Heroes 3d6
Fantasy Role-playing Rules Add-on

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Chapter 1

The world and the 'Last City'

The world of Krell is a devastated wasteland. An event in the distant past commonly referred to as the 'Catastrophe' unleashed vast quantities of warping magical energies that laid waste to cities and ecosystems across the planet. The cause of this disaster is not clearly remembered, however, it has left a long lasting suspicion of magic in the few survivors that cling to this wrecked world. Over time the lingering magic, called 'the residual', has produced new mutant life-forms by warping the small surviving populations. The 'Last City' is the only major settlement in existence, built after the Catastrophe and housing peoples of all species, it teeters constantly the brink of collapse as a result of supply shortages as well as internal tensions. What holds the city together is the shelter it provides from the residual, this being a great wall built of a patchwork of 'untainted' iron. This being a metal of great value, often used as currency outside the city, as it survived the Catastrophe without being infused with dangerous residual energies and now repels these same influences.

Small settlements dot the wastelands outside the Last City, these struggle constantly against the dangers of residual, mutant wild-life, bandits, and the terrifying changekin. These last are feral people twisted by the residual energies into nightmarish monsters. Life outside the city is a constant struggle to find food and water that are untainted by the residual, as too much exposure can eventually twist one into a changekin.

1.1 The last city

The only bastion of civilisation in a blighted world, the Last City stands as monument to the endurance of the people of Krell. Surrounded by a patch-work wall of untainted iron the city is largely protected from the warping power of the residual. Entrances to the city are guarded and those too contaminated by the residual are denied entrance, especially as a common punishment for crimes is being exposed to contamination and cast out of the city. Such is the suspicion of magic and its users that all mages must be registered and are branded with forehead marking, those who refuse are cast out as criminals. The mage brand brings much suspicion upon its bearers with common folk often spitting in the street at their passing, and some being unwilling to even do business with them. Often children with magical talent are disowned by their families and turned out onto the streets.

The city is ruled over by council of exclusively human 'founding families', constituting a ruling aristocracy whose power is enforced by a small soldier corps. Low-level crime is endemic in the city, as it contains many desperate people of all species, and criminal gangs act as the defacto rulers of some districts and trades. The existence of the city is precarious, as it depends strongly on food grown in surrounding settlements, which are constantly under pressure from raiding bandits, changekin, and the residual itself. Despite this, it is the most sure shelter

against the terrors of the wastelands.

Within the city coins are used as currency but the alternative of untainted iron is also widely accepted (it is often the only currency used in the wastelands). A coin-sized disk of this metal is exchanged for 3 gold coins, such is its value in warding off the effects of residual when travelling outside the city.

1.2   The changed and the changekin

The changed are a phenomenon that began after the Catastrophe. They are beings that have been warped by the residual, and exhibit anything from minor changes like scales or feathers on their skin, up to limbs or heads being a mixture of animal and human (bird claws, goats hooves, beaks, animal jaws). The changed are, however, still people and although often viewed with suspicion and prejudice they are not attacked on sight.

Changekin are somewhat like the changed but have become feral, their minds rotted away by the residual. Their mutations tend to be even more extreme, often multiple additional limbs, or large bloated bodies. Changekin are savage and attack anything on sight, except for other changekin (most of the time). Such creatures form into roaming hunting bands that seek out anything weak enough to be preyed upon, attacking travellers or small settlements if their band grows large enough. Changekin seldom wield weapons or wear armour, their minds are too damaged for such rationality.

1.3   The residual

The residual is remnant warping energy left over from the Catastrophe. Exposure to it is dangerous as it causes damage to exposed tissues and can, with sufficiently high doses, twist the bodies of the exposed in monstrous forms. The residual is undetectable to normal senses except in very high concentrations, where it feels like a heated crackle in the air (these concentration levels are immediately dangerous as well). Untainted iron is commonly used to ward off the effects of the residual and skilled alchemists can produce potions brewed with it that can protect from, or cleanse a body of, the residuals effects.

Whenever exposed to a residual infused environment (or consuming tainted food/drink) a creature must make a **Resolve** check against a **Difficulty** set by how saturated the area is. For example low contamination is **Difficulty** 8, dangerous is 11, and deadly is 14. If the creature fails they gain a Residual point (**Critical Failure** adds extra points). The number of points is added to the **Difficulty** of subsequent checks against residual contamination. At 5 points the creature begins to feel light-headed, weak, and sweaty (has an **Edge** penalty on all actions). At 10 points a creature dies. Residual points last until removed. Armour made of untainted iron grants an **Edge** on all such **Resolve** checks and weapons of this metal have an **Edge** bonus to damage rolls against changekin.

Chapter 2

Character creation

These are additional rules providing the options for character species and additional backgrounds in this fantasy setting.

2.1 Character species

2.1.1 Humans

Humans are a dynamic species: adaptive, resilient and, as a group, will always stand firm even against the most difficult odds.

Humans settlements tend to be sprawling affairs full of the bustle of life and rich in diversity. Often with lots of peoples of other species passing through. Either staying there for trade, or just because they prefer the fast pace and constant change of atmosphere in human society.

The average human lives for up to 80 years, 30 years being considered a mature adult, though humans are considered adults at the age of 16 in most societies. Humans can excel in any career they put their minds to. Though they lack the patience and long practice of the Elves they make up for it with a natural ability to adapt quickly to new situations or tasks.

The elves' popular view of humans is that they are flighty and lacking-in-seriousness. Musfolk stereotype humans as grim and unscrupulous. Trogs stereotype humankind as deceitful and conniving.

Flexibility

Humans are extremely adaptable and may select an extra associated skill for their background.

2.1.2 Elves

Though elves somewhat resemble humans at first glance, there is a world of difference on closer examination. Firstly, elves are incapable of digesting meat. They are vegetarian with a preferred diet of sweet, sugary things. Second, their manner of reproduction is completely different, elven eggs gestate externally in a similar manner to those of fish. Additionally elven blood is clear, as it contains no iron, and their hearts are far smaller than that of a man, as capillary action plays a major role in their circulatory systems.

Elves have high cheek bones and very narrow, angular features. Their skin varies in shade between green and light brown and has a similar texture to smooth tree bark. Their eyes range in colour from yellow, through green and blue to white, the pupils of which are narrow and cat-like. Elves are short by human standards, and are also of a slighter build. All of them

posses the curious ability to alter their hair colour at will. However, if they are not careful it will change on its own to reflect their mood.

Elves' lives and metabolisms move far more slowly than those of humans and they are children till the age of about 40 years. They grow far more slowly than other species and tend only to reach their full growth by 60 years old. Additionally, they only need to eat or sleep once every two or three days. Elven travellers often pass through the last city but they mostly prefer the company of their kind in the remains of the coastal coral forests.

Humans tend to stereotype elves as vain, vapid, and hedonistic. Mus-folk and Trogs popularly assert elves to be crazy and lacking in any kind of sense.

Perfectionists

Elves live long lives and thus have time to pursue their skills to a point few others can reach. As such, elves may choose on additional skill proficiency.

2.1.3 Mus-folk

The mus-folk (or 'Musmus' in their own language) resemble large rats. They reach a maximum height/length of 3 - 4 ft and tend to inhabit the margins of human settlements where they are regarded as a mixture of pest and second-class citizen (rude terms for them include 'squeakers' and 'ratties'). Their own language consists of chirps and squeaks rather than words. However, they are fully capable of producing human and elvish speech. When they do, it comes out in a rapid torrent of words infused with poor grammar and often features repetition when they are excited. Mus-folk prefer underground dwellings and make burrows underneath human settlements. They are often stereotyped as light-fingered and mischievous. Due to their mistreatment within human societies the mus-folk tend to find employment on the sidelines of human economies.

Sneak & squeak

Mus-folk are naturally stealthy. They may always add **Stealth** to their listed of associated background skills.

Pack rats

Like their rat relatives, mus-folk work best in groups. Mus-folk get an **Edge** bonus on **Aim** when targeting the same foe as an ally.

2.1.4 Trogs

Trogs are large (usually 7 ft tall) and bulky, but their most striking feature is their large eyes. Trog facial features tend to be heavy, with wide square jaws and large beak-like noses. Trogs have tough greyish, slightly scaly skin and are in general quite difficult to kill or injure. Traditionally, trog groups are familial and organised around a mother trog, a very large and formidable female (female trogs tend to be larger and stronger than males), with a harem of males who care for the young trogs. Plenty of young trogs find this authoritarian system stifling, so they form their own more egalitarian bands. This form of living is often sconed and belittled by their elders. Trogs typically prefer dark places, due to their sensitive eyes. However, in the last city they mix with other species in a limited fashion, as they make good bruisers and bouncers due to their comparative size.

Other species have a stereotyped view of Trogs as stupid and violent.

Tough as nails

Trogs are extremely durable and thus have the **Hardy Perk**.

Dark-dwellers

Trogs have excellent eyesight in the dark as well as sensitive noses. They have an **Edge** bonus on **Awareness** checks in the dark.

2.1.5   The changed

These people are the long-term effects of the Catastrophe, sentient creatures whose forms have been altered by the warping magic of the residual. Unlike the feral changekin, their minds are intact and they continue to try and live within the society of their original people. The changed are regarded with suspicion and prejudice by all of the unchanged and are often openly discriminated against. Some of the changed form their own settlements to avoid this mistreatment.

Changed can be created by extreme residual exposure or born, to either changed parents, or those unchanged who have suffered a slow build up of residual exposure. As such changed can be born to any family, even within the walls of the last city. They are commonly cast out of their families to fend for themselves.

Changed vary wildly in appearance, as they are formed from a base species: human, trog, elf, or mus which has then been warped with strange features. Some possibilities can be elongated limbs, clawed hands, feathers or scales on their skin, fangs instead of teeth, horned heads, animal heads (or elements of this like a beak or snout), hoofed or clawed feet, boney spines jutting from the body, a tentacle instead of a normal limb, extra eyes, a tail, or reverse-jointed legs (like a bird).

Change-fire

The changed are infused with the warping energies of the residual. They can channel this energy to emit a gout of roiling, iridescent fire from a limb or orifice. This is a 1 action point ability that can be used on two adjacent targets (within 6 m) and deals a hit with normal **Lethality** while also inflicting a Residual point if it causes damage.

Infused

The changed have an **Edge** bonus on **Resolve** checks against Residual contamination.

2.2   Starting equipment

A new character may choose one piece of armour and up to three weapons from Table 2.1. All characters get a set of clothes.

2.3   Additional backgrounds

2.3.1   Student of the arcane

The character has spent time studying magic under the tutelage of a mentor wizard or within a school of magic. The character may sacrifice one skill bonus in order to learn one additional spell with an experience cost of 3 or less. Associated skills: Magic, Arcana, Mechanical, Alchemy, History, Religion, Plants, Animals.

Table 2.1: New Adventurers Starting Gear.

Name	Power	Hands	Lethality	Notes
Rusty sword	-	1	N	-
Hunting knife	-	1	N	Small
Notched axe	-	2	N	MD
Worn crossbow	-	2	N	MD, Reload 2, Range 2
Corroded pike	-	2	N	Reach, Rending
Pitted hammer	+1/-	2/1	N	Penetration 1
Aged spear	-	2/1	N	Reach/Throw 1
Creaky short bow	-	2	N	Range 1
Old hunting bow	+1	2	N	Range 2, Reload 1
Scarred great sword	-	2	N	MD
Shabby pistol	-	2	C	Reload 3, Range 1
Ramshackle musket	-	2	C	Range 2, Reload 3, Penetration 1
Dented shield	-	1	-	Deflect +1

Name	Toughness	Type	Notes
Battered breastplate and mail	12	H	-
Rusted mail hauberk	11	M	-
Tattered gambeson	10	L	-
Travelling clothes	9	-	-

2.3.2 Hedge wizard

The character has learned to wield magic on their own. They tend to keep their abilities quiet as they are usually unregistered magic users, and wander from place to place making use of their skills to earn a living. Associated skills: Magic, Healer, Alchemy, Survival, Persuade, Decieve.

2.4 Additional convictions

2.4.1 It's the end of the world as we know it, and I feel fine

The character is a true citizen of the apocalypse, the world ended a while ago and its just taking everyone else a long time to realise this. You have no qualms about doing what has to be done, survival is all that matters.

2.4.2 Civilisation starts with being civil

The world may have ended but things can be rebuilt, all it requires is not resorting to killing each other for scraps. The character believes that a civilised world can be restored by individual civility.

2.4.3 Magic means mistakes

Reckless magic use lead to the Catastrophe. Even if we can't remember exactly how, it's enough reason to regard it like a dangerous animal. The character is deeply suspicious of magic and its users.

2.4.4 Magic makes amends

Magic may have lead to the Catastrophe but that was the fault of the users. The character believes magic is a vital tool, a dangerous one to be sure, but fascinating beyond measure.

Chapter 3

Perks and proficiencies

3.1 General proficiencies

These perks do **not** occupy equipment slots for passive or active **Perk**, their effect is always active.

3.1.1 Archery (3)

The character has trained in the use of the bow, no longer suffering untrained penalties.

3.1.2 Arcane learning (3/7)

The character has experience wielding magic and thus can learn spells from Chapter 5 for experience points. If this is chosen at character creation it costs 3 experience, the cost is 7 otherwise.

A character who picks this gains Sorcerous blast 5.2.34 and may choose one spell to learn from the following list: Bend light 5.2.5, Minor telekinesis 5.2.25, Summon familiar 5.2.39, Overgrowth 5.2.27, Ignite 5.2.18, Illuminate 5.2.19, Transfix 5.2.41, Orb of light 5.2.26, Arcane armour 5.2.3, Blinding ray 5.2.6, Flare 5.2.12, and Stone sense 5.2.36.

3.2 Active perks

These open up new actions that a character can make and they must occupy an equipment slot for active **Perks** to be usable.

3.2.1 Hawk Talon (3)

(Requires **Eagle Eye** and **Archery**). Allows the character to launch a pair of arrows from a bow with a single shot at no **Aim** penalty. This grants the shot **Burst +1**.

3.2.2 Heart-seeker (3)

(Requires **Archery**). A skilled bowman knows just where to place their shots for maximum penetration. An attack with a bow can be declared as a Heart-seeker, in which case it costs 1 extra action point but gains **Rending**.

3.2.3   Channelled casting (2)

(Requires **Arcane Learning**) The character can cast a spell that normally costs 1 action point for 2 instead. If they do so they gain an **Edge** on opposed checks associated with the spell. If the spell inflicts a damage roll then it gains **Burst** + 1.

3.2.4   Main Gauche (3)

There is an art to pairing weapons for fighting with both hands, this character has mastered it. When dual-wielding, if pairing a **Small** weapon and one that isn't, the character may elect not to attack with the **Small** weapon. If they do so, they gain an **Edge** bonus to **Deflect**.

3.3   Passive

These passively enhance the character and must occupy an equipment slot for passive **Perks** to make their benefit usable.

3.3.1   Magical mastery (6)

(Requires **Arcane Learning**) The character can equip 2 spells per active perk slot.

3.3.2   Multi-tasker (4)

(Requires **Arcane Learning**) The character has learned to concentrate on many things at once. This allows them to maintain two **Persistent** spells effects at the same time.

3.3.3   Shield bash (3)

The character may use a shield to **Shove** (add the **Deflect** bonus to such checks).

3.3.4   Polished shield (3)

The character can add a shield's **Deflect** bonus to **Resist** checks.

3.3.5   Lethal Thrust (4)

The character delivers their killing blows with the point of a blade. While wielding a sword, the character's attacks gain **Rending** against victims with at least one face-up wound card.

3.3.6   Hammer Time (4)

Critical Hits from blunt weapons make the victim **Vulnerable** to the next damaging hit.

3.3.7   Momentum (4)

When wielding cleaving weapons, like axes or glaives, the character's attacks gain **Heavy Weapon** +1 if their target failed a **Deflect** check against their attacks last round. This bonus stacks and lasts till an attack is **Deflected** or combat ends.

3.3.8   Reloading drill (4)

The character is well practised at rapidly preparing crossbows to fire. This reduces crossbow **Reload** action costs by 1.

3.3.9   Pole Position (4)

When wielding thrusting-type pole weapons, like spears or pikes, successful damage rolls can be used to move their victims out of the current combat area. A character can use this effect only on creatures of the same size or smaller.

3.3.10   Expert gunner (3)

The character is highly familiar with black-powder weapons, as such they no longer suffer the **Edge** penalty to **Aim** with them.

3.3.11   Rifle drill (4)

(Requires **Expert Gunner**) Black-powder weapons **Reload** action costs are reduced by 1 for the character.

3.3.12   Weapon Specialisation (5)

This **Perk** from the core rules may apply to the following weapon categories: Bladed (sword-type), Axes, Pole-weapons, Blunt (hammers,clubs,maces,cudgels), Extended (whip,chain,flail), Crossbows, Bows, Throwing (applies to all thrown weapons), and Shield (an **Edge** bonus to **Deflect** with shields).

3.3.13   Witch hunter (3)

The character gains an **Edge** bonus to **Resist (R)** versus spells.

Upgrade: Burn the witch (3)

(Requires **Witch Hunter**) Gain an **Edge** bonus to damage rolls against magic users, but only with flaming weapons.

Chapter 4

Character Skills

4.1 Magic (Wit)

Magic is the skill invoked to cast spells. More details can be found in Chapter 5.

4.2 Alchemy (Cunning)

Alchemy is the craft of potion brewing, creating chemical mixtures to achieve almost miraculous effects, or simply mistakes that produce spectacular explosions, the alchemist can whip up a potion to suit any need.

Creating a Potion requires suitable ingredients of course (this is up to the Game Master but try make them sensible, like an ogre's tooth for a strength potion; that kind of thing). All potions have Base Solution as an ingredient. A potion also needs a container and general a set of glass vessels and equipment for measuring, grinding and heating ingredients (alchemist's tools) that can be purchased from an alchemist for 50 silver. Table 4.1 displays some potion suggestions.

4.3 Metal Smith (Cunning or Might)

A Metal Smith is capable of crafting metal tools or suits of armour from the Basic Armour Table in the Arms and Armour Chapter. See the Crafting Armour Table 4.2. Making armour **Finely-Crafted** increases the **Difficulty** by 3, **Master-Crafted** by 6 (but requires the **Master Perk** for this skill). These quality increases can also be achieved with 1 or 2 levels of **Critical** success respectively with the same **Perk** restrictions. Double the time requirements for making armour and it takes an extra 8 hours of work, over and above the normal time requirements, to make **Heavy**-type armour.

4.4 Weapon Smith (Cunning or Might)

A Weapon Smith can craft their own fine weaponry to use or sell. See the Crafting Weapons Table 4.3. Making a weapon **Finely-Crafted** increases the **Difficulty** by 3, **Master-Crafted** by 6 (but requires the **Master Perk** for this skill). These quality increases can also be achieved with 1 or 2 levels of **Critical** success respectively with the same **Perk** restrictions.

Table 4.1: Alchemist Potions. D is the **Difficulty**, time is how long the effects last and is given in minutes. The cost reflects that of the ingredients for a single draught of potion and the bottle to hold it, double this for the price charged by most alchemists.

Potion	D	Effects	Time	Ingredients	Cost
Base Solution	4	Ingredient for all below	-	Water, Alcohol, Copper Sulphate	1 s
Might	13	+1 Might	10	Troll teeth	25/50 s
Cunning	13	+1 Cunning	10	Mus-folk hair	25/50 s
Sorcery	12	**Edge** bonus - spells	10	Residual crystals	50/100 s
Iron-flesh	8/13	+1/+2 Toughness	10	Fine granite power	15/30 s
Fire-blood	11	Enrage	-	Trog blood	35 s
Hawk-eye	12	**Edge** Awareness/Aim	20	Eagle feathers	15 s
Troll-blood	15	Regeneration	5	Troll blood	2 g
Purging	11	-2 Residual point	-	Untainted iron	2 g
Warding	10	**Edge** on Residual checks	10	Untainted iron	1 g
Healing	11	Remove a Wounded card	-	Mend-well root	25 s
Restoration	10	Cure 1 Condition	-	Common herbs	2 s
Peace	14	Cure all Conditions	-	Nightshade, Mend-well leaves	30 s
Competence	14	**Edge** bonus Professions	60	Gold, Silver	50/100 s
Giant-blood	16	Become Large Creature (+1 Might)	10	Giant Blood	5 g
Camoflage	11	**Stealth Edge** bonus	20	Nightshade, Ivy root	5 s
Invisibility	15	Invisibility	5	Ectoplasm	10 g
Haste	15	+1 action point per round	5	Dire-wolf Heart	5 g
Explosive	12	radius 1, Burst 1, Power +1	-	Acid, coal, salt-peter	50 s

Table 4.2: Crafting Armour

Name	Type	Materials/Cost	Difficulty
Mail hauberk and gambeson	M	Steel, Cloth, Hides/1 g 50 s	10
Brigandine and mail	M	Steel, Hides/3 g	11
Brigandine and plate	H	Steel, Hides/4 g	12
Full plate	H	Hides, Steel/10 g	15
Barding (for Horses)	H	Hides, Steel/7 g	11
Shield	H	Wooden Planks, Leather, Iron Bands/30 s	12

4.5   Tailor (Cunning)

With appropriate tools a **Tailor** can craft clothing or any other cloth products. The **Difficulty** is based on how fine the clothes should be. Wizards robes or other magical garments can also be enchanted, see Section 4.6. The design and exact look of the clothing is up to the tailor themself, the ingredients only determine the quality. See the Crafting Cloth Table **??**. In general, clothes provide no bonus to defence (notable exception being a Gambeson) and the level of success affects how fine and fancy they appear.

Table 4.3: Crafting Weapons

Name	Materials/Cost	Difficulty
Arming Sword	Steel, Leather/10 s	8
Dagger	Steel, Leather/2 s	8
Long Sword	Steel, Leather/30 s	10
Horse Sword	Lots of Steel, Leather/1 g	14
Great Sword	Lots of Steel, Leather/35 s	12
Rapier	Steel, Leather/15 s	12
Sword-Breaker	Steel, Leather/10 s	10
Battle Axe	Steel, Leather/10 s	9
Bearded Axe	Steel, Leather/10 s	10
Throwing Axe	Steel, Leather/5 s	11
Great Axe	Steel, Leather/40 s	10
Long Axe	Steel, Pole, Leather/40 s	11
Bearded Long Axe	Steel, Pole, Leather/40 s	11
Javelin	Short Pole, Steel/2 s	9
Quarter Staff	Wood/-	7
Spear	3 m Pole, Steel/6 s	7
Pike	4 m Pole, Steel/10 s	10
Glaive	2 m Pole, Steel/25 s	12
Halberd	2 m Pole, Steel/75 s	14
Lucerne Hammer	2 m Pole, Steel/70 s	14
Ranseur	2 m Pole, Steel/20 s	11
Partisan	2 m Pole, Steel/30 s	11
Pole-axe	2 m Pole, Steel/70 s	14
Lance	Heavy Pole, Steel/40 s	11
Cudgel	Wood/50 c	6
Club	Wood/2 s	7
War Hammer	Handle, Steel, Leather/20 s	12
Great Hammer	Pole Handle, Steel, Leather/30 s	13
Maul	Pole Handle, Steel, Leather/40 s	13
Mace	Handle, Steel, Wood, Leather/2 s	7
Whip	Hides/10 s	9
Chain	Steel/15 s	10
Flail	Steel/25 s	12
Grand Flail	Steel/70 s	13
Short Bow	Wood, Bow String/10 s	12
Long Bow	Yew Wood, Bow String/60 s	14
Recurve bow	Wood, horn, Bow String/1g 50s	16
Hand Crossbow	Wood/40 s	13
Light Crossbow	Wood, Steel/60 s	11
Repeater Crossbow	Wood, Steel/60	12
Heavy Crossbow	Wood, Steel/4 g	14

4.6 Enchanting (Cunning)

This allows a character to place magical enchantments upon items. This typically requires magical ingredients and cannot be employed without the **Arcane Learning Perk**. An item

Table 4.4: Crafting Cloth

Name	Materials/Cost	Difficulty
Rough Garments	Rough Wool, Course thread/5 c	8
Gamebson	Thick linen, Course Thread/14 s	8
Course Robe	Rough Wool, Course Thread/10 c	9
Neat Garments	Smooth Wool or Linen, Course Thread/20 c	10
Fine Garments	Fine Wool, Embroidered Thread/10 s	12
Silk Robe	Silk, Silver Thread/50 s	14
Rich Garments	Silk, Fine Wool, Gold Thread/1 g	14
Wizard Lord Robe	Silk, Dragon Skin, Arcane Diamonds/50 g	17

cannot carry both enchantments and Runes. The cost of an enchanted item (from an NPC enchanter) is equal to five times the difficulty of the enchantment (in gold pieces). The cost of an enchanted item and the material costs (for self creation) are halved for **Small** items. **Critical Success** on the skill use also reduces the cost of materials by half (when doing your own enchanting).

4.6.1 Materials

The materials used in creating enchantments are precious metals and gems, which are consumed in the process of enchanting. The value of the materials needed by each enchantment are listed in their descriptions. The exact nature of the materials is unimportant and the price given is a guideline average price (essentially the number of gold coins that could be used).

4.6.2 Prefix and Suffix

An item may only be enchanted with one of each type of enchantment (one **Prefix** and one **Suffix**). Names of magic items are created through the formula **Prefix** + item type + **Suffix**. For instance one can have an Executioner's Great sword of Aggression or a Vorpal Dagger of Butchery. Both of which are as intimidating as their names suggest.

4.6.3 Bound Spells

A **Bound Spell** enchantment is of the **Suffix**-type. Items can be imbued with a spell, this can be of the activated or triggered type. Activated **Bound Spells** can be used for 1 action point and may only be cast X times before the enchantment dissipates (X is dictated by the cost of the item). This kind of **Bound Spell** can only be cast by a character who has the **Perk** to cast spells of the appropriate school. The material cost is 1 g per charge, thus being able to cast the spell X times requires materials that cost X g. Triggered-type **Bound Spells** are activated upon a chosen condition, for instance, being the target of a spell or when the enchanted weapon strikes a target. They do not require action points to activate but have the same limits upon their number of uses. These can be employed even by non-mages.

The **Difficulty** of the enchantment is 11+Y, where Y is the **Magic** skill score that the spell will be cast with. To determine the material cost simply use that required for the number of charges desired. Damaging spells use the **Might** of the character wielding the item.

4.6.4   Animation

An object can be enchanted to become animated, allowing it move and act on command. Who is able to command such an item is dictated by who holds a focus item, called a 'control key', that is linked to the animated object (this control item is enchanted at the same time as the object is animated). The force and power with which the animated object can move is dictated by the **Difficulty** of the enchantment, this is calculated according to lifting power of the **Telekinesis** spell, being **Difficulty** $5 + 1$ per 10 kg of lifting power. The control key may function as the focus for multiple such enchantments but may not simultaneously bear any other type. The material cost is 2.5 times the **Difficulty** (rounding down) in gold pieces.

One (plus **Wit**) animated items, can be commanded at a cost of one action point. Commands can only be issued by the key holder, who does not need to be able to wield magic themselves to use the key.

4.6.5   Weapon Enchantments

Blasting (11+X)

Prefix or **Suffix**. This allows the weapon to be used in a magical projectile attack. This is evaluated as a standard shooting attack with **Power** equal to X. The type of magical projectile is chosen when the enchantment is made. Material cost: X*2.5 g.

Assassin (8,+4)

Prefix (Assasin's). The weapon grants $+ 1$ **Power** ($+ 1$ per 4 added **Difficulty**) when evaluating **Penetrating Hits**. Material cost: 20 g plus 10 g per extra point.

Malevolent (10)

Prefix. The weapon inflicts an **Edge** penalty to the next **Deflect** check made by its victims. Material cost: 25 g.

Penetrating (10,+5)

Prefix. The weapon's edge bites through even the thickest armour. The weapon gains **Penetration** 1 (+1 per 5 added **Difficulty**). Material cost: 25 g + 12 g per extra point.

Rampant (11)

Prefix. After moving the weapon gains **Power** equal to the **Deflect** bonus of an equipped shield. Material Cost: 27 g.

Vengeful (11)

Prefix. The weapons gains an **Edge** bonus to **Aim** and damage rolls against a foe that has wounded you recently (within the last round of combat). Material cost: 27 g.

Executioner (12)

Prefix. When the weapon inflicts a **Critical Hit** the wielder is granted an extra damage roll. Material cost: 30 g.

Thirsting (13)

Prefix. When the weapon causes at least 1 **Endurance** damage to a victim, the wielder regains 1 missing **Endurance**. Material cost: 32 g.

Masterful (13)

Prefix. The weapon applies an **Edge** penalty to **Resist** attempts made against the wielder's spells or abilities. Material cost: 35 g.

Impaling (14)

Prefix. The weapon gains **Rending**. Material cost: 42 g.

Thundering (14)

Prefix. The weapon **Cripples** victims of its **Critical Hits**. Material cost: 42 g.

Vorpal (16)

Prefix. Upgrades **Lethality** of the weapon on **Critical Hits**. Material cost: 60 g.

Aggression (10)

Suffix. The weapon feels alive in your hand, its cuts are far surer and swifter than those you could normally make. The weapon grants + 1 **Aim** on its first attack against a given target. Material cost: 22 g.

Deflection (10)

Suffix. This allows the weapon's wielder to make a counter attack if they score a **Critical Deflect**. Material Cost 25 g.

Finesse (11)

Suffix. **Critical Failures** made with the weapon may be re-rolled. Material cost: 22 g.

Force (11)

Suffix. The weapon's attacks knock down victims that are **Staggered**. Material cost: 25 g.

Culling (12)

Suffix. Attacks made against targets which are **Crippled**, **Knocked Down**, or **Bleeding** benefit from a **Lethality** upgrade. Material cost: 30 g.

Laceration (13)

Suffix. The weapon inflicts **Bleeding** when it succeeds on a damage roll. Material cost: 32 g.

Butchery (14)

Suffix. The weapon has **Heavy Weapon** +1. Material cost: 40 g.

Devastation (14)

Suffix. The weapon has **Burst** +1. Material cost: 40 g.

Arcing (14)

Suffix. The spells cast by the wielder may add one extra target. Material cost: 42 g.

Determination (15)

Suffix. Attacks with the enchanted weapon have an **Edge** bonus to **Aim**. Material cost: 45 g.

4.6.6 Armour Enchantments

Resilient (10)

Prefix. Grants the wearer + 1 to **Resist** checks. Material cost: 25 g.

Feather-light (11)

Prefix. The armour grants its wearer +1 range to their normal movement. Material cost: 30 g.

Unflinching (12)

Prefix. This armour now negates the first **Endurance** point lost each turn. Material cost: 32 g.

Skilful: X (14)

Prefix. This grants the armour's wearer + 1 to checks for skill X. Material Cost: 37 g. When naming the armour one can alter the prefix to suit the skill, for example: sneaky leather armour would add + 1 **Stealth**.

Unshakeable (14)

Prefix. This grants the armour the **Bulwark** rule. Material cost: 40 g.

Adamant (15)

Prefix. This grants the armour the **Adamant** rule. Material cost: 45 g.

Warding (10,+4)

Suffix. The armour grants +1 **Resist** (+ 1 level per 4 added **Difficulty**). Material cost: 22 g plus 10 g per extra point.

Evasion (11,+4)

Suffix. The armour grants + 1 **Deflect** (+ 1 per 4 added **Difficulty**). Material cost: 25 g plus 10 g per extra point.

Mirrored (12)

Suffix. This enchantment can only be used upon a shield. While using the shield a wielder may use their **Deflect** in place of **Resolve** when making **Resist** attempts against spells. Material Cost: 27 g.

Destruction (14)

Suffix. The armour grants + 1 **Power** for spells. Material cost: 37 g.

Attribute (17)

Suffix. The armour grants the wearer + 1 **Attribute**. Material cost: 40 g. Where **Attribute** is a chosen **Natural Attribute** and the **Suffix** name will be something like Gauntlets of Might.

Chapter 5

Magic

Any character with sufficient force of will can alter the very fabric of the world around them, this magic is drawn from the inner strength of the character themselves, and so is tiring to perform. Characters learn new spells either through being taught them or by spending Hero Experience to unlock them.

5.1 Magic Mechanics

5.1.1 Casting a Spell

Spells are cast as actions like any other. Their complexity means that the caster must succeed ona **Magic** skill check in order to cast correctly. A failure means the spell fizzles, a **Critical Failure** means the spell effect goes haywire. What happens next is up to the GM, but a suggestion is that the spell affects the wrong target (the fireball detonates on the caster rather than their intended victim, for example). If the spell is cast successfully, apply the spell description effects. A **Critical Success** on casting grants an **Edge** bonus on subsequent rolls made as part of the spell.

5.1.2 Long casts

If a spell costs 2 or more action points then if the caster suffers any successful damage rolls during the round, they have an **Edge** penalty on all subsequent rolls associated with the spell.

5.1.3 Resist(X)

A Resist(X) check involves the victim making an opposed roll with their natural attribute X against the caster who adds -1 or **Might**, depending on **Magic** skill proficiency.

5.1.4 Dispel

A caster can use their spell-weaving skills to nullify the spells cast by another magic user. This can be used in place of **Resist** or as 1 action point prepared action, it involves a **Magic** check with the score the spell was cast on as **Difficulty**. If the check succeeds the spell is nullified.

5.1.5 Persistent spells

These spells have a long duration but concentration must be maintained to keep them functioning so only one can be functioning at a time. If a character is disabled or killed then their

Persistent spell ends. Otherwise if they suffer a successful damage roll, they must make a **Resolve** check against 11 plus the **Power** of the attack. If they fail, the **Persistent** spell ends.

5.2 Spells

In order to use spells you need to have unlocked them by being taught the spell via a book or master wizard. Otherwise a character can learn a spell themselves by paying the experience point cost of 3 (augment, or alternative effects cost further 3 each). No spells can be learned unless the character has the **Arcane Learning** perk. The **Difficulty** of the casting check for each spell is given in square brackets after its name.

5.2.1 Accusation [9]

You accuse a target creature of some misdeed, all nearby creatures become suspicious that the accusation is true if they fail a **Resist(R)** check.

Augment: Denouncement

The target of Accusation is subject to the **Cripple** effect for 1 round and 1 additional round per level of **Critical Failure** on **Resist**.

5.2.2 Animate homunculus [13]

You can shape a small creature out of any given material (30 cm is the maximum size), this creature is then animated and can be directly controlled by you (this requires your full concentration). The creature will only act when controlled, otherwise it remains inert. A homunculus uses your **Magic** proficiency for all skill checks, but cannot inflict damage in combat.

Augment: Automaton

Your homunculus is always animated and will obey simple verbal commands. You may have 1 + **Perception** homunculi active at once.

Augment: Golem [15]

The maximum size of your homunculi is increased to medium (man-sized) creatures, these can wield weapons and make unarmed attacks in combat.

5.2.3 Arcane armour [11]

For 1 action point you envelope yourself in a bubble of force. This makes your base **Toughness** 9 + **Magic** skill. This lasts for 10 minutes and is a **Persistent** spell effect.

Augment: Hardened magic

Damage rolls against you suffer an **Edge** penalty while this spell endures.

5.2.4   Arcane wall [12]

For 1 action point you create a wall of arcane force around a radius of 6 m (1 combat area) within a range of 3 (40 m). Passing through the wall costs any creature 1 action point and requires a **Resist(M)** check, failure means they cannot traverse the wall and suffer damage with normal **Lethality** (**Critical Success** for the caster on the **Resist** increments the damage severity). This lasts for 10 minutes and is a **Persistent** spell effect.

5.2.5   Bend light [12]

You can bend the rays of light to create minor illusions, altering the appearance of an object or making a creature/object up to medium size invisible while it is stationary. Anyone looking at this effect must **Resist(W)** to decide if they are fooled. This is a **Persistent** effect.

Augment: Major illusion [14]

You can bend light with such dexterity that you can create any illusion up to 6 m in size.

5.2.6   Blinding ray [10]

You can focus light, from a given source you touch, into a bright beam. This **Blinds** a victim that fails a **Resist(R)** check, additionally the normal lighting from the light source is removed for 1 round but the area adjacent to the target is fully illuminated for this time. The blindness lasts 1 additional round per level of **Critical Success** for the caster on **Resist**.

5.2.7   Compel [13]

You ensnare the target's mind forcing them to make an action chosen by you if they fail a **Resist(W)** check. This fails if the action would harm the target. This is a **Persistent** spell effect. Specify one extra action per level of **Critical Success** for the caster on **Resist**. The victim is aware that they being forced to act.

Augment: Dominate

Your control is so strong that Compel will not fail if the action would be harmful to the victim itself.

5.2.8   Curse [13]

For 1 action point you curse a target creature. If they fail a **Resist(R)** check then they replace any 6's they roll (on single d6's) with 1's. This lasts for 10 minutes and is a **Persistent** spell effect.

5.2.9   Earthquake [13]

For 2 action points you choose a region of radius 6 m radius (1 combat area) within a range of 3 (40 m) and make the ground violently shake. All creatures in the area must **Resist(M)** or be knocked down. This can be maintained as a **Persistent** spell for up to 1 minute.

5.2.10   Fan the flames [13]

You can greatly increase the intensity of an existing fire. Any creature that passes within such a flame must **Resist(R)** each round or suffer damage with crushing **Lethality**.

5.2.11   Fear [11]

A cloud of fear passes across the target's mind if they fail a **Resist** check, meaning they cannot approach the caster or remain adjacent to them for 1 minute. Each round after the first the victim may re-attempt the **Resist(R)**.

Augment: Terror

You have learned to afflict the mind with absolute terror. The target of fear must additionally make an immediate Courage check or suffer an **Edge** penalty to all rolls while this effect persists.

5.2.12   Flare [11]

Invoking a secret sign of power you cause a single flame to burst into in blinding white flash. Anyone who can see the flare is **Blind** for 1 round and 1 additional round per level of **Critical Failure** on **Resist(M)**. The explosion of the flare itself is harmless.

Augment: Burning flare

Flare ignites all adjacent creatures, who suffer damage with normal **Lethality** if they failed **Resist** (**Critical Success** for the caster on **Resist** increments damage severity).

5.2.13   Fireball [11]

This costs 2 action points and unleashes an explosive fireball that strikes a 6 m radius (1 combat area) within a range of 3 (40 m). Creatures within the blast must make a **Resist(C)** check or suffer damage with normal **Lethality** (**Critical Success** for the caster on **Resist** increments damage severity). This spells sets all flammable material in the radius on fire.

Augment: Blaster Master [13]

Reduce the cost to 1 action point.

5.2.14   Glacial ray [12]

This costs 2 action points. A ray of ice strikes a target within range 3 (40 m). If they fail a **Resist(C)** check they are **Immobilised** and **Vulnerable** until damaged.

Augment: Creeping frost

Glacial ray applies its effects to all creatures adjacent to the primary target.

Augment: Deep-freeze

After the effect of Glacial ray ends the ice shatters causing all creatures adjacent to the target take a hit with normal **Lethality**.

5.2.15   Guided motion [10]

Your command motion allows you to reach out and enhance the movements of another body. This confers an **Edge** bonus to an allied target's next **Athletics** or **Deflect** check. Choose one extra ally per level of **Critical Success** when casting.

Alternate: Inhibit motion [11]

Guided motion can target an enemy and confer an **Edge** penalty instead if they fail a **Resist(M)** check.

5.2.16   Hex of weakness [13]

For 1 action point you hex a target creature. If they fail a **Resist(R)** check, then whenever they lose **Endurance** they lose 1 additional point. This lasts for 10 minutes and is a **Persistent** spell effect.

Augment: Field [15]

If used for 2 action points this spell affects all creatures within a radius of 6 m (1 combat area).

5.2.17   Ice storm [11]

For 2 action points you choose a region of radius 6 m radius (1 combat area) within a range of 3 (40 m) and rain a shower of freezing ice shards upon it. Creatures within the area suffer a hit with normal **Lethality**. For 10 minutes the area is **Rough Terrain**, anyone entering the area suffers a hit with normal **Lethality**. This is a **Persistent** spell effect.

Augment: Sub-zero [13]

The cost of this spell is reduced by 1 action point.

5.2.18   Ignite [10]

Knowledge of natural secrets allows you to liberate energy from objects, causing them to burn. This spell sets the target on fire, however, the target can only be ignited if it is flammable. The fire created by Ignite also suffers from normal physical restrictions., i.e. You may not set fire to a creature unless it is naturally flammable, covered in oil, or circumstantially vulnerable. Setting fire to the clothes of a foe does no great harm to him (it might cause weak enemies to panic).

5.2.19   Illuminate [8]

A single small object you touch begins to glow softly. This provides low-light illumination over a single combat area (around a 6 m radius). This lasts until you cancel it.

5.2.20   Imbued rune [*]

For 1 action point you create a magical rune that contains a spell you know. This spell will be triggered when a condition you specify on casting the rune occurs. The rune lasts 1 hour and only one rune can be active at a time. The **Difficulty** is the same as the imbued spell's +2 .

5.2.21   Iron arm [11]

For 1 action point a chosen ally has +2 **Power**, this is a **Persistent** spell effect. Choose an additional ally per level of **Critical Success** when casting.

5.2.22   Lightning strike [11]

For 2 action points a bolt of lighting strikes a target within range 3 (40 m). The target must **Resist(C)** or suffer damage with crushing **Lethality**. The strike ignites all flammable material within 6 m (range 0).

Augment: Arcing [12]

If Lightning strike causes injury to the target, a second target, within range 1 (12 m) of the primary target, may be selected for the spell at no action point cost.

5.2.23   Mimic sound [8]

Your dexterity with the words of the wind allow you to mimic any chosen sound. The convincingness of this is decided by results of listeners' **Resist** checks.

5.2.24   Mind blast [12]

For 1 action point you blast a 6 m radius (1 combat area) within a range of 3 (40 m) with psychic energy. All creatures in the area must **Resist(W)** or gain an instance of the **Stagger** effect, with 1 additional instance per level of **Critical Success** for the caster on **Resist**. This does not affect **Mindless** creatures.

Augment: Mind scour

If cast with 2 action points you inflict damage with normal **Lethality** on victims who failed **Resist** (**Critical Success** for the caster on **Resist** increments damage severity).

5.2.25   Minor telekinesis [9]

You have learned the words and signs that control the fundamental motions of the world. This allows you to exert the force of a single hand to perform simple actions on an object visible to you.

Augment: Major telekinesis [11]

This relaxes restrictions on the casters telekinetic abilities, allowing the caster to manipulate an object up to a maximum weight of 20 kg per point of **Perception**. If the object is used as a weapon, it uses the caster's **Magic** proficiency for **Aim**. The bonus **Power** of such a weapon is given by the excess lifting force of the spell (that not required to actually move the object): + 1 per 10 kg excess. The **Power** for grabbing objects is calculated in the same manner. If multiple objects are controlled, the Power bonus from excess lifting force may be divided between them at the caster's discretion. This control lasts as longer as the caster can maintain his concentration.

5.2.26   Orb of light [8]

For 1 action point create a floating orb of light that can move a distance of 12 m (range 1) each turn. The orb provides full illumination within 6 m (1 combat area) of itself and **Low** light within 12 m (radius 1).

5.2.27   Overgrowth [9]

For 1 action point you choose a region of radius 6 m radius (1 combat area) within a range of 3 (40 m) and make plant growth explode from the ground. This region is now **Rough Terrain**.

5.2.28   Paths of nature [9]

Your secret knowledge has opened you to the voice of nature, this spell allows the caster to ignore natural forms of **Rough** or **Dangerous Terrain** effects as well as an **Edge** bonus on **Stealth** and **Awareness** checks while in wilderness. This lasts for 1 hour.

Augment: Woodland whispers

You can understand and speak the languages of plants and trees.

Augment: Tongues of beasts

You can hear the languages of animals and birds. This also allows you to talk to them and attempt to **Persuade** them.

5.2.29   Prediction [12]

This spell takes 10 minutes to cast. After it is complete roll 3d6 and put them to one side. At any point within the next 24 hours you may replace any 3d6 roll (made by any creature or character) with the 3d6 you set aside. You may only have one such set of predicted dice available at once. On a **Critical Failure** to cast the GM may instead choose when to make the roll substitution.

Augment: Forecasting

You can store 2 predictions at once.

5.2.30   Pyrokinesis [9]

With secret signs and forgotten knowledge you can transport the energies of a fire (flame and/or just heat) wherever you wish within a range 2.

5.2.31   Root lore [12]

Forgotten knowledge of plants and roots allows you to call on their assistance to entrap foes. Provided there are plants or other natural growths nearby, this can be used to make roots **Grapple** or **Shove** a chosen enemy within the foliage. The roots use your **Magic** power score when making opposed checks. This is a **Persistent** spell effect.

Augment: Bushwhack [14]

Plants and roots can be made to strike at your foes, using your **Magic** skill proficiency for **Aim**. For two action points you can instead activate a tree to strike at a nearby foe, this attack has crushing **Lethality**.

5.2.32   Shadow [13]

You cause all lights in within a chosen radius of 1 (around 13 m) to go out and thick shadow clouds the area. Creatures within the region fight using the **Dark** lighting rules. This lasts until you cancel it.

5.2.33   Sleep [10]

This costs 1 action point and is a **Persistent** spell. A single target within range 3 (40 m) must **Resist(R)** or fall asleep for 10 minutes. Any attacks or damage end the sleep.

Augment: Field [12]

If used for 2 action points this spell affects all creatures within a radius of 6 m (1 combat area).

5.2.34   Sorcerous blast [8]

This costs 1 action point and fires a missile whose type is chosen from among fire/lightning/force/ice. If cast successfully, the target must **Resist(C)** or suffer damage with normal **Lethality** (**Critical Success** for the caster on **Resist** increments damage severity). This does not occupy an active **Perk** slot, it counts as basic attack and thus can only be cast once per turn.

5.2.35   Sow doubts [9]

Your withering words instil doubt and uncertainty into a target that fails a **Resist(R)**, causing them an **Edge** penalty on their skill checks. This lasts 1 minute, each round after the first the victim may re-attempt the **Resist**.

Augment: Sap will

Victims of your Sow doubts now also suffer an **Edge** penalty to their **Resist** checks.

Augment: Air of doubt [11]

Sow doubts affects all chosen creatures adjacent to the primary target.

5.2.36   Stone sense [9]

Your expert knowledge of vibrations allows you to extend your hearing through a continuous stone (or earthen) surface or structure. For this purpose, a wall of stone bricks is continuous but soil and dirt do not count (they do not conduct vibrations coherently enough).

Augment: Shape earth [13]

A cunning earthen sigil allows the caster to twist the very earth into any shape he desires. The caster may touch earth or stone and then manipulate up to 10 kg of earth, or 5 kg of stone, plus 10 kg earth or 5 kg stone per point of **Perception**. The material may be manipulated into any shape the caster desires.

5.2.37   Stone skin [12]

By touch you draw stone from the ground to clad you in armour. For 1 round damage rolls against you suffer a **Lethality** downgrade (to a minimum of normal).

Augment: Earth-clad

This makes **Stone Skin** a **Persistent** spell which lasts until you lose concentrate on it.

5.2.38 Suggestion [10]

Make a single-sentence suggestion of an action to the target, on a failed **Resist(W)** check they follow the suggestion willingly. This suggestion will automatically fail if it would be harmful to the victim themself or their friends/allies. Specify 1 additional suggestion per level of **Critical Success** for the caster on **Resist**.

Augment: Manipulation [12]

Your mastery of the voice allows you to implant beliefs or feeling into a target via suggestion. In addition suggestion no longer fails if it would be harmful to the victims friends/allies.

5.2.39 Summon familiar

You summon a magical familiar to you, this is a very small creature (e.g. rat, cat, bird, lizard, frog, hedgehog, squirrel). The form of the creature is changeable and it takes 10 minutes of concentration to change its form. You can communicate telepathically with the creature while it is within 30 m of you. Additionally, you can view the sensory perceptions of the creature instead of your own while it is within 30 m of you (you are blind and deaf to your own senses while doing this). This spell occupies a passive **Perk** slot.

5.2.40 Time warp [14]

For 1 action point choose a creature within range 3 (40 m) to either gain or lose an action point each turn until the effect ends (maximum duration 1 minute). Targets may **Resist(R)** each turn to end the effect. Only one action point may be gained or lost each turn in this way. **Critical Success** for the caster on **Resist** means the target cannot attempt **Resist** next turn.

Augment: Field

If used for 2 action points this spell affects all creatures within a radius of 6 m (1 combat area).

5.2.41 Transfix [10]

You twist the target's perceptions, entranced or bewildered by confusing mental imagery they are forced to be stationary and motionless for 1 minute, if they fail a **Resist(W)** check (1 additional minute per level of **Critical Success** for the caster). If attacked, the effect ends.

Augment: Paralysis

Your transfixing gaze renders the target completely incapable of action. Transfix continues for 1 round after the target is attacked or damaged.

5.2.42 Twist the wind [11]

A complex incantation allows you to produce a localised air vortex that escapes outwards with a booming crash. This **Staggers** all creatures within a chosen area if they fail a **Resist(R)** check.

Augment: Thunderous blast [12]

The normal effects of Twist the wind now additionally inflict damage with normal **Lethality** on victims if they failed **Resist** (**Critical Success** for the caster on **Resist** increments damage severity).

5.2.43   Warp space [14]

For 1 action point you can twist the fabric of spacetime to move a target creature, which can attempt to **Resist(C)** if it wants to. This moves the target a distance up to range 3 (40 m). This cannot affect targets more than 1 size category larger than the caster without 1 level of **Critical Success** for the caster on **Resist** per size additional category difference.

5.2.44   Weather sense

You are attuned to the whispers of the sky and thus can predict the weather up to 1 day + **Perception** in advance.

Augment: Weather touch [15]

Your attentiveness to the whispers of the sky allows you to nudge the weather. This lets you alter the weather, with the effect occurring after 6 - **Perception** skill days.

5.2.45   Wind-caller [12]

A brief gust can be summoned through secret whispers to the wind. This spell reverses the flight of projectiles entering a target region for 1 round.

Augment: Howling winds [13]

Your mastery of the air means that Wind-caller can be cast with ferocious winds that knock down all creatures in the target area if they fail a **Resist(M)** check.

Chapter 6

Arms and Armour

6.1 Weapon Special Rules

6.1.1 Throw

Weapons with the **Throw** rule are finely balanced for use as projectiles. Thus, weapons without this rule confer an **Edge** penalty to **Aim**.

6.1.2 Multi-Edged

A weapon like this has many different naughty ends. Which bit is being used must be decided before rolling each attack. A halberd can **Trip** with its hook, slash with the axe-blade (+ 1 **Aim**) or stab with the spear point (**Rending**). The Lucerne Hammer is similar but it has **Penetration** 2 when the hammer head is used. A pole-axe has a heavy axe blade with **Massive Damage**, a hammer-head with **Penetration** 2, and a spear tip with **Rending**.

6.1.3 Unarmed

Weapons with this rule allow the wielder to retain the benefit of **Perks** that require him to be unarmed.

6.1.4 Flail

A flail is a one-handed weapon consisting of a short handle attached to a heavy mace head on the end of a chain. The extension of the chain grants the weapon great power for a single-handed weapon. However, the chain can get tangled or caught on an opponent. Thus, any **Critical Success Deflects** by targets result in the wielder being forced to untangle the flail before it can be used to attack, which results in an additional **Moment Of Weakness**.

6.1.5 Bows

Bows are Shooting type weapons, an untrained character firing a bow is subject to an **Edge** penalty on **Aim** (the Archer perk can negate this). Firing two arrows together incurs an **Edge** penalty to **Aim** but adds an extra projectile to the shot.

6.1.6 Crossbows

All crossbows are shooting weapons. There is no untrained penalty for these weapons, due to their point-and-shoot nature. Unless specially modified, these cannot fire two bolts at once.

Table 6.1: Basic Weapons

Name	Cost	Hands	Lethality	Power	Special
Bladed Weapons					
Dagger	5 s	1	N	-	Small, Throw 1
Stiletto	10 s	1	N	-	Small, Rending
Arming Sword	20 s	1	N	-	+1 Deflect
Long Sword	60 s	2/1	N	+ 1/-	+1 Deflect
Falchion	50 s	1	N	-	MD
Rapier	50 s	1	N	-	Rending
Sword-breaker	10 s	1	N	-	Disarm,+1 Deflect
Greatsword	75 s	2	N	+ 1	GW, +1 Deflect
Zweihander	2 g	2	C	+ 1	GW, Cumbersome
Axes					+1 Aim
Battle Axe	25 s	1	N	-	-
Bearded Axe	40 s	1	N	-	Disarm
Throwing Axe	10 s	1	N	-	Throw 2
Great Axe	70 s	2	N	+1	GW
Long Axe	70 s	2	N	-	GW, Reach
Bearded Long Axe	90 s	2	N	-	GW, Disarm, Reach
Pole Weapons					Trip
Javelin	5 s	1	N	-	Rending, Throw 2
Quarter Staff	10 c	2	N	-	Disarm,Reach
Spear	10 s	2/1	N	-/-	Rending, Reach/-
Pike	25 s	2	N	+1	Rending, Reach
Glaive	40 s	2	N	+1	Reach
Halberd	1 g 50 s	2	N	+1	Multi-edged, Reach
Lucerne Hammer	1 g	2	N	+1	Multi-edged, Reach
Ranseur	40 s	2	N	-	Rending, Disarm
Partisan	40 s	2	N	-	Rending, +1 Deflect
Pole-axe	1 g	2	N	+1	Multi-edged
Lance	1 g	2	N	-	Rending,charge MD, Reach
Blunt Weapons					
Cudgel	20 c	1	N	-	-
Club	2 s	2	N	+1	Penetration 1
War Hammer	40 s	1	N	-	Penetration 2
Great Hammer	60 s	2	N	-	Penetration 2, GW
Maul	70 s	2	C	+1	Cumbersome, Penetration 1
Mace	5 s	1	N	-	Penetration 1
Extended Weapons					
Flail	50 s	1	N	+1	Flail Fail
Grand Flail	1 g	2	N	+2	Flail Fail, Trip, Reach
Whip	15 s	1	N	-1	Trip, Disarm, Range 1
Chain	25 s	2	N	-	Trip, Disarm, Reach

Hand Crossbow

These diminutive weapons are designed to be easily concealed and to unloaded at close range into an unsuspecting victim. As such, they are **Small** and fast firing but are still tricky to

Table 6.2: Ranged Weapons

Name	Cost	Hands	Range	Reload	Lethality	Power	Special
Bows							
Short Bow	20 s	2	1	-	N	-	-
Long Bow	40 s	2	3	1	N	+1	MD
Recurve Bow	2 g	2	2	-	N	+ 1	-
Cross Bows							
Hand Crossbow	80 s	1	1	-	N	-	Reload 1(Pair), Small
Light Crossbow	80 s	2	2	2	N	+1	MD
Repeater Crossbow	1 g	2	1	1	N	-	-
Heavy Crossbow	5 g	2	3	3	C	+1	MD
Black Powder							Powder-Shot
Pistol	1 g 50 s	1	1	3	C	-	Penetration 2
Musket	4 g	2	3	3	C	-	Penetration 3
Blunderbuss	3 g	2	1	3	N	-	Burst 1, Cone
Bomb	20 s	1	1	-	C	+1	Burst 1, Throw, Radius

Table 6.3: Basic Armour

Name	Cost	Type	Toughness
Light Armour			
Gambeson	20 s	L	+1
Medium Armour			
Mail hauberk and gambeson	2 g	M	+3
Brigandine and mail	4 g	M	+4
Heavy Armour			
Brigandine and plate	6 g	H	+5
Full Plate	12 g	H	+6
Barding (Horse)	8 g	H	+4

Table 6.4: Shields

Name	Cost	Deflect	Special
Shield	50 s	+2	-

reload when used in pairs (requiring a 1 action **Reload**).

6.1.7 Powder-Shot

Black powder weapons are powerful but woefully inaccurate, to represent this, they suffer an **Edge** penalty to **Aim** (this does not apply to area weapons like bombs). Additionally their **Critical Failures** cause the user a single damage roll (use **Power** +3 and **Lethality** N). In the case of the bomb, treat it as though it hit everyone inside the same area as the character (including themselves) and resolve hits as normal.

Blunderbuss

This weapon fires a scatter of shot in a cone, hitting up to 2 targets in a single combat area. The user can also declare using it point blank within range 0, then it hits one target only but has **Burst** +1.

6.2 Armour Special Rules

6.2.1 Armour Weights

Armour is listed with a weight appropriate to medium sized armour, that is, armour made for medium sized creatures to wear. Armour for smaller creatures weighs half as much and armour for Large creatures weighs twice as much, larger armour weigh six times as much as medium armour.

6.2.2 Putting On and Removing Armour

Even heroes seldom sleep in full-plate armour, so there are then times when the speed at which a character puts on or removes armour might matter. It requires four action points to put on **Light Armour** or two to strap on a shield. However, it takes 1 minute to put on **Medium Armour** but it takes 5 minutes to put on **Heavy Armour** and requires that the wearer has assistance in putting it on. **Medium** or **Light Armour** can be put on in a rush, doing so means that armour might not be precisely adjusted in order function to it's full effect, this takes only four action points for medium armour or two action point for **Light Armour**, but reduces the **Toughness** of the armour by 1 while it is worn in this sloppy fashion.

Removing **Light Armour** takes 1 minute, **Medium Armour** takes 2 minutes, and **Heavy Armour** takes 5 minutes to remove.

6.2.3 Shields

Shields add a + 2 bonus to the bearer's **Deflect** score.

6.3 Weapon Enhancements

A weapon may have one quality enhancement and only two other enhancements. However, weapons cannot have more than one that is labelled 'Exclusive'.

6.3.1 Fine

(Quality enhancement) This grants the item + 1 power. This doubles the cost of the item.

6.3.2 Masterly

(Quality enhancement) This grants the item + 2 Power. This quadruples the cost of the item.

6.3.3 Expanded Bolt Rack

(Crossbow only - Exclusive) The weapon is fitted with expanded armatures and space for two bolts. It can thus fire two bolts with a single trigger release. This grants **Burst** + 1 on attacks made with the crossbow. Cost: Base cost x 3 + 1 g.

6.3.4 Special Payload

(Crossbow only - Exclusive) The armatures and bolt track of the bow are modified to carry larger and heavier bolts. This configures the crossbow to fire specialised ammunition that can carry explosives (bomb from alchemy - Section **??**), chains/ropes/nets, or poisons and other chemicals that spray in a radius of 1 around the impact point. Cost: 5 g.

6.3.5 Experimental Breach

(Black Powder Weapons only - Exclusive) The weapon can be loaded through a opening in the breach, rather than down the muzzle. This reduces the **Reload** time of the weapon by one rank (reduce paired pistols to **Reload** 1). However, if the user scores a **Critical Failure** with the weapon roll 3d6 in addition to normal **Black Powder** effects. On a score of 8− the weapon needs 50 s worth of repairs before it works again, on 9+ it jams requiring 2 action points be spent to clear the jam. Cost: 10 g.

6.3.6 Extra Barrel

(Black Powder Weapons only - Exclusive) The weapon is fitted with an extra barrel. The barrels can be fired together adding an **Edge** bonus to damage rolls, or separately, in which case the gun may be fired twice before re-loading. Cost: 3 g.

6.3.7 Carving

The weapon is weighted and broadened. This causes it to inflict damage over a wider area, granting it **Burst** + 1. Cost: 8 g.

6.3.8 Butchering

This adds **Cleave** + 1 to the weapon. Cost: 15 g.

6.3.9 Crushing

The weapon is designed to pact a hefty blunt wallop. This adds an extra instance of the **Stagger** effect to any target wounded by the weapon. Cost: 8 g.

6.3.10 Thunderous

Critical Hits from this weapon knock the victim down. Cost: 15 g.

6.3.11 Serrated

Serrations on the weapon leave bleeding wounds on the target. Victims of this weapon suffer **Bleeding** when it causes damage to them. Cost: 8 g.

6.3.12 Barbed

Savagely curved barbs ensure that existing wounds are torn wider. **Bleeding** targets are **Vulnerable** for 1 round if damaged by the weapon. Cost: 15 g.

6.3.13 Impaling

Carefully designed tapering allows well-placed strikes to plunge deep into the victim's body. Grants **Rending** to the weapon's attacks. Cost: 8 g.

6.3.14 Eviscerating

Victims of **Penetrating Hits** are **Vulnerable** for 1 round. Cost: 15 g.

6.4   Armour Enhancements

Armour may have one quality enhancement and only one other enhancement.

6.4.1   Fine

(Quality enhancement) This grants the item + 1 Toughness. This doubles the cost of the item.

6.4.2   Masterly

(Quality enhancement) This grants the item + 2 Toughness. This quadruples the cost of the item.

6.4.3   Thick Padding

A hefty layer of cloth padding soaks up the impact of musket fire. This reduces crushing lethality **Black Powder** weapons to normal **Lethality** but adds an **Edge** penalty on **Athletics** and **Stealth**. Cost: 50 s.

6.4.4   Intricate Scale-work

Fine layers of scaled plates distribute impact. This incurs a -1 **Burst** penalty (minimum 1 damage roll) to any attacks made against the wearer. Cost: 12 g. **Medium** or **Heavy Armour** only.

6.4.5   Heavily Reinforced

Nothing like just adding lots of extra steel. Adds the **Adamant** rule. Cost: 10 g. **Medium** or **Heavy Armour** only.

6.4.6   Cunning Strappage

Careful use of straps and weight distribution makes the armour feel so light you could dance in it (this is still not recommended). This negates a chosen **Edge** penalty incurred by the armour. Cost: 6 g. **Medium** or **Heavy Armour** only.

6.4.7   Knuckle-Blades

Punching people is easier with steel blades on the knuckles of your gloves. This granst + 1 **Power** to unarmed damage rolls. Cost: 50 s.

6.4.8   Armour Spikes

Sharpened protrusions or heavy studs set in the surface of the armour can make attacking the wearer a real hazard. This can be applied to any **Medium** or **Heavy Armour** piece, enemies grappling with the wearer have an **Edge** penalty to **Grapple** checks. Cost 20 s.

Chapter 7

Other Equipment

7.1 Currency

There are 10 copper pieces to a silver, and 100 silver to a gold.

7.2 Cost

This cost reflects an average price that the item would be purchasable for, from a merchant. This cost can go up and down dependent on how well a player haggles and on the circumstances of the city and/or merchant; that is, if something is in shortage it costs a lot more, or if the merchant is desperate to sell, the price goes down. A player can sell an item for a price dependent on the condition of the item, a merchant will offer him half the normal cost for a used item in good condition.

7.3 Equipment

7.3.1 Tools

Bandages

Required by a healer to use his healing skill, each use of the skill consumes a bandage.

Blacksmith Tools

Comprised of a set of hammers and tongs this enables a character to craft good quality items using the Armour or Weapon Smith skills.

Distiller

A complex piece of equipment that allows an Alchemist to purify and distil various liquids, this is required for the creation of potions.

Glass Vial

A simple glass vial with a stopper, used to hold liquids, this is needed to hold any potions created by an alchemist.

Lock-pick

A small piece of cunningly bent metal that can be used to open a lock with a Mechanical skill check opposed to the difficulty of the lock, on a failure the lock-pick breaks.

Musical Instrument

A simple instrument for making music.

Tailor Tools

A needle, a thread-pick, a thimble and various other items needed for the creation of clothing with the tailor skill.

Wood Axe

An axe for chopping up wood.

Master-Crafted Tools

These are finely crafted versions of any type of tool, this adds an **Edge** bonus to any rolls made using the tools.

7.3.2 Adventuring Gear

Backpack

A large but otherwise conventional satchel.

Barrel

A large wooden barrel, bound with iron rings. The barrel can hold about 50 litres.

Basket

A simple wicker basket for carrying small loads.

Candle

A small candle that that produces **Low** light in a 6 m radius, this candle can burn for up to 3 hours.

Canvas

A sheet of water-proof canvas. The price depends on the size of the sheet.

Chain

A metal chain made up of heavy steel links, the chain is strong enough to support very large weights, up to 500 kg.

Crowbar

A simple steel crowbar used for levering open doors or hinges. Using a crowbar adds an **Edge** bonus to rolls made using your Might to force open any hinged container or door.

Firewood

Wood for keeping a fire burning for one day.

Fishing Tackle

A fishing line, a hook, sinkers and lures. This can be used to attempt to catch fish with the **Survival** skill, the difficulty of this is dependent on the speed of the water and type of the fish.

Grappling Hook

A heavy iron hook used for scaling near vertical surfaces. This hook will hold the attached rope in place after being successfully thrown to the point you wish to climb to. The hook also makes an effective weapon.

Hammer

A simple hammer for hitting stuff and pitching tents.

Ladder

A length of ladder which can be climbed without needing an Athletics check.

Lantern

A hooded lantern used for projecting **Full** light directionally, up to 13 m from the bearer. This uses 0.5 kg of oil to burn for 24 hours.

Lantern oil

Enough oil to power a standard lantern for 24 hours. Highly flammable.

Mirror

A simple shiny surface (glass or metal) that reflects light. Useful for looking around corners.

Needle

A sharp needle for use in sewing or stitching wounds.

Paper

A single sheet of paper for writing on.

Pick

A simple pick used for breaking earth or skulls.

Pole

A length of wooden or metal pole.

Pot

A cooking pot, about 30 cm in diameter.

Quill

A feather quill used for writing.

Rope

A length of rope capable of supporting the weight of three people (∼250 kg).

Sack

A large rough cloth bag.

Spade

A digging implement (can be used to hit people as well).

Spyglass

A telescope capable of magnifying things from up to a mile away.

Tent

A canvas tent to keep you dry at night, this can house up to two man-sized creatures.

Tinder Box

A small box containing fast lighting twigs, used to rapidly start a fire.

Torch

Provides **Full** light up to a 6 m radius and **Low** light within 12 m. The torch can burn for 4 hours.

Trail Rations

Generally dried meat, bread and cheese. Long lasting food-stuffs to nourish a traveller.

Water-Skin

A hide bag used for carrying water, this carries water for one person for 5 days.

7.3.3   Mounts

Pony

A small hard working pony, capable of carrying an full grown small creature or the child of a man sized creature. A pony has a combat movement distance of 2. Such a creature has Might -1 but can carry weights of up to 100 kg while still being to walk or trot all day with no appreciable strain. Carrying weights of 150 kg or more risks injuring the horse if done for prolonged periods. This horse is not trained for war and may panic, it has Deflect -2 and Toughness 8.

Light Horse

A swift if none too tough horse, a Light Horse has a combat movement distance of 4. A light horse can gallop up to 2 hours a day at a speed of five times faster than a man, any longer risks injuring the horse. This horse can only move a distance of 2 per movement action while carrying a heavily-armoured rider. A light horse has Might 0 but can carry weights of up to 80 kg while still being to walk or trot all day with no appreciable strain. Carrying weights of 130 kg or more risks injuring the horse if done for prolonged periods. This horse is not trained for war and may panic, it has Deflect 0 and Toughness 9.

Cart Horse

A heavy farm horse capable of carrying heavy loads and working all day, however, it is not capable of maintaining very rapid speeds. A Cart Horse has a combat movement distance of 2. A cart horse has Might +2 but can carry weights of up to 200 kg while still being to walk or trot all day with no appreciable strain. Carrying weights of 300 kg or more risks injuring the horse if done for prolonged periods. This horse is not trained for war and may panic, it has Deflect -2 and Toughness 11.

Heavy Horse

A strong and reasonably quick horse. This horse can carry a man in heavy armour while moving at full speed. This horse has a combat movement distance of 3. Such a creature has Might +1 but can carry weights of up to 120 kg while still being to walk or trot all day with no appreciable strain. Carrying weights of 200 kg or more risks injuring the horse if done for prolonged periods. This horse is not trained for war and may panic, it has Deflect -2 and Toughness 10.

Destrier (War Horse)

A heavy horse trained for battle, the destrier is by far the largest breed of horse, standing over 2 metres at the shoulder. Its war training makes it a savage weapon in its own right and it has close-combat Aim +1, Deflect 0, Toughness 10, Power +3, and combat movement range 3. A destrier's damage rolls all have Massive Damage. A destrier can carry weights of up to 200 kg while still being to walk or trot all day with no appreciable strain. Carrying weights of 300 kg or more risks injuring the horse if done for prolonged periods.

Dire Wolf

A ravening grey wolf ridden by goblins, taming this creature usually only requires the death of a couple of goblins. A wolf can carry one small creature and has a combat movement distance of 2. A dire wolf has Aim and Deflect +1, Toughness 7, and its attacks make two damage rolls each with Power +2. Such a mount is not heavy enough to Trample over enemies effectively. A wolf has Might +2 but can carry weights of up to 60 kg while still being to walk or trot all day with no appreciable strain. Carrying weights of 100 kg or more risks injuring the horse if done for prolonged periods.

War Boar

A foul-smelling, ill-tempered beast ridden commonly by the orcs. These creature's ferocious charge causes a devastating impact, inflicting an additional hit at Power +5 when making an attack after moving. This creature has Aim +1, Deflect -3, Toughness 12, and its attacks make two damage rolls each with Power +3. The boar has Might +3 and the rider must make an

opposed Might check if he wishes to order the boar to do anything. Otherwise the boar will move towards the nearest edible or offensive object, and eat or kill it as appropriate. The boar's combat movement distance is 2.

Simple Saddle

A rough worked leather saddle, needed for sitting astride your mount. A saddle is fastened with girth buckles and has attached stirrups.

War Saddle

A heavy saddle needed to support a fully-armoured knight, this saddle is designed also to allow the knight to wield a lance one handed.

Racing Saddle

A saddle built for race horses, it is light weight and fine craftsmanship add 1 to the horses' combat movement distance.

Tack

Reins, bit, bridle and other equipment necessary for riding a mount. Riding bareback increases the difficulty of all ride checks by 2.

Feed

Food for a mount for one day.

Chapter 8

Equipment Tables

Table 8.1: Tools

Item	Cost
Bandages (5)	2 s
Blacksmith Tools	50 s
Distiller	1 g
Glass Vials (5)	5s
Lock-picks (5)	10 s
Musical Instrument	50 s
Tailor Tools	10 s
Wood Axe	5 s
Master-Crafted Tools	+3 g

Table 8.2: Adventuring Gear

Item	Cost	Weight
Backpack	5s	1 kg
Barrel	10 s	
Basket	2 s	0.2 kg
Candle	10 c	-
Canvas (per sq. m)	1 s	4 kg
Chain, 3 m	10 s	10 kg
Crowbar	25 s	5 kg
Firewood, 1 day	20 c	5 kg
Fishing Tackle	1 s	-
Grappling Hook	10 s	5 kg
Hammer	5 s	4 kg
Ladder, 3 m	10 s	10 kg
Lantern	15 s	1 kg
Lantern oil	5 s	0.5 kg
Mirror	5 s	-
Needle	1 s	-
Paper 1 sheet	1c	-
Pick	5 s	8 kg
Pole, 3 m	1 s	5 kg
Pot	10 s	0.5 kg
Quill Pen	10 c	-
Rope, 3 m	1 s	0.2 kg
Sack	10 c	0.2 kg
Spade	5 s	4 kg
Spyglass	1 g	1 kg
Tent	20 s	3 kg
Tinder Box	5 s	-
Torch	2 c	0.1 kg
Trail Rations 1 day	10 c	0.1 kg
Water-skin (full)	1 s	3 kg

Table 8.3: Mounts

Item	Cost
Pony	75 s
Light Horse	1 g 20 s
Cart Horse	4 g
Heavy Horse	4 g
War Horse	10 g
Wolf	2 g
Boar	3 g
Simple Saddle	10 s
War Saddle	50 s
Racing Saddle	50 s
Tack	20 s
Feed, 1 day	5 c

Table 8.4: Clothes

Item	Cost
Peasant	5 c
Scholar	10 s
Cleric	5 s
Cold Weather	20 s
Noble	2 g
Merchant	50 s

List of Tables