**CHARTS**

**Moves**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Move** | **Attack** | **Defense** | **Damage** | **Notes** |
| Aimed Strike | +2 |  | -2 | * Drop 2 points in the initiative order |
| Charge | -2 | -2 |  | * Attack after a full move |
| Full Defense | None | +2 |  | * Gain one free defense * Lose your next action |
| Give Ground | -3 | +2 |  | * Retreat 1 hex * Attackers may follow you * Drop 2 points in the initiative order |
| Run |  | -2 |  | * Move up to 1.5x your normal move * Drop 2 points in the initiative order |
| Rush | -2 | -2 |  | * Rise 3 points in the initiative order |
| Sprint |  | -4 |  | * Move up to 2x your normal move * Drop 4 points in the initiative order |

**Wounds**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll d12** | **Head (1-2)** | **Arms (3-4)** | **Chest (5-10)** | **Legs (11-12)** |
| 1 | *Graze*   * On the first roll, a graze negates the entire wound. * On the second and subsequent rolls, a graze negates that effect, but other effects still occur. | | | |
| 2 |
| 3 | Daze(1) | Drop | Prone | Prone |
| 4 | Daze(1)+Impair(1) | Drop+Impair(1) | Prone+Impair(1) | Prone+Impair(1) |
| 5 | Staggered | Drop | Bleed(1) | Bleed(1) |
| 6 | Bleed(1)+Impair(1) | Bleed(1)+Impair(1) | Bleed(1)+Impair(1) | Bleed(1)+Impair(1) |
| 7 | Bleed(1) | Bleed(1) | Bleed(2) | Crippled(1) |
| 8 | Bleed(2)+Impair(1) | Weaken(1)+Impair(1) | Bleed(2)+Impair(1) | Crippled(1)+Impair(1) |
| 9 | Stun(1) | Weaken(1) | Stun(1) | Crippled(1) |
| 10 | Stun(1)+Impair(1) | Pained (Attack, Block)+Impair(1) | Stun(1)+Impair(1) | Pained (Dodge, Move)+Impair(1) |
| 11 | Blind | Pained (Attack, Block) | Bleed(1)+Choking | Pained (Dodge, Move) |
| 12 | KO+Bleed(1) | Shattered+Bleed(1) | KO+Bleed(1) | Shattered+Bleed(1) |

**Damage**

|  |  |
| --- | --- |
| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

**Status effects**

|  |  |  |
| --- | --- | --- |
| **Status** | **Stacks** | **Effect** |
| Afraid | No | A character that is afraid must flee until he either makes his saving throw, or until he breaks line of sight with, and is more than a full move away from, the cause of his fear. |
| Bad Morale | No | A character with bad morale takes a -1 to all skill rolls until the conditions that cause his demoralization end. |
| Bleeding | Yes | A bleeding character takes 1 point of damage each round until a successful medical check (takes one round and has a DL of 12) can be made to stop the bleeding. Bleeding stacks.  Also, each level of bleeding causes a -1 penalty to toughness rolls to remain conscious when saving to remain conscious at the 50 and 75% thresholds. |
| Blind | No | A blind character is at a -2 to his hand to hand attacks, and -8 to ranged attacks. In addition, he takes a -2 to all parries, and a -4 to all dodges. At the GM’s discretion, he may have to make perception rolls to move without wandering off target. |
| Chilled | Yes | A chilled target is at a -1 for pretty much every combat roll. They take a -1 to attack, defenses, initiative, movement and do 1 less point of damage for each damage die they roll. |
| Choking | No | A choking character is considered to be dazed until the round after he escapes the cause of choking.  As a wound effect, the cause of choking is considered to be bleeding. The victim cannot be freed from his choking condition until all of his bleeds are removed. |
| Crippled(x) | Yes | A crippled character takes -x to his movement, defense, initiative and any skills that require REF, SKL, or movement. |
| Cursed | No | A cursed foe takes a -1 to all skills and initiative rolls and if he rolls a 1 on any die (d12, like a skill roll, to hit, or initiative), his action immediately ends and he takes 1d6 damage (no armor) from an instance of bad luck. |
| Dazed(x) | Duration | A dazed character gets a -1 to his rolls and can take only a half-action. The effect lasts for x rounds. |
| Diseased(x/y) | ??? | A diseased character loses x points from his y attributes until treated |
| Disfigured(x) | Yes | A character that is disfigured is permanently impaired, taking a penalty to all actions equal to the level of disfigurement. |
| Down for the Count | No | You are unconscious. If an ally spends 1 round trying to rouse you, you can make a TOU check to recover. The DL of the TOU check is based on the DL of the check you failed to gain this status in the first place. |
| Entangled | No | An entangled character cannot move, attack, or cast spells. He can try to break free from his bonds as a full action. |
| Good Morale | No | A character with good morale has a one-time +1 bonus that can be used to turn a failed check into a passed one.  (Probably going to ditch this for inspiration gain) |
| Haste(x) | ??? | A hasted character gets +x initiative, +x move and Fast(x) |
| Hypnotized | No | You are transfixed and cannot look away from the subject of your attention. You cannot attack, move or take any other action until attacked. If attacked, you defend at a -2 and this effect ends.  You can save every round, but suffer daze(1) on the round you recover. |
| Ignited | Adds Dice | An opponent who is “ignited” suffers 1d6 damage each round (no defense). If the die comes up a 1 or 2, the burning stops. If the die comes up a 6, another burning die is added next round. The target can stop burning by taking a full action to “stop, drop, and roll.” |
| Impaired(x) | Yes | An impaired character gets a -1 to all actions for each level of impairment. |
| Pained | No | A pained character must take 1d4 penetrating damage each time he uses his limb to attack, block, move, or dodge. |
| Prone | No | A prone character is -2 to attack and defend in melee, but gets a +2 to dodge missile attacks if the attacker is more than 2”away. A prone character can get up as a half-move. A prone character can crawl 2” a round. |
| Shattered | No | Your limb is broken and is nearly useless.  In the arm – attack, block, and skill checks that require your arms are at a -8 penalty. |
| Sickened(x) | No | A sickened character can move at half his normal rate (each hex costs 2) and defends at a -2. If he tries to take any other action, he must make a save (TOU, POW x) or lose the rest of his action. |
| Slow(x) | Yes | A slowed character gets –x initiative, -x move and if they roll a 0 or less on their modified initiative roll, they cannot act this round. |
| Smitten | No | A smitten character cannot attack the opponent who gave him this status. However, if that opponent attacks him, the status is ended. Once a smitten character is free of the status, he cannot be affected by the same opponent again for the rest of the encounter. |
| Staggered | No | You take a -1 to rolls and your next turn, you must make ½ move in a random direction (away from your attacker). You take disengage attacks as normal, and must stop moving if you reach another enemy's ZoC. |
| Stunned(x) | No | The character cannot attack, move or otherwise activate powers (though powers that were on when he was stunned remain on). He can only defend at a -2.  The effect lasts for x rounds. |
| Taunted | No | A taunted opponent must attack the character who taunted him or suffer a -2 penalty to hit. |
| Weakened(x) |  | You lose 4 muscle for each level of weakened |

**Camp Actions**

|  |  |
| --- | --- |
| **Action/Skill** | **Effects** |
| Alchemy | * Can roll alchemy to create potions with the proper field kit * Can roll spell lore to identify a potion |
| Assist | Can assist anyone else making a check by rolling the same skill test as the main actor. If you succeed, that person gets a +1 to their check |
| Herb Lore | Can roll herb lore to wander from the camp and find herbs |
| Item Lore | Requires Talent – You can make one item lore roll during a camp to learn one of the item's attributes |
| Medic | Roll medical on *each* treatable member of the party, returning 1d4 hit points to them on a successful check |
| Meditate | Requires Talent – Make a spell lore check to gain benefits of meditation |
| Physician | Roll medical on *one* treatable member of the party who must take a rest camp action, returning 2d4 hit points to them on a successful check |
| Pray | On a successful meditate, gain 1d4 divine invocation, or gain one divine favor |
| Repair | On a successful crafting check, remove wear & tear points from the party |
| Rest | Take an additional hit point of healing and you can be the target of physician actions |
| ??? | Any single skill might have an appropriate camp action depending on the circumstances and the GM's discretion |

**Armor and Enc**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Muscle** | **Max AV** | **Spell Cast** | **Stealth** | **Athlete** |
| 0—9 | 2 | 0 | 0 | 0 |
| 10—13 | 3 | -1 | -1 | -1 |
| 14—17 | 4 | -2 | -2 | -2 |
| 18—22 | 5 | -3 | -3 | -3 |
| 23 | 6 | -4 | -4 | -4 |

**The Gods and Their Celestial Forms**

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | Aquae (AQ) | A bright planet that travels the celestial dome in a wide vertical circle | 4 |
| 2 | Brul (BR) | An angry, red blood moon | 12 |
| 3 | Castor & Corax (CC) | Two suns orbiting each other in tight circles | 2 |
| 4 | Cancri (CI) | The celestial dome represented by the Oracle Star | 5 |
| 5 | Hegre (HG) | A bright moon in one of eight phases | 11 |
| 6 | Lex (LX) | A bright planet that sweeps in a circle around C&C | 8 |
| 7 | Libra (LB) | A bright star in the sky that holds its position to the north | 6 |
| 8 | Mordain (MN) | Never seen in the sky | 1 |
| 9 | Tathe (TH) | The dark moon, seen only in crescents, or hidden | 9 |
| 10 | Ulder (UL) | A huge moon that has phases, but also fades in and out | 10 |
| 11 | Vidra (VD) | A distant moon with 8 phases and a "double" phase | 3 |
| 12 | Ylid (YL) | A wobbling star that stumbles across the celestial dome | 7 |

**Anthis Calendar**

|  |  |  |
| --- | --- | --- |
| **Month** | **Season** | **Days of Note** |
| Aquae | Planting/Gentle/Wet | * 4th – Planting Day |
| Libra | Planting/Blooming | * 6th – Conclave of Trials |
| Vidra | Planting/Blooming | * 3rd – Lovers' Day |
| Twins | Growing/Blooming | * 2nd – Fire's Feast |
| Brul | Growing/Hot | * 12th – Soldiers' Gathering |
| Lex | Growing/Hot | * 8th – King's Day |
| Ulder | Growing/Hot/Storms | * 10th – Sailors' Rest |
| Hegre | Harvest/Temperate/Wet | * 11th – Day of Hunts |
| Ylid | Harvest/Temperate/Dry | * 7th – Harvest Feasts |
| Cancri | Temperate/Dry | * 5th – Naming Day |
| Tathe | Cooler/Dry | * 9th – Beggars' Day |
| Mordain | Colder/Dry | * 1st – Rememberance * 28th – Day of Vigils |
| Shadow | Colder/Storms | * 29th – Redemption |