.**GRAPPLE: TWIST [X]**

**Type:** Universal, Grapple

**Requirements:** Grappling.

**Maneuver:** Grapple Defense at Twist TN 7 with X dice.

**Success:** Opponent's Maneuver negated and you gain [BS] CP for your next Maneuver if you continue the Grapple.

**Special:** If successful, you may end Grapple, and return both characters to regular combat at HA Reach. If the fight is a Ground Fight, both characters are Prone.

### **GRAPPLE: FORCE [X+2]**

**Type:** Universal, Grapple

**Requirements:** Grappling, have one Body Part currently Trapped or Pinned.

**Maneuver:** Select one of your Body Parts that is currently Trapped or Pinned. Grappling Attack at Force TN 7 (if Trapped) or Force TN 8 (if Pinned) with X dice.

**Success:** Body Part is no longer Trapped or Pinned.

**Special:** This Maneuver does not increase its TN for Traps or Pins. Use the TN listed.

### **GRAPPLE: PICK UP [X+2]**

**Type:** Universal, Grapple

**Requirements:** Be Trapping or Pinning two Body Parts, the fight is a Ground Fight.

**Maneuver:** Roll X at TN 7.

**Success:** Both you and your Opponent are now standing.

## **HILT PUSH**

Hilt Push is an event in which two weapons meet, and instead of parting the fighters press them against each other, attempting to overpower or outmaneuver each other. This can be activated essentially whenever an attack with a weapon is parried by another weapon, and allows for the use of special Maneuvers--it also obviates much of the advantages and disadvantages of Reach in combat.

### **Hilt Push Maneuvers**

#### **HILT PUSH [2]**

**Type:** Universal, Hilt Push, Instant

**Requirements:** You may activate Hilt Push under any of the following circumstances, in descending order of priority. If your Opponent does not declare a Hilt Push when they have a higher priority "trigger" for this Maneuver, you may then do so.

- You have just successfully defended against a Weapon Attack with a Weapon Parry Maneuver and both the weapon being used and the weapon used to parry are within 2 Reach Stages or fewer of each other.
- Your Weapon Attack has just been defeated by a Parry Maneuver and both the weapon being used and the weapon used to parry are within 2 Reach Stages or fewer of each other.

**Maneuver:** Both of the weapons involved immediately enter the Hilt Push upon activation.

**Superior:** The Activation Costs for Maneuvers with the Hilt Push tag (except Hilt Push itself) are reduced to 0.

#### **HILT PUSH RULES**

- Immediately upon entering the Hilt Push, if you are using a two-handed weapon, add your SDB to your base CP. This additional CP vanishes when you exit the Hilt Push.
- Maneuvers with "Hilt Push" in their type can only be used while you are in the Hilt Push state.
- While in the Hilt Push, a weapon cannot be used for any normal Maneuvers besides the following:  
Butt Strike  
Disarm (Weapon)

Half-Sword  
Pommel Strike  
Swing  
Thrust

However, you may use other Maneuvers that do not involve the weapon in the Hilt Push.

- During the Hilt Push, the Range of combat immediately moves to and is locked in at the Reach of the weapon of whoever initiated the Hilt Push.
- While in a Hilt Push, any Attack and Defense Maneuver used with the engaged weapons is considered both Offensive and Defensive. This applies to both Hilt Push and non-Hilt Push Maneuvers. The two Maneuvers always cancel each other's Bonus Successes, and only the Maneuver with more BS resolves. A tie causes neither Maneuver to resolve, and the character with Initiative keeps it.
- If a character has the means to make attacks other than with the engaged weapon (a Punch, a Kick, an Off-Hand Attack) they may do so during the Hilt Push but at a +2 Activation Cost. These Maneuvers will always resolve last in the Initiative after all Hilt-Push Maneuvers.
- Flee may NOT be employed during the Hilt Push, but other Void Maneuvers may be.
- If the combatants enter a Grapple, the Hilt Push ends and the Grapple proceeds as normal.
- If either character is Disarmed, the Hilt Push ends and the non-Disarmed party may immediately declare and resolve an attack against the Disarmed character with any remaining CP as part of the same Action.
- **During the Hilt Push, Maneuvers involving Weapons actively engaged in the Push always use their Parry TN instead of Swing TN or Thrust TN.**
- The following Maneuvers end the Push immediately if they are successful:  
Pommel Strike  
Butt Strike  
Disarm  
Hilt Push: Retreat

### **HILT PUSH: GRAPPLE [X+2]**

**Type:** Universal, Hilt Push, Clinching, Attack

**Maneuver:** Push Attack at Weapon Reach (not HA) with X dice at Weapon Parry TN, targeting (one of) Opponent's weapon arm.

**Success:** The Hilt Push ends. You and your Opponent are now Grappling. You are now Trapping the targeted arm, as per the Grappling: Trap Maneuver. Any of Opponent's Maneuvers that have yet to be resolved are negated.

**Failure:** Target Attack is not reduced by your Successes with this Maneuver.

### **HILT PUSH: LEVER DOWN [X+2]**

**Type:** Universal, Hilt Push, Attack

**Maneuver:** Push Attack at Weapon Reach with X at Weapon Parry TN.

**Success:** Target suffers [BS] Stun. You may choose to immediately end the Push. If you do not, and you instead perform an attack in the Push in the next Action, that Maneuver, if successful, is not reduced by Target BS. If it fails, the Maneuver still reduces Target BS as normal.

In the next Action, you are no longer restricted as to what Weapon Maneuvers you can perform in the Hilt Push.

### **HILT PUSH: RETREAT [X+2]**

**Type:** Universal, Hilt Push, Defense

**Requirements:** Be in the Push.

**Maneuver:** Defense with X at TN 7.

**Success:** You may choose to immediately end the Push.

**Failure:** Target Attack is not reduced by your Successes with this Maneuver.

## Mobility Maneuvers

Many Mobility Maneuvers are general Maneuvers for employing one's footwork, swiftness or agility in battle in ways that do not directly (but often indirectly) relate to attacking an Opponent.

### RAPID RISE [3]

**Type:** Universal, Mobility, Instant

**Requirements:** Must be Prone. Declare this Maneuver before declaring your Maneuvers for this Action. You may not Activate this Maneuver if you are currently suffering from any Wound that has the Auto Knockdown tag.

**Maneuver:** Roll MOB at TN 7 vs RS 3.

**Success:** You are no longer Prone and may declare any other Maneuver for this Action as normal.

**Failure:** You take too long to stand up and can only use Quick Defense for the Action. After the Action has ended, and if you have not been affected by a Stability check or made automatically Prone, you are no longer Prone.

### THREAD THE NEEDLE [X+Y]

**Type:** Universal, Mobility, Instant

**Requirements:** Multiple Opponents currently engaged against you. Activate this Maneuver at the start of the Round, immediately after the Refresh. You may not perform this Maneuver while Prone.

**Maneuver:** Pay 2 CP per Opponent who is currently targeting you (X) and then roll [Y+MOB] at TN 7. All Opponents roll MOB at TN 8.

Compare the Successes of your one roll individually to your Targets.

**Success:** The Opponent is still engaged against you but cannot declare Maneuvers against you--nor can you declare against them for the remainder of the Round. You cannot use this ability to completely avoid combat--you must always be facing at least one Opponent. If you succeed against all Opponents, you must choose at least one to fight.

**Failure:** Opponent retains you as their target.

**Special:** Performing this Action increases your Fatigue Gain for this Round by 1.

*Example: Perciel is facing three mercenaries at once, and realizes he has no chance of winning such a battle. He declares a Thread The Needle Maneuver. He pays the appropriate CP (9 in this case: 6 for three total opponents, and an optional 3 to give his roll a little more oomph), and he and the mercenaries roll their Mobilities. He gets 5 successes, while the mercenaries roll 3, 4, and 5 respectively. The one who rolled 5 gets to continue fighting Perciel, but Perciel can choose to avoid fighting the other two. He does so--he will only fight the one mercenary for this Round. If he defeats this one, the other two will be able to fight him again at the start of the next Round, perhaps evening up the odds!*

## Mounted Maneuvers

### Attack Mounted Maneuvers

#### LANCE CHARGE [X+2]

**Type:** Universal, Attack, Mounted

**Requirements:** Entered a Melee Bout via a Charge and declared Aggressive, while mounted, have a weapon with the Couched Charge quality.

**Maneuver:** Attack at Weapon Reach with X, rolled at Weapon Thrust TN, aimed on the Thrusting Attack Table.

**Success:** Inflicts damage equal to [Mount SDB+Weapon Thrust Damage+BS] of Weapon Thrust damage type to Hit Location.

**Special:** When rolling an Initiative test to determine attack order while making a Lance Charge, you may roll 2 additional dice in the test.

If this Maneuver is successfully Blocked, it is not negated and inflicts damage as though it had hit with 1 BS, but automatically adds Shield AV to the attack, regardless of its ultimate Hit Location.

Lance Charge ignores the first 4 successes from any Weapon Defense made against it.

### **Defense Mounted Maneuvers**

#### **MOUNTED DISENGAGE [X+3]**

**Type:** Universal, Mounted Void

**Requirements:** In a Melee, mounted.

**Maneuver:** Mount makes a Defense at Disengage TN 8 with X.

**Success:** Enemy attack negated, you exit the current Melee and may Move away from the enemy.

#### **LEAN [X]**

*There's not a whole lot of footwork to be done in the saddle. Leaning out of the way of a blow is the best thing one can do short of parrying or blocking.*

**Type:** Universal, Mounted, Void

**Requirements:** Mounted, you are being attacked above the waist.

**Maneuver:** Void at Lean TN 8 with X.

**Success:** Target attack negated. You may pay 1 CP to gain Initiative.

**Special:** Remember, armor weight is halved while Mounted for purposes of ENC.

**Fatigue Rules only:** You may choose to gain X Fatigue when performing this Maneuver (multiply this as you would normal Fatigue!). If you do, the TN of the Maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, and so on) may reduce this further.

### **Passing Mounted Maneuvers**

#### **RIDE-BY [2] [Ride Test RS 4]**

**Type:** Universal, Mounted, Passing

**Requirements:** Charging into a Bout while mounted. Declare this Maneuver in addition to any other Maneuver. It is always resolved after all other Maneuvers, and can be used in combination with any except for other Passing Mounted Maneuvers.

**Maneuver:** Make a Ride Check at RS 4 after resolving Maneuvers for this Action.

**Success:** You leave the Bout immediately, and re-enter the Bystander Phase. You may not act in (or be targeted in) the next Action.

#### **TRAMPLE [4]**

**Type:** Universal, Mounted, Passing

**Requirements:** Charging into a Melee while mounted, declare this Maneuver in addition to any other Maneuver. It is always resolved after all other Maneuvers, and can be used in combination with any except for other Passing Mounted Maneuvers.

**Maneuver:** Make a ride check after resolving Maneuvers for this Action Phase.

**Success:** Target must make an AGI check at [3+BS] RS or be rendered prone and suffer Bludgeoning Damage equal to [Mount SDB+BS+2] to a random location rolled on the Missile Hit Table.

## Beast Maneuvers

### Attack Beast Maneuvers

#### **BEAST BITE [X]**

**Type:** Universal, Beast

**Requirements:** Be a beast (a dog, wolf, hyena, or similar animal using beast rules) and have teeth not constrained by a muzzle.

**Maneuver:** Unarmed Attack at HA Reach with X at Beast Bite TN 6 aimed on Thrusting Attack Table.

**Success:** Inflict damage equal to [SDB-1+BS] in Cutting damage to Hit Location. If there is Hard armor on the area, this attack only inflicts [SDB-2+Half BS] damage, and inflicts Bludgeoning damage instead. If you hit an arm, leg, or the Neck, Lower Head or Groin, you may spend 2 CP (if you inflicted either a Cutting or Bludgeoning Wound with this Attack, there is no CP cost) to grab the Hit Location bitten. If you do so, Target must make a Stability check at [2+BS] RS or be rendered Prone.

While grabbed by a beast, performing any Maneuver that involves a grabbed limb has an Activation Cost of 4, and suffers a TN increase of 2. This includes Void and Mobility Maneuvers if the leg/legs are grabbed, and Attacks involving a grabbed arm. A beast can use special Maneuvers on a grabbed victim. A beast remains grabbing the affected character until any of the following circumstances:

- The beast is rendered Prone by Overshock.
- The beast makes another Beast Bite attack.
- The beast makes any sort of Defensive Maneuver.
- The beast voluntarily releases the victim.
- The beast (or someone else) rips the victim's limb off.

#### **SAVAGE [X]**

**Type:** Universal, Beast

**Requirements:** Be a beast (a dog, wolf, hyena, or similar animal using beast rules) and have teeth not constrained by a muzzle. Be currently grabbing a target.

**Maneuver:** Unarmed Attack at HA Reach with X at Savage TN 4, targeting grabbed Hit Location. This Maneuver cannot be defended against.

**Success:** Inflict damage equal to [SDB-1+BS] in Cutting damage to grabbed Hit Location. If there is Hard armor on the area, this attack inflicts [SDB-4+BS] in Bludgeoning damage instead. Target must make a Stability Check at [2+BS] RS or be rendered Prone. If already Prone, Target takes [BS] Stun.

This Attack does not end a grab.

#### **TACKLE [X+2]**

**Type:** Universal, Beast

**Requirements:** Be a beast (a dog, wolf, hyena, or similar animal using beast rules).

**Maneuver:** Unarmed Attack at HA Reach with X at Beast Tackle TN 5.

**Success:** Target suffers [BS] Stun, and must make a Stability Check at [2+BS] RS or be rendered Prone and suffer Falling Damage as though having fallen feet equal to [5+Beast SDB+BS.]

## Chapter 10.2: Talents

Talents are small improvements to a character's combat skills that are acquired as the character's School Level score increases. At set intervals in a School Level's progression, a character earns Talents of Novice, Journeyman, or Master rank. These Talents may be chosen from the Talent list at the end of this chapter.

## Gaining Talents

A character gets a Talent at certain levels in their School, and sometimes through School bonuses, as with the Noble School's *Superior Instruction*. You may choose any Talent which you qualify for at the time of leveling.

## Choosing Talents

When your character receives a Talent, you may select any one that you qualify for from the list below. The requirements for taking a Talent often include a minimum School Level, Attribute requirements, and/or a Proficiency which must be part of your School in order to be used.

Talents are often part of "Trees" which must be taken in sequence in order to gain the higher level ones--this requires some planning if a character is to acquire some of the higher level Talents.

Unless otherwise stated, Talents may not be taken multiple times. Be sure to choose Talents which compliment your character's abilities in combat.

## Using Talents

Any time a Talent would be applicable for activation, simply announce that it is in effect or not in effect. If it is simply an automatic improvement to a Maneuver or similar, assume that it is in effect unless you say otherwise.

## Talent List

### **Lightning Archery I: Swift Arm**

**Requirements:** Bow Proficiency

**Description:** You're pretty good at putting arrows in the air fast.

**Effect:** The penalty for Rapid Shot is reduced by 1.

### **Lightning Archery II: Rapid Twang**

**Requirements:** Lightning Archery I, School Level 10

**Description:** Your skill increases--you have learned special techniques to shoot rapidly.

**Effect:** Same as Swift Arm, but the penalty is reduced by 2, and your maximum number of arrows shot by Rapid Shot is increased by 1.

### **Lightning Archery III: Like A Harp**

**Requirements:** Lightning Archery II, School Level 15

**Description:** You can shoot ten arrows into the air before the first hits the ground.

**Effect:** Same as Rapid Twang, but the penalty is reduced by 4, and your maximum number of arrows shot by Rapid Shot is increased by 2.

### **Shield Tactics I: Quick Feet**

**Requirements:** Melee Proficiency

**Description:** Shields can only protect so much, so it's important to be aware of one's vulnerabilities.

**Effect:** If your Shield is in the High position and your opponent attacks your Legs or Groin, their attack has an additional 1-die Activation Cost.

### **Shield Tactics II: Bob and Weave**

**Requirements:** Shield Tactics I, School Level 8

**Description:** Feet are good and all, but what if you go low, and they go high?

**Effect:** If your Shield is in the Low position and your opponent attacks your Head or Neck, their attack has an additional 1-die Activation Cost.

### **Shield Tactics III: Surprise!**

**Requirements:** Shield Tactics II, School Level 15

**Description:** Being able to hide your weapon behind your shield gives you an advantage.

**Effect:** If you are using an M-length weapon or shorter with a shield and make a Thrusting attack at CP 5 or less, your opponent must make a Perception Test at RS 3 to be able to defend against it.

### **Combat Kick I: Gastrizein**

**Requirements:** Melee Proficiency

**Description:** A rapid kick to the belly can be very, very effective.

**Effect:** Increase the Stun of all Thrusting Kicks to the Belly by 2. If a KO roll is inflicted, increase its RS by 1.

### **Combat Kick II: Chasse Bas**

**Requirements:** Combat Kick I, School Level 8

**Description:** Kicks are a good method of weakening the opponent's balance and mobility.

**Effect:** If you make a Kick to any part of, the opponent's Legs, they must make a Stability Check at RS equal to BS or be rendered Prone.

### **Combat Kick III: Spartan Sole**

**Requirements:** Combat Kick II, School Level 12

**Description:** So many people forget about their legs in armed combat--at their own peril.

**Effect:** Same as Gastrizen, but the Stun is increased by 4, and the KO RS is increased by 2, AND they must make a Stability Check at RS equal to BS or be rendered Prone.

### **Called Shot I: Accuracy**

**Requirements:** Melee Proficiency

**Description:** You're pretty good at getting the tip of your weapon where it needs to go.

**Effect:** When rolling for Hit Location with a weapon melee attack, you may alter your roll up or down by 1. If your victim has talents in the Rapid Reaction tree, they use talents from that tree *after* you use ones from this tree.

### **Called Shot II: Superior Accuracy**

**Requirements:** Called Shot I, AGI 6

**Description:** You're really good at Five Finger Fillet.

**Effect:** Before rolling for Hit Location with a weapon melee attack, you may call out one of the possible Hit Locations. If your modified roll hits that location, your attack gets +1 Damage. Attacks which automatically hit a particular area without a Hit Location roll may always claim this bonus.

### **Called Shot III: Surgical Precision**

**Requirements:** Called Shot II, AGI 8

**Description:** You've never had to try twice to thread a needle.

**Effect:** Same as Accuracy, but you may instead alter it up or down by up to 2.

### **Rapid Reaction I: Quick Reflexes**

**Requirements:** Melee Proficiency

**Description:** You're pretty good at twitching your body away from the tip of a weapon..

**Effect:** When struck by a weapon melee attack, you may alter the Hit Location roll up or down by 1. If your attacker has talents in the Called Shot tree, they use talents from that tree *before* you use ones from this tree.

### **Rapid Reaction II: Lightning Reflexes**

**Requirements:** Rapid Reaction I, WIT 6

**Description:** You don't need armor there if you don't get hit there.

**Effect:** When struck by a weapon melee attack, you may call out one of the possible Hit Locations. If the modified roll hits that location, the attack gets -1 Damage. Attacks which automatically hit a particular area without a Hit Location roll may always suffer this penalty.

### **Rapid Reaction III: Preternatural Reflexes**

**Requirements:** Rapid Reaction II, WIT 8

**Description:** You're putting mongeese out of business. Mongooses? Wait.

**Effect:** Same as Rapid Reaction I, but you may instead alter it up or down by up to 2.

### **Momentum I: Flourishing Drills**

**Requirements:** Melee Proficiency, School Level 6

**Description:** Long hours practicing the basics has given you a momentum behind your strikes.

**Effect:** If you made a Swing attack last Action, declaring a Swing attack instantly refreshes you 1 CP. You may add this CP to your Swing. You can only get this bonus once per Action.

### **Momentum II: Blazing Steel**

**Requirements:** Momentum I, School Level 12

**Description:** Like a dervish, you can unleash a flurry of cuts seemingly without delay.

**Effect:** Same as Flourishing Drills, but the refresh is increased to 2 CP.

### **Momentum III: The Cross-Cut Art**

**Requirements:** Momentum II, School Level 15

**Description:** Wolodyjowski would be proud.

**Effect:** Same as Blazing Steel except the refresh is increased to 3 CP.

### **Weapon Primacy I: The Basics**

**Requirements:** Melee Proficiency

**Description:** You have trained long and hard in the use of a specific weapon.

**Effect:** *You may pursue this talent tree multiple times. Choose a new weapon each time.* Choose a specific weapon of a Proficiency in your School (e.g. Late Arming Sword of 1H Sword). When wielding that specific weapon, you gain +1 CP.

### **Weapon Primacy II: The Second Step**

**Requirements:** The Basics, School Level 10

**Description:** You have reached a level of expertise with your chosen weapon few can rival.

**Effect:** Same as The Basics, except the bonus is +2 CP.

### **Weapon Primacy III: The Final Mystery**

**Requirements:** The Second Step, School Level 15

**Description:** Welcome to it.

**Effect:** Same as The Second Step, except the bonus is +3 CP.

### **Horse Archer I: Born in the Saddle**

**Requirements:** Missile Proficiency, Ride 5

**Description:** It's easier to teach a rider to shoot than a shooter to ride.

**Effect:** The Shoot penalty for being on horseback is reduced by 2.

#### **Horse Archer II: Parthian Shot**

**Requirements:** Born in the Saddle, Ride 8

**Description:** You can time your shots to the gaps in the horse's gait.

**Effect:** Same as Born in the Saddle, but the penalty is reduced by 4.

#### **Horse Archer III: Call of the Steppe**

**Requirements:** Parthian Shot, Ride 10

**Description:** Wherever the sky is open, the horse and bow shall reign eternal.

**Effect:** Same as Parthian Shot, but the penalty is reduced by 6.

### **Power Draw I: Practice Every Day**

**Requirements:** Missile Proficiency, STR 5

**Description:** You really know how to bend a bow.

**Effect:** When you use a Self Bow, it inflicts +1 Damage.

#### **Power Draw II: Take That, Froggy**

**Requirements:** Power Draw I, School Level 6, STR 6

**Description:** All the practice was worth it.

**Effect:** Same as Power Draw I, but the Damage bonus is +2.

#### **Power Draw III: [Hysterical Yeoman Laughter]**

**Requirements:** Power Draw II, School Level 12, STR 7

**Description:** It's like regular hysterical laughter but cider sprays out of your nose.

**Effect:** Same as Power Draw II, but the Damage Bonus is +3 and you gain 5 Range.

### **Harnischfechten I: Grappling at the Sword**

**Requirements:** Wrestling Proficiency, 2H Sword or 2H Blunt Proficiency

**Description:** *Harnischfechten* is the art of (heavily) armored fighting, and necessitates a variety of techniques to overcome your opponent. All armor has vulnerabilities--grappling and fine point control are essential to getting at the man beneath the metal!

**Effect:** If you are using a 2-handed weapon, then during a Grapple, you may treat your weapon as if it were 1 stage of Reach shorter. (This combines well with Half-Swording!)

#### **Harnischfechten II: Prudence**

**Requirements:** Harnischfechten I

**Description:** If no blood is drawn then no victory is won. Give not this villain his trophy.

**Effect:** If your opponent succeeds with a damaging attack but fails to do enough damage to cause a Wound, you may pay 2 CP. If you do, the Range of Combat does not change to the attack's Reach. Afterwards you may pay a final 1 CP to move 1 Range step closer or further.

#### **Harnischfechten III: And Stab Him Where?**

**Requirements:** Harnischfechten II, School Level 10

**Description:** In the ass! Not exactly gentlemanly, but armored fights rarely are.

**Effect:** Your Joint Thrusts do Full BS damage instead of Half BS. If you are at Medium Range or shorter, you may target the Upper Back and Lower Back with Joint Thrusts.

### **Fisticuffs I: Clean Fighting**

**Requirements:** Pugilism Proficiency, INT 6, School Level 5

**Description:** You are a more measured fighter, preferring to fight at longer ranges, peppering opponents

with strikes intended to wear them down, and only striking them when they present an opening.

**Effect:** Your Straight Punch and Hook Punch Maneuvers may be made at +1 Reach.

**Fisticuffs II: Queensbury Rules**

**Requirements:** Clean Fighting, STR 6, School Level 10

**Description:** The fight's the thing, you know, most noble endeavor.

**Effect:** Your Straight Punch and Hook Punch Maneuvers both inflict +1 Damage.

**Fisticuffs III: Stiff Upper Lip**

**Requirements:** Queensbury Rules, WIL 6, School Level 15

**Description:** Only my Pride, lads. Only my Pride.

**Effect:** Once per Combat, you may negate all Stun inflicted by a single Attack, so long as the amount inflicted is less than "Total."

**Furious Fists I: Straight Blast**

**Requirements:** Pugilism Proficiency, AGI 6

**Description:** Commonly associated with Wing Chun and certain styles of boxing, you have mastered a rapid, piston-like punching style that can wear down any defense. Combined with a strong center and good footwork, this technique can be devastating.

**Effect:** When making a One-Two Punch with a Straight Punch into another Straight Punch, you may reduce the Activation Cost of the Maneuver chained from the first by 1.

**Furious Fists II: Flicker Jab**

**Requirements:** Furious Fists I, AGI 8

**Description:** Your jabs are so rapid, and come from such unorthodox angles, that most opponents cannot even perceive them.

**Effect:** If you declare a Straight Punch with fewer than 5 CP, your opponent must make a Perception Test at RS 3 in order to perform any sort of Defense against it. You may not in any way increase the CP of the Straight Punch once this Perception Test is made.

**Furious Fists III: North Star**

**Requirements:** Furious Fists II, STR 7, School Level 15

**Description:** No human being is supposed to be able to punch that fast.

**Effect:** Same as One-Two Punch, but you also get +1 dice to any Punch you make with One-Two Punch. You still must pay at least 1 die into X to use the Maneuver at all, however.

**Cutthroat I: A Loathsome Tactic!**

**Requirements:** Dagger Proficiency, School Level 5

**Description:** Someone has to do it, you're an expert at killing people from behind.

**Effect:** If Outflanking a target with an S-Reach or shorter weapon, your Swings and Thrusts in the first Round inflict +2 damage.

**Cutthroat II: No, Not Like That, Idiot**

**Requirements:** Cutthroat I, School Level 10

**Description:** A running man can slit a thousand throats in one night.

**Effect:** If Outflanking a target with an S-Reach or shorter weapon, you refresh [Half BS] CP of each of your successful attacks in the first Round.

**Cutthroat III: You Are Like A Little Baby. Watch This**

**Requirements:** Cutthroat II, School Level 15

**Description:** What the hell happened to you as a child?

**Effect:** If Outflanking a target with an S-Reach or shorter weapon, reduce your attack TN by 2 for the first Round.

**Brawler I: Dirty Fighting**

**Requirements:** Pugilism Proficiency

**Description:** The only good fight is the one you win.

**Effect:** Your Unarmed attacks that hit the Face or Groin Hit Locations cause +2 Shock.

**Brawler II: Dirty Trick!**

**Requirements:** Brawler I, School Level 7

**Description:** All's fair in love and violent homicide.

**Effect:** The first time in a combat you use the Blind Toss Maneuver, its TN is reduced by 1.

**Brawler III: Dirty Rotten Cheater**

**Requirements:** Brawler II, School Level 10

**Description:** You've learned how to hit the softest parts of the body, and rarely aim for anywhere else.

**Effect:** If you inflict any Wound to an opponent with an Unarmed attack, you add 1 Pain per level of the Wound inflicted to the Wound.

### **Head Guard**

**Requirements:** Melee Proficiency

**Description:** You've got a good handle on protecting your head. The head is the most commonly armored part of the human body, and for good reason: it's the obvious place to attack with any sort of weapon, and it's not far from arm-level, making it convenient as well.

**Effect:** When making a Parrying Maneuver to defend against an attack whose Target Zone is your Head, Face, or Neck, you may add 2 dice to the roll. This does not let you Parry if you have no CP remaining.

### **Slippery I: Tricky Bastard**

**Requirements:** School Level 5

**Description:** You're pretty good at not getting caught.

**Effect:** Your MOB is increased by 2 for the purposes of Thread The Needle.

**Slippery II: You'll Never Catch Me!**

**Requirements:** Slippery I, School Level 10

**Description:** You're really good at not getting caught.

**Effect:** Same as Slippery I, but the MOB Bonus is +4.

**Slippery III: Walking Aneurism**

**Requirements:** Slippery II, School Level 15

**Description:** Enemy officers have to take vacations after facing you.

**Effect:** Same as Slippery II, but the MOB Bonus is +6.

### **Spearmaster I: Slowpoke**

**Requirements:** Spear Proficiency or Polearm Proficiency

**Description:** Getting past the range of a spear is hard. You know how to make it harder.

**Effect:** When using a Spear or Polearm, and your opponent makes an attack which would change the Combat Range from your weapon Reach or further, to inside your weapon Reach, that attack has an additional 1-die Activation Cost.

**Spearmaster II: Ordo Dracul**

**Requirements:** Spearmaster I

**Description:** Like ol' Uncle Vlad, you've got a thing for impaling people.

**Effect:** Your Thrusting Attacks made with Spears inflict +1 Damage

**Spearmaster III: Kebab Master**

**Requirements:** Spearmaster II, School Level 15

**Description:** Your capabilities with the spear are compelling proof that God is a lancer.

**Effect:** If you inflict a Level 3 or better Wound with any sort of Thrusting attack, you regain 2 CP.

**King of the Mat I: Ground Wrestler****Requirements:** Wrestling Proficiency**Description:** You're more practiced in grappling on the ground than standing. Many fighters fear this kind of fight for how quickly it can go disastrously wrong, but you revel in it.**Effect:** When in a Grapple, and the fight has become a Ground Fight, you do not suffer the TN penalty for not having Initiative, and you add full Strength to your CP instead of half Strength.**King of the Mat II: Iron Grip****Requirements:** King of the Mat I, STR 6**Description:** We won't ask where you learned this, but your hands have a natural affinity for necks.**Effect:** Your bare hands count as a garrote for the Grapple: Choke Maneuver. Opponents using Grapple: Force to free Body Parts you have Pinned roll at +1 TN.**Soaring Blade I: Like A Discus****Requirements:** Throw Proficiency**Description:** Oh, watch it sail!**Effect:** When throwing a disk-like weapon like a discus, a dinner plate or a chakram, you add +5 to its Range.**Soaring Blade II: It's All In The Wrist****Requirements:** Soaring Blade I, School Level 8**Description:** And dad always told me I wasted my childhood skippin' rocks.**Effect:** When you hit targets with a disk-like missile weapon, you inflict +2 damage.**Soaring Blade III: Watch This****Requirements:** Soaring Blade II, School Level 10**Description:** No seriously, watch me kill two people with this saucer.**Effect:** You may throw a disk-like weapon and have it hit one target and bounce into another. Divide your Shooting Pool into two halves, and roll against the first target. If the attack succeeds, roll the second half against the second target. Double all Range penalties.**Swift Sword I: Fleet****Requirements:** Melee Proficiency, School Level 8**Description:** You're fast, which allows you to strike first and fast when you need to.**Effect:** You gain a +1 bonus to Initiative Tests.**Swift Sword II: The Geometry of Violence****Requirements:** Swift Sword I, AGI 6, School Level 15**Description:** Speed and violence. Violence and speed.**Effect:** When Thrusting, you gain an additional +1 to Initiative Tests.**Swift Sword III: It is Only Death!****Requirements:** Swift Sword II, AGI 8, School Level 19**Description:** If you're an easy fright, you shouldn't learn to fight!**Effect:** Whenever you make an Initiative Test to determine who hits first with an attack, you inflict +2 damage for the remainder of the Action, and any damage inflicted against you is increased by +1 as well.**Javelineer I: Boar Piercer****Requirements:** Throw Proficiency**Description:** You can REALLY throw javelins.

**Effect:** Javelins you throw inflict +1 damage.

**Javelineer II: Bear Piercer**

**Requirements:** Javelineer I, School Level 8

**Description:** We never go hungry around here.

**Effect:** Same as Boar Piercer, but +2 Damage, and +5 Range.

**Javelineer III: Elephant Piercer**

**Requirements:** Javelineer II, School Level 12

**Description:** The first weapon ever fashioned--and still the best.

**Effect:** Same as Bear Piercer, but +3 Damage and +10 Range.

**Heavy Armor I: Try Me**

**Requirements:** Melee School

**Description:** You don't mess around with armor.

**Effect:** Hard Armor you wear ignores 1 AP from enemy weapons.

**Heavy Armor II: Let's Do This**

**Requirements:** Heavy Armor I

**Description:** They might try to run, but that won't work either.

**Effect:** You gain +4 CAR for purposes of Encumbrance.

**Heavy Armor III: I Am In Control**

**Requirements:** Heavy Armor II, PER 6

**Description:** They thought they found a way to pierce your armor. They thought wrong.

**Effect:** Joint Thrusts made against you have a +2 Activation Cost.

**Light Armor I: Close, But No**

**Requirements:** Melee School, AGI 5

**Description:** You know the best way not to die is not to get hit.

**Effect:** If you are wearing no Hard Armor, whatever Armor you do have has +1 AV.

**Light Armor II: Methods of Defense**

**Requirements:** Light Armor I, AGI 6

**Description:** When you DO get hit, you know how to roll with the blows.

**Effect:** If you are wearing no Hard Armor, are not Prone, and are hit by a melee or missile attack that would not inflict a Level 5 Wound, you may immediately go Prone to reduce the damage of the attack by 2.

**Light Armor III: Never Ever**

**Requirements:** Light Armor II, AGI 8, School Level 15

**Description:** Not today, buddy, not today!

**Effect:** If you are wearing no Hard Armor, your Voids are made at -1 TN.

**Some Kinda Judo I: Fundamentals**

**Requirements:** Wrestling Proficiency, School Level 5

**Description:** You really like throwing people. And they told you ground game was important--pah!

**Effect:** Grapple: Throws you perform inflict +1 Damage. If you go Prone with the target after a Grappling: Throw, you may reroll the Target Zone die.

**Some Kinda Judo II: Go home**

**Requirements:** Some Kinda Judo I, School Level 10

**Description:** The kind of person who gets up after you throw them is the kind of person who deserves to be thrown again.

**Effect:** When you inflict any Wound with Grapple: Throw, you may spend 2 CP to force the victim to make a KO Check at RS equal to the Wound Level Level inflicted or be knocked unconscious for 1d10 minutes.

### **Some Kinda Judo III: So Throw Them Again You Will.**

**Requirements:** Some Kinda Judo II, School Level 15

**Description:** It gets more funny each time you do it.

**Effect:** If you successfully initiate a grapple against a Prone target (but not vice versa), they are immediately picked up and standing. . Additionally you may increase the KO Check for Some Kinda Judo II by up to 5, by spending 2 CP per 1 RS increased.

### **Akimbo I: Rapid Strike**

**Requirements:** Melee Proficiency, AGI 5

**Description:** Yes, you are in fact the sort of showoff who would learn how to use two weapons at once.

**Effect:** When you make a Double Attack or Guarded Attack with two Weapons, add +1 to your main-hand Maneuver.

#### **Akimbo II: Rapid Rechamber**

**Requirements:** Akimbo 1, AGI 6

**Description:** You're very skilled at attacking with weapons in both hands, striking with one while the other returns to an ideal position to strike from, and repeating this over and over to strike fast, hard, and often.

**Effect:** Same as Akimbo I, but now you get a +1 to both Maneuvers,

#### **Akimbo III: Twin Lightning**

**Requirements:** Akimbo II, AGI 8

**Description:** You are a walking perversion of nature and swordsmanship, you monster.

**Effect:** Whenever you resolve a Simultaneous Maneuver involving two weapons, you regain 2 CP immediately afterwards.

### **Radical Horse Defense I: Skill in the Saddle**

**Requirements:** Melee Proficiency, Ride 4

**Description:** You are alarmingly skilled at avoiding being killed on horseback.

**Effect:** Melee Attacks aimed at you while you are Mounted have a +1 Activation Cost.

#### **Radical Horse Defense II: Cossack Drag**

**Requirements:** Radical Horse Defense I, Ride 6

**Description:** You can move around a galloping horse like some sort of rodeo acrobat.

**Effect:** Voids you make while Mounted are at -1 TN.

#### **Radical Horse Defense III: Born to Ride!**

**Requirements:** Radical Horse Defense II, Ride 8

**Description:** People like you set back agrarianism by millennia.

**Effect:** Mounted Disengage and Lean now resolve at TN 7 for you. Ride-By Maneuvers you make have their Ride RS reduced by 2.

### **Specialist**

**Requirements:** Melee Proficiency.

**Description:** A long time spent in mindful practice will save you in the brief time you finally need it.

**Effect:** *You may pick this talent multiple times. Pick a new Maneuver each time.* Pick an Advanced Maneuver you can perform which has an Activation Cost of X+1 or greater. Reduce it by 1, to a minimum of X. (Remember that Superior Maneuvers count as Advanced!)

### **Ironwall**

**Requirements:** END 5

**Description:** You're hard to dislodge from your feet. It takes a singular force to put you on the ground.

**Effect:** You gain a +2 bonus to Stability checks made to avoid falling over or being shoved, pushed, or dislodged from your position.

### **Fortitude**

**Requirements:** END 5

**Description:** Whether it's an iron jaw, extreme perseverance, or not much of a brain to get concussed, you shrug off blows that leave lesser fighters out cold.

**Effect:** You gain a +2 bonus to KO checks.

### **Helmsplitter**

**Requirements:** Melee Proficiency, 6 STR, School Level 15

**Description:** Just ask Charles Burgundy how much that sallet is worth.

**Effect:** Whenever you Power Attack with a Swing to the Head or Neck, you inflict an additional +1 damage per CP spent.

### **Night Fighter**

**Requirements:** PER 5

**Description:** You think darkness is your ally?

**Effect:** Halve any penalties to CP you receive from dark Lighting conditions.

### **Shield Breaker**

**Requirements:** 1H or 2H Blunt

**Description:** You have a knack for smashing shields, and have practiced at sundering them to deprive your enemies of their defenses.

**Effect:** You inflict +2 damage when making Hew attacks. When passively inflicting damage to a shield, increase that damage by 1.

## **Chapter 11: Adventuring**

This section covers common environmental rules of adventuring in the world. Here you will find rules for carrying around gear, fatigue, lighting, and terrain.

Keep in mind that these rules are intended for more advanced players, and add an additional strategic level of difficulty. If your players are new, it may be best to use these rules at your discretion.

## **Weight and Encumbrance**

A character's Encumbrance is the degree to which they are hindered by the equipment, baggage and armor that they're wearing and carrying. This is as much tied to the awkwardness of the things being carried as it is to the weight.

A character's **Encumbrance Level** is determined by their **Carry Score**, compared against the total **Weight** they are currently carrying.

### **Weight**

Weight is determined by the following:

- **Stowed/Sheathed/Holstered Weapons** (Weapons currently being wielded do not add to Encumbrance, because they are generally very light and handy when wielded. It is the awkwardness of carrying them on your person that contributes Weight. Imagine trying to do anything with a 15 foot pike strapped to your back!)
- **Worn or carried Armor**
- **Miscellaneous Gear/Equipment/Items** carried in pockets, satchels, and backpacks. Generally, 20 lbs in a backpack or 10 lbs in pockets/over the shoulder should equal 1 Weight. Superior carrying equipment, like a large framed backpack or a harness may further decrease these numbers, situationally.

## Encumbrance

There are five Levels of **Encumbrance**. **Unencumbered, Light, Medium, Heavy, and Overloaded.** Each Encumbrance Level has a different effect on a character's Combat Pool, Mobility, certain Skill Checks, and also on Exhaustion.

Skills that suffer additional difficulty from Encumbrance have a special tag, as shown in the Skills section.

Table X.X Encumbrance Level

Weight	Encumbrance Level	CP Effect	Mobility Effect	Skill Penalty	Exhaustion Speed	Recovery Speed
Less than <b>CARRY</b>	Unencumbered	0	0	0	x1	1x
Equal to <b>CARRY</b>	Light	-1	-2	+1 <b>RS</b>	x 1.5	1x
2x <b>CARRY</b>	Medium	-2	-4	+2 <b>RS</b>	x 2	1/2x
3x <b>CARRY</b>	Heavy	-3	-6	+3 <b>RS</b>	x 3	1/4x
4x <b>CARRY</b>	Overloaded	-4	-8	+4 <b>RS</b>	x3.5	None

At 5x Carry and beyond, the character is too heavily encumbered to move, and cannot engage in combat or make any sort of skill or attribute tests that involves moving. Reducing the load is the only way to continue moving.

## Exhaustion & Fatigue

As characters exerts themselves physically, either in combat or other strenuous activities like running, jumping or severe lifting, fatigue will begin to set in.

-side bar-

[**Fatigue rules add another layer of realism to combat, but also another layer of complexity. These should be considered Optional Rules, and can be safely ignored in campaigns with new players, those more interested in heroic action, and those who wish to keep bookkeeping to a minimum. It can be interesting to see the effects of fighters tiring themselves out as combat wears on, but it can be a real pain to keep track of in larger combats.**]

## Fatigue Points

At the end of each **Round**, while in combat, all characters in the combat who acted in the previous Round gain one Fatigue point. Encumbrance and Environmental effects can increase this amount (being in Medium Encumbrance, for example, causes a character to gain double the normal number of Fatigue). Additionally, if a character has a visor, helmet etc with the **Constricts Breathing** special rule, add an additional 1x to Fatigue Gain per point of the quality (i.e. Constricts Breathing 3 adds 3x to the Fatigue Gain.). If the visor/whatever is raised, then it has no effect. Once a character reaches the amount of Fatigue to move to the next level of Exhaustion, they suffer penalties until they've had a chance to rest.

Additionally, any Wound inflicts Fatigue equal to the level of the Wound, regardless of what sort of Wound it is. Some Wounds will inflict additional Fatigue, and Blood Loss, with its ability to reduce **Health**, can also affect Fatigue.

## Fatigue

Table X.X Fatigue Level

Fatigue Level	Exhaustion Level	CP Penalty	Mobility Penalty	Skill Penalty
0 to (5+HLT)	Fresh	0	0	0
(6+HLT) to (10+HLT)	Winded	-1	-1	-1
(11+HLT) to (15+HLT)	Tired	-2	-2	-2
(16+HLT) to (20+HLT)	Very Tired	-4	-4	-4
(21+HLT) to (25+HLT)	Exhausted	-6	-6	-6

**Note:** Fatigue Level is modified by a character's HLT score. Example: If you have a HLT score of 5, you remain 'Fresh' up until you've gotten 11 fatigue points (6+HLT). You would not be Very Tired until you accrued 21(16+HLT) fatigue points.

## Resting

A character who takes no Actions during a Bout Cycle (or who only takes Actions that do not cause Fatigue) loses Fatigue equal to his Endurance score, modified by his Encumbrance level (see Recovery Speed). Full-Face Helmets and Visors halve a character's Endurance for this purpose, unless lifted or removed (see Moveable Visors later in this section for more details.)

Sitting down and having a drink adds 2 to a character's effective Endurance (after Encumbrance) for the purposes of Resting.

## Wearing Armor Long-Term

Fighting in armor is one thing, but living in armor is quite another. Wearing armor for long periods of time, such as while traveling, performing everyday tasks, or especially while sleeping, was tiresome and uncomfortable.

If an individual has already been wearing armor for more than 4 hours, the armor's effective **Weight** increases by half until he has had a chance to take it off and rest.

If an individual sleeps in armor, the armor's effective **Weight** doubles for the next day.

Generally people who expected to be wearing armor all the time wore lighter and more comfortable stuff, so that as the day dragged on it would not reduce their performance as much.

### **Comfortable Armoring**

Wealthier aristocrats and warriors who had heavier armor usually wouldn't just walk around in it, they would be armored by servants and squires once it was clear that battle was inevitable. Some sorts of armor, like mail and lamellar, had the advantage that they were light and could be worn all the time with little problem.

## **Lighting**

Fighting in a low-light environment is a dangerous affair. Aside from the chances of misidentifying enemies and friends, it also makes it harder to perform many Skill Tests, reduces combat effectiveness, both in melee and ranged combat.

A candle will generally improve an environment's Lighting by one stage, up to Even Lighting but never higher.

A torch will improve an environment's Lighting by two stages, up to Even Lighting.

A Lantern will improve an environment's Lighting up to three stages, up to Bright Lighting.

A pit of burning magnesium will improve an environment's Lighting up to four stages, up to Blinding.

At the GM's discretion, other effects like fog, smoke, dust, fire etc. can affect visibility in the same way that Light can. Dense fog could move an Evenly Lit environment to Poorly Lit, for example.

Table X.X, Light Levels

<b>Light Level</b>	<b>Skill RS Mod</b>	<b>Combat Pool Mod</b>	<b>Missile Pool Mod</b>
Pitch Black	Impossible	-75%	Impossible
Poorly Lit	+3	-50%	-75%
Dimly Lit	+2	No Change	-50%
Evenly Lit	No change.	No Change	No Change
Brightly Lit	-1 RS	No Change	No Change
Blinding	Impossible	-75%	-75%

## **Terrain**

Terrain rules cover how characters navigate the battlefield itself. Obstacles, rough or unsteady ground, pitfalls and more, these are things that can dramatically affect the outcome of a fight. Mobility Maneuvers often require "Terrain Rolls," and in certain situations, a Terrain Roll might be necessary to complete a regular Maneuver or Action during Combat as well.

### **When it comes up:**

- When moving over unsteady or rough terrain

- When making Outmaneuver or Slip-About rolls
- When performing other Maneuvers or Actions in a situation where the GM deems a Terrain Roll to be necessary.
- When an enemy Action or Maneuver causes you to engage with Terrain, such as being kicked at the edge of a cliff, or failing a Stability Test while balancing on a narrow beam

Terrain Rolls are simply Mobility Rolls made at a special TN. The default TN is 4 for wide, flat, open ground with no significant obstacles, but this number can change depending on the nature of the Terrain, as detailed in the table below. The RS is normally 1, but Maneuvers may result in contested Terrain Rolls. A failed Terrain Roll might have disastrous consequences depending on the situation. The GM must decide what exactly is the correct outcome of a failed Terrain Roll. A minor failure might result in the character's movement being halted or maneuver failing. A major failure (no successes at all, for example) may result in the character falling down, or worse, falling *off* of a cliff, moving vehicle, or worse.

**Table X.X, Terrain Type Modifiers**

<b>Terrain Type</b>	<b>TN Change</b>
Rocky/Minorly Obstructed	+1
Narrow Footing	+1
Uneven Footing	+1
Water (knee deep)	+2
Unsteady/Slippery Footing	+1
Moving (Ship deck in a storm, Carriage, etc.)	+1

## Chapter 12: Combat

*“If you’re an easy fright, you shouldn’t learn to fight.”*  
**Johannes Liechtenauer**

Let’s face it. The game’s called Song of Swords; you’re going to end up in combat sooner or later. The Song of Swords’ combat system is detailed, but straight-forward; combat is intense, lethal, and fast. A single good blow from a weapon can put anyone down, even the mightiest hero. You won’t be racing to deplete an enemy’s hit points until they reach zero and die - you’re inflicting Wounds. Injuries and sheer exhaustion seriously deteriorate a character’s ability to fight.

## **Combat Encounters**

Whenever hostilities break out for whatever reason, the result is a Combat Encounter. Combat Encounters are divided up into “Rounds,” in which all characters act and fight. The Combat Encounter is over either when hostilities cease.

### **Rounds**

A Round represents about six seconds of fighting. During the Round, characters will act once or more depending on their Initiative. At the end of the Round Bloodloss and other recurring rolls are made. If anyone’s still alive, a new Round starts and the fighting continues. Combat ends when the fighting stops. Simple enough, right?

### **3-Phase Combat Round**

Each Round has three General Action Phases: 1, 2, and 3. Every character can act in Phase 3, but only characters with higher ADR (as shown in the table below) can act in Phases 2 and 1. This represents the speed of the fighters involved. A fast man can get a lot more done in a short time than a slow one. Characters who can’t act in a Phase simply do not take any Actions. If a character who cannot act in a Phase is engaged in Melee Combat by another character, however, they may participate as normal in the Melee.

Characters declare Actions in reverse ADR order (from lowest to highest), but the Actions are resolved in ADR Order (from highest to lowest.)

<b>Initiative</b>	<b>ADR 1-3</b>	<b>ADR 4-6</b>	<b>ADR 7+</b>
<b>Phase 1</b>	<b>N</b>	<b>N</b>	<b>Y</b>
<b>Phase 2</b>	<b>N</b>	<b>Y</b>	<b>Y</b>
<b>Phase 3</b>	<b>Y</b>	<b>Y</b>	<b>Y</b>

### **End of Round**

At the end of Phase 3, all characters currently suffering from Bloodloss must roll their Endurance at RS equal to 1 per 5 points of Bleed they currently suffer. If this roll is failed, the character loses 1 point of

HLT. When HLT is reduced to 0, the character loses consciousness, and will continue to bleed until they reach a negative HLT value equal to their original HLT, at which point the character dies.

**Actions**

You may perform one Action per phase. Sometimes Actions can span multiple phases if they take longer than a single beat in combat. These are not to be confused with Bout Actions--which occur only in Melee Bouts (see below)

**Base Movement**

You can move a number of yards equal to your Mobility per Phase normally, or more when Sprinting. If moving into Cover, you do not gain the Cover Bonus to your Defense until the beginning of the next Phase.

Moving normally does not count as an Action, but any Action taken while moving suffers a -4 penalty. Conversely, moving raises your Base Defense by +1. Sprinting and Active Defense Actions are exempt from these effects, since they are special forms of Movement and have their own penalties/bonuses.

**Missile Defense**

A character’s Missile Defense is the RS which must be overcome in order for a character to hit them with a missile attack. This RS is 4 by default, but can be altered by other factors as detailed below.

Factor	Missile Defense Change
Moved this Phase	+1
Sprinted or Charged this Phase	+2*
Currently involved in a Melee Bout	+2**
Further than 10 yards from shooter and Prone	+3
Behind Cover	Variable; See Below

\*This is cumulative with the bonus for being in Melee if the character entered Melee this Phase

\*\*A missile attack against a target in a Melee Bout which misses has a 5/10 chance of hitting another random combatant in that Melee Bout - including allies! Roll for the new target, then roll ½ the Missile Pool rolled against the original target to determine BS. This hit is automatic but the shooter has no control over where the attack lands. All modifiers to original attack’s damage apply.

**Cover**

If a character is protected by Cover, their Missile Defense increases, and certain Hit Locations are removed from the possibility of being hit. Protected Hit Locations are re-rolled in the event of a missile attack hitting a target in Cover.

Cover Type	Missile Defense Bonus	Hit Locations Protected
Half Cover (Low Wall)	+2	Legs, Groin, Hips

3/4s Cover (High Wall, Crenelations, Corner, Window)	+3	Entire body below Chest
9/10ths Cover (Murderhole)	+4	Entire body except Head

### Shields vs Missile Attacks

Shields do not provide any bonus to Missile Defense. Instead, missile attacks roll for Hit Location on the Missile Hit Table, and may simply land on a location protected by the shield, in which case the shield's AV is reduced from the attack's damage as normal - probably nullifying it entirely. Remember what position the Shield is being held in!

### Action Types:

**Aim:** For Missile Attacks only. You focus in on one target, and increase your odds of hitting it. Your next Missile Attack against that target gains a +2 bonus. You may normally Aim only for one Round, gaining a bonus of +2 to the following Missile Attack.

With weapons that have the Ease of Aim quality, you may Aim for multiple Phases in a row, each time gaining a cumulative +2 Aim Bonus to your next attack, to a maximum of +6 for 3 Phases of Aiming. If you successfully Aim three times at a target in succession, you gain an additional bonus equal to your Perception to the attack that follows. If you shift targets, lose sight of the target, or are otherwise disrupted, you lose the Aim Bonus.

**Missile Attack:** You perform a missile attack Action. There are a few varieties of these. In the event that the target you were attempting to shoot at is incapacitated or becomes unavailable before you get to resolve your missile attack, you may pick a new target against which to make the attack, but only at ½ your base dice. Other modifiers apply as normal.

*Shoot* lets you make a single missile attack against a target in view. These all have the same basic mechanic: Your Missile Proficiency+Aim Bonuses (if you used the Aim Action) make up your Missile Pool. For every multiple of your weapon's Range value the enemy is further than the first, your Missile Pool is reduced by 1.

Roll Missile Pool at your weapon's Missile TN. The RS is the enemy's Missile Defense. If you equal or exceed that RS, you hit, and may roll on the Missile Hit Table to see where exactly you hit.

If a Missile Attack exactly equals the Target's Defense, it scores a hit with 0 BS, here called a Grazing Hit. Grazing Hits cannot inflict higher than a Level 0 Wound (which are the same regardless of the body part hit) no matter how much damage they would otherwise do.

*Rapid Shot* lets you make multiple missile attacks against a target in view. These function the same as regular *Shoot* missile attacks, but declare beforehand how many attacks you intend to make. Each attack after the first reduces your Missile Pool for *all of the attacks made in this way* by 1. So, a character making 5 Rapid Shots suffers a -4 MP penalty to all five of his attacks. Not all weapons are capable of being used with Rapid Shot. Weapons that can only make a certain number of attacks "normally" may be able to exceed this limit with the appropriate Talents or weapon special rules.

Bows: Up to 2 shots can be made with *Rapid Shot* normally.

Crossbows: Cannot use *Rapid Shot* normally. Some crossbows might be designed which are capable of Rapid Shot.

Firearms: Cannot use *Rapid Shot* normally. Some firearms with multiple-shot capacity can make up to 5.

Throwing Weapons: Up to 2 shots can be made with *Rapid Shot* normally.

*Covering Fire* lets you wait for an enemy to show himself, and then shoot him if he does. Covering Fire suffers an additional -4 penalty if have Moved in this Phase. If a character or other target moves into your field of view or otherwise exposes himself (you can choose another trigger, like waiting for the guy to draw his weapon before shooting him, etc.) you may immediately take a Shoot or Rapid Shot action aimed at that character or target. Covering Fire lasts until the next Action you take, but you can choose to simply sustain Covering Fire every Action until something happens. This *can* allow a character who cannot normally act in Phase 3 to act in Phase 3 if he Covered in Phase 1.

Grenade Throw: You spend the Phase throwing a grenade or other object at an area - for hitting an enemy with a thrown javelin, knife, etc. use Missile Attack. You may throw the object up to its Throwing Distance. Roll ADR at TN 7. The RS is 4 for landing the grenade within a yard of the target area. If you fail, the throw will deviate in a random direction (1-3 too close, 4-6 too far, 7-8 to the left, 9-10 to the right) by 2 yards for each success by which the roll failed. In the event of a roll with 0 successes, roll deviation as normal - but in this instance, the object will land 10 yards closer to the thrower in a direct line from its deviation point. This is to represent a catastrophic failure to throw the missile properly.

Active Defense: You spend the Phase ducking and dodging enemy attacks. Roll an ADR Test and add BS to your Missile Defense RS. If you declare Active Defense, roll it before resolving any other Actions - it applies against attacks that occur before your Initiative in the Phase, as well as those after. This can be performed either standing still behind one piece of cover, or while running along or between close (2-3 yards apart) pieces of cover.

Take Cover: Similar to Active Defense, but only usable behind at least Half Cover. You simply duck down and hide. You now have Full Cover, meaning you cannot be hit by attacks which would not penetrate the material you are taking cover behind. (You are still vulnerable to flanking attacks, though you count as Prone against them.) You cannot move faster than 2 yards per Phase while Taking Cover.

Reload: For weapons like Firearms or Crossbows which must be reloaded in order to be fired, a Reload Action is necessary. This allows you to add [Weapon Proficiency+Dominant Stat (AGI for Firearms, STR for Crossbows)+Reloading Method] Load/Span to the weapon. Once the Load/Span put into the weapon reaches the Load/Span quality of the weapon, it is reloaded. Moving in the same action as Reloading is not possible unless you are on Horseback, in which case your Reload suffers a -2 if the horse is moving, and a -4 if it is sprinting.

Sprint: You move up to double your Mobility score in yards this Action in lieu of taking any non-Mobility Actions. While sprinting, you gain a +2 bonus to Defense.

Engage Attack: Move up to 10 yards into contact (2 yards away from) and initiate Melee Combat with a target. This Combat lasts for one Melee Round. If you attack from a flank or behind, this counts as a Surprise Attack. If you cannot come within 2 yards of the target, you cannot initiate Melee Combat. However, for every Reach category of your melee weapon past L, you may engage an opponent from 2 additional yards away. For example, an EL reach weapon could engage an opponent from 6 yards away. (This includes movement of the fighters and is not strictly indicative of the weapon's length.) After the Combat ends, if neither party is killed or disabled or retreats, then the characters involved will stay in Combat into the next Phase. Neither will be able to act in the General Action component of the

Phase, but will continue their Melee Bout regardless of whether they would have been able to act in the phase normally. The Melee Bout does not end until one side retreats or is defeated. For details on Melee Combat, see below.

Charge: Move up to 15 Yards into contact with (2 yards away from) a target, and initiate Melee Combat with a target. This movement must be in a straight line, you cannot move around obstacles or otherwise change course. This Combat lasts for one Melee Round, after which the Phase ends. **You gain a +4 bonus to your CP in this Round, but you cannot declare any Orientation except Aggressive.** If you attack from a flank or behind, this counts as a Surprise Attack. If you cannot come within 2 yards of the target, you cannot initiate Melee Combat. However, for every Reach category of your melee weapon past L, you may engage an opponent from 2 additional yards away. For example, an EL reach weapon could engage an opponent from 6 yards away. (This includes movement of the fighters and is not strictly indicative of the weapon's length.) For details on Melee Combat, see below.

### Flanking & Rear Attacks

When Charging or moving for an Engage, you cannot swing around unengaged targets to outflank them if you began in the front 90 degrees of the target, as your target can see you coming and would realistically turn to face you to avoid being easily surprised. If you start on the side or rear of the target, however, you are not restricted in this manner.

### Monster Attack

This is an option for Monsters only. A Monster Attack is resolved against a number of target characters depending on the Attack's profile, and is defended against using a special Attribute Test detailed in the Monster Attack's profile. [See Hunter's Handbook]

## **Missile Hits & Damage**

When a character is hit by a Missile Attack, roll on the Missile Hit Table to determine what location the attack lands on. If the attack is coming from the character's front arc, and the character has a shield, it is possible that the attack will resolve in a Hit Location covered by the shield. In this case its damage is reduced by the shield's AV. Attacks from the sides and rear will not hit a shield being carried normally, but may hit a shield being carried on the character's back.

Damage is inflicted in the following manner: [Base Weapon Damage+Bonus Successes+Misc.] versus the target's TOU+AV. Excess damage over the target's total inflicts Wounds as with melee attacks. The one exception is **missile attacks that hit with 0 BS** (exactly matching the target's Defense) which, **unlike melee attacks**, still inflict damage but **can never inflict a Wound higher than Level 1**.

## **Melee Combat**

Melee Combat occurs when characters are forced to fight up-close and personal. When this happens, the characters enter a Melee Bout. This Bout occurs very quickly compared to the regular combat, and so is resolved instantly.

During a Melee Bout, the characters use Combat Pool, or CP, to perform Melee Maneuvers against each other. A point of CP frequently represents one die to be rolled at a Target Number to try and score

successes, overpower an opponent's defense, inflict more damage, or repel an opponent's attack. A character only has a certain amount of CP to spend in the Melee Bout, and so must conserve it and carefully assign it between the two Actions. At the start of a new Round, the characters' CP are refreshed to their limits, though these can be reduced by Pain, being rendered Prone, or other inflictions.

Each Combat begins with the two characters rolling "Orientation," essentially declaring whether they will be Aggressive, Cautious, or Defensive in the first Action of combat. If a Combat drags on for multiple Rounds, only the first requires an Orientation roll, since the initiative of the characters will carry over from the previous Round.

Characters engaged in melee are considered "Locked" there until one side of the fight either flees, or is defeated. Characters Locked in melee combat cannot act in the regular action component of subsequent Phases until their melee is finished. At the end of each Phase, the characters will resume fighting for another Round.

#### *An Example of a Melee Combat:*

Marcus and Franz have just entered combat. Marcus has 10 CP, and Franz has 12.

The two roll for Orientation. Marcus declares Cautious, Franz declares Aggressive. This means that Franz will be going first.

In the first Action, Franz declares a Swing to Marcus's Upper Head with 8 CP, using his saber. Marcus Blocks with 8 CP using his shield. The two roll off, and Marcus successfully defends, which allows him to take the initiative.

In the second Action, Marcus, who now has the initiative, declares a Swing to Franz's Neck with his battleaxe using his 2 remaining CP. Franz attempts a Parry with his saber with 4 CP. Franz succeeds in his Parry, and retakes the Initiative. This ends the Round. Since neither party was killed or disabled, and neither party retreated, the combat will continue in the next Phase with another Melee Bout.

## **Round Preparation**

### **Orientation**

Before the first Round of combat begins, each character involved in the Bout must declare their Orientation. Afterwards, Initiative is determined by who succeeded in the previous Action, including the last Action of the previous Round.

Orientations set the mood of the Bout by revealing whether characters intend to attack or defend in the first Round. There are three Orientations to choose from, known by both a name and a color: Aggressive (Red), Cautious (Yellow) and Defensive (Blue). Each [lets you use/grants you access to] unique maneuvers in the first Action.

Orientations are declared simultaneously by all characters in the Bout. Orientations are declared only once, during the Round Preparation, except in the case of Defensive/Defensive declarations. Each Round after the initial Round Preparation will determine Initiative and Targets from the previous Round.

{{Orientation is how you kickstart the Bout. You declare Orientations when the Bout begins. This sets up Initiative and Targets for the first Action. Subsequent Actions and Rounds will flow naturally from the first, so you only do Orientation once per Bout.}}

Characters declare their Orientations by first revealing which of the three they will NOT be declaring. This removes that Orientation from play, and leaves them with two options. Then, they should simultaneously reveal which of the remaining two Orientations they have chosen. {{You can do this in any way you prefer. We like to hold in our hands a die of the appropriate color and drop it simultaneously. It takes just a few seconds to do.}}

{{For short, we often say we “throw” the Orientation’s color. For instance, declaring Aggressive is called “throwing red.” The particular verb you use isn’t important, so long as everyone’s clear on what you’re doing.}}

### **Aggressive**

Aggressive means that the character is actively engaging an enemy. When a character declares Aggressive they commit to offensive action in the first Round - they MUST declare an attack. They are able to choose a Target before Cautious and Defensive characters do, and they gain Initiative against any Cautious or Defensive character they Target. Characters who declare Aggressive have access to the Beat and Lance Charge Maneuvers in the first Round of combat.

### **Cautious**

Cautious means that the character is approaching cautiously, ready to take advantage of openings, but not willing to leave themselves open. When a character declares Cautious they commit to nothing in the first Round - they are not obligated to do anything. They choose a Target after Aggressive characters do, and gain Initiative against any Defensive character they Target. If Targeted by an Aggressive character, Cautious characters automatically Target them back, but do not gain Initiative. Characters who declare Cautious have access to the Dart Maneuvers in the first Round of combat--these have the “Dart” quality listed in their maneuver types.

### **Defensive**

Defensive means that the character is approaching warily, intending to repel enemy attacks rather than look for openings to attack. When a character declares Defensive they CANNOT declare any Attack Maneuvers in the first Action. They choose a Target after both Aggressive and Cautious characters. Characters who declare Defensive have access to the Flee and Total Block Maneuvers in the first Round of combat.

{{Example [(technical language)]: Mace and shield in hand, Nikolas has stormed through the breach and is immediately accosted by a well-armored sergeant with a long polearm. The Bout begins and both fighters declare their Orientation. Nikolas knows he has good options if he ultimately declares Aggressive or Defensive, so he decides he won’t be declaring Cautious. His player hides a yellow die in his hand and drops it simultaneously with the sergeant’s player dropping a blue die, revealing he won’t be Defensive. Now Nikolas’s options are Aggressive and Defensive. The sergeant’s options are Aggressive and Cautious. Now Nikolas knows declaring Aggressive is a risky proposition as he may end up in a dangerous Aggressive/Aggressive situation. He ultimately declares Defensive, and the sergeant declares Aggressive. The fight is on!}}

### **What Orientations Mean**

Once the Orientations have been decided, all that remains is to determine who has Initiative, and who declares their attacks first as a result.

### **Aggressive/Aggressive**

Both characters act as though they have the Initiative over the other, declaring attacks. The character with the lower ADR must declare his attack first, after which the other character declares his. In the event of a tie, the PC declares second. If the characters are both PCs, they write down their maneuvers and reveal them simultaneously.

After this, both characters roll an Initiative Test (ADR+Length Advantage+Misc) to determine whose attack resolves first. If they tie, the two characters resolve their Maneuvers against each other simultaneously, with all Stun and Pain being deferred until after both Maneuvers go through (this has the great potential to kill both fighters!). If one fighter wins, than he resolves his Maneuver first, applies all effects of that Maneuver against his opponent, and only afterwards (if able), does the other character resolve their Maneuver.

### **Aggressive/Anyone Else**

If an Aggressive character and any other character Target each other, the Aggressive character has Initiative.

### **Cautious/Cautious**

The two characters roll an Initiative Test (ADR+Length Advantage+Misc), prior to declaring Maneuvers. The winner gains Initiative, the loser does not, and both may then declare Actions and resolve them in proper order. If they tie, treat it as a Defensive/Defensive situation.

### **Cautious/Defensive**

The Cautious character has Initiative.

### **Defensive/Defensive**

If two Defensive characters Target each other, neither of them can declare Attack Maneuvers against each other this Bout. After the first Bout, if neither character has Initiative and they are still Targeting each other, they re-declare their Orientations.

Declaring Orientations only occurs in the first Bout of a combat. If a combat endures over multiple Phases, Initiative is maintained from the previous Bout. If another character enters an existing combat, they do not pick an Orientation - rather they gain Initiative automatically over their opponent in the combat.

### **Declaring Maneuvers**

The character who has Initiative declares his Maneuver first. The character who does not have Initiative may then declare a Maneuver in response. Once Maneuvers have all been declared, they are resolved. Maneuvers with Initiative are rolled simultaneously with Defenses made against them, whereas Attack Maneuvers declared without Initiative are rolled afterwards.

### **Maneuver Resolution**

Maneuvers are resolved as detailed in their descriptions in [Chapter XX](#), however the basic concepts will be repeated here. Attack Maneuvers are made against your Target. Defense Maneuvers are made against *Attack Maneuvers*. All Defenses function the same way - the number of successes the Defense gets are reduced from the target Attack's successes, potentially negating it. An Attack Maneuver is said to be "successful" if it has at least one success after taking away any Defense's successes. A Defense Maneuver is "successful" if it negates the attack it is declared against.

Defenses can be declared against a specific attack, or, if the character using the Defense has Initiative and must declare first, they may be declared "floating," in which case the Defense can be directed at any

attack aimed at the character. **In the event that no attacks are made to be defended against, half of the CP devoted to the Defense is refunded at the end of the Action. This is referred to as the Maneuver being “Cancelled,” and any other time this term is used, half of the CP is refunded in the same way.**

As an example, the Thrust Maneuver’s description:

**THRUST [X]**

**Type:** Universal, Thrusting, Attack

**Requirements:** Wielding a weapon with a Thrust value.

**Maneuver:** Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN, aimed on the Thrusting Attack Table.

**Success:** Inflicts damage equal to [SDB+Weapon Thrust Damage+BS] to Hit Location. Damage is of weapon’s Thrust damage type.

**Special:** When rolling an Initiative test to determine attack order while making a Thrust, you may roll 1 additional die in the test.

**Special [Rapid Thrust]:** This may be used by weapons of S Reach or shorter only. If Thrust is successful, you may pay 2+X additional CP to make another Thrust with X dice as part of the same Action. Resolve Thrust as normal. The Target may only use Quick Defense against this Maneuver.

What this means is that when a character resolves a Thrust on their Target, they do so by rolling the CP invested into the Maneuver (X) at the Thrust TN of the weapon they are using to make the attack, to a location on the Thrusting Attack Table, as shown on **Table XX** in this chapter. If successful, this attack deals the amount of damage described in the Success section (Strength Damage Bonus+the weapon’s thrust damage rating+any Successes above the enemy Defense).

Defense works similarly, let’s look at the Block Maneuver’s description:

**BLOCK [X]**

**Type:** Universal, Defense, Blocking

**Requirements:** A shield or other item with a Block TN.

**Maneuver:** Block with X dice at Block TN.

**Success:** Target attack negated.

**Special:** You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against.

What this means is that when a character declares a Block against an Attack Maneuver aimed at them, he rolls his CP investment (X) in that Maneuver at the Block TN of his shield. Similarly the character may “float” a Defense if he thinks an attack may be coming but is not sure - in which case he may choose which attack aimed at him to resolve the Block against once all maneuvers are declared. The successes he rolls are subtracted from the Attacker's successes, potentially reducing them to 0, and cancelling the attack, but at least reducing the attack’s Bonus Successes, and thus the harm it will do.

**Bout Initiative**

After Maneuvers resolve, the character who has Initiative might chance. This depends on who “won” the exchange.

- If the character with Initiative's Maneuver was successful, he retains Initiative.
- If the character with Initiative’s Maneuver was defeated by a Defense, he loses Initiative and the Defender gains it.

- If the character with Initiative's Maneuver failed, but there was no Defense, he retains Initiative.

## Melee Bouts with Multiple Characters

In the event that multiple characters engage a single character in a Melee Bout, that character must divide his dice between them, essentially fighting a combat with each. No more than four attackers can fight a single character this way. Resolve the first Actions of all characters involved first, then move on to the second Action.

If an outnumbered character's ally comes and enters the fray, he may "peel off" up to three enemies into a separate Bout which resolves without interfering with the first.

An outnumbered character may also use the Thread The Needle Maneuver to try and engage his opponents one at a time--assuming he can still move and has room to maneuver, that is at the GM's discretion!

## Bout Conclusion

At the end of the Melee Bout, if Targets are alive and present, whichever character currently has Initiative may choose to either Disengage or Lock.

- **Lock:** The characters engaged in the Bout are considered "Locked" in Melee, and continue fighting in the next Round. As they are still engaged, they may not participate in the General Action Phase between Rounds.
- **Disengage:** The characters are no longer in Melee, and may act as normal in the next General Action Phase.

If Targets are unavailable because they are dead, incapacitated, or escaped, then the Encounter ends.

Characters who were engaged in a Bout that ended due to it being Disengaged or Targets being unavailable are able to Engage in other existing Bouts, if they are within MOB Yards of them. They will be able to act in the General Action Phase so long as they are unengaged.

## Encounter Ends

The Encounter ends when hostilities cease for whatever reason.

# Melee Combat Concepts

## Combat Pool (CP)

CP (melee weapons) = (ADR+Proficiency Pool+Misc)-(Encumbrance+Fatigue+Pain+Misc)

CP represents a character's skill with the melee weapon they're using, and is used to activate and power Maneuvers of all sorts. It is determined by a character's ADR score combined with their Proficiency Pool; thus a character who is quicker and better trained will have a higher score than one who is slower and less experienced.

CP can be reduced by a character's Encumbrance, their injuries or exhaustion, and other miscellaneous factors. Because CP refreshes at the beginning of every Round, not between Actions, it is important for a character to keep careful track of how much CP they use in the first Action, so as to have some left over for the second Action.

Maximum CP is a character's ADR (melee only), Proficiency Pool, School Bonus, Boon Bonuses, and any miscellaneous bonuses that apply when Maximum CP is called for, minus the character's Encumbrance Penalty, Exhaustion Penalty, Pain, and any miscellaneous penalties that apply when Maximum CP is called for.

Missile Attacks do not use CP, and also do not have a Pool from which dice are drawn over multiple actions. Instead, each Missile Attack is made with a number of dice equal to the character's Proficiency in the Missile Weapon. See the Shoot Attack section for details.

## Strength Damage Bonus

A character's SDB determines the base amount of damage added to most attacks from a character's Strength. The SDB is always set at Half of the character's Strength score, rounded down.

## Toughness

A character's Toughness is, by default, 4. This can be increased or decreased by Boons & Banes, Racial Characteristics, etc.

## Target Zones, Hit Locations and Wounds

When a character is hit by an attack, there are two key aspects of the hit that need to be noted: the Target Zone (which is the general area of the body that the attack hits) and the Hit Location (which is the precise point of the body that is hit).

Each Target Zone contains three to four Hit Locations, which are listed below. Swinging, thrusting and missile attacks have different Target Zones available to them. If an attack hits, roll 1d10 to decide the Hit Location that the attack actually lands on. The tables are easy to memorize if you remember this: a lower result on the die corresponds to a lower part of the Target Zone.

Once you have determined the Hit Location that the attack or other source of damage, actually lands on, calculate damage based on the following formula:

**[Total Damage] minus [Total Defense (TOU+AV of appropriate damage type+Miscellaneous)] = Wound Level**

If the Total Damage is **lower than or equal to** Total Defense, no Wound is caused. You can hit the target but fail to injure it, UNLESS the target is wearing no Armor on the location hit, in which case they will always suffer at least a Level 0 Wound (which are generic regardless of the location hit, see Wound Charts for details--but they all do 1 pain except for Unarmed, which does 1 Stun.)

If the Total Damage **exceeds** the Total Defense, the result is a Wound of a level equal to the excess damage.

Wounds range from level 1 to level 5. If enough damage is inflicted that the Wound would be higher than level 5, it can still only be a Level 5. The amount of damage done is then applied on the Wound charts located in **Chapter XX** to discover the exact effects of the injury.

## Attacks and Missing Limbs

If the Target is missing a body part or limb on the Target Zone that is being attacked, and the roll dictates that that Hit Location would be hit, the attack automatically misses and has no effect.

**Which Thigh, Though?**

When declaring an attack against an arm or a leg, or even when attacking the neck, be sure to declare *which* limb, or from which side the cut is made from, in the case of neck or torso cuts. Obviously if you aim for the right arm, all of the hit results should be on that arm.

However, when making neck or downwards head swings, you may hit a shoulder. But which one? Flip a coin or roll for it.

Alternatively: Fighters tend to lead with the dominant side of their bodies when fighting, so if an opponent is right-handed, and you land a hit on his shoulder with an neck swing, you probably hit him on his right shoulder.

GMs, be sure to be consistent about this sort of thing!

**Swinging Target Zones**

**Table XX** Swinging Target Zones

Target Zone	Hit Locations
Head (downwards swing)	1-3: Shoulder 4-5: Lower Head 6-7: Face 8-10 Upper Head
Head (upwards swing)	1-3: Chest 4-5: Neck 6-8: Lower Head 9-10: Face
Neck	1-3: Shoulder 4-6: Neck 7-8: Lower Head 9-10: Face
Torso	1-3: Belly 4-7: Side 8-10: Chest
Upper Arm	1-3: Elbow 4-7: Upper Arm 8-10: Shoulder
Lower Arm	1-3: Hand 4-7: Forearm 8-10: Elbow
Upper Leg	1-3: Knee 4-7: Thigh 8-10: Hip

<b>Lower Leg</b>	1-3: Foot 4-7: Shin 8-10: Knee
<b>Groin</b>	1-3: Thigh 4-7: Groin 8-10: Belly

### Thrusting Target Zones

**Table XX Thrusting Target Zones**

<b>Target Zone</b>	<b>Hit Locations</b>
<b>Head</b>	1-3: Neck 4-7: Face 8-10: Upper Head
<b>Neck</b>	1-3: Chest 4-7: Neck 8-10: Face
<b>Chest</b>	1-3: Belly 4-7: Chest 8-9: Shoulder 10: Neck
<b>Belly</b>	1: Groin 2: Hip 3-7: Side 8-10: Belly
<b>Upper Arm</b>	1-3: Elbow 4-7: Upper Arm 8-10: Shoulder
<b>Lower Arm</b>	1-3: Hand 4-7: Forearm 8-10: Elbow
<b>Groin</b>	1-3: Thigh 4-7: Groin 8-10: Belly
<b>Upper Leg</b>	1-3: Knee 4-7: Thigh 8-10: Hip
<b>Lower Leg</b>	1-3: Foot 4-7: Shin 8-10: Knee

### Missile Target Zones

To determine the Hit Location of a Missile Attack, first roll 1d10 on the Missile Target Zone table, and then roll again on the indicated Thrusting Target Zone that your result indicates to determine the final Hit Location of the missile attack. This only applies to missile attacks made outside of Bouts, within a Bout a missile attack is made at a specific Target Zone as-per any other melee attack, and rolled accordingly.

A **Critical Hit!** result (a roll of 1) is special:

- If rolled as part of a shooting attack, the attacker may choose where the missile hits, and halve the Armor Value on that Hit Location.
- If rolled as part of an Explosion, the damage “misses” the target entirely and is negated.
- If rolled as part of the Scatter special rule, the Hit Location counts as Chest.

**Table XX Missile Target Zones**

Roll	Target Zone
1	Critical Hit!
2	Head
3	Chest
4	Chest
5	Belly
6	Groin
7	Upper Arm (1-5 left, 6-10 right)
8	Lower Arm (1-5 left, 6-10 right)
9	Upper Leg (1-5 left, 6-10 right)
10	Lower Leg (1-5 left, 6-10 right)

## Initiative

- **Initiative** is the order in which Maneuvers declared in an Action resolve. Initiative is held by one character against another character that they are “**Targeting.**” It is not possible for two characters facing each other to both hold Initiative, or for neither to hold Initiative. It must be one or the other.
- When Maneuvers in a Bout resolve, all Maneuvers made with Initiative resolve in the reverse order that they were declared (with the exception of Instant Maneuvers), and then all Maneuvers made without Initiative resolve in reverse order of declaration. {{You declare first, you resolve first.}}
- Defense Maneuvers resolve simultaneously with the Attack Maneuver they are defending against. If two characters are attacking each other, the one with Initiative resolves their Maneuver first, and only afterwards does the character without Initiative (if they survive) resolve their Maneuver.
- After Maneuvers resolve, the character who has Initiative might change. This depends on who “won” the exchange:
  - If the character with Initiative's Maneuver was successful, he retains Initiative.

- If the character with Initiative's Maneuver was defeated by a Defense, he loses Initiative and the Defender gains it.
- If the character with Initiative's Maneuver failed, but there was no Defense, he retains Initiative.

*{{Example: A and Z are fighting. It is Action 1 and A has Initiative. A declares a Swing with 5 dice at Z's Lower Arm. Z trusts in his armor to protect him, so he declares a Thrust with 7 dice at A's Chest. Since A has Initiative, his Maneuver resolves first. Rolling 7 dice, A unfortunately gets 0 successes. His attack was not successful because it didn't get at least one success, but he retains Initiative for the moment. Now Z resolves his Maneuver. He rolls 1 success, striking A, but not hard enough to cause damage. Still, his attack was successful, and now Z will have Initiative going into Action 2.}}*

## Reach

Reach is an important factor in combat. The fighter with longer reach tends to have an advantage, so long as the fight stays at their desired range. Entire philosophies of warfare are built around the simple advantage of having reach over one's enemies. Of course, a long weapon reach also has its weaknesses. When the distance is closed, longer weapons lose much of their strength and can become a liability for a fighter without a sidearm or backup weapon!

In combat, there are eight (8) stages of Reach, from Half-Arm to Ludicrously Long.

**Table XX Stages of Reach**

Number	Stages of Reach		Example
1	Half-Arm	HA	Knee, Elbow, Grapple
2	Hand	H	Dagger
3	Short	S	Short Sword
4	Medium	M	Arming Sword
5	Long	L	Poleaxe
6	Very Long	VL	Arming Spear
7	Extremely Long	EL	Halberd
8	Ludicrously Long	LL	Pike

Here are some important notes on Reach and how it affects combat:

- The basic distance between any two characters is the Reach of the longer weapon between the two.
- If a character successfully hits their Target with an attack that has a Reach value, the combat moves to the Reach of the attack. This will usually be the favored Reach of the attacker.
- When declaring an Attack Maneuver against a Target at a different Reach than the character's own, an Activation Cost must be paid in addition to any others equal to the difference between the Reach of the Attack Maneuver and the defender with longer Reach.

- When declaring a Defense Maneuver with a weapon against a Target at a **shorter** Reach than the weapon's own, an Activation Cost must be paid in addition to any others equal to the difference between the Reach of the Attack Maneuver and the Reach of the Defending weapon. This does not affect Defense Maneuvers that do not involve defending with a weapon: Shield-based and Void Maneuvers suffer no penalty.
- When making Initiative tests for Aggressive/Aggressive contests or the Steal Initiative Maneuver, a character whose Reach is currently favored (either the enemy is outranged, or the fight is occurring within the enemy's range to their disadvantage) gains a +1 bonus to the Initiative test per step of Reach advantage they enjoy over their enemy.
- If a character leaves an Encounter or Bout (such as with the Flee Maneuver), and returns later or is re-engaged, the Reach is refreshed to the longest between the two fighters.

*Goofus has a short sword, whereas Gallant has a pike. Goofus' short sword has Short (S) Reach, whereas Gallant's pike has Ludicrously Long (LL) Reach. If Goofus wants to attack Gallant, that's five (5) stages of Reach he would need to pay for to try and make the attack (5 CP Activation Cost). If the attack succeeds, then the fight would move to S Reach, since he got close enough to hit. At S Reach, Gallant is now the one at the disadvantage, and Attack AND Defense Maneuvers using his pike each suffer a 5 CP Activation Cost. He could still Void incoming attacks without penalty, since these do not use his now cumbersome weapon.*

## Range

When making missile attacks, the range of the weapon is measured in Yards (about three feet or one meter each) from the attacker to the target. Each missile weapon has a Range value, which is the number of yards at which the weapon may be used before it suffers a penalty to accuracy. For each multiple of that range at which the attack is made, the attacker suffers a -1 Penalty to his Missile attack. So, if a weapon has 40 yard range, an attack made at up to 40 yards would be made with no penalty, one at 41-80 yards would be made at a -1 penalty, an attack at 81-120 yards would be made at a -2 penalty, etc.

# Additional Combat Rules

## Declaring Defense Maneuvers without Initiative

If you are using a Defense maneuver with Initiative, wait until characters without Initiative have declared their Defenses to declare the target of that Defense, then resolve the Maneuvers as normal. If nobody declares an Attack Maneuver against you, the Maneuver is Cancelled.

## Battlefield Terrain

Sometimes combat will occur on uneven or otherwise irregular terrain. When fighting on rough terrain that might cause a character to fall, trip or stumble, a Mobility Test is required at the start of each Round at an RS determined by the nature of the terrain. Failure inflicts Stun equal to the amount of successes by which the roll failed. This can cause Overshock and tripping!

Terrain	Terrain RS
Loose Gravel, Light Mud, Slippery Marble	4
Deep Mud, Shallow Water, Potholes	6

Collapsing Floor, Intense Mud, Deliberate Pitfalls	8
--	---

Terrain which might provide one character with a defensive bonus (a wall or rampart being defended, an overturned table being fought from behind, etc.) the attacker must pay a CP cost to make an attack, determined by the size and nature of the defensive work.

Defense	CP Cost for Attacker
Overtured Table, Fence	2
Low Wall, Makeshift Barricade	4
High Wall, Rampart, Crenelations	6

Some terrain might produce an active danger. In this case, treat it as uneven or irregular terrain, but failing by more than X dice (represented as the second number beyond the slash in the table) results in falling, slipping into, or otherwise falling victim to the danger.

## Surprise Attacks

If characters are caught unawares in an ambush or other surprise attack, they may not act in the first Phase of combat, and if caught in melee, while they can still fight, their CP is halved. The Missile Defense value of characters who have been caught unawares is reduced by 2, and they cannot benefit from Talents or other bonuses to Missile Defense that are not from external sources like Cover or the like.

Characters who detect the ambush beforehand may still act normally; only those surprised suffer these penalties.

## Outflanking

Certain situations in combat can result in a character Outflanking another character. When a character Outflanks another character, they gain certain benefits:

- The Outflanked character cannot Target or perform Attack Maneuvers against the Outflanking character.
- The only Defense Maneuvers the Outflanked character can use against the Outflanking character's Attack Maneuvers are Void and Flee. These Defensive Maneuvers have an additional Activation Cost equal to the Outflanking character's PER.
- The Outflanking character makes Back Attacks when performing Attack Maneuvers against the Outflanked character.
- The Outflanking character ignores any Shield AV of the Outflanked character.

Outflanking only lasts for one Action so long as the Outflanked Character has some means to turn around to engage his new enemy. If however there are multiple enemies attacking the character, at the GM's discretion turning to face a new opponent might allow another one to Outflank, keeping the character exposed.

*The twins Bruce and Hazel are attacking a Norse warrior named Snorri. Hazel declares an Outmaneuver Maneuver, and succeeds, so that he is now Outflanking Snorri. Now, Snorri must pay CP equal to Hazel's PER to defend against any of his attacks, and Hazel can target his less-defended back. If Snorri wants to get out of this, he's going to have to defeat Bruce quick, and then turn to face his outflanking foe before he gets a few new holes carved in his back.*

## Back Attacks

Any attack made from the rear, either because a character has snuck up on his Target or is Outflanking (see above) is a Back Attack.

Back Attacks replace the Chest Target Zone with the Upper Back Target Zone, and the Belly Target Zone with the Lower Back Target Zone, but otherwise roll exactly the same as normal attacks. Both Swinging and Thrusting attacks work this way.

*Bobby is Outflanking his enemy, Bill, and declares a Torso Swing on Bill, and hits. The Hit Location roll determines that the attack hits the Chest. However, because Bobby is making a Back Attack, it actually hits Bill's Upper Back.*

## Scatter

Weapons that use ammunition with the Scatter special rule (Buck and Ball, Heavy Shot, and Shot) can be fired in such a way that multiple enemies are hit at once. Only enemies who are very close to each other (within a yard of one another) can be hit in this way. Targeting a character with two others within a yard's distance away from them could result in hitting all three characters.

To start, resolve the primary attack against the center target as normal. If it misses, all of the Scatter shots will miss as well. If it hits, the Scatter damage should be randomly divided between the potential targets (assign numbers on a d10 to each potential target, favoring the primary one, and roll each Scatter die to determine who it hits, then determine Hit Locations as normal) and then resolved separately.

At the GM's discretion, this rule may be applied against friendly targets as well. Firing a blunderbuss into a crowd of mixed friends and enemies is dangerous!

## Mounted Combat

Characters in combat will often fight on horseback, or else mounted on exotic beasts like elephants or dinosaurs. Fighting in such a manner confers special bonuses and opens up new opportunities for characters to use Mounted Maneuvers. Of course, while Mounted the character also uses the mount's mobility for the purposes of movement and maneuvering obstacles. Horses generally can't climb walls too well though--GMs, be smart about this.

At the start of combat, most characters who fight mounted may already be mounted. However, in the event that they are not, or if an opportunity presents itself for them to climb onto a horse, it can be done as a Move Action. If the mount is stationary, this requires an [RS 1] ride check. If the mount is moving, it requires an [RS 2] check. If the mount is sprinting swiftly or in strange conditions like rough terrain, the RS could be higher at the GM's discretion.

Dismounting requires an [RS 1] check if the mount is stationary, but an [RS 3] check if the mount is moving. Dismounting and mounting a mount are each considered one Action.

In a Bout, a Mounted character has access to special Mounted Maneuvers and gains a +2 Riding Bonus to CP. Being Mounted additionally halves the effective Weight of all armor worn. If a character suffers Overshock or is Tripped, they must make an [RS 4] Ride Test not to fall off of their horse. Such an event counts as a fall from 6 feet if the horse is stationary, or 10 feet if the horse is moving. This might be higher if the horse is sprinting at full speed across rough terrain or similarly unfortunate.

Characters attacking targets on Horses cannot target attacks at the Groin, and unless they have a weapon of L Reach or longer, cannot target attacks at any Hit Location above Belly (for Thrusting) or Side (for Swinging) unless they have some manner of height advantage that would allow them to do so (GM's Discretion.)

Missile attacks made while mounted suffer the following penalties depending on the current movement of the horse: -2 while stationary, and a -6 while galloping (sprinting)

## Explosions

Explosives such as bombs and grenades have devastating effects when used well. This section will explain the impact of explosives and how they are resolved in combat.

Explosions have the following qualities: Damage, Hit Number, Blast Radius and Damage Type. When an explosion occurs, every character within the blast radius suffers the effects of the explosion. Roll on the Missile Target Zones table a number of times equal to the second number in the Damage section, and apply the first number in Damage to each section rolled. Roll a number of missile attacks equal to the Hit Number. Each Hit does damage equal to the Damage number, rolling again for specific Hit Location on the appropriate Thrusting table. However, in the event that multiple Hits land in the same Hit Location, each additional Hit adds half of its damage to the first Hit's total. Only ever resolve one Hit per Location, combine all which land in the same area.

Critical Hits count as an automatic miss for the purposes of explosions.

If a character is in Cover, any Hit Results that land on a Covered body part are not re-rolled - they automatically miss.

If a character is Prone, reduce the Hit Number of the explosion for them by 1.

For every multiple of the Blast Radius away that a character is, halve the Damage and reduce the Hit Number for them by one. Once the Hit Number is 0, the explosion is no longer effective.

Fuses can theoretically be any length, but most will be 2 or 3 Phases.

Explosion	Damage/Hit Number	Blast Radius	Damage Type
Light Hand Grenade	15/4	1 yard	Bludgeoning
Heavy Hand Grenade	20/5	3 yards	Bludgeoning
Fragmentation Grenade	10/5	10 yards	Piercing
Barrel of Gunpowder	40/5	15 yards	Bludgeoning

*{{Example: Bounty Hunter Petrov has spotted the pirates just inside the cove entrance, beating the prisoner from their latest raid. The GM says they're about 25 yards away. During his turn in the General Action Phase, Petrov lights a Heavy Hand Grenade in his hand and hurls it with a Grenade Toss action, aiming at the prisoner. (He's worth the same dead or alive.) Rolling his ADR of 5 at TN 7 and a die for*

*scatter, he gets 2 successes and a 1 respectively, indicating his throw scatters 4 yards towards him. The prisoner and pirates are one multiple of the blast radius away from the explosion (4-6 yards), and Petrov himself well outside the blast zone.}}* ----This is an example of Grenade Toss more than explosions, so the explosions will be in the next one ----

*{{Example: A Heavy Hand grenade explodes 4 yards away from two pirates and a prone prisoner. The pirates suffer 4 hits of 10 damage, while the prisoner takes 3 hits of 10 damage because he's on the ground. As the pirates are unarmored and their TOUs are 4, each hit causes a level 5 wound. The GM says they're incapacitated. As for the prisoner, armored in a lamellar from neck to foot, the players and GM determine where each hit lands. Ultimately two land on the Elbow and one hits the Belly. The belly wound is stopped by the prisoner's TOU+AVB of 10, but the two Elbow hits combine to create a 15-damage hit, causing a level 5 wound through the prisoner's defense of 10.}}*

## GM Arbitration

In a game like Song of Swords, you must expect the unexpected. With so many possible situations, character options and potential playstyles, at some point or another you are bound to find yourself in a situation where something is technically legal by the rules, but just doesn't make sense.

We have designed this game to the best of our ability to minimize these incidents, but if you ever encounter one, GMs, it is your responsibility to ensure suspension of disbelief (to say nothing of the enjoyment of your players!) by ruling in the direction of common sense, regardless of what the rules say.

If some bizarre twist of system terminology makes it 'legal' to do something patently absurd, like Shield Bash an enemy with a Pike instead of a Shield, or Grapple an opponent despite you not having arms or legs, *you need not, and should not* allow it.

If you feel like it, take note of such failures in the rules, and let us know so that we can fix them!

## MONSTER COMBAT

Dragons, gryphons, dinosaurs, elephants. Some beasts are just too large to fit into the regular combat system. For these beasties, we must use Monster Combat rules. In Monster Combat, large monsters make attacks during the General Action Phase instead of in Melee Bouts, and characters may attack them by striking their body parts with large weapons, or by climbing on top of them to get at their weak points. In this volume we will not be covering the finer details of Monster Combat (for the full rules, check out the Hunter's Handbook) but here is a quick rundown for the sake of completion.

- Monsters are subject to the Phase system, acting in a number of Phases depending on their ADR.
- Monsters may make two Actions each Phase, just like regular characters.
- Monsters do not enter Bouts. Instead they make Monster Attack Actions, which are defended against with Attribute Rolls instead of Defensive Maneuvers.
- Monsters cannot perform Defensive Maneuvers themselves.
- Monsters are so large that damage is calculated differently for them. Damage inflicted on a Monster is persistent, but has no effect until the Damage surpasses their TOU, which inflicts a Level 1 Wound on that location. Each multiple of the Monster's TOU the damage surpasses increases that wound by 1 Level, up to a maximum of 5. Inflicting additional damage has no effect UNTIL the Wound reaches the next higher Level--so no additional Stun or other modifiers are applied.

e.g., if a Monster has 20 Toughness, it must suffer 60 damage total before a level 3 wound is inflicted. Unlike with regular characters however, all damage inflicted on the Monster is cumulative, so if it suffers

8, 6, 5, and 3 damage from various attacks to the same Location, it will have suffered 22 damage total, inflicting a Level 1 Wound with 2 damage left over. 18 more damage, and that Wound will worsen to Level 2.

For more details, check out the Hunter’s Handbook.

## SHIELD POSITION

In Combat, a character with a Shield may change that Shield’s position at the start of any Action in which he would be allowed to Block with that Shield. There are two Shield Positions - Low and High. There are multiple Shield Profiles, each of which protects a different set of targets depending on its position.

Shield Profiles: Small, Medium, Large

Shield Profile	HIGH Covered Locations	LOW Covered Locations
Small (Buckler, Targe)	Full Head, Neck/Throat, Upper Arm, Shield Arm (Lower)	Chest, Belly, Shield Arm (Lower)
Medium (Heater Shield, Round Shield)	Full Head, Neck/Throat, Shoulders, Shield Arm (Lower), Chest	Chest, Belly, Side, Groin, Hips, Shield Arm (Lower), Upper Legs
Large (Scutum, Kite Shield, Large Round Shield)	Full Head, Neck/Throat, Full Arms, Chest, Belly, Side	Neck/Throat, Abdomen, Side, Groin, Hips, Shield Arm (Lower), Full Legs

# Chapter 13: Wounds and Recovery

When characters sustain injuries, they sustain them in the form of *Wounds*. These come in five levels, from Level 1 (the least serious) to Level 5 (crippling or fatal). In minor cases, Wound levels are temporary inconveniences, though the Pain and Stun they inflict can cause a character great trouble in battle. Major Wounds, however, can inflict permanent Banes, like disfiguring injuries or lost limbs. Wound levels can cause death by Blood Loss, Infection, or sheer damage. A character can suffer multiple Wounds of the same Damage Type to the same Hit Location of differing levels; each Wound is separate from any others, unless otherwise stated (with Fire Damage, and so on).

When a character is hit by an attack that causes damage, calculate the total amount of damage dealt, and compare it to the character's TOU and Armor for the kind of damage inflicted, in the location that was hit (see [Chapter XX](#) and [Chapter XX](#) for more details on Combat and Maneuver resolution). If the total

amount of damage exceeds the character's TOU and Armor, then a Wound is inflicted equal to the amount of excess damage.

That is, if a character takes 9 damage, and has TOU 4 and AV 4, they would receive a Level 1 wound. Wounds cap out at Level 5, and excess damage from a single attack/source does not increase the effects of a Wound past Level 5.

## **Anatomy of Wounds**

Wounds have a few components, illustrated here. When a Wound is suffered by a character, the level, location and type of the Wound should be recorded, in addition to the Blood Loss, Stun and Pain. Injuries are not removed from a character's sheet until they are healed (see **Recovery from Wounds** below).

**Chapter XX:** Wound Tables shows how Wounds are recorded, which includes this information:

### **Hit Location**

The Hit Location of the injury.

### **Damage Type**

This is the kind of damage that has been inflicted. Most weapons inflict Cutting, Piercing, or Bludgeoning damage. Other types of damage include Falling, Burn, Electrical, and Cold damage, which are described at the end of this chapter.

### **Stun**

Stun is an instant effect that depletes a character's CP, and if it reduces one's CP to 0, the character risks becoming Prone.

### **Pain**

Pain is a more long-lasting effect that reduces a character's maximum CP, so that they regain a reduced amount at the Refresh. If Pain reduces a character's maximum CP to 0, the character risks becoming unconscious.

### **Blood Loss**

This is the amount of blood being lost from the Wound. Different kinds of Wounds inflict different amounts of Blood Loss, as detailed in their Wound description.

## **Stun**

Stun is inflicted on characters usually as a result of being hit by an attack and injured, but sometimes by other events or non-offensive Maneuvers.

Stun is a one-time deduction from a character's CP. It does not decrease a character's maximum CP, but rather their current reserves. Stun cannot reduce a character's CP below 0. If Stun would bring a

character's CP below 0, the CP is only reduced to 0, and the character must make a Stability test. This Stability test is made at RS equal to the excess Stun after 0. Failure results in the character becoming Prone.

- If Stun is sustained while a character has an unresolved Maneuver declared, the Stun is first subtracted from any CP devoted to the Maneuver, and after that is depleted, the rest of the Stun is applied to their remaining CP.
- If there are multiple Maneuvers declared, the effects of Stun cannot be divided up between them, but must be applied to one at a time. First subtract CP from one Maneuver until its CP is fully depleted, then do the same to the other, and finally the character's remaining CP.

*Goofus is hit in the face with a mallet, and suffers--among other things--12 Stun. His CP of 6 is reduced to 0, and he must make an Agi test at RS 6 to avoid being rendered prone. He rolls his Agi of 5, and unsurprisingly rolls fewer than 6 successes. Goofus is flung off of his feet to the ground.*

## Pain

Pain is similar to Stun, but is a lasting effect, rather than something felt right away. Pain inflicted by any source reduces the character's maximum CP regained at the Refresh by 1 per point of Pain, to a minimum of 0.

If Pain reduces a character's CP at the Refresh to 0, the character is rendered helpless and incapable of doing anything meaningful (talking may or may not be possible, GM's choice). The character must also make a WIL test at RS equal to any excess Pain (if you have a CP of 8, and your Pain is 10, then 2 of that is considered 'excess Pain'), or lose consciousness.

A character's total Pain is reduced by Grit before being subtracted from the character's CP. So, a character who has 5 Grit and who is currently suffering 12 Pain suffers a -7 penalty to their maximum CP until the Pain is alleviated.

**Grit** is a character's acquired resistance to the shock of violence. It grows with experience and a general hardening of character. Grit reduces the total cumulative Pain that a character suffers from their Wounds.

## Blood Loss

Blood Loss represents how much blood a character is losing due to their injuries.

Whenever a character has an amount of Blood Loss equal to 5 or more, they must make an END test at the end of each Round. For every five points of Blood Loss that a character has, the test requires one more success. If the Blood Loss test is ever failed, the character suffers HLT loss equal to the amount they failed the test by.

**Table XX** Blood Loss

Total Blood Loss	Required Successes
5	1 RS

10	2 RS
15	3 RS
20	4 RS

## **Losing Health**

Any time that a Blood Loss test is failed, the character loses an amount of HLT equal to the number of successes by which the test failed.

When a character's HLT reaches 1, all of their other Attributes are temporarily halved. When a character's HLT reaches 0, they immediately pass out and continue to bleed, making END tests and losing HLT into negative amounts. When their HLT reaches a negative amount equal to their unmodified total HLT, they die.

## **Regaining Health**

Once a wound has been treated with the Surgery skill so that no more Blood Loss can occur, HLT lost to Blood Loss will begin replenishing at a rate of 1 HLT per week. With bed rest, and proper food, this recovery is doubled to 2 HLT per week.

HLT lowered by Infection is also recovered in this manner, but only after all of a character's Infections have been defeated.

## **Staunching Blood Loss**

Characters can attempt to staunch Blood Loss with the Surgery skill, and whatever materials are at hand. A Wound must be targeted with this skill which, if successful, terminates all Blood Loss from that Wound.

If a Character goes for over an hour without losing a point of HLT, any remaining Blood Loss is automatically staunched, including Internal Bleeding.

# **Prone and Unconsciousness**

## **Stability Test**

When a character must make a stability test (either as specified by a Wound or effect, or because their CP has been reduced to the negatives by Stun or Pain, or other reasons at GM's discretion) they roll an AGI test. The RS will vary depending on the cause of the event that called for a Stability Test. Failure renders the character Prone.

## **Knockout Test**

A Knockout (KO) test, is an END test. You need a number of successes specified by the event. Failure causes the character to be knocked unconscious, Prone, and unable to act for 1d10 minutes. A character that is knocked out cannot defend themselves and is entirely helpless. Whenever a character is knocked out, they must make a TOU vs 2 RS test, or gain the Brain Damage (minor) bane.

If a character is knocked out while standing up or fighting, the GM may rule that he suffers Falling Damage due to landing on a hard surface or an object while unconscious. This usually will be equivalent of a fall from 6 feet. An unconscious man hitting an awkward surface (the corner of a table, a street curb, etc) could suffer a far more severe injury than the actual blow that rendered him unconscious.

## **Dismemberment**

Dismemberment is when a Wound removes a character's arm, leg, hand, foot, and so on. Dismemberment is an extremely traumatizing experience that obviously renders a character much less able to defend themselves, even if Pain and Stun don't put them out of the fight immediately. When a character suffers Dismemberment, they immediately gain the Bane appropriate for the injury (Lost Foot, Lost Arm, Lost Hand, etc) in addition to the Blood Loss, Pain and Stun appropriate for the Wound. This also applies for various other crippling injuries, like losing an eye, suffering damage to the vocal chords or internal organs and more. Each Wound will mention what Bane it causes. Some Wounds have a Surgery test involved—this means that the character's limb may be recoverable by using the skill.

## **Prone**

Whenever a character is lying flat on the ground, they are considered to be Prone. While a character is prone, their maximum CP and MOB is halved, and the effective Reach of any weapon they're using (including unarmed 'weapons' like fists and legs) is reduced by two (2) stages. While Prone, all Maneuvers except for Block are made at +1 TN.

Being knocked Prone (after failing a stability test or being knocked down) causes a character to immediately take Stun equal to half their maximum CP. While the character remains Prone, their maximum CP is halved, and Refreshes will only restore CP to half. This limit is removed when the character stands again.

The use of the Rapid-Rise Maneuver allows a character to stand up immediately upon falling down, if they have the remaining CP.

## **Infection**

The shock of a Wound can kill a man, and he can bleed out before the injury can be staunched, but the most insidious and terrible way to die is by corruption, or infection of a Wound. In the course of healing, a Wound can become infested with bacteria and parasites which quickly cause the Wound to become gangrenous or septic, eventually resulting in necrosis and death.

Infection has a chance of occurring 24 hours after the infliction of the Wound. Roll a HLT test at RS equal to the Infection level of the Wound. The Infection level is equal to the Wound level, plus any miscellaneous modifiers. Both Wound descriptions and exterior circumstances (see table below) can increase or decrease Infection Chance.

**Table XX: Infection Modifiers**

Modifier	Amount
----------	--------

Wound was successfully treated with Surgery immediately after it was inflicted	-1 per 2 BS
Wound is treated with an expensive poultice during Surgery	-2
Wound is the result of an Amputation	-2
Wounded party is allowed to rest immediately	-1
Wound was inflicted in a fairly clean environment free of filth (being cut with a well maintained dress sword during a parade, being injured by a practice weapon)	-2
Wound was inflicted by a bludgeoning weapon	-1
Wound was inflicted by a piercing weapon	+1
Wound was inflicted in an unclean environment	+1
Wound was inflicted with a filthy weapon	+2
Wounded party has strenuously exerted himself since being injured	+1
Wounded party did not receive adequate care after the injury	+2
Wound was intentionally infected after being sustained	+3

If the character succeeds, then the Wound does not become infected, and heals normally. However, if something occurs to infect the Wound again (the wound is exposed to filth, or reopened, or stripped of its coverings and left unprotected for some time) then an additional roll may be necessary.

If the Infection Chance roll fails, then the Wound becomes Infected. Once a Wound becomes Infected, the character's body begins to fight against the infection by all means possible, some of which are quite detrimental. Characters with Infections become feverish within 24 hours, and remain feverish until the Infection is defeated. See the Illness and Disease section for the effects of fever (in summary, the character suffers a halved CP, and gains Exhaustion at double the normal rate).

Every 24 hours, the character must roll a HLT check at RS equal to the Infection level of the Wound. This roll can be modified with surgery skill, as detailed on the above table, and this will greatly increase a character's chance of survival. If unsuccessful, the character's HLT is reduced temporarily by 1. The character's HLT does not recover until after the Infection is defeated. If the character's HLT is reduced to 1 by Infection, then all current Infections become Septic (see below).

If a character succeeds a number of these HLT checks equal to the Infection level of the wound, that Infection is defeated, and the character can begin recovering HLT, assuming there are no other Infections to struggle against.

In the case of multiple Infections developing, only one HLT check is rolled per 24-hour period, at the highest Infection level of the infected wounds suffered. If the check succeeds, all of the Infections are resisted. If the check fails, the character only loses 1 point of HLT, not 1 per Infection.

**Table XX: Infection Treatment**

Modifier	Amount
Character's infections are treated using the surgery skill	-2
Character is kept in a comfortable, clean environment	-2
Character has enough to eat/drink	-1
Character partakes of no strenuous activity	-1

## Septic Infections

Septic Infections (when the injury becomes gangrenous and decaying) are almost invariably lethal. After a wound becomes septic, it rapidly spreads across the body, eventually reaching the heart or brain, and killing the victim. The character becomes delusional, weak, and likely unconscious, and dies within 2d10+HLT hours. If the character can pass a WIL+HLT test at RS 5, the character can struggle on for another 24 hours, but will still die before the next day.

There is no treatment for sepsis, but if the Infection is in a limb, it can be amputated immediately upon the onset of sepsis to prevent it from spreading. This increases the Infection level of the resulting amputated Wound by 1, whereas amputating before sepsis develops will not increase the Infection level at all. Surgeons must be careful when deciding whether or not to amputate too early on what might've been a salvageable limb.

## Amputation

When a limb is amputated (which itself requires a surgery check at RS 3), the limb suffers the equivalent of a level 5 cutting Wound on the location where the Infection is located, but with no Bleed. This automatically removes the Infection that occupied the amputated limb, and the wound can then be treated like a normal wound for terms of surgery checks to end Blood Loss and begin the healing process. Amputations also confer an automatic -2 to the Infection Chance of the Wound, due to the care that goes into the procedure to make it as clean as possible, and may benefit from other factors as well, such as a clean environment with proper tools, to minimize the chance of the new Wound becoming Infected as well.

If a wound becomes Septic before being amputated, as detailed in the septic Infection section above, then the amputation -2 to Infection Chance is reduced to -1, increasing the possibility of repeated Infection, as some of it may have already spread beyond the limb.

# Recovery from Wounds

In order to stop a Wound from Blood Loss, and to reduce the Pain it causes, the Surgery skill must come into play. A Surgery check made at appropriate difficulty for Wound level treats the wound. Treated Wounds have their Blood Loss reduced to 0 (unless reopened somehow), and their Pain reduced by half.

Treated Wounds begin to heal immediately. Healing time depends on the character's maximum normal HLT, and the level of the Wound.

Once a Wound has fully healed, the Wound, and any remaining Pain, are removed from the character.

**Table XX** Wound Healing Times (in Weeks)

		HLT							
		1	2	3	4	5	6	7	8+
Wound Level	1	2	2	2	1	1	1	1	0
	2	3	3	2	2	2	1	1	1
	3	4	4	4	3	3	3	2	2
	4	8	8	8	6	6	6	5	5
	5	60	60	60	48	48	48	36	36

## Damage Types

### Falling Damage

When a character falls, they roll on the first table below to determine what body part they land on. They then take a Wound as if struck with a blunt object to the Hit Location at a level determined by the distance fallen, and the surface fallen onto. Only half of a character's Armor Value is used for reducing this damage. The Toughness used to reduce the damage may be limited based on the Hit Location, as determined by the table below. The character also takes additional damage to the adjacent body parts as determined by the below table at half damage.

As an example, if a character has 3 TOU and they fell on a hard surface from 8 feet (4 damage) and landed on their neck, instead of taking 1 damage (damage - TOU), they would instead take 2 damage. The reason for this is that the neck has a TOU cap of 2 (see table below), so your TOU can only reduce damage by a maximum of 2, regardless of how much TOU you have).

If Falling would inflict more than a Level 5 wound, move one space up on the chart and apply any remaining damage to that location as well. Repeat as necessary.

**Table XX** Falling Damage Hit Location

Roll	Hit Location	TOU Cap on Hit Location	Adjacent Areas
1	Upper Head	0	Neck and Shoulder

2	Neck	2	Shoulder and Lower Head
3	Upper Back	8	Lower Back and Upper Head
4	Chest	6	Belly and Neck
5	Right Foot	4	Thigh and Shin (Right)
6	Left Foot	4	Thigh and Shin (Left)
7	Right Side	4	Upper Arm and Thigh (Right)
8	Left Side	4	Upper Arm and Thigh (Left)
9	Right Forearm	3	Hand and Upper Arm (Right)
10	Left Forearm	3	Hand and Upper Arm (Left)

**Table XX** Falling Damage Source and Damage

Source Type	Damage per Feet fallen
Hard (cement, stone, packed dirt, cobblestones, hardwood floor, a thoughtlessly placed pile of bricks)	1 per 2 feet fallen
Solid (earth, carpeted floor, collapsible structure such as a cart, wagon, canopy or armored man)	1 per 4 feet fallen
Soft (straw, trampled battlefield earth, mud, sand, a person, a pile of dead people)	1 per 8 feet fallen
Rough slope (rocky hill, flight of stairs, shingled rooftop)	1 per 10 feet tumbled
Deadly slope (cliffside, jagged mountain slope, castle ramparts)	1 per 6 feet tumbled
Hard angle (corner of a table, edge of a bin, street curb)	1 per 1 foot fallen, may inflict Cutting or Piercing Damage, as appropriate
Water (clumsily fallen)	1 per 30 feet fallen
Water (controlled dive)	1 per 60 feet fallen

### Falling onto Slopes

When falling down a slope, a character sustains damage at a different rate than when falling from the air into a surface, and each step of the fall should be calculated separately.

Falling onto certain materials or hazards might justify changing the damage type inflicted from Bludgeoning to Cutting or Piercing Damage. In the case of falls onto a soft material like sand, the damage might only be Unarmed. Use your judgment, GM.

## Burn Damage

Fire and flesh make a crispy combination. When your character comes in contact with fire, they may sustain Burn Damage. The table below gives examples of different scenarios characters may encounter, and how to determine the Burn Damage received.

Burn Damage is not reduced by TOU, but is reduced minorly by Armor. Cloth, leather and other light armors do nothing to reduce Burn Damage, and in some cases may exacerbate it. Quilted Armor, if worn without Plate over it, increases the burning time of any Burn Damage by 1 round. Mail, Laminar, Brigandine, and other like materials reduce Burn Damage by 1. Plate reduces Burn Damage by 2.

All Burn Damage is determined the same way. A number of dice are rolled (indicating the likelihood of being burned) at TN5. In the table below, Burn Damage from boiling oil is determined with four die at TN5. The number of successes determines the Wound level of the Burn.

There may be a chance that a character will sustain Burn Damage over several rounds, representing how difficult it is for a fire to be extinguished without any active intervention. In the table below, a burning sleeve may have a chance of inflicting Wounds over five rounds if it is not extinguished sooner.

Burn Damage is cumulative. If a character suffers a level 1 Burn, and then next round suffers two additional Burn Damage, this does not create a level 2 Burn, but instead turns the level 1 into a level 3 Burn.

**Table XX** Burn Damage Source and Damage

Burn Source	Hit Location	Damage	Burning Time
Boiling oil	Usually Head, Shoulders, Neck, Back, Face or Arms	4/TN5	4 rounds
Flaming arrow	Point of impact	2/TN5	10 rounds
Hair caught fire	Upper Head	1/TN5	1-3 rounds (length of hair)
Burning sleeve	Forearm	2/TN5	5 rounds
Bonfire	Full body	3/TN5	Indefinitely, 3 rounds after exiting bonfire

A character may suffer a pot of boiling oil being dumped on his head while climbing up a siege ladder. The GM estimates this as a 4/TN5 burn attack that hits the Upper Head, Neck, Shoulders, and Upper Back. The roll is made, 4 at TN 5. 2 successes are scored, however the character is wearing a Plate helmet and a Mail shirt, which reduces Burn Damage to the Upper Head by 2, the Upper Back and Shoulders by 1. The neck suffers all damage. The result is a level 1 Burn to the Shoulders, and a level 2 Burn to the neck. The next Round, he suffers additional damage unless he extinguishes the source of the Burn Damage.

**Table XX** Burn Damage Wounds

Wound Level	Stun	Pain	Bleed	Special	Description
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Level 1	4	4	-	[-3 Infection Chance]	1st degree Burn, painful but not serious.
Level 2	8	6	-	[-1 Infection Chance]	Minor 2nd degree burn with swelling, but no probable scarring.
Level 3	12	10	-	[+1 Infection Chance]	Bad 2nd degree burn, skin lost, scarring probable.
Level 4	20	20	-	[+3 Infection Chance]	3rd degree burn, serious scarring and injury. Consider disfigurement Banes.
Level 5	Total	30	-	[+5 Infection Chance]	4th degree burn or worse, flesh destroyed, bone exposed and charred, almost certainly lethal if located on vitals (HLT at RS 5).

### **Extinguishing a Fire/Burn Source**

Extinguishing a fire or burn source on one's person can be easy (patting out the flames, smothering them with a blanket or cloth, dropping and rolling), or excessively difficult (boiling oil, burning pitch, chainmail made dangerously hot in a fire). You may try to extinguish a source of Burn Damage by spending an Action during the Round or General Action Phases. This is an AGI check, with the RS ranging from 1 (burning sleeve) to 8 (covered in burning pitch).

## **Electrical Damage**

Being electrocuted is not something that happens often in a medieval setting, but it can happen. Electrical Damage is made against TOU, but it is not reduced by any sort of armor, and in fact, Electrical Damage is amplified by metallic armor (mail and scale increases Electrical Damage by 1, laminar and plate of all varieties increases Electrical Damage by 2).

A character does not suffer Electrical Damage Wounds to any particular part of their body, the Wound applies to the character's whole frame. However, in extreme cases (Electrical Damage 5 and higher) a Burn Wound may be inflicted (generally 1 at 5, +1 per 2 points of Electricity Damage past 5) at the point of electrocution.

Multiple Electrical Damage Wounds combine, creating a new Wound with a level equal to the highest previous Wound +1 (so if a character has a level 3 Electrical Damage Wound, and suffers an additional level 1-3 Electrical Damage Wound, he instead upgrades the original level 3 Wound to a level 4, and suffers its effects instead).

Each Action that a character stays in contact with the source of Electrical Damage, he suffers the damage again.

On top of any actual damage inflicted, Electrical Damage always inflicts Shock equal to the amount of damage dealt.

Electrical Damage Wounds cannot be Infected, and heal at twice the speed of other Wounds.

### **Table XX Electrical Damage Source and Damage**

Source	Damage
Mild Shock (power outlet)	3
Severe Shock (car battery)	5
Dangerous Shock (transformer)	6
Lethal Shock (struck by lightning)	8
Cataclysmic Shock (power lines)	10

**Table XX Electrical Damage Wounds**

Wound Level	Stun	Pain	Bleed	Special	Description
Level 1	8	0	-		
Level 2	10	2	-	KO at 1	
Level 3	12	4	-	KO at 2	
Level 4	16	20	-	KO at 3	
Level 5	Total	Total	-	KO at 4, HLT at 3 vs Death	

## Cold Damage

Cold Damage is inflicted through prolonged contact with the cold. There isn't actually any such thing as a "cold-source," since cold is simply the absence of heat, but exposure to very low temperatures can suck the heat out of the body, causing it to freeze and suffer damage.

Cold is not reduced by Armor, but it is reduced by full TOU for the core of the body and head, and half-TOU for the arms and legs. However, Cold is cumulative until a character finds relief from it. Every increment of the time listed that a character is exposed to the cold, they suffer the same Cold Damage again. Cold Wounds combine, forming larger wounds equal to the size of the two original wounds.

**Table XX Cold Damage Source and Damage**

Source	Damage
Holding an ice cube	1/hour
Light Contact with frozen metal	4/minute
Wading through freezing river	5/minute
Submerged in freezing salt water	7/minute
Freeze-Gun full of Liquid Nitrogen	10/Round

**Table XX Cold Damage Wounds**

Wound Level	Stun	Pain	Bleed	Special	Description
Level 1	2	2	-		Chilled, minor chafing.
Level 2	4	4	-		Cold. Hurts.
Level 3	6	2	-	Reduces all Wounds' Pain in Hit Location by 2	Numbed, constricted blood vessels.
Level 4	8	0	-	Reduces all Pain in Hit Location by 4. If Hit Location is a limb, Difficult Surgery vs frostbite. If elsewhere, HLT test at 3 vs death.	Numbed, beginning to suffer frostbite. For core temperature this can be lethal.
Level 5	10	0	-	Reduces all Pain in Hit Location by 10. If Hit Location is a limb, Miracle Surgery vs amputation. If elsewhere, HLT test at 4 vs death.	Completely numb, almost certain frostbite, death significantly likely.

## Chapter 13.1: Wound Charts

This is the part where you learn what it's like to die.

The **Description** section in each Wound Table is an example only--obviously the wound from an axe will be different from the wound from a knife, even though both are Cutting. The GM should feel free to describe the Wound differently to be more appropriate for the weapon used.

### Wound Qualities

**Table XXX** Wound Qualities

Quality	Description/Effect
<b>Stability vs [X] RS</b>	You must make a stability (AGI+Misc) test at X RS or be rendered prone.
<b>Disarm vs [X] RS</b>	You must make a disarm (AGI+Misc) test at X RS or drop anything held in the affected arm.

<b>KO vs [X] RS</b>	You must make a knockout (END+Misc) test at X RS or be rendered unconscious for 1d10 minutes.
<b>[X] Surgery vs [Y]</b>	You immediately gain Y Bane, which cannot be removed without a successful surgery test at X difficulty before the Wound heals. If the Wound heals (or the surgery test fails) then Y Bane becomes permanent.
<b>Autodrop</b>	You automatically drop anything held with this limb when this Wound is inflicted. Increase the RS of any stability test made to maintain your grip on a weapon with this limb by the Wound level.
<b>Auto-Prone</b>	You are automatically rendered Prone. You cannot Stand Up in the same Action, or in the Action after receiving this Wound. Increase all further stability tests RS by the Wound level, until the Wound is fully healed.
<b>Auto-KO</b>	Character is rendered unconscious for 1d10*6 minutes. Increase the RS of any further KO rolls by the Wound level, until the Wound is fully healed.
<b>Infection Risk+[X]</b>	This Wound suffers an increased Infection Risk equal to X.
<b>Stun: Total</b>	Automatically reduces CP to 0, and immediately renders you Prone without a test.
<b>Pain: Total</b>	Your effective Pain is considered infinite until this Wound has healed.
<b>Limb Severed</b>	This limb is cut off! You receive the Severed Limb Bane.
<b>Dead</b>	You're Dead. You get the Dead Bane.
<b>Internal Bleeding</b>	Halting this bleeding requires a surgery roll at +3 RS from normal.

## Damage Charts

### Level 0 Chart

Damage Type	Stun	Pain	Blood Loss	Special	Description
Cutting, Piercing, or Bludgeoning	0	1	0		Gah!

### Upper Head

#### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
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<b>Level 1</b>	1	7	1	-	Shallow cut on scalp, not serious.
<b>Level 2</b>	2	9	3	-	Deep cut on scalp, blood runs into face.
<b>Level 3</b>	4	13	5	KO vs 4 RS	Cracked skull, nearly invisible, but devastating.
<b>Level 4</b>	Total	Total	8	Auto-KO [Difficult Surgery vs Brain Damage], Internal Bleeding	Severe skull fracture, brain damage, immediate unconsciousness.
<b>Level 5</b>	-	-	-	Dead	Blade cleaves through top of skull down to the teeth. Instant death.

### Piercing

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	4	0	-	Raking glance to the side of the head.
<b>Level 2</b>	1	6	3	-	Deeper rake across scalp, lots of blood.
<b>Level 3</b>	2	10	5	KO vs 3 RS	Skull cracked, possible unconsciousness.
<b>Level 4</b>	Total	Total	20	Auto-KO [Miracle Surgery vs Brain Damage], Internal Bleeding	Skull penetrated, instantly unconscious.
<b>Level 5</b>	-	-	-	Dead	Point penetrates straight through skull into brain, instant death.

### Bludgeoning

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	4	1	-	Blow to the side of the head. Ow.
<b>Level 2</b>	3	6	2	KO vs 1 RS	Temple is glanced. May lose consciousness.
<b>Level 3</b>	5	8	4	KO vs 5 RS	Skull fracture, may lose consciousness.
<b>Level 4</b>	Total	Total	6	Auto-KO [Difficult Surgery vs Brain Damage], Internal Bleeding	Skull shatters, immediately unconscious.
<b>Level 5</b>	-	-	-	Dead	Skull crushed. Brain and bone everywhere. Death.

### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	0	0	0	-	Blow to the forehead. Negligible effect.
Level 2	0	0	0	-	Graze to the side of the head. Painful, but nothing special.
Level 3	1	1	0	KO vs 1 RS	Hard blow to the dome of the head. Bruising, possible blackout.
Level 4	3	3	0	KO vs 3 RS	Straight blow to the temple. Probably unconscious.
Level 5	Total	10	3	Auto-KO, Internal Bleeding	Severe blow to the temple, fractured bones, possible brain damage.

## Face

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	6	1	-	Cut vertically across the chin or lips. May leave a scar.
Level 2	2	8	3	-	Deeper cut, possible chipping of jaw, may contact chin, lip, cheek, or brow.
Level 3	4	16	8	[Miracle Surgery vs One-Eyed]	Slash catches eye! Severe damage, may lose eye.
Level 4	6	20	18	[Miracle Surgery vs One-Eyed] OR [Miracle Surgery vs Facial Deformity] [Infection Chance +2]	Face bisected, extreme damage to jaw, teeth, and skull. May lose eye (1-5) or nose (6-10), serious medical complications either way.
Level 5	-	-	-	Dead	Head cloven through to the teeth, instant death.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	5	1	-	Facial scratch.
Level 2	2	6	2	-	Point glances off facial bones, bleeding occurs, but nothing serious.

<b>Level 3</b>	3	8	3	-	Point hits, but fails to penetrate facial bone, very painful, but still no significant damage.
<b>Level 4</b>	5	15	10	[Difficult Surgery vs Mute] OR [Miracle Surgery vs One-Eyed] OR [+5 to Wound's Blood Loss]	Point penetrates face, either through mouth (1-3) eye (4-6) or facial bones (7-10.) Severe injury, lots of bleeding, extremely painful.
<b>Level 5</b>	-	-	-	Dead	Head impaled, instant death.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	4	0	-	Blow to the jaw, head rolls with it well.
<b>Level 2</b>	3	5	2	-	Firmer blow, blood in mouth, possible lost tooth. Youch.
<b>Level 3</b>	5	8	3	KO vs 3 RS	Serious damage to jaw, fracture maybe, head jerked hard, may lose consciousness and several teeth.
<b>Level 4</b>	7	12	7	KO vs 5 RS Mute as the Bane until healed	Broken jaw, almost certain unconsciousness.
<b>Level 5</b>	-	-	-	Dead	Jaw smashed, skull shattered, neck broken. Instant death.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	0	0	-	Grazing blow.
<b>Level 2</b>	2	0	0	-	Firmer blow, might leave a bruise.
<b>Level 3</b>	3	2	0	KO vs 2 RS	Hard hit, swelling!
<b>Level 4</b>	4	10	3	KO vs 5 RS	Broken nose or orbital fracture of eye socket. Severely debilitating and painful, probable KO.
<b>Level 5</b>	Total	15	3	Auto-KO	Perfect hit, nose probably broken, Several teeth probably lost, instant KO.

## **Lower Head**

### **Cutting**

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	6	1	-	Cross cut on the face, probably on the cheek, mouth or chin.
Level 2	2	8	4	-	Direct hit on side of face, classic German dueling scar.
Level 3	3	12	8	KO vs 3 RS	Direct hit cleaves through cheek, damaging several teeth.
Level 4	4	18	12	KO vs 4 RS [Difficult Surgery vs Facial Deformity]	Blade cuts cheek from corner of mouth to behind the ear, lots of teeth lost, cheek muscle damage.
Level 5	-	-	-	Dead	Blade either cleaves through entire side of head, decapitating above the jaw, or most of the way through. Death is mercifully instantaneous.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	0	4	2	-	Grazed jaw.
Level 2	1	6	4	-	Stabs through cheek, chipped tooth!
Level 3	2	9	8	KO vs 3 RS	Several teeth broken, cheek ripped open, jaw fractured.
Level 4	3	14	14	KO vs 5 RS [Difficult Surgery vs Mute]	Jaw shattered, many teeth destroyed, may lose tongue.
Level 5	-	-	-	Dead	Point slams through brainstem. Instant death.

### Bludgeoning

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	2	3	0	-	Tapped jaw, possibly bruised.
Level 2	4	4	1	KO vs 3 RS	Solid strike to jaw, jarring!
Level 3	6	6	3	KO vs 4 RS	Fractured jaw, possibly several lost teeth!
Level 4	8	10	4	KO vs 5 RS [Routine Surgery vs Face Deformation]	Broken jaw.

<b>Level 5</b>	-	-	-	Dead	Neck broken. Instant death.
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### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	2	0	0	-	Grazing blow to the jaw.
<b>Level 2</b>	3	0	0	KO vs 1 RS	Hit on the jaw. Better hope it ain't glass...
<b>Level 3</b>	5	2	0	KO vs 3 RS	Good hit, head jerked to the side, KO is a distinct possibility.
<b>Level 4</b>	10	5	0	KO vs 8 RS	Jaw battered, significant chance of unconsciousness.
<b>Level 5</b>	Total	15	3	Auto-KO	Jaw broken, instant unconsciousness.

## Neck

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	4	4	-	Cut on the neck, painful but not deep.
<b>Level 2</b>	2	8	6	-	Serious cut to the side of neck, passes dangerously close to windpipe.
<b>Level 3</b>	3	12	12	[Difficult Surgery vs Mute]	Slashed throat, possible vocal chord damage.
<b>Level 4</b>	5	14	20	[Miracle Surgery vs Mute]	Throat and jugular cut, spray of blood, needs a surgeon immediately.
<b>Level 5</b>	-	-	-	Dead	Decapitation. Instant death.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	5	6	-	Puncture wound in neck, not good!
<b>Level 2</b>	2	5	10	-	Deeper puncture wound, neck's major artery!
<b>Level 3</b>	3	8	20	[Difficult Surgery vs Mute]	Punctured carotid or jugular, extreme bleeding! Possible vocal chord damage.

<b>Level 4</b>	5	12	25	[Miracle Surgery vs Mute]	Severed carotid or jugular, cracked vertebrae, vocal chord damage!
<b>Level 5</b>	-	-	-	Dead	Throat impaled, neck possibly broken. Exsanguination is almost instant. Death.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	2	0	-	Painful blow to neck, bruised flesh.
<b>Level 2</b>	4	3	0	-	Heavy blow, momentary choking, significantly stunned.
<b>Level 3</b>	6	6	3	-	Severely bruised windpipe, vocal cords damaged.
<b>Level 4</b>	Total	Total	7	KO vs 3 RS [Difficult Surgery vs Mute]	Severe damage to windpipe, brachial nerve damage, chipped spinal cord.
<b>Level 5</b>	-	-	-	Dead	Snapped neck, instantaneous death.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	0	0	-	Chin too tucked in for a good hit, glances off.
<b>Level 2</b>	1	0	0	-	Glancing blow to side of neck. Minimal effect.
<b>Level 3</b>	3	2	0	-	Solid hit to throat. Might be hard to talk for a while.
<b>Level 4</b>	5	5	0	KO vs 3 RS	Severe hit to the throat, breathing is difficult. Possible unconsciousness.
<b>Level 5</b>	Total	15	3	Auto-KO, HLT vs 3 RS vs Death	Windpipe collapsed, instant unconsciousness, possible death.

## **Shoulder**

### **Cutting**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	4	1	-	Shallow cut to the shoulder.
<b>Level 2</b>	0	6	3	-	Deep cut, significant pain and bleeding.

<b>Level 3</b>	1	12	6	Autodrop	Cleaves into the meat of shoulder, halts at collarbone.
<b>Level 4</b>	2	14	8	Autodrop [Difficult Surgery vs Crippled Limb]	Broken collarbone and cracked ribs, shoulder severely injured
<b>Level 5</b>	-	-	-	Dead	Cloven from shoulder to hip. Near or near-instant death.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	3	2	-	Shallow stab to the shoulder. Painful, bloody, not serious.
<b>Level 2</b>	0	5	5	-	Deeper stab, point halts in muscle.
<b>Level 3</b>	1	9	7	-	Deep into the muscle, chipped collarbone.
<b>Level 4</b>	2	12	12	-	Collarbone cracked, nicked artery, lots of blood.
<b>Level 5</b>	5	15	20	-	Penetration into the subclavicular area. Artery severed.

### Bludgeoning

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	2	3	0	-	Blow to the shoulder. No real damage.
<b>Level 2</b>	4	5	2	-	Hard blow to the shoulder, severe muscle bruising.
<b>Level 3</b>	6	6	4	Autodrop [Routine Surgery vs Ruined limb]	Dislocated shoulder, arm useless.
<b>Level 4</b>	8	10	5	Autodrop [Difficulty Surgery vs Ruined Limb]	Shoulder broken, may not recover properly.
<b>Level 5</b>	12	15	12	Autodrop [Miracle Surgery vs Ruined limb], Internal Bleeding	Shoulder collapsed, internal bleeding, recovery unlikely, death possible.

### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	0	0	-	Light thump, almost friendly.
<b>Level 2</b>	0	0	0	-	Slightly painful, though nothing lasting.

<b>Level 3</b>	1	3	0	-	Shoulder deadened, arm feels funny for quite some time.
<b>Level 4</b>	2	8	0	Autodrop [Difficult Surgery vs Crippled Limb]	Shoulder joint dislocated, tendons torn. Arm may never be the same again.
<b>Level 5</b>	8	18	0	Autodrop [Difficult Surgery vs Ruined Limb]	Shoulder joint smashed, arm may twist in unnatural ways.

## Chest

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	4	0	-	Shallow cut across chest, ribs do their job, no serious effect.
<b>Level 2</b>	1	5	2	-	Deeper cut, raking ribs.
<b>Level 3</b>	2	10	5	-	Cracked ribs, laceration within ribcage, no organ damage but very painful.
<b>Level 4</b>	3	15	20	-	Ribs broken or cloven, bleeding in chest cavity.
<b>Level 5</b>	-	-	-	Dead	Blade cleaves through ribs and into center of chest cavity. Lungs, heart, major blood vessels cut, near-instant death.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	3	2	-	Attack rakes across ribs.
<b>Level 2</b>	1	4	4	-	Minor penetration, point halted by ribs.
<b>Level 3</b>	3	7	6	-	Penetration into chest, no organ damage but significant bleeding.
<b>Level 4</b>	4	14	25	[Difficult Surgery vs Punctured Lung]	Deep penetration into chest cavity! Extreme bleeding and organ damage!
<b>Level 5</b>	-	-	-	Dead	Heart or spine pierced, death is instantaneous.

### Bludgeoning

Wound Level	Stun	Pain	Blood Loss	Special	Description
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<b>Level 1</b>	1	3	0	-	Blow to chest, shock absorbed by ribs.
<b>Level 2</b>	2	6	0	-	Bruised ribs.
<b>Level 3</b>	3	8	0	-	Cracked ribs, exceptional pain.
<b>Level 4</b>	5	12	8	Internal Bleeding	Ribs broken, fragments lacerate flesh, severe bleeding internally
<b>Level 5</b>	Total	Total	15	Internal Bleeding	Ribcage shattered, possible organ damage, definite internal bleeding.

### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	0	0	-	Blow to the chest. Trivial damage.
<b>Level 2</b>	0	1	0	-	Good blow to the chest. Might leave a bruise.
<b>Level 3</b>	1	2	0	-	Serious hit to the chest. Possible bone damage.
<b>Level 4</b>	2	5	0	-	Rib cracking, significant damage.
<b>Level 5</b>	3	15	5	Internal Bleeding	Severe rib damage, might have a rib in the lung, internal bleeding probable.

## Side

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	6	2	-	Cut across the side and belly, painful but shallow.
<b>Level 2</b>	1	7	4	-	Deeper cut, lots of blood.
<b>Level 3</b>	2	12	6	[Infection Risk +3]	Blade penetrates into side, serious but survivable. Possible organ damage.
<b>Level 4</b>	3	20	20	KO vs 5 RS [Infection +5]	Disembowelment, extreme damage and survival is close to unthinkable.
<b>Level 5</b>	-	-	-	Dead	Individual is cloven nearly or totally in half. Death is instantaneous.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
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<b>Level 1</b>	0	4	4	-	Shallow penetration to the side, bit of blood, nothing serious.
<b>Level 2</b>	1	5	6	-	Penetration at an oblique angle, might be through-and-through, significant bleeding but no lasting harm.
<b>Level 3</b>	2	9	9	-	Side pierced, severe bleeding but no organ damage.
<b>Level 4</b>	3	12	14	[Infection Risk +2]	Deep penetration, organ damage, severe bleeding, serious risk of infection.
<b>Level 5</b>	5	16	18	[Infection Risk +5]	Extreme penetration, possible exit wound, organ and intestinal damage!

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	4	0	-	Smacked in the side. Bad bruise, but that's it.
<b>Level 2</b>	4	5	0	-	Hard blow, winded, may cause nausea.
<b>Level 3</b>	6	7	1	-	Severe blow to side or belly, nausea and pain, but no internal damage.
<b>Level 4</b>	8	12	5	Internal Bleeding	Blood in mouth, organ damage. Mercifully little risk of infection.
<b>Level 5</b>	Total	Total	25	[Infection Risk +5], Internal Bleeding	Internal organs ruptured, survival would be nothing short of a miracle.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	0	0	-	Grazing blow, little effect.
<b>Level 2</b>	1	1	0	-	Blow absorbed mostly by muscle, little effect.
<b>Level 3</b>	8	8	0	-	Liver blow! That's gonna hurt tomorrow.
<b>Level 4</b>	15	10	0	-	Severe liver blow! This would be a fight-ender for most people.
<b>Level 5</b>	20	15	3	Internal Bleeding	Liver damaged, unbearable pain, possible internal bleeding.

## **Belly**

### **Cutting**

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	5	1	-	Cut straight up across navel. Not deep, but damn close.
Level 2	3	8	4	-	Deeper cut, significant flesh wound, some muscle damage. Not pretty.
Level 3	4	10	10	-	Serious cut belly, muscle damage, lots of bleeding, near organ damage.
Level 4	5	15	15	[Infection Risk +4]	Cut belly, intestinal and organ damage. Get a doctor. Get one fast.
Level 5	-	-	-	Dead	Blade cleaves into belly, through organs and sternum. Instant death.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	4	3	-	Shallow stab to side of midriff. No real damage.
Level 2	3	6	6	-	Deeper stab, muscle damage and lots of bleeding, but mercifully no organs hit.
Level 3	5	12	10	[Infection Chance +4]	Stabbed in the gut, organ and intestinal damage. This is serious.
Level 4	7	14	20	[Infection Chance +4]	Severe internal damage. If this happened in a hospital today, your odds would be poor.
Level 5	-	-	-	Dead	Point slams straight through guts to sever central artery of trunk. Exsanguination occurs within seconds, unconsciousness is instant.

### Bludgeoning

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	3	4	0	-	A solid blow to the stomach, winding but not serious.
Level 2	6	5	0	-	A harder, bruising blow to the midriff.
Level 3	9	6	0	KO vs 3 RS	Severe blow to the stomach, brachial response might result in unconsciousness.
Level 4	11	7	3	KO vs 4 RS	Tremendous winding blow to the stomach, may vomit (END at 2), may lose consciousness.
Level 5	15	8	5	KO vs 6 RS	Possible organ damage, will be sick, will almost certainly lose consciousness.

## Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	0	0	-	Gut shot.
Level 2	3	3	0	-	A harder, bruising blow to the midriff.
Level 3	5	5	0	KO vs 3 RS	Severe blow to the stomach, brachial response might result in unconsciousness.
Level 4	7	7	0	KO vs 4 RS	Tremendous winding blow to the stomach, may vomit (END at 2), may lose consciousness.
Level 5	9	12	3	KO vs 6 RS	Possible organ damage, will be sick, will almost certainly lose consciousness.

## **Hip**

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	5	1	-	Shallow cut on the hip. No significant damage.
Level 2	2	7	2	-	Deeper cut, bleeding, painful.
Level 3	3	12	5	Stability vs 3 RS	Blade chips hip bone, excruciatingly painful.
Level 4	4	16	10	Stability vs 4 RS	Broken hip, blade nicks artery.
Level 5	5	20	20	Auto-Prone [Difficult Surgery vs Crippled Leg]	Blade cleaves fully into hip, cuts artery, severe, and very likely lethal injury.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	4	1	-	Shallow penetration over the hip.
Level 2	2	6	3	Stability vs 1 RS	Deeper penetration, glances off bone.
Level 3	3	10	6	Stability vs 3 RS	Bone chips, but weapon does not penetrate deeper.
Level 4	4	12	8	Stability vs 4 RS	Hip fractures beneath penetration, severe bleeding.

<b>Level 5</b>	5	14	12	Stability vs 5 RS [Miracle Surgery vs Crippled Leg]	Hip is smashed, may never recover, potentially lethal.
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### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	3	0	-	Glancing blow to the hip.
<b>Level 2</b>	3	5	1	Stability vs 2 RS	Solid blow to hip, jarring and painful.
<b>Level 3</b>	5	10	3	Stability vs 3 RS	Cracked hip, bruised bone.
<b>Level 4</b>	6	12	5	Auto-Prone [Difficult Surgery vs Crippled Leg]	Hip broken, leg may be crippled permanently.
<b>Level 5</b>	8	18	7	Auto-Prone [Miracle Surgery vs Crippled Leg]	Hip is destroyed. Leg probably won't recover.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	0	0	-	Grazing blow, on a very inopportune location.
<b>Level 2</b>	0	0	0	-	Minor damage to the hip.
<b>Level 3</b>	1	1	0	-	Bruised hip. It stings a bit.
<b>Level 4</b>	2	3	0	-	Severely bruised hip. Still not much damage.
<b>Level 5</b>	3	6	0	Stability vs 3 RS	Possible fractured hip, loss of balance probable.

## **Groin**

### **Cutting**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	6	2	-	Jimmies rustled, not a good day.
<b>Level 2</b>	3	9	5	[Difficult Surgery vs Sterility]	Severe cut, significant damage.
<b>Level 3</b>	5	15	8	KO vs 3 RS [Miracle Surgery vs Sterility]	Excessive damage, blade strikes pelvis, terrible damage.

<b>Level 4</b>	Total	Total	20	KO vs 5 RS Sterility	Blade cleaves deep, artery cut, excessive damage to reproductive organs within and without.
<b>Level 5</b>	-	-	-	Dead	Blade cleaves pelvis in twain, coming to rest deep in torso. Mercifully near-instant death.

### **Piercing**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	5	4	-	Your lizard brain cries, vehemently, 'Do not make a habit of getting hit like this.'
<b>Level 2</b>	3	7	8	[Difficult Surgery vs Sterility]	Stabbed in groin. Excruciatingly painful, chance of reproductive organ damage.
<b>Level 3</b>	4	12	15	[Miracle Surgery vs Sterility]	Deep stab in groin, nicks artery. Possible loss of reproductive capability.
<b>Level 4</b>	Total	Total	25	KO vs 5 RS Sterility	Artery severed, reproductive organs damaged beyond repair, unconsciousness likely.
<b>Level 5</b>	-	-	-	Dead	Point slams through groin into abdomen, severing major artery and cracking pelvis. Death from shock and exsanguination follow instantly.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	4	5	0	-	A modest thump between the legs. Painful and debilitating.
<b>Level 2</b>	6	6	0	KO vs 2 RS	A harder blow, enough to cause bruising and extreme nausea. May lose consciousness.
<b>Level 3</b>	8	10	3	KO vs 3 RS [Routine Surgery vs Sterility]	Serious damage, reproductive organs may be damaged, surgical assessment advised. May lose consciousness.
<b>Level 4</b>	Total	Total	8	KO vs 5 RS [Difficult Surgery vs Sterility]	Severe damage to reproductive organs, but also to pelvis and innards. Possible organ damage. May lose consciousness.
<b>Level 5</b>	Total	Total	15	Auto-KO [Miracle Surgery vs Sterility]	The horrors borne within this wound level do not bear consideration. Severe internal organ damage, instant knockout, may never recover.

## Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	2	3	0	-	The schoolyard standby, eh? Pain vanishes after 5 Rounds.
Level 2	4	5	0	-	Blow to the groin, cringeworthy. Pain vanishes after 5 Rounds.
Level 3	6	8	0	KO vs 2 RS	Severe blow, agonizing.
Level 4	8	12	0	KO vs 5 RS	Hard blow, instant nausea, significant chance of losing consciousness.
Level 5	Total	Total	3	Auto-KO [Difficult Surgery vs Sterility]	Mother of God.

## Thigh

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	4	2	-	Shallow cut on thigh.
Level 2	2	5	4	-	Deeper cut on thigh. Superficial damage.
Level 3	3	12	10	Stability vs 3 RS	Serious cut cleaves to bone, anguish, possible knockdown.
Level 4	4	15	20	Auto-prone [Difficult Surgery vs Crippled Leg]	Deep cut to thigh, chipped femur, severed artery. Medic!
Level 5	Total	Total	25	Auto-prone [Infection Risk +5] Limb Severed!	Blade cleaves through the femur and either severs leg entirely or gets stuck in hip/pelvis. This is close to unsurvivable.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	3	4	-	Shallow penetration of thigh.
Level 2	2	5	6	-	Deeper penetration of thigh, lots of blood.
Level 3	3	10	10	Stability vs 1 RS	Bone is glanced, artery nicked.

<b>Level 4</b>	4	12	15	Stability vs 3 RS	Femur cracked, artery severed.
<b>Level 5</b>	5	14	20	Auto-prone [Difficult Surgery vs Crippled Leg]	Leg completely impaled, artery severed, bone broken. Automatic knockdown

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	0	0	-	Hit on thigh. Impact totally absorbed by dense muscle.
<b>Level 2</b>	4	2	0	-	More solid hit, painful bruising on thigh, still nothing serious.
<b>Level 3</b>	6	4	1	Stability vs 2 RS	Severe bruising, minor femur damage, possible knockdown.
<b>Level 4</b>	8	10	3	Auto-prone [Routine Surgery vs Crippled Leg]	Femur fractured, automatic knockdown.
<b>Level 5</b>	10	20	5	Auto-prone [Difficult Surgery vs Crippled Leg]	Compound fracture of femur. Unspeakably horrific, does not bear thinking about.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	0	0	-	Hit on thigh. Impact totally absorbed by dense muscle.
<b>Level 2</b>	0	0	0	-	Hit on thigh. Impact mostly absorbed by dense muscle.
<b>Level 3</b>	0	1	0	-	More solid hit, painful bruising on thigh, still nothing serious.
<b>Level 4</b>	1	2	0	Stability vs 2 RS	Severe bruising, minor femur damage, possible knockdown.
<b>Level 5</b>	2	10	3	Auto-prone [Routine Surgery vs Crippled Leg]	Femur fractured, automatic knockdown.

## **Knee**

### **Cutting**

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	6	0	-	'Motherf-'
Level 2	1	8	1	Stability vs 1 RS	Deep cut to knee, painful contact with bone. May fall.
Level 3	3	10	2	Stability vs 3 RS	Chipped bone, jarring and painful.
Level 4	5	15	3	Auto-prone [Difficult Surgery vs Crippled Knee]	Knee shattered. Automatic Knockdown. Leg may never recover.
Level 5	Total	Total	20	Auto-prone [Infection Chance +3] Limb Severed!	Leg severed at knee. Knockdown automatic. Death by exsanguination likely to follow without medical attention.

### **Piercing**

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	1	5	2	-	A glancing stab to the knee.
Level 2	1	7	4	Stability vs 2 RS	Knee injured.
Level 3	2	9	7	Stability vs 4 RS	Knee fractures, pain is intense.
Level 4	3	16	12	Auto-prone [Difficult Surgery vs Crippled Knee]	Kneecap shattered. Probably won't recover. Automatic knockdown.
Level 5	8	20	15	Auto-prone [Miracle Surgery vs Crippled Knee]	Knee shatters, leg bends wrong way. Automatic knockdown. Odds of recovery are dubious at best.

### **Bludgeoning**

Wound Level	Stun	Pain	Blood Loss	Special	Description
Level 1	2	3	0	Stability vs 2 RS	Glancing blow to the knee. Disruptive, but no major damage. May trip.
Level 2	4	5	0	Stability vs 3 RS	Solid blow to the knee, bruising, may trip.
Level 3	6	7	2	Stability vs 5 RS	Damaged knee, bruised or chipped bone, may fall down.
Level 4	8	10	3	Auto-prone [Difficult Surgery vs Crippled knee]	Broken knee, automatic knockdown, may never recover.

<b>Level 5</b>	Total	18	5	Auto-prone [Miracle Surgery vs Crippled knee]	Knee smashed, automatic knockdown. Would take an act of God to recover.
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### **Unarmed**

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	0	0	-	Didn't even feel it.
<b>Level 2</b>	1	0	0	-	Unpleasant stinging sensation.
<b>Level 3</b>	2	5	0	Stability vs 5 RS	Knee hurt, possible knockdown.
<b>Level 4</b>	3	10	0	Auto-prone [Difficult Surgery vs Crippled knee]	Knee fractured, possible tendon/muscle tear. Could be a crippling injury. Extreme pain.
<b>Level 5</b>	8	18	0	Auto-prone [Miracle Surgery vs Crippled knee]	Knee snapped backwards. Onlookers may faint. Leg will probably never recover.

## **Shin**

### **Cutting**

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	5	1	-	Grazed shin, painful but no lasting harm.
<b>Level 2</b>	2	7	4	Stability vs 1 RS	Deep cut, bone contact.
<b>Level 3</b>	3	9	7	Stability vs 3 RS	Chipped shinbone, some blood, may fall.
<b>Level 4</b>	4	14	10	Auto-prone [Difficult Surgery vs Crippled Leg]	Deep cut cleaves into bone, automatic knockdown. May never recover.
<b>Level 5</b>	5	20	15	Auto-prone [Infection Chance +3] Limb Severed!	Leg severed halfway down shin. Automatic knockdown.

### **Piercing**

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	4	2	-	A light fracture to the shin.
<b>Level 2</b>	2	6	5	Stability vs 2 RS	Deep puncture, chipped bone.

<b>Level 3</b>	3	8	8	Stability vs 3 RS	Tendon grazed, leg freezes up. Possible bone fracture.
<b>Level 4</b>	4	10	10	Auto-prone [Routine Surgery vs Crippled Leg]	Shinbone breaks, tendon damage. Severe muscle damage. Automatic knockdown.
<b>Level 5</b>	5	20	17	Auto-prone [Difficult Surgery vs Crippled Leg]	Compound fracture of shinbone, leg ruined, may never recover. Automatic knockdown.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	4	0	-	Glancing blow to shin. No real damage, but man that stings.
<b>Level 2</b>	3	6	0	Stability vs 1 RS	Harder blow, may fall.
<b>Level 3</b>	5	8	3	Stability vs 4 RS	Fractured shin, agonizing, and may fall.
<b>Level 4</b>	7	14	5	Auto-prone [Routine Surgery vs Crippled Leg]	Shin breaks, excessive pain. Automatic knockdown.
<b>Level 5</b>	9	16	10	Auto-prone [Miracle surgery vs Crippled Leg]	Compound fracture of the shinbone, excessive damage. Leg may never recover. Automatic knockdown.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	0	0	-	Glancing blow to shin. No real damage, but man that stings.
<b>Level 2</b>	1	0	0	Stability vs 1 RS	Glancing blow to shin. No real damage, but man that stings. Might fall.
<b>Level 3</b>	2	5	0	Stability vs 3 RS	Bruising, minor damage to shinbone
<b>Level 4</b>	3	8	0	Stability vs 4 RS	Fractured shin, agonizing, and may fall.
<b>Level 5</b>	6	14	0	Auto-prone [Routine Surgery vs Crippled Leg]	Ever seen Silva vs Weidman?

## **Foot**

### **Cutting**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	4	0	-	Light cut on foot, unpleasant.
<b>Level 2</b>	2	5	1	-	Deep cut into the meat of foot. Painful but not serious.
<b>Level 3</b>	3	6	1	Stability vs 3 RS	Serious damage to foot, possible bone fractures.
<b>Level 4</b>	4	10	3	Auto-prone	Broken foot, tendon damage, possible toe loss. Automatic knockdown.
<b>Level 5</b>	5	12	10	Auto-prone [Infection chance +3] Limb Severed!	Foot destroyed or severed at the ankle. Automatic knockdown, severe bleeding.

### **Piercing**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	2	2	-	Glancing blow to foot, no major damage.
<b>Level 2</b>	2	5	3	Stability vs 1 RS	Foot stabbed.
<b>Level 3</b>	3	10	4	Stability vs 3 RS	Foot impaled, fracture of small bones.
<b>Level 4</b>	4	12	5	Stability vs 5 RS	Foot is nailed to the floor.
<b>Level 5</b>	5	18	7	Auto-prone [Difficult Surgery vs Crippled Leg]	Foot impaled, ankle damaged, tendons damaged. Automatic knockdown, may not regain functionality.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	2	0	-	Foot thumped. Unfortunately, feet are kind of designed for that. Minimal damage.
<b>Level 2</b>	3	3	0	Stability vs 2 RS	Foot hit harder, actual pain, may trip.
<b>Level 3</b>	5	7	2	Stability vs 4 RS	Equivalent to an ankle sprain, painful and debilitating.
<b>Level 4</b>	7	10	3	Auto-prone [Routine Surgery vs Crippled Leg]	Foot is broken, automatic knockdown. May not recover, stay off it.

<b>Level 5</b>	9	18	5	Auto-prone [Miracle Surgery vs Crippled Leg]	Foot is smashed entirely, multiple compound fractures. May not recover, amputation worth considering.
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### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	0	0	-	Foot stings for a minute.
<b>Level 2</b>	0	1	0	Stability vs 1 RS	Slightly more painful. Like, hopping up and down painful.
<b>Level 3</b>	1	3	0	Stability vs 2 RS	Foot bruised, actually painful.
<b>Level 4</b>	2	7	0	Stability vs 3 RS	Equivalent to an ankle sprain, painful and debilitating.
<b>Level 5</b>	3	10	0	Auto-prone [Routine Surgery vs Crippled Leg]	Foot is broken, automatic knockdown. May not recover, stay off it.

## Upper Arm

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	4	1	-	Cut on arm. Trivial.
<b>Level 2</b>	2	7	2	-	Painful cut on upper arm. No serious damage, but some blood.
<b>Level 3</b>	3	10	3	-	Blade cuts through muscle, chips humerus.
<b>Level 4</b>	4	14	6	[Difficult Surgery vs Crippled Arm]	Blade breaks humerus, arm is severely damaged, may never recover use of arm.
<b>Level 5</b>	5	15	20	Limb Severed! [Infection +3]	Arm severed just below the shoulder! Extreme blood loss, seek help!

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	4	2	-	Shallow puncture on upper arm. Trivial injury.

<b>Level 2</b>	2	5	3	-	Deeper puncture, some muscle damage, bleeding.
<b>Level 3</b>	3	8	5	-	Penetration deep into humerus, terrible bleeding and extreme pain.
<b>Level 4</b>	4	12	8	[Difficult Surgery vs Crippled Arm]	Grievous bone damage, going to be difficult to set.
<b>Level 5</b>	5	15	15	[Miracle Surgery vs Crippled Arm]	Bone shattered, clipped artery, may never recover, extreme bleeding.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	2	0	-	Bruise on the upper arm, no significant harm.
<b>Level 2</b>	3	3	0	-	Harder blow, severe bruising on tricep.
<b>Level 3</b>	5	5	1	Autodrop	Intense trauma, fractured humerus.
<b>Level 4</b>	7	9	2	Autodrop [Difficult Surgery vs Crippled Arm]	Broken humerus, extreme pain, needs treatment.
<b>Level 5</b>	9	12	5	Autodrop [Miracle Surgery vs Crippled Arm] Infection Risk +2	Humerus shattered, fragments driven into surrounding flesh, limb may be unsalvageable.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	0	0	-	Two for flinching.
<b>Level 2</b>	1	0	0	-	Dead arm.
<b>Level 3</b>	2	2	0	-	Bruise, nothing serious.
<b>Level 4</b>	3	3	0	-	Bruised bone in the upper arm. Damn that hurts!
<b>Level 5</b>	4	5	0	Autodrop	Severe bruise, minor fractures in upper arm bones.

## **Elbow**

### **Cutting**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	5	1	-	Shallow cut to elbow.

<b>Level 2</b>	2	6	3	Disarm vs 2 RS	Deeper cut to elbow, nerves nicked, may drop item.
<b>Level 3</b>	3	8	5	Autodrop	Nerves cut, bone chipped, item automatically dropped. Arm will not function until healed.
<b>Level 4</b>	4	12	7	Autodrop [Difficult Surgery vs Crippled Arm]	Nerves severed, arm nearly cloven off, bone broken. Item automatically dropped. Arm may not recover functionality.
<b>Level 5</b>	5	20	20	Autodrop [Infection Risk +3] Limb Severed!	Arm severed at the elbow, massive blood loss, limb irrecoverable, infection is a serious risk.

### **Piercing**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	4	3	Disarm vs RS 1	Painful stab in elbow. May drop item.
<b>Level 2</b>	2	6	6	Disarm vs RS 3	Deeper penetration, nerve injury, may drop item.
<b>Level 3</b>	3	10	10	Autodrop [Difficult Surgery vs Crippled Arm]	Spike penetrates clear through elbow, automatic weapon drop, arm may not recover.
<b>Level 4</b>	4	14	14	Autodrop [Miracle Surgery vs Crippled Arm]	Extreme injury to elbow joint, nerves destroyed, arm loses functionality and may not recover.
<b>Level 5</b>	5	18	20	Autodrop [Arm automatically crippled] [Infection Risk +4]	Arm rendered totally unusable, will probably need to be amputated, definitely will not recover functionality.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	4	0	Disarm vs 1 RS	Straight blow to the elbow. Arm goes temporarily numb, but no lasting damage.
<b>Level 2</b>	4	6	0	Disarm vs 3 RS	More severe impact, bruising, impact to nerves, painful tingling and numbness in whole arm.
<b>Level 3</b>	6	10	1	Disarm vs 5 RS	Fractured elbow, severe pain, hopefully no lasting damage.
<b>Level 4</b>	8	14	3	Autodrop [Routine Surgery vs Crippled Arm]	Elbow broken or severely dislocated. Needs treatment.

<b>Level 5</b>	10	18	6	Autodrop [Miracle Surgery vs Crippled Arm]	Elbow smashed to pieces, arm bent the wrong way, exquisite pain. Unfathomable horror.
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### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	0	0	-	No effect.
<b>Level 2</b>	0	0	0	-	Still no effect.
<b>Level 3</b>	1	0	0	-	Funnybone effect. Minor bruising.
<b>Level 4</b>	2	2	0	-	Painful bruising, but still nothing serious. Arm might be numb for a bit.
<b>Level 5</b>	3	5	0	Autodrop	Bruised bone and injured tendons. Arm won't work quite the same for a while.

## Forearm

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	3	1	-	Shallow cut on the forearm. Will be fine without treatment.
<b>Level 2</b>	2	6	3	-	Deep cut, painful but not debilitating.
<b>Level 3</b>	3	10	6	Disarm vs 4 RS	Serious cut, muscle and tendon damage, possible fracture. May drop held item.
<b>Level 4</b>	4	15	8	Autodrop [Difficult Surgery vs Crippled Arm]	Broken bones, serious muscle damage, automatically drop held item, arm may not recover.
<b>Level 5</b>	5	20	20	Autodrop [Infection Chance +3] Limb Severed!	Arm cloven off just beneath the elbow. Serious blood loss.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	2	2	-	Puncture wound on the forearm.

<b>Level 2</b>	2	5	5	-	Deep puncture on the forearm, more blood, no vital damage.
<b>Level 3</b>	3	7	10	Disarm vs 2 RS	A deep puncture to the forearm, chipping bone, nicked vein. May drop item.
<b>Level 4</b>	4	9	14	Disarm vs 3 RS	Veins are torn, blood everywhere. May drop item.
<b>Level 5</b>	5	12	18	Autodrop [Difficult Surgery vs Crippled Arm] [Infection Risk +4]	Complete penetration of the arm, blood loss serious. Item automatically dropped.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	2	0	-	Sharp blow to the forearm. That stings!
<b>Level 2</b>	4	4	1	Disarm vs 3 RS	Hard strike to the wrist, severe bruise, may drop held items.
<b>Level 3</b>	6	10	3	Disarm vs 4 RS [Routine Surgery vs Crippled Arm]	Broken bones, possible snapped wrist. May drop held items.
<b>Level 4</b>	8	14	6	Autodrop [Difficult Surgery vs Crippled Limb]	Forearm is shattered, automatically drop held items.
<b>Level 5</b>	10	15	10	Autodrop [Difficult Surgery vs Crippled Arm]	Forearm crushed, staggering damage, automatically drop item, limb may never recover.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	0	0	-	Ow.
<b>Level 2</b>	1	0	0	-	Ow!
<b>Level 3</b>	2	1	0	-	Seriously, stop.
<b>Level 4</b>	3	2	0	-	Agh! You jerk!
<b>Level 5</b>	5	8	3	<b>Disarm vs 4 RS</b> <b>[Routine Surgery vs Crippled Arm]</b>	FFFFFFFF

## **Hand**

### **Cutting**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	4	1	-	Painful cut on hand.
<b>Level 2</b>	2	6	3	Disarm vs 2 RS	Deep cut, bruised bones, may drop held item.
<b>Level 3</b>	3	9	5	Disarm vs 5 RS	Broken hand, may drop held item.
<b>Level 4</b>	4	12	8	Autodrop	Severe damage to hand, 1-3 fingers severed, automatically drop held items.
<b>Level 5</b>	5	15	15	Autodrop [Infection Chance +5] Limb Severed!	Hand destroyed or severed. Jet of blood erupts from wound.

### **Piercing**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	3	1	-	Glancing hit on back of hand.
<b>Level 2</b>	2	4	2	Disarm vs 1 RS	Deeper penetration of hand. May drop held items.
<b>Level 3</b>	3	6	4	Disarm vs 3 RS [Routine Surgery vs Crippled Hand]	Hand impaled, item automatically dropped, may not recover.
<b>Level 4</b>	4	10	4	Autodrop [Difficult Surgery vs Crippled Hand]	Hand seriously damaged, probably won't recover.
<b>Level 5</b>	5	15	18	Autodrop [Miracle Surgery vs Crippled Hand]	Point tears through hand to forearm, tearing open vein. Extreme blood loss.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	3	1	-	Painful strike on hand.
<b>Level 2</b>	4	5	2	Disarm vs 2 RS	A severe blow to hand. Fractured phalanges. May drop items.
<b>Level 3</b>	6	6	2	Disarm vs 4 RS [Routine Surgery vs Crippled Hand]	Hand smashed, items probably dropped.

<b>Level 4</b>	8	8	3	Autodrop [Difficult Surgery vs Crippled Hand]	Hand bones shattered, damage severe, item automatically dropped, may not recover.
<b>Level 5</b>	10	12	8	Autodrop [Miracle Surgery vs Crippled Hand] [Infection Risk +3]	Hand completely smashed. Will probably need to be amputated. Time to consider a hook.

### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	0	0	0	-	Stings for a second.
<b>Level 2</b>	0	0	0	-	Trivial bruising.
<b>Level 3</b>	2	1	0	-	Bruised hand.
<b>Level 4</b>	5	5	0	Autodrop	Fractured bones in hand.
<b>Level 5</b>	10	10	0	Autodrop	Broken fist.

## Upper Back

### Cutting

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	2	2	-	Light lacerations, noticeable discomfort.
<b>Level 2</b>	3	8	4	-	Long cuts, heavy bleeding.
<b>Level 3</b>	4	12	6	-	Deep gashes, wounds noticeable. Scars that will never heal.
<b>Level 4</b>	8	20	10	Stability vs 3 RS	Spinal fracture, shoulder blades cracked, no organ damage, but extreme pain.
<b>Level 5</b>	-	-	-	Dead	Shoulders cleaved, spine severed. Spine destroyed. While death is not instantaneous, it will come within 24 hours.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	3	2	-	Light piercing, minor bleeding, noticeable pain.
<b>Level 2</b>	3	4	4	-	Minor penetration, glances off shoulder blade.
<b>Level 3</b>	5	9	8	-	Penetrates through flesh, halted deep in shoulder blade.

<b>Level 4</b>	7	13	20	Internal Bleeding	Point hits home, piercing deep and causing significant bleeding. Possible organ damage.
<b>Level 5</b>	-	-	-	Dead	Spine severed or heart pierced, it's all bad. Spine destroyed. While death is not instantaneous, it will come within 24 hours.

### **Bludgeoning**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	2	4	0	-	Light bruising, minor displacement.
<b>Level 2</b>	5	5	1	-	Heavy bruising, feels like something chipped.
<b>Level 3</b>	9	8	2	Stability vs 1 RS	Severe bruising, noticeable bleeding.
<b>Level 4</b>	11	12	3	Autoprone	Something definitely made a cracking sound. Spine damaged, may never walk again.
<b>Level 5</b>	-	-	-	Dead	Spine completely destroyed, severe rupturing of internal organs, instant death.

### **Unarmed**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	0	0	0	-	Negligible effect.
<b>Level 2</b>	1	0	0	-	Still nothing.
<b>Level 3</b>	3	1	0	-	Bruising. Starting to hurt now.
<b>Level 4</b>	5	2	0	-	Severe bruising, starting to hurt, possible damage to spine and ribs.
<b>Level 5</b>	10	5	0	-	Minor fracture to ribs, bruised spine.

## **Lower Back**

### **Cutting**

<b>Wound Level</b>	<b>Stun</b>	<b>Pain</b>	<b>Blood Loss</b>	<b>Special</b>	<b>Description</b>
<b>Level 1</b>	1	5	1	-	Light lacerations, painful.
<b>Level 2</b>	2	8	5	-	Long cuts, significant bleeding.

<b>Level 3</b>	3	10	7	Stability vs 2 RS	Deep gashes, wounds noticeable. Terrible scarring.
<b>Level 4</b>	8	15	15	Autoprone	Blow cracks spine, and cleaves muscle and flesh. Possible paralysis.
<b>Level 5</b>	-	-	-	Dead	Spine severed, severe intestinal damage, central artery in trunk severed. Near-instant death.

### Piercing

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	1	5	3	-	Shallow penetration halted by back muscles.
<b>Level 2</b>	3	4	6	-	Deeper penetration into the lower back, severe bleeding but no organ damage.
<b>Level 3</b>	4	10	10	Stability vs 1 RS, [Infection Risk +2]	Deep penetration, possible organ damage, severe bleeding.
<b>Level 4</b>	7	12	20	[Infection Risk +3] Autoprone	Deep penetration, kidney, liver, or intestinal damage, possible spinal damage.
<b>Level 5</b>	-	-	-	Dead	Total impalement, main artery of the trunk severed, major organ damage, instant death.

### Bludgeoning

Wound Level	Stun	Pain	Blood Loss	Special	Description
<b>Level 1</b>	2	4	0	-	Light bruising, shocking pain.
<b>Level 2</b>	4	5	0	-	Heavy bruising, stunning pain.
<b>Level 3</b>	6	6	1	Stability vs 3 RS, Internal Bleeding, KO vs 3	Blow to the kidneys from behind. Agony.
<b>Level 4</b>	10	7	3	Autoprone, Internal Bleeding, KO vs 4	Spine damaged, footing lost instantly.
<b>Level 5</b>	-	-	-	Dead	Spine broken just above tailbone, intestinal rupture, unconsciousness instant, death follows shortly.

### Unarmed

Wound Level	Stun	Pain	Blood Loss	Special	Description
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<b>Level 1</b>	2	1	0	-	Blow to the kidney. Painful.
<b>Level 2</b>	3	2	0	-	Severe blow to the kidney.
<b>Level 3</b>	6	3	0	KO vs 2	Savage kidney blow. Possible unconsciousness.
<b>Level 4</b>	8	4	0	KO vs 3	Agonizing kidney shot, unconsciousness likely.
<b>Level 5</b>	10	5	1	KO vs 4, Internal Bleeding	Kidney damage! Jesus Christ!