

Heroes3D6

Fantasy Role-playing Rules Add-on

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Chapter 1

The world of Krell

1.1 Religious beliefs

1.2 Major settlements

1.3 Technology and society

Chapter 2

Aether and magic

Aether is the term used to describe the natural energy that flows throughout the world. All creatures are attuned to aether to some extent, but study and practice can allow one to directly manipulate their own aether, as well as draw it in from their environment. Aether manipulation can create a variety of effects, either aligned to the natural elements or altering the aetheric fields of living creatures.

2.1 Aether points

Every character has a maximum of 1 aether point at any one time. Any character can spend this on the **Aether Surge** ability.

2.1.1 Aether surge

The character concentrates their aether to grant themselves a burst of power. At a cost of 1 aether point they may gain an **Edge** bonus on a roll of their choice.

2.1.2 Recharging aether

A one hour rest restores 1 aether point to any character that had none remaining.

2.1.3 Aether crystals

Sometimes aether crystallises of its own accord. These crystals can be consumed by anyone to gain aether points. The number gained depends on the strength of the crystal. In addition to this, a character consuming a crystal experiences a rush of life and enhanced sensations for 10 minutes.

Crystal jitters

The consumption of aether crystals is addictive, withdrawal manifesting in the form of uncontrolled shaking motions throughout the victim's body.

Chapter 3

Character creation

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

3.1 Character species

3.1.1 Humans

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

Human 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. Mus-folk stereotype humans as grim and unscrupulous. Troggs stereotype humankind as deceitful and conniving.

Flexibility

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

3.1.2 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 Trog's 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 one additional skill proficiency.

3.1.3 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.

3.1.4 Trog's

Trog's 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. Trog's 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 trog's tend to be larger and stronger than males), with a harem of males who care for the young trog's. Plenty of young trog's find this authoritarian system stifling, so they form their own more egalitarian bands. This form of living is often scorned and belittled by their elders. Trog's 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 Trog's as stupid and violent.

Tough as nails

Trogs are extremely durable and thus have + 1 **Endurance**.

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.

3.2 Starting equipment

A new character may choose one piece of armour and up to three weapons from Table 3.1. All characters get a set of clothes.

Table 3.1: New Adventurers Starting Gear.

Name	Power	Hands	Lethality	Notes
Rusty sword	-	1	N	-
Hunting knife	-	1	N	Small
Notched axe	+1	2	N	-
Worn crossbow	-	2	N	MD, Reload 2, Range 2
Corroded pike	-	2	N	Reach, Rending
Pitted hammer	-	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	+1	2	N	-
Shabby pistol	-	2	C	Reload 2, 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	+3	M	-
Rusted mail hauberk	+2	M	-
Tattered gambeson	+1	L	-
Travelling clothes	-	-	-

3.3 Additional backgrounds

3.3.1 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.

3.3.2 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, Deceive.

3.4 Additional convictions

3.4.1 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.

3.4.2 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 4

Perks and proficiencies

4.1 General proficiencies

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

4.1.1 Aetheric learning (3)

(Requires **Skill Proficiency: Aethermancy**) This may only be chosen at character creation. This grants the character a +1 increase in maximum aether points. Additionally, they may choose two spells from the following list: Aetheric blast 6.2.2, Bend light 6.2.8, Minor telekinesis 6.2.29, Overgrowth 6.2.25, Ignite 6.2.20, Illuminate 6.2.21, Orb of light 6.2.24, Aetheric armour 6.2.3, Blinding ray 6.2.9, Flare 6.2.15, and Stone sense 6.2.36.

4.1.2 Weapon proficiency: X (2)

In this setting, X can be drawn from: unarmed, swords, axes, blunt weapons, pole weapons, extended weapons, bows, crossbows, and black-powder weapons. A character who is not proficient with his equipped weapon counts his **Aim** and **Power** as -1 .

4.1.3 Aetheric reservoir (3)

(Requires **Skill Proficiency: Aethermancy**) The character increases their maximum aether limit by 1 point.

4.2 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.

4.2.1 Hawk Talon (5)

(Requires **Weapon Proficiency: Bows**). 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.

4.2.2 Heart-seeker (3)

(Requires **Weapon Proficiency: Bows**). 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**.

4.2.3 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**.

4.3 Passive

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

4.3.1 Aetheric mastery (6)

(Requires **Skill Proficiency: Aethermancy**) The character can equip 2 spells per active perk slot.

4.3.2 Aetheric savant (5)

The character can spend an aether point to gain the benefits of any **Perk** for 1 round.

4.3.3 Hammer Time (4)

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

4.3.4 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.

4.3.5 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.

4.3.6 Multi-tasker (4)

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

4.3.7 Polished shield (3)

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

4.3.8 Reloading drill (4)

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

4.3.9 Rifle drill (4)

Black-powder weapons **Reload** action costs are reduced by 1 for the character.

4.3.10 Shield bash (3)

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

4.3.11 Staff Mastery (4)

The character may use a quarter staff (or other pole weapon) as though it was a dual-ended weapon, gaining an extra damage roll (with no weapon bonuses being applied to this). No **Dual-Wielding** penalties apply when using this **Perk**.

4.3.12 Weapon Specialisation (6)

(Requires **Weapon Proficiency: X**) This grants an **Edge** bonus on **Aim** checks with weapons of type X.

4.3.13 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 5

Character Skills

5.1 Aethermancy (Wit)

This is the skill invoked to cast spells. More details can be found in Chapter 6.

5.2 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 5.1 displays some potion suggestions.

Table 5.1: 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
Camouflage	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

Chapter 6

Aethermancy

Any character with sufficient knowledge of the flow and hum of the aether can alter the very fabric of the world. The energy for this is drawn from the inner strength of the character themselves. Thus, a character can only exercise this powers sparingly, lest they exhaust the aether powering their body. The use of aether to create external effects is known as “manifestation”. Characters learn new manifestations either through being taught them or by spending Hero Experience to unlock them.

6.1 Aethermantic mechanics

6.1.1 Producing a manifestation

Manifestations are actions like any other. However, they also costs 1 point of aether, unless otherwise specified. Manifestations usually just require that the caster and victim make a **Resist** check to decide if they take effect. However, some manifestations produce projectiles and thus also involve a **Deflect** check. A **Critical Failure** during casting releases aether in an uncontrolled reaction.

6.1.2 Resist(X)

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

6.1.3 Dispel

An aethermancer can use their own aether to nullify the manifestations of another. This can be used in place of **Resist** or as 1 action point prepared action, it involves an **Aethermancy** check opposed with the other aethermancer. If the check succeeds the manifestation is nullified.

6.1.4 Persistent manifestations

These have a long duration but require that concentration be maintained to keep them functioning. Thus, only one can be employed at a time. If a character is disabled or killed then their **Persistent** manifestation 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** manifestation ends.

6.2 Aether manifestation

To represent a character's development in aethermancy they can learn new manifestations by paying the experience point cost listed in square brackets after the name. No manifestations can be learned unless the character has **Skill Proficiency: Aethermancy**. All manifestations cost 1 action point unless otherwise specified.

6.2.1 Ather siphon [2]

An aethermancer can establish a resonance with another creature such that their aether is stripped from their body. For 2 action points (but no aether points) a chosen target within range 0 (5 m) must **Resist(C)** or lose an aether point. If the target has no aether points, it loses an **Endurance** instead. If the aethermancer succeed on the **Resist**, they gain 1 aether point.

6.2.2 Aetheric blast [2]

This costs 1 action point and projects your aether out in a searing jet. A chosen target within range 1 (15 m) must **Deflect**, if they fail then they must **Resist(R)** or suffer damage with normal **Lethality** (**Critical Success** for the aethermancer on **Resist** increments damage severity). You have **Edge** on the **Resist** roll.

Augment: Resounding blast [2]

Aetheric blast now inflicts **Knocked Down** if it causes damage.

6.2.3 Aetheric armour [3]

For 1 action point you envelope yourself in a high-pressure field of aether. This manifests as a shimmering in the air around you and increases your **Toughness** by your **Wit** score. You cannot manifest this while wearing armour, as this disrupts the widespread projection of your aether. This manifestation lasts for 10 minutes and is a **Persistent** effect.

Augment: Hardened magic [3]

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

6.2.4 Aetheric wall [3]

For 1 action point you manifest a wall of shimmering aether around a radius of 5 m (1 combat area) within a range of 2 (25 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 aethermancer on the **Resist** increments the damage severity). This lasts for 10 minutes and is a **Persistent** manifestation.

6.2.5 Animal aether [2]

Every living creature hums with an aetheric field. By carefully tuning your own aetheric field into resonance you can hear the mood and emotions of animals.

Augment: Animal resonance [2]

Your mastery of the aetheric fields of animals allows you to communicate emotions to them as well as attempt to **Persuade** them.

6.2.6 Animate homunculus [2]

You can shape a small creature out of any given material (30 cm is the maximum size), this creature is then imbued with aether. This grants it a kind of limited life while directly controlled by you (this requires your full concentration). The creature will only act when controlled, otherwise it remains inert. A homunculus has no skill proficiencies and cannot inflict damage in combat.

Augment: Automaton [4]

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

Augment: Golem [5]

The maximum size, for a single homunculus, is increased to medium (man-sized) creatures, these can wield weapons and make unarmed attacks in combat.

6.2.7 Arcing aether [3]

You infuse your aether into a resonance with elemental lightning. For 2 action points, aetheric lightning leaps from your body and strikes a target within range 2 (25 m). The target must **Resist(R)** or suffer damage with normal **Lethality**. The lightning then leaps to a second target within range 1 of the first. It will only leap to allies if no enemies are in range.

Augment: Resonant arcing [2]

The lightning gains an extra leap every time it causes damage.

Augment: Paralytic arcs [2]

Victims damaged by this manifestation are **Immobilised** for 1 round.

6.2.8 Bend light [3]

Aether flows from your fingers creating an aetheric lattice that bends light. At a distance up to range 1 (15 m), you can create a stationary illusion up to medium size. Anyone looking at this effect must **Resist(W)** to decide if they are fooled. This is a **Persistent** effect. The illusion is only visual, it makes no sounds, smells, and cannot be touched.

Augment: Major illusion [2]

You can bend light with such dexterity that you can create illusions up to 5 m in size.

6.2.9 Blinding ray [3]

You pour aether into a light source you touch, focusing its illumination into a searingly 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 aethermancer on **Resist**.

6.2.10 Clinging aether [3]

For 1 action point you blast a 5 m radius (1 combat area) within a range of 1 (15 m) with crackling aether that anchors everything to the earth. All creatures in the area must **Resist(W)** or be **Immobilised** for 1 round (1 additional round per level of aethermancer **Critical Success**).

6.2.11 Compel [3]

You infuse aether into a target by touch, 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** effect. Specify one extra action per level of **Critical Success** for the aethermancer on **Resist**. The victim is aware that they being forced to act.

Augment: Dominate [3]

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

Augment: Project aether [2]

You can now manifest this power at range 1.

6.2.12 Earthquake [4]

You flood the ground with aether, making it roll and buck as though it was alive. For 2 action points you make the ground violently shake. All creatures adjacent to you must **Resist(M)** or be knocked down. This can be maintained as a **Persistent** effect for up to 1 minute.

Augment: Project aether [2]

You can now manifest this power at range 2 (25 m), instead of shaking the ground adjacent to you.

6.2.13 Fiery surge [3]

You can fuel a flame via aether infusion, greatly increase the intensity of an existing fire within range 1 (15 m). Any creature that makes contact with such a flame must **Resist(C)** or suffer damage with crushing **Lethality**. This fire burns for 1 minute.

6.2.14 Fear [2]

You infuse a target, within range 1 (15 m), with aether, causing a cloud of fear to pass across the target's mind if they fail a **Resist** check. Such a target cannot approach the aethermancer or remain adjacent to them for 1 minute. Each round after the first the victim may re-attempt the **Resist(R)**.

Augment: Terror [3]

You have learned to afflict the mind with absolute terror. The target of fear suffers an **Edge** penalty to all rolls while this effect persists.

6.2.15 Flare [2]

Projecting aether suddenly into a flame within range 1 (15 m), you cause it 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 [3]

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

6.2.16 Fireball [4]

This costs 2 action points. You condense your aether into an explosive fireball that you can hurl at a 5 m radius (1 combat area) within range 2 (25 m). Creatures within the blast must **Deflect**, if they fail they make a **Resist(R)** check or suffer damage with normal **Lethality**. This manifestation sets all flammable material in the radius on fire.

Augment: Blaster Master [3]

The fiery explosion burns with voracious intensity. This manifestation gains the **Heavy Weapon** 1 effect.

6.2.17 Freezing storm [4]

For 2 action points you choose a region of radius 5 m radius (1 combat area) within a range of 2 (25 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** effect.

Augment: Sub-zero [2]

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

6.2.18 Glacial ray [3]

This costs 2 action points. A ray of freezing aether strikes a target within range 1 (15 m). They must **Deflect** and **Resist(R)** if they fail. Failure on the second check means they are **Immobilised** and **Vulnerable** until damaged.

Augment: Creeping frost [2]

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

Augment: Deep-freeze [2]

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

6.2.19 Guided motion [3]

Aether streams out from you to enhance the movements of another body within range 1 (15 m). This confers an **Edge** bonus to an allied target's next **Athletics** or **Deflect** check.

Alternate: Inhibit motion [2]

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

6.2.20 Ignite [2]

You infuse your aether into generating a resonance between your target and the element of fire. This manifestation can be used on a chosen target within range 1 (15 m). 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. Materials like metals can be heated by this effect to burn their bearer. Setting fire to the clothes of a foe does no great harm to him (it might cause weak enemies to panic).

6.2.21 Illuminate [2]

You infuse an object with aether, causing it to resonate with the aetheric field of light. A single small object you touch begins to emit a soft aetheric glow. This provides low-light illumination over a single combat area (around a 5 m radius). This lasts until you cancel it.

6.2.22 Iron arm [4]

You infuse a creature with aether that resonates with the musculature of their body. A chosen creature within range 1 (15 m) gains +1 **Power**. This is a **Persistent** effect that lasts up to 1 minute.

6.2.23 Mimic sound [2]

You subtly leak aether into the air, causing it to vibrate in a chosen pattern. This allows you to produce any sound you can imagine, at volumes between a whisper and a shout. The convincingness of this is decided by results of listeners' **Resist(W)** checks.

6.2.24 Orb of aether [3]

You can infuse your aether into the aetheric field of light itself, creating a condensed orb of luminosity. This manifests as floating orb of aether that can move a distance of 15 m (range 1) each turn. The orb provides full illumination within 5 m (1 combat area) of itself and **Low** light within 15 m (radius 1).

6.2.25 Overgrowth [3]

Plants have their own variety of aetheric field, you can infuse aether into this field to create a resonance. You may choose a region of radius 5 m radius (1 combat area) within a range of 1 (15 m) and make plant growth explode from the ground. This region is now **Rough Terrain**.

6.2.26 Paths in the aether [2]

You can attune your own aether to the fields within the terrain around you, allowing effortless avoidance of obstructions. This manifestation allows the aethermancer 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.

6.2.27 Prediction [3]

Time itself resonates with aetheric frequencies. You can use this to attempt to peer into possible futures. This manifestation takes 10 minutes to complete. Afterwards, roll 3d6 and put them to one side. In addition, make an **Aethermancy** check vs **Difficulty** 13. If you succeed, then 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. On a **Critical Failure** the GM may instead choose when to make the roll substitution. You may only have one such set of predicted dice available at once.

Augment: Forecasting [3]

You can store 2 predictions at once.

6.2.28 Pyrokinesis [3]

Attuning your aether to resonate with fire and heat you can adjust the aetheric field of flames to cause them to move around. With careful control of aether you can transport the energies of an existing fire (flame and/or just heat) wherever you wish within a range 2 (25 m).

6.2.29 Resonant motion [2]

You infuse aether into objects so that their aetheric fields resonate with motion. This allows you to exert the force of a single hand to perform simple actions on an object visible to you within range 1 (15 m).

Augment: Major resonance [3]

The aethermancer is far more attuned to the resonance of motion, allowing the aethermancer to manipulate an object up to a maximum weight of 20 kg per point of **Might**. If the object is used as a weapon, it uses the aethermancer's **Aethermancy** for **Aim**. The bonus **Power** of such a weapon is given by the excess lifting force of the manifestation (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 aethermancer's discretion. This manifestation requires that the aethermancer to maintain full concentration, in combat they must spend an action point to manipulate objects with this power.

6.2.30 Root weaving [3]

By creating aetheric resonance between yourself and nearby plants, you can 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 creature or object within the foliage. The roots use your **Aethermancy** power score when making opposed checks. This is a **Persistent** effect that can be maintained for up to 10 minutes.

Augment: Bushwhack [2]

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

6.2.31 Sapping aether [4]

You infuse a discordant aetheric field into a target, weakening their body. If a target within range 1 (15 m) fails a **Resist(R)** check then, whenever they lose **Endurance** they lose 1 additional point. This lasts for up to 1 minute and is a **Persistent** effect.

Augment: Field [2]

If used for 2 action points this affects all creatures within a radius of 5 m (1 combat area).

6.2.32 Shadows in the aether [3]

Light has its own aetheric field and your aether can be used to create a counter vibrating field that extinguishes lights. All light disappears within a chosen radius of 1 (around 15 m). Creatures within the region fight using the **Dark** lighting rules. This lasts until you cancel it.

6.2.33 Transfix [3]

You infuse your aether into a creature, disrupting its aetheric field to fill its mind with a deluge of sensory information. A single target within range 1 (15 m) must **Resist(R)** or stand transfixed (no actions allowed) for 10 minutes. A **Resist** attempt may be made at the end of each turn to end the effect. This is **Persistent** effect and any damage ends the effect immediately.

Augment: Field [2]

If used for 2 action points this manifestation affects all creatures within a radius of 5 m (1 combat area).

Augment: Amplification [3]

If the victim of this effect is damaged, the manifestation lingers for 1 round before ending.

6.2.34 Shape earth [3]

The ground around you has an aetheric field that can be manipulated. A cunning flow of aether allows one to twist the very earth into any desired shape. The aethermancer 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 **Wit**.

6.2.35 Sonic boom [3]

By tuning your aether to resonate with the field of the air around you, a localised over-pressured pocket of air escapes outwards with a booming crash. This **Staggers** all creatures within a chosen area if they fail a **Resist(R)** check. The chosen area must be within range 1 (15 m).

Augment: Thunderous blast [2]

This power now additionally inflicts damage with normal **Lethality** on victims if they failed **Resist** (**Critical Success** for the aethermancer on **Resist** increments damage severity).

6.2.36 Stone sense [2]

Your expert knowledge of aetheric 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). This power lasts for up to 1 hour.

6.2.37 Stone skin [3]

Manipulating the aetheric field of rock, 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 [2]

This makes **Stone Skin** a **Persistent** effect that lasts up to 10 minutes.

6.2.38 Suggestion [3]

A creature's own aetheric field can be infused with aether to make its mind more open and malleable. 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 themselves or their friends/allies. Specify 1 additional suggestion per level of **Critical Success** for the aethermancer on **Resist**.

Augment: Manipulation [2]

Your mastery of the aetheric fields in brains 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.

6.2.39 Time warp [5]

Projecting your aether towards another creature, you make its own aetheric field discordant with the flow of time. Choose a creature within range 1 (15 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 aethermancer on **Resist** means the target cannot attempt **Resist** next turn.

Augment: Field [2]

If used for 2 action points this affects all creatures within a targeted radius of 5 m (1 combat area).

6.2.40 Vortex [3]

Infusing a sudden burst of aether into the air creates a resonance that roars out as a powerful vortex of wind. This reverses the flight of projectiles entering a target region within range 1 (15 m) for 1 round.

Augment: Howling winds [2]

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

6.2.41 Warp space [5]

You infuse your aether around a creature, warping the aetheric field of space itself. For 1 action point you can move a target creature, which can attempt to **Resist(C)** if it wants to. This moves the target a distance up to range 2 (25 m). This cannot affect targets more than 1 size category larger than the aethermancer without 1 level of **Critical Success** for the aethermancer on **Resist** per size additional category difference.

6.2.42 Weather sense [2]

You attune to the aetheric fields of air and water, thus you can predict the weather up to 1 day + **Wit** in advance.

Augment: Weather touch [4]

Your mastery of air and water allows you to nudge the weather. This lets you alter the weather, with the effect occurring after 5 - X days where X is the number of aether points spent on this manifestation.

6.3 Magic items

With long study and practice, a magically attuned person can gain the ability to imbue magic into physical objects. These enchanted items can be given special powers, however, the expertise required to create them comes at a steep price. A single item can only bear one enchantment.

6.3.1 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 be cast by any character. 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.

The cost of these items is 3 g per charge.

6.3.2 Weapon Enchantments

Arcing

The spells cast by the wielder may add one extra target. Cost: 35 g.

Aggression

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. Cost: 5 g.

Barbed

Savagely curved barbs ensure that existing wounds are torn wider. **Bleeding** targets are **Vulnerable** for 1 round if damaged by the weapon. Cost: 5 g.

Butchery

The weapon has **Heavy Weapon** +1. Cost: 30 g.

Culling

Attacks made against targets which are **Crippled**, **Knocked Down**, or **Bleeding** benefit from a **Lethality** upgrade. Cost: 25 g.

Deflection

This allows the weapon's wielder to make a counter attack if they score a **Critical Deflect**. Cost 15 g.

Devastation

The weapon has **Burst** +1. Cost: 35 g.

Executioner

When the weapon inflicts a **Critical Hit** the wielder is granted an extra damage roll. Cost: 15 g.

Finesse

Critical Failures made with the weapon may be re-rolled. Cost: 10 g.

Impaling

The weapon gains **Rending**. Cost: 25 g.

Malevolent

The weapon inflicts an **Edge** penalty to the next **Deflect** check made by its victims. Cost: 15 g.

Masterful

The weapon applies an **Edge** penalty to **Resist** attempts made against the wielder's spells or abilities. Cost: 25 g.

Penetrating

The weapon's edge bites through even the thickest armour. The weapon gains **Penetration** + 1. Cost: 10 g.

Thirsting

When the weapon causes at least 1 **Endurance** damage to a victim, the wielder regains 1 missing **Endurance**. Cost: 30 g.

Thunderous

Critical Hits from this weapon knock the victim down. Cost: 5 g.

Vengeful

The weapons gains an **Edge** bonus to **Aim** and damage rolls against a foe that has damaged you within the last round of combat. Cost: 15 g.

Vorpal (16)

Upgrades **Lethality** of the weapon on **Critical Hits**. Cost: 45 g.

6.3.3 Armour Enchantments

Resilient

Grants the wearer + 1 to **Resist** checks. Material cost: 5 g.

Feather-light

The armour grants its wearer +1 range to their normal movement. Cost: 15 g.

Unflinching

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

Evasion

The armour grants + 1 **Deflect**. Cost: 10 g.

Mirrored

This enchantment can only be used upon a shield. While using the shield a wielder may use their **Deflect** when making **Resist** attempts against spells. Cost: 15 g.

Chapter 7

Arms and Armour

7.1 Weapon Special Rules

7.1.1 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 **Power**) 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**.

7.1.2 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**.

7.1.3 Lance

A lance gains bonus **Lethality** during a mounted charge action.

7.1.4 Bows

Bows are shooting-type weapons. Firing two arrows together incurs an **Edge** penalty to **Aim** but adds an extra projectile to the shot.

7.1.5 Crossbows

All crossbows are shooting weapons. Unless specially modified, these cannot fire two bolts at once.

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

Table 7.1: Close-combat Weapons. Note that L signifies **Lethality**, A is **Aim**, D is **Deflect**, and P is **Power**. Pen indicates the **Penetration** effect and MD is **Massive Damage**.

Name	Cost	Hands	L	A	D	P	Special
Daggers							
Dagger	5 s	1	N	-	-	-	Small, Throw 1
Stiletto	10 s	1	N	-	-	-	Small, Rending
Swords							
Arming Sword	20 s	1	N	-	+1	-	- Rending Disarm MD Cumbersome
Long Sword	60 s	2/1	N	-	+1	+1/-	
Falchion	50 s	1	N	-	-	+1	
Rapier	50 s	1	N	-	+1	-	
Sword-breaker	10 s	1	N	-	+1	-	
Greatsword	75 s	2	N	-	+1	-	
Zweihander	2 g	2	C	-	-	+1	
Axes							
Battle Axe	25 s	1	N	+1	-	-	-
Bearded Axe	40 s	1	N	+1	-	-	Disarm
Throwing Axe	10 s	1	N	+1	-	-	Throw 2
Great Axe	70 s	2	N	+1	-	-	MD
Long Axe	70 s	2	N	+1	-	-	MD, Reach
Bearded Long Axe	90 s	2	N	+1	-	-	MD, 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	-	-	-	Multi-edged, Reach
Lucerne Hammer	1 g	2	N	-	-	-	Multi-edged, Reach
Ranseur	40 s	2	N	-	-	-	Rending, Disarm
Partisan	40 s	2	N	-	-	-	Rending, +1 Deflect
Pole-axe	1 g	2	N	-	-	-	Multi-edged
Lance	1 g	2	N	-	-	-	Rending, Reach
Blunt Weapons							
Cudgel	20 c	1	N	-	-	-	Pen 1 Pen 2 Pen 2, MD Cumbersome, Pen 1 Pen 1
Club	2 s	2	N	-	-	+1	
War Hammer	40 s	1	N	-	-	-	
Great Hammer	60 s	2	N	-	-	-	
Maul	70 s	2	C	-	-	-	
Mace	5 s	1	N	-	-	-	
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

Table 7.2: Ranged Weapons. Note that L signifies **Lethality** and P is **Power**. Pen indicates the **Penetration** effect and MD is **Massive Damage**.

Name	Cost	Hands	Range	Reload	L	P	Special
Bows							
Short Bow	20 s	2	1	-	N	-	-
Long Bow	40 s	2	3	1	N	-	MD
Recurve Bow	2 g	2	2	-	N	+ 1	-
Cross Bows							
Hand Crossbow	80 s	1	1	-	N	-	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							
Pistol	1 g 50 s	1	1	3	C	-	Pen 2
Musket	4 g	2	3	3	C	-	Pen 3
Blunderbuss	3 g	2	1	3	N	-	Burst 1, Cone
Bomb	20 s	1	1	-	C	+1	Burst 1, Throw, Radius

7.1.6 Powder-Shot

Black powder weapons are powerful but quite dangerous to their wielder. As such, **Critical Failures** on **Aim** cause the user a single damage roll (use **Power** +2 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.

7.2 Armour Special Rules

7.2.1 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.

7.2.2 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

Table 7.3: 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 7.4: Shields

Name	Cost	Deflect	Special
Shield	50 s	+2	-

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.

7.2.3 Shields

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

7.3 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'.

7.3.1 Fine

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

7.3.2 Masterly

(Quality enhancement) This grants the item + 1 **Power** and **Aim**. This quadruples the cost of the item.

7.3.3 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.

7.3.4 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 0 around the impact point. Cost: 5 g.

7.3.5 Experimental Breach

(Black Powder Weapons only - Exclusive) The weapon can be loaded through a opening in the barrel, 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.

7.3.6 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.

7.4 Armour Enhancements

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

7.4.1 Fine

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

7.4.2 Masterly

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

7.4.3 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.

7.4.4 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.

7.4.5 Heavily Reinforced

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

7.4.6 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.

7.4.7 Knuckle-Blades

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

7.4.8 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 8

Other Equipment

8.1 Currency

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

8.2 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.

8.3 Equipment

8.3.1 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.

8.3.2 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 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.

8.3.3 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 9

Equipment Tables

Table 9.1: 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 9.2: 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 9.3: 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 9.4: Clothes

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

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