

Master Rulebook

RotR guide to Character Creation, Combat, Magic, and Faith

V 1.015

Starting a new Character

Steps to create a new Character

Step 1	Write your character and player name at the top of your character sheet.
Step 2	Roll two columns of stats (Six Stats) using 3d6 and select the highest roll from each row. If you do not have at least a net bonus of +1 after completing this process, reroll this set of stats.
Step 3	Roll 3D6 on the race chart to determine race and add any race and gender bonuses.
Step 4	Fill in your gender on the top of your character sheet. Fill in your stats on the sheet next to the three capital letter stats (ie. STR, DEX, ETC)
Step 5	Choose a skill class for which you fulfill the minimal requirements. (This can be changed as you level up)
Step 6	Choose if you are traditional or religious and add the bonuses associated with each. If you pick religious, you must select a trade skill and a favorite deity. Fill in the outlook section at the top of the character sheet.
Step 7	Choose your tribe and realm and fill it in at the top of your sheet.
Step 8	Select your realm skills if you are male or female skills if you are female.
Step 9	Fill in the trained and class bonus slots with the total trained and class bonus you earn from your current level. This is explained under "Skill Bonuses" in the "Leveling up" section at the end of the class abilities header.
Step 10	Add your class and trained bonus to any skill you have unlocked from your skill class in the level column, erasing any negative penalties you would normally have if the skill was untrained.
Step 11	Begin the process of leveling up one level at a time. Consult the leveling up section to see the benefits of each level
Step 12	Determine your height and weight using the charts.
Step 13	Determine your starting wealth using the starting wealth page. Fill in the age and social class section at the top of your character sheet.
Step 14	Spend the coins from your starting wealth according to the rules of starting wealth and equip any gear purchased.
Step 15	Fill in all the remaining cells and find your total bonuses in all skills.
Step 16	Record your class abilities on your sheet in the margin (Or just remember them).

Stat Bonus

3	Minus 3
4 to 5	Minus 2
6 to 8	Minus 1
9 to 12	Zero
13 to 15	Plus 1
16 to 17	Plus 2
18 to 19	Plus 3
20	Plus 4
21+	Plus 5

Starting a new Character

Character Sheets

Hit Points

Your total HP will be equal to your CON (Total con stat) + your Str (strength bonus) + Your total level (Double your total Level if you are a Warrior, Berserk, Heavy Infantry, Heavy Cavalry, or Chosen) + your size bonus x3.

Character Has:	Sheet Needed:
All Players	Stat Sheet, Inventory Sheet, Athletics Sheet
Healing Trained	Healing Sheet
Enchanting Class ability	Enchanter Sheet
Rune Crafting Class Ability	Rune Craft Sheet
Prayer Class Ability	Prayer List
Magic Class Ability	Spell List
Crafting Trained	Crafting Sheet
Navigation Trained	Navigator Sheet
Tracking Trained	Tracker Sheet
Mechanics Trained	Rogue Sheet
Stealth Trained	Stealth Sheet

Race

96.3% of all of the denizens of the nine realms are human. If you want your character to be one of the Rare members of the other races, you must roll 3d6 on the Race chart.

Wood Elf	An elf with a small amount of human blood.	Race Chart					
		3	Wood Elf / God Born Satyr				
		4	Elf Born / Satyr				
Elf Born	A half Elf.	5 to 16	Human				
Satyr	A child born of the God Bacchus, or the goddess Satanas.	17	God-Born				
		18	Fairling				
		Racial Abilities					
God-Born	A human born of a god or goddess.	Wood Elf	Night Vision	Elf Eyes	Fairy	Spirit Sight	
		Elf Born	Night Vision	Elf Eyes	Fairy Friend		
Fairling	A human with a high amount of Neanderthal blood.	Satyr	Unnerving	Wine Cult	Lord of Wine		
		God-Born	Holy Blood				
		Fairling	Night Vision				

Night Vision	You see as well on a clear or moonlit night as you do in daylight.
Elf Eyes	Gain +2 to perception.
Fairy	Lose 1/4 (rounded up) as much stamina as you normally would when casting spells.
Spirit Sight	As the class ability Spirit Sight.
Fairy Friend	Lose 1/2 (rounded up) as much stamina as you normally would when casting spells.
Unnerving	You have a fright Modifying equal to your Cha bonus.
Wine Cult	If anyone "Blacks Out" in your presence, they will be affected by mind control until sunrise.
Lord of Wine	Others within 30' will become equally drunk as you if they fail fortitude against your Religion skill.
Holy Blood	You only use half (Rounded up) the normal Favor points required when asking your parent for favors. Gain a +1 maximum PL bonus when asking favors from your parent.

Character Building

Racial Stat Bonuses

Race	Sex	STR	DEX	CON	WIL	INT	CHA	Height	Weight
Human	♂	2	0	0	0	0	0	58+4d6	Height+4d6*3+(str*10)+40
	♀	-2	0	0	0	0	2	53+4d6	Height+4d6*3+(str*10)+20
Wood Elf	♂	-1	2	-1	2	2	1	49+4d6	Height+4d6*3+(str*10)+30
	♀	-5	2	-1	2	2	3	48+4d6	Height+4d6*3+(str*10)+10
Satyr	♂	1	0	1	-2	1	1	55+4d6	Height+4d6*3+(str*10)+40
	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Elf-Born	♂	1	1	-1	1	1	2	56+4d6	Height+4d6*3+(str*10)+40
	♀	-3	1	-1	1	1	4	51+4d6	Height+4d6*3+(str*10)+20
God-Born	♂	3	0	1	1	1	1	59+4d6	Height+4d6*3+(str*10)+40
	♀	-1	0	1	1	1	3	56+4d6	Height+4d6*3+(str*10)+20
Fairling	♂	4	0	1	1	2	1	59+4d6	Height+4d6*3+(str*10)+40
	♀	0	0	1	1	2	3	56+4d6	Height+4d6*3+(str*10)+20

Life Stance

Traditional	Access to Magic	46 to 60	Tiny	-5
	Plus 1 to rune lore and fortitude	61 to 45	Very Small	-4
Religious	Divine Favors	76 to 95		-3
	Divine Aid	96 to 115	Small	-2
	Professional Skills	116 to 135	Below Average	-1

Realm Skills

If you are a male, you will get two of the three Realm skills listed below from your realm "trained"	136 to 165	Average	0
	166 to 205	Above Average	1
	206 to 255	Large	2

Shim	Riding	Extra Language	Alchemy	Female Skills		
Libue	Acting	Climbing	Stamina			
Suebia	Melee	Seamanship	Stamina	If you are female, you may select three of the skills below to be "trained"		
Thracar	Missile	Stamina	Stealth			
Cyreaus	Melee	Riding	Social Skills	Acting		Music
Sarmatae	Missile	Riding	Trickery	Crafts	Social Skills	
Cellus	Melee	Stealth	Rune Lore		Healing	
Ionia	Navigation	Religion	World Lore	Religion		World Lore
Illatium	Crafts	Religion	Social Skills			

If you become trained due to Realm Skills, or Female skills in a skill that you are already CR in due to your class, you gain an additional plus one to that skill.

Language Skills

Languages		Literacy		Poet	
Roll a D10. Add two if you are from a Civilized or Desert Realm. Add your Int. You are automatically bilingual if you have world lore trained or class role.		Roll a D10. Add two if you are from a civilized area. Add your Int Mod. You are automatically literate if you have Rune Lore trained or class role.		Roll a D10. Bards are automatically trained in Poetry. Add two if you are from Illatium, Ionia, Suebia, or Cellus. Add 1 if you have social skills trained or class role.	
9 or Less	Monolingual				
10 to 12	Bilingual				
13 to 14	Trilingual				
15+	Quadrolingual	9 or less	Illiterate	9 or less	Non-Poet
		10 Plus	Literate	10 Plus	Poet

Character Building

Barbarian Class Requirements

Class	Gender	STR	DEX	CON	WIL	INT	CHA	Special
Troll-Lock	N/A	N/A	N/A	N/A	N/A	13+	13+	Traditional
Bard	N/A	N/A	N/A	N/A	N/A	N/A	16+	Marked, Religious
Berserk	♂	16+	N/A	9+	13+	N/A	13+	Religious
Valkyrie	♀	N/A	9+	9+	9+	N/A	13+	Religious
Ranger	N/A	N/A	9+	9+	9+	9+	13+	Religious
Sorcerer	N/A	N/A	N/A	N/A	13+	13+	N/A	Traditional, Marked
Stalker	N/A	N/A	9+	9+	N/A	9+	N/A	N/A
Trickster	N/A	N/A	9+	N/A	N/A	9+	9+	N/A
Wood Elf	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Traditional
Satyr	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Religious
Warrior / Soldier	N/A	13+	N/A	9+	9+	N/A	N/A	Barbarian / Other

The classes below have the skills marked with an 'X' as "Class Role" skills. These are the most highly trained abilities of each class. If you are also trained in one of these skills due to Realm Skills, or Female Skills, you gain a +1 in that skill. The Valkyrie and the Berserk have an extra Trained skill, marked with a T.

Skill	War	Trickster	Stalker	Berserk	Valk	Bard	Ranger	Troll-Lock	Sorc	Elf	Satyr
Acrobatics	X	X	X	X	X		X			X	X
Acting		X				X					
Alchemy						X		X	X		
Climbing		X	X								
Craft											
Foraging							X			X	X
Fortitude								X	X	X	X
Healing				X	X	X	X	X	X		
Mechanics		X	X								
Melee	X	T		X	T			X			X
Missile	X		T	T	X		X			X	X
Music				X	X	X			X	X	X
Navigation			X				X				
Religion				X	X	X	X				X
Riding	X		X								
Rune Lore								X	X	X	
Seamanship	X									X	
Social Skills		X				X					
Stamina	X		X	X	X		X	X	X		X
Stealth		X	X				X			X	
Swimming		X	X				X			X	
Tracking			X				X			X	
Trickery		X									X
World lore		X		T	T	X			X	X	T

Character Building

Civilized Class Requirements

Class	Gender	STR	DEX	CON	WIL	INT	CHA	Special
Maenad	♀	12+	N/A	9+	13+	N/A	13+	Religious
Light Infantry	♂	N/A	9+	9+	9+	N/A	N/A	Religious
Heavy Infantry	♂	9+	N/A	9+	9+	N/A	N/A	Religious
Heavy Cavalry	♂	9+	N/A	9+	9+	N/A	N/A	Religious
Marine	♂	N/A	9+	9+	9+	N/A	N/A	Religious
Light Cavalry	♂	N/A	9+	9+	9+	N/A	N/A	Religious
Pirate	N/A	9+	9+	N/A	N/A	9+	N/A	Religious
Explorer	N/A	9+	9+	N/A	N/A	9+	N/A	Religious
Medic	♂	N/A	9+	N/A	N/A	9+	9+	Religious
Officer	♂	N/A	N/A	N/A	11+	11+	13+	Religious
Merchant	N/A	N/A	N/A	N/A	N/A	13+	13+	Religious
Chosen	♂	13+	9+	9+	N/A	N/A	16+	Marked, Religious
Oracle	♀	N/A	N/A	N/A	13+	N/A	16+	Marked, Religious

The classes below have the skills marked with an 'X' as "Class Role" skills. These are the most highly trained abilities of each class. If you are also trained in one of these skills due to Realm Skills, or Female Skills, you gain a +1 in that skill. Some Classes have an extra Trained skill, marked with a T.

Skill	L-Inf	H-Inf	H-Cav	Mar	L-Cav	Pir	Explorer	Maenaed	Med	Off	Merch	Chosen	Ora
Acrobatics	X	X				X		X				X	
Acting						X				X	X		X
Alchemy													
Climbing							X						
Craft													
Foraging													
Fortitude												X	X
Healing									X				X
Mechanics						X							
Melee	T	X	X	T	T		T	X	T	X		X	
Missile	X	X	X	T	T				T	T		X	
Music								X	X				X
Navigation	X			X	X		X						
Religion								X				X	X
Riding		T	X		X		X			X	T		
Rune Lore													
Seamanship	T	T		X			X			X	T		
Social Skills			T					X	X	X	X		X
Stamina	X	X	X	X	X		X	X	X	X		X	
Stealth						X	X						
Swimming				X		X	X						
Tracking					X	X	x						
Trickery						X					X		
World lore			T				X	T		T	X	T	X

Character Building

Talents

You will start with one Talent Trained. If you are a sorcerer or a bard, it must be the 'Marked' Talent. You will gain additional talents as you level up.

	Tier One	Tier Two	Tier Three	Tier Four
C o m b a t T r e e	Fighter +1 Melee	Sword Weaver +1 Melee (Blade)		
		Lancer +1 Melee (Spear)		
		Herculean +1 Melee (Axe/Blunt)		
		Brawler +1 Melee (Hand to Hand)		
		Pensive Change your initiative by -2,-1,+1,+2		
		Courageous +2 Morale	Fearless +2 Morale	Lead by Example You may lead formation with a special action card
N a v a l	Aquatic +1 Swimming	Marine +1 Seamanship	Argonaut +1 Seamanship	
		Merman +1 Swimming		
H a n d T r e e w o r k	Steady Hands +1 Mechanics and Trickery	Craftsman +1 Crafts	Professional +1 Crafts	Master Class Role Crafting
		Mechanic +1 Mechanics		
		Rogue +1 Trickery		
		Medic +1 Healing		
S k i r r m i e s h	Skirmisher +1 missile (Thrown)	Slinger +1 Missile (Slings)		
		Dart Thrower +1 Missile (Darts)		
		Peltast +1 Missile (Spears)		
		Frank +1 Missile (Axes)		
E m p a t h	Empathic +1 Social Skills and Healing	Animal Friend + 2 Animal Morale	Born in the Saddle +2 Riding	
		Traveler +1 World Lore	World Traveler +1 World Lore	
		Silver Tongue +1 Acting and Social Skills	Improviser +1 Acting	Alter Ego You may create a second personality convincing enough to persuade people into thinking it is a different person.

Character Building

Talents

You will start with one Talent Trained. If you are a sorcerer or a bard, it must be the 'Marked' Talent. You will gain additional talents as you level up.

	Tier One	Tier Two	Tier Three	Tier Four
S p i r i t u e a l i t y	Marked Traditional Followers gain +1 fortitude and can use enchanted objects from all Traditions. Religious characters gain +3FP and can select one deity for divine assistance and use that god's holy artifacts. They must follow that god's Tenets. This can be selected multiple times for multiple deities.	Sensitive +1 Rune Lore	6th Sense +3 Dodge	Spirit Sight You may see spirits as a sorcerer does.
			Inquisitive +1 Rune lore and Alchemy	Rune Craft You may Craft Magic Runes
			Guided +1 Alchemy and Foraging	Magical Alchemy Craft Magical Potions
		Humble +1 Religion	Pious +1 Religion	Prayer Gain the Prayer Class Ability for one god.
		Favorite (Religious Only) +1 Fortitude & +3 FP		
M u s i c	Rhythm (+1 Dancing, Instruments, and Singing)	Finger Dexterity (+2 with instruments)		
		Vocal Range (+2 to Singing)		
A t h l e t i c s	Athlete +2 Stamina	Durable +1 Heat AV, +2 Stamina	Survivor +1 Cold, Disease, Poison	
			Tough +1 Physical AV	
		Flexible +1 Acrobatics & Dancing	Agility You may pivot an extra time per turn.	
		Fast +5 Tempo	Fleet Footed +5 Tempo	
		Strong Grip +1 Climbing	Arachnean +1 Climbing	
V i s u a l T r e e	Focused +1 Perception	Careful +1 Perception and Stealth	Light Footed +1 Stealth	Sniper +4 missile (Long Range)
			Hawk Eyed +1 Perception	
		Woodsman +1 Tracking and Navigation	Geographer +1 Navigation	
			Blood Hound +1 Tracking	
		Good Reflexes +1 Dodge and Initiative	Shield Warrior +1 Def with Shields	Heavy Shield Warrior Heavy shields only cause 1 encumbrance
			Anticipation +1 dodge and Initiative	Quick Hands You may draw or stow an extra item per turn.
		Accuracy +1 Missile (Bows and Crossbows)	Precision +1 Missile (Bows and Crossbows)	

Starting Wealth

Inventory

When you begin brand-new character, you will need to buy all the equipment that a character has, and even any estates that they might possess. You will roll dice as described below to determine how much net worth you have. This money must be immediately spent on goods and properties that your character possesses. This includes all of your equipment. You may keep no more than 25% of this wealth in the form of coins or other easily liquid assets. If you are from a tribe with a mercantile port, then one piece of equipment can be sourced from other realms.

Starting Wealth

Age		Work		Family status	
<20	1 Roll	Soldier	3d10s	First Born	2d10s
20 to 30	2 Rolls	Sorcerer	D3G base +D3G for staff and Runes	Dowry	4d10s
30-45	3 Rolls	priest	D3G	Per Child	d10s
45+	4 Rolls	Hunter	3d10s	Noble	2d10s
Age band 1: 15+D3 years Age Band 2: 19+D10 Years Age Band 3: 29+D10 Years Age Band 4: 39+D20 Years		Craftsman	5d10s	Inheritance	D3 Gold
		Laborer	2D10s	Quest	2D3 Gold
				Royalty	2D6 Gold
				Land Holder	D6 Gold

Steps

Step 1	Select your age band and roll a random age.	Work Type	Condition
Step 2	Determine your work type	Soldier	Melee or missile as Class Role
Step 3	Roll your work coins a number of times equal to your age band.		Sorcerer Skill Class
Step 4	Choose if you have any older Siblings. If you don't, gain the First born money. If you are first born, provide resources for your family when you visit them.	Priest	Prayer ability unlocked
		Craftsman	Craft ability at least +6
Step 5	Choose if you are married. If you are male, gain the Dowry Coins. You must provide resources to your wife if she needs whenever you visit her. If you are female, then your husband will help provide for you if you need.	Hunter	Tracking ability at least +6
		Laborer	N/A
Step 6	Choose whether or not your character is Noble. If you are noble, gain the noble coins. Nobles must hold family land and are required to help enforce the law in their tribe lands.		
Step 7	Choose if your parents are still alive. If they are not, gain the Inheritance coins. However, if they are not, your family estate must be managed by some other means.		
Step 8	If you are at least level 10, then you gain the Quest Coins. Players may invent the nature of the quest to be approved by the game master.		
Step 9	With the GM's permission, you can be a member of the Royal family, gaining the royal coins.		
Step 10	If you are the patriarch of your family, and you hold land, you can gain the land holder coins, but these must be spent on buildings, walls, or other aspects of your property.		

Sorcerers!

Gain one gold per two levels up to a maximum of five that must be spent on your staff. If you do not have enough money to buy the staff, then you will have to use your base money to pay the balance.

Starting Wealth

What do I need to buy?

When it comes to wargear, you are only allowed purchase gear that appears on your realm equipment list. Also, there are some limits on what you can buy shown below.

Step 1 Buy one or more sets of cloths and one or more gear kits. You will need to put these on the inventory section of your character sheet.

Step 2 Buy the weapons, armor and shields you need and equip them to your inventory.

Step 3 Buy any extra gear other gear you feel you need.

Limits

- 1 You may not purchase special quality items with a point cost higher than your lvl / 2 rounded down.
- 2 You may only embed one gem. Once you select the gem roll a D8+3 for the carot results.
- 3 You may only buy 3 potions.
- 4 You may not purchase any runes, holy or enchanted items. If you are level 10+, you may have one (only).

Starting Gear Bundles

Clothing

Common Summer Attire	Rich Summer Attire	Common Winter Attire	Rich Winter Attire
49c	3s 43c	2s 22c	10s 13c
Belt Pouch Shoes Linen Clothing	Belt Pouch Shoes Rich Linen Clothing Sunhat	Belt Pouch Wool Clothing Leather Boots and Gloves	Belt Pouch Rich Wool Clothing Masterwork Boots Gloves Fur Cloak

Gear Kits

Adventurer's kit	Hunter's kit	Rogue's Kit	Wealthy Kit
8s 3c Full Backpack	7s 21c Full Sack & Quiver	5s 16c + clothing Full Sack	1g 40c Full Sack
Leather Backpack Sleeping Matt	Sack Quiver Jar with 21 Doses of Salt	Sack 100' Rope Grappling Hook	Embroidered Sack Perfume Bottle
Bow Drill 100' Rope 16 Torches Small Tent	9lb Jar of Turpentine Hunter's Horn	Lock Pick Set Two changes of Clothing	Fine Wooden Box: Pen, Ink, Seal, Wax, Calfskin Parchment
10 Bandages 60hr oilpot Lantern Cooking Gear	10 Bandages 24lb capacity Meat Bag		Tinderbox Trumpet Two Empty Bottles
Warrior's Kit	Raw Food Kit	Common Food Kit	
36c Full Backpack	31c new / 3c refill Full Sack	41c new / 12 Refill Full Sack	Balance Soap
Long Blade Scabbard Short Blade Scabbard Back Harness	Sack 2 Waterskin 16 Meals Gallon Flour 2 Vegetables Gallon Water	Sack 2 Waterskin 16 Meals Vegetables Nuts (Pouch) Gallon Ale Gallon Water	Rich Food Kit 6s 15c new / 5s 45c Refill Full Sack Sack 2 Waterskin 18 Meals Fruit Salted Beef Salted Fish 50 Herbs Salted Butter Gallon Wine Gallon Water

Inventory Sheet

You must assign all the items you have purchased to slots in your inventory. Place them in the appropriate slots.

HANDS ONLY		HANDS AND BACK ONLY		HANDS AND WAIST ONLY	
Angon		Carnyx		Dane Axe	
Javelin		Javelin Quiver		Falx	
Pilum		Shields		Long Sword	
Spear				Quiver	
Staff				Short Falx	
Winged Spear				Woodsman's Axe	
STOWABLE WARGEAR		STOWABLE GEAR			
Item	Slots	Item	Slots	Item	Slots
10 Arrows	1	Balance	9	Sunhat	1
10 Plumbata	1	Bandages	0.1	Surgeons Tools	2
Bearded Axe	2	Belt	1	Tinderbox	1
Club	3	Boots	5	Torch	1
Dagger	1	Bottle	2	Trumpet	4
Flail	3	Bow Drill	1	Wand	2
Francisca	1	Chain	1 per foot	Waterskin (Empty)	1
Gladius	2	Cloak	2	Waterskin (Full)	9
Hatchet	2	Clothes	2	Writing Utensils	1
Heavy Armor	40	Flute	1	FOOD	
Helm	4	Fur cloak	6	Food	Slots
Kopis	2	Gloves	1	Servings	
Light Armor	12	Grappling Hook	1	Ale / Wine Skin	9 6
Long Seax	1	Harness	2	Ale Bottle	2 0.5
Short Bow	1	Hour Glass	1	Beef / Fowl / Pork	1 2
Short Seax	1	Hunter's Horn	3	Berries	2 1
Sica	1	Large Tent	9	Bread	4 1
War Flail	6	Larntern	1	Butter	1 7
Xiphos	2	Leather Coat	5	Cheese	1 4
		Lock Picking Tools	1	Eggs	2 3
		Lyre	2	Fish	1 1
		Oil Lamp	1	Flour Skin	9 24
		Pans	3	Fruit	2 1
		Parchment	1	Goat	1 1
		Pouch	1	Herbs	50 1
		Rope	1 per 5	Honey Sack	12 30
		Scabbard	3	Milk Skin	9 3
		Shoes	3	Mushrooms	4 1
		Sleeping Matt	2	Nuts (Pouch)	3 11
		Small Tent	2	Salt	20 1
		Sorcerer's Sickle	2	Vegetables	3 2
		Storage Box	1	Wine Bottle	2 1

Eating

Characters need to consume a gallon of water and three food items (at least one of which needs to be Protein) or they will suffer penalties.

Penalties and Bonuses

Eat three different Food Items	Gain +1 on travel stamina Checks
Use Herbs with Food	Gain +1 Morale on the following day
No Protein	Suffer -1 on travel Stamina checks
Only Two Food	Suffer -1 on travel Stamina checks
Only One Food	Suffer -2 on travel stamina checks
No Food	Suffer -2 on travel stamina checks, do not recover HP
Traveling Without Eating	Suffer 1 HP loss.
Consecutive Day without Eating	Lose one CON until you eat a full day's food with Protein.
Less than 1 Gallon Water	Don't recover HP while sleeping.
Less than half gallon Water	Lose 2 Con until you have a full serving of water in a day.
No Water	Lose 6 Con until you have a full serving of water in a day.
Traveling without Water	Suffer 1 HP loss.

Food and Drink	Spoil Time	Special	Drunkenness	
Ale / Wine	N/A		Each time you have a serving of alcohol, increase your drunkenness by one. Each travel period, you're drunkenness falls by one.	
Beef	1 Day	Protein		
Berries	1 Week			
Bread	1 Week			
Butter	2 Months		Level	Effect
Cheese	2 Months	Protein	0 to 3	
Eggs	2 Weeks	Protein	4	All skills -1
Fish	1 Day	Protein	5	All Skills -2
Flour	N/A		6	All skills -3
Fruit	2 Weeks			
Goat	1 Day	Protein		All skills -5. Must pass
Herbs (Dried)	N/A	Does not count as a food unit.	7	acrobatics 10 to be
Honey	N/A			able to move without
Milk	1 Day	Protein		falling.
Mushrooms	2 Weeks		8+	Pass Out
Nuts (Pouch)	N/A	Protein		
Salt	N/A	Does not count as a food unit.		
Vegetables	3 Weeks	Protein		

If you are size +2, then you must eat 4 meals. If you are size -2, then you only eat 2.

Class Abilities

Class	Level	Ability	
Warrior	1	Improved Charge	A warrior may charge without lowering his shield.
	1	Eclectic Training	A warrior starts with two talents, instead of one, but they both must be chosen from the Combat Tree.
	5	Bravery	Plus two on morale checks.
	10	Inspiring	Add your Str to the morale checks of allies within ten feet.
	15	Lord	Gain three followers for each point of Charisma, minimum 3.
Stalker	1	Traveler	Plus two on stamina checks while traveling.
	1	Hunter	You may use your tracking skill instead of melee or missile while attacking animals.
	5	Guide	You move at least at "path" speed when traveling alone. With Allies get +1 instead in forests, mountains and bogs.
	10	Light Foot	Gain plus 2 on stealth checks in nature, even if climbing or swimming.
	15	Merry Band	Gain three followers for each point of Charisma, minimum 3.
Trickster	1	Silver Tongue	Gain plus 2 on social skills checks against NPCs when you meet them for the first time.
	1	Assassin	You may add your trickery skill to your melee when you are attacking someone from stealth, or against a unarmed target.
	5	Hide in plain sight	Gain plus 2 on stealth checks in an urban environment.
	10	Persuasive	Gain a plus two bonus while attempting to deceive, persuade, or do business using social skills or acting.
	15	Syndicate	Gain three followers for each point of Charisma, minimum 3.
Berserk	1	Improved Charge	A Berserk may charge without lowering his shield.
	1	Divine Favor	Choose to Pray to Wotan or UnaR. Gain Marked Talent.
	5	Bravery	Plus two on morale checks.
	10	Berserk!	When you perform a berserk, or power belt prayer, it will activate immediately instead of next round, an no roll required. You may change your totem animal on any day.
	15	Lord	Gain three followers for each point of Charisma, minimum 3.

Class Abilities

Class	Level	Ability
Valkyrie	1	Divine Favor Choose to Pray to Wotan or Freya. Gain Marked Talent.
	1	Support Fighter Gain plus five tempo when taking the skirmish action.
	5	Bravery Plus two on morale checks.
	10	Medic You may reroll failed "Healing Complete" checks if healing in battle.
	15	Priestess Gain three followers for each point of Charisma, minimum 3.
Maenad	1	Divine Favor Choose your favorite god, Bacchus or Satanas. Gain Marked Talent.
	1	Mania If anyone "Panics" in your presence, they will try to eat, drink, or find a lover instead of running.
	5	Seduction Plus two on social skills checks with men.
	10	Priestess Gain three followers for each point of Charisma, minimum 3.
	15	Temple You may cast the Sanctify spell once.
Satyr	1	Divine Favor You may ask Bacchus for favors. Gain Marked Talent.
	1	Disturbing Music Play an inaction card. You may not move further than x2 tempo. All within 60' must roll fortitude against your music or roll for morale each round they listen.
	5	Assassin You may add your trickery skill to your melee when you are attacking someone from stealth, or against an unarmed target.
	10	Countersong You may test Music against the religion or rune lore of enemies to destroy their spells.
	15	Coven You gain three Satyr Followers.
Ranger	1	Divine Favor Choose your favorite god Herni or The Horned One. Gain Marked Talent.
	1	Hunter You may use your tracking skill instead of melee or missile while attacking animals.
	5	Guide You move at least at "path" speed when traveling alone. With Allies get +1 instead in forests, mountains and bogs.
	10	Animal Immunity Megafauna will not attack a ranger unless he attacks first.
	15	Temple You may cast the Sanctify spell once.
Bard	1	Divine Favor Pick your favorite God: Erthi, BalthuR, TyranR, or HadR
	1	Silver Tongue Gain plus 2 on social skills checks against people during the first time of meeting.
	5	Tale Telling Once per day, a bard may perform for a group using a music check as a healing check. This is in addition to the normal once per day healing.
	10	High Priest Gain five followers for each point of Cha.
	15	Temple You may cast the Sanctify spell once.

Class Abilities

Class	Level	Ability
Wood Elf	1	Magic You may command the spirits, to cast spells from the Traditions of Wood Elves.
	1	Pacify Spirits You may test rune lore against the religion or rune lore of enemies to destroy their spells.
	5	Animal Immunity Megafauna will not attack a wood elf unless he attacks first.
	10	Light Foot Gain plus 2 on stealth checks in nature, even if climbing or swimming.
	15	Sacred Ground You may cast the Sanctify spell, once.
Ruticai Sorcerer: Keeper	1	Magic You may Command the Spirits.
	1	Lord of Trolls You may Command your level (Squared) points of Trolls.
	5	Rune Craft When the moon is full, you may etch a rune.
	10	Enchanter You may enchant Objects with your Spells.
	15	Coven You gain three Sorcerer Followers.
	20	Legendary Spell Gain Access to a powerful signature spell.
Sabines Sorcerer: Spruzari	1	Magic You may Command the Spirits.
	1	Spirit Sight You may see the invisible spirits, allowing you to detect magic anywhere you go.
	5	Rune Craft When the moon is full, you may craft runes.
	10	Aura You inflict D4 fire damage when you hit, or are hit in melee.
	15	Enchanter You may enchant Objects with your Spells.
	20	Legendary Spell Gain Access to a powerful signature spell.
Bocci Sorcerer: Geistmagen	1	Magic You may Command the Spirits.
	1	Spirit Sight You may see the invisible spirits, allowing you to detect magic anywhere you go.
	5	Rune Craft When the moon is full, you may craft runes.
	10	Enchanter You may enchant Objects with your Spells.
	15	Coven You gain three Sorcerer Followers.
	20	Legendary Spell Gain Access to a powerful signature spell.
Lugii Sorcerer: Troll-Lock	1	Spirit Fright You may play an inaction card to dispel all non-permanent magic within 10'.
	1	Cohabitation You gain a fear bonus.
	5	Transmutation Touch a Blade or Axe to curse it for 3 days. Play an inaction card and roll on the Damage Chart.
	5	Rune Craft When the moon is full, you may craft runes.
	10	Troll Immunity Trolls will not attack you unless you attack them first.
	15	Semi-Corporal You gain 3 AV against non-enchanted weapons. Your attacks drain D4 unless resisted.
	20	Enchanter You may enchant Objects with your Spells.

Class Abilities

Class	Level	Ability	
Angavi Sorcerer: Lector	1	Magic	You may Command the Spirits.
	1	Spirit Sight	You may see the invisible spirits, allowing you to detect magic anywhere you go.
	5	Rune Craft	When the moon is full, you may craft runes.
	10	Star Signs	Read the future in the stars
	15	Enchanter	You may enchant Objects with your Spells.
	20	Spell	Gain Access to a powerful signature spell.
Bwyngavi Sorceress: Volva	1	Magic	You may Command the Spirits.
	1	Cold Blood	Gain four cold resistance
	5	Rune Craft	When the moon is full, you may craft runes.
	10	Spirit of the Seas	Automatically reroll any damaged ship results for any ship you are on board when navigating at sea.
	10	Water Spirit	You can survive on only water.
	20	Legendary Spell	Gain Access to a powerful signature spell.

Class Abilities

Class	Level	Ability
Light Infantry	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Coordinated Strike Gain +2 Missile Attack while in formation.
	5	Skirmisher Tactics If you play a skirmish card, you may active as per skirmish at zero initiative if you have not skirmished at all this turn, even if no one moves towards you.
	10	Veteran Gain +3 morale while in formation (total of +6)
	15	Elite Skirmisher You may play the Take Aim or Shields up card in combination with the Skirmish Card.
Heavy Infantry	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Hard Marcher Gain +2 stamina while traveling in formation.
	5	Shield Tactics You may play a Shields up card in combination with Dash and Strike or Charge.
	10	Veteran Gain +3 morale while in formation (total of +6)
	15	Elite Soldier Gain +1 Melee Attack while in formation. You may receive special orders from a formation leader even if they do not have the required CHA level.
Heavy Cavalry	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Spear Tip You may form diamond and wedge formations.
	5	Heavy Horseman Gain +2 DD for punch thru attempts.
	10	Veteran Gain +3 morale while in formation (total of +6)
	15	Retinue Gain Cha*3 Light Infantry followers, one of whom can be a Merchant, Medic, or Explorer.
Marine	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Naval Training Start with two talents, instead of one, but they both must be chosen from the Naval Tree.
	5	Mates, All Always count as in formation when on a boat with Allies.
	10	Veteran Gain +3 morale while in formation (total of +6)
	15	Elite Seaman Gain +1 Melee Attack while on a boat.
Light Cavalry	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Mobile Cavalry When playing feigned charge, you may move up to three times your tempo after firing.
	5	Scouts You may ride through bogs and forests without reduced speed.
	10	Veteran Gain +3 morale while in formation (total of +6)
	15	Elite Mounted Skirmisher You may play the Taratine Tactics card if civilized, or the Parting Shot card if eastern.

Class Abilities

Class	Level	Ability	
Pirate	1	Charming Outlaw	Gain +2 on social skills with people who do not know you are a pirate, but -2 with those who do.
	1	Natural Seaman	Start with two talents, instead of one, but they both must be chosen from the Naval Tree.
	5	Backstabbing, Cowardly Dog	You may use your trickery skill instead of Melee when making melee flank attacks.
	10	A hard life at Sea	Gain plus one resistance to disease, poison, heat, and cold.
	15	King	Gain Cha*3 Pirate followers
Explorer	1	Traveler	Plus two on stamina checks while traveling.
	1	Guest	Gain a +1 bonus on social skills checks with people from other Realms.
	5	Guide	You move at least at "path" speed when traveling alone. With Allies get +1 instead in forests, mountains and bogs.
	10	Determined Traveler	You may reroll one Swimming / Climbing / Navigation / Riding check per day.
	15	Cartographer	You can craft maps that will grant +2 on trained navigation checks while in the region depicted.
Medic	1	Basic Training	May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Surgeon's Training	Medic may make Simultaneous heal checks on up to four injured within one tempo of them.
	5	Cool Headed	Reroll failed healing checks for the dying.
	10	Veteran	Gain +3 morale while in formation (total of +6)
	15	Master Surgeon	Gain plus 2 on heal checks to stop bleeding.
Officer	1	Basic Training	May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Officer Training	Subjects of your formation commands gain +1 Melee or Missile Attack (Your choice)
	5	Commander	Gain an Aeneator, an Engineer and a Light or Heavy infantry follower.
	10	Veteran	Gain +3 morale while in formation (total of +6)
	15	Critical Asset	Gain an Elite Guard + other types of followers with the "Basic Training" Trait for each Int, Wil, and Cha.
Merchant	1		
	1		
	5		
	10		
	15		

Class Abilities

Class	Level	Ability
Chosen	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Prayer Choose to Pray to Ephasos, Athullos, or Violias. Gain Marked Talent.
	5	Holy One You may activate your cult ability instantly.
	10	Veteran Gain +3 morale while in formation (total of +6)
	15	Sanctify You may bless an area, thus creating a temple.
Oracle	1	Judgement Oracles can sense people who have views opposed to their favorite deity.
	1	Prayer Choose to Pray to Milas, Mertinas, Epocchas, or Aphras.
	5	Prescience You can sense Traps and Dangerous Magic.
	10	Fortune You may pronounce Weal or Woe over a person once on a holy day. After doing so, they will receive a +1 or -1 bonus to any skill of your choice until the new year.
	15	Sanctify You may bless an area, thus creating a temple.
Aeneator	Skill are as Heavy Infantry, but add Music.	
	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Relay Orders You may play a Relay Orders Card.
	5	Clerk Learn an additional Language.
	10	Standard Bearer Plus 2 Moral to all formation in 30ft.
Elite Guard	Skill are as Heavy Infantry.	
	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Oath Sworn Defender Plus +1 melee attack, defense, and initiative when playing the Guard card.
	5	Sentry Gain +2 Perception while on watch. Also gain +2 initiative on the first round of combat if attacked while on watch.
	10	Duty First You are unaffected by fear while playing the Guard Card.
Engineer	Skill are as Heavy Infantry, but add Mechanics.	
	1	Basic Training May play a charge card without losing shield benefits. +1 Morale while in formation.
	1	Strong Back Minus one to encumbrance
	5	Pioneer Plus 2 on rolls regarding traps and siege equipment
	10	Siege Master May Construct Onagers, Ballista, Scorpions, battering Rams, Towers, Temporary Forts.

Class Abilities

Followers:	Followers are other characters that join your party and will obey your instructions. If they parish they will be replaced in D12 months by a new follower. These characters are half the level of your character.
Prayer:	Religious classes with the prayer ability may call on their god to perform favors for them, but they may only ask for favors that the god or goddess is capable of performing. Which favors the deity can perform will be listed on the Magic Sheet of their character sheet.
Sanctify Spell:	This spell Permanently Sanctifies a region of land around a tree which is holy to your god. That ground now counts as temple ground for the purposes of spell casting.
Countersong:	When an enemy is casting a spell or asking for a favor from the gods, you may play your flute. Make a music check opposed by their Rune Lore or Religion skill as appropriate. If your music check is higher then the spell is destroyed, though the caster still loses any favor points or stamina needed to cast the spell.
Rune Craft:	When you etch a rune on a piece of gear, you can imbue it with magical properties. See the Rune Crafting Character Sheet for more Details
Enchanter:	Only any of the holy days, you may attempt to enchant an object. But be warned! This will come at a heavy cost...See the Enchanter Character Sheet for more details
Legendary Spell:	Gain Access to one of the legendary spells, which have extreme power, but can only be cast at a heavy cost.
Spirit Sight:	You may see magical effects and spells freely, and identify what kind of magic they are. You may also see incorporeal Trolls, and Nymphs.
Lord of Trolls:	You may command Trolls and they will obey you. You may command as many trolls as you have in Rune Lore bonus. Wights cost an additional Slot. Incorporeal Trolls cost two additional Slots. And ancient Trolls cost two additional Slots. Hulda cost ten slots. When you first attempt to gain influence over them, you must test your Rune Lore against their Fortitude. Intelligent trolls may attempt to gain freedom each sunset.
Cohabitation	You are sharing your body with Trolls. They peer out of you and frighten those who see you. Gain a fear modifying equal to half your Rune Lore bonus.

Leveling Up

EXP:	Each time you play a session, your Game Master will determine how much EXP you gain. He will pick 1, 2, or 3 based on how well you perform in that session. It takes four EXP to level up. Once you hit level 5, it will begin taking eight instead. Once you reach level 15, it will take 16 EXP to level up. After level 20, it will begin to take 32 EXP for each level.
Class Abilities:	As you level up you will begin to gain certain class abilities. They are listed on the class abilities pages and you will gain them when you reach the level listed.
Odd Levels	On all odd numbered levels, you may choose to Train a skill. You may instead choose to gain a New Talent from the Talent Trees.
Even Levels	On all even numbered levels, you may choose to Train a skill. You may instead choose to gain a point on one of your abilities scores.
Skill Bonuses	You have a bonus of + level /4 (Rounded down, Max 4) on all trained skills. You have a Bonus of + level / 2 (Rounded down, Max 5) on all class role skills.
HP	Gain one HP per Level. Berserks, Soldiers, and Warriors gain two HP instead.

The Combat round

Step one: Choosing an action

Players must play action cards on the beginning of their turn to determine what action they will take when it comes to their initiative. Some of these actions grant a bonus to initiative. When it comes to the player's initiative, they must take the action on the card they played, even if the situation has changed. This is to represent tunnel-vision present in battle, which is a chaotic and constantly evolving enterprise.

Players may play one card which is labeled either melee, cavalry, command, movement, or missile.

Players may also play a special action card. Special action cards supplement the main action, or take a supporting action which can be done simultaneously with their main action.

Any card labeled bonus can always be played alongside main or special actions. Multiple bonus action cards may be played if they player has them.

Certain mounts, classes, or monsters might grant extra cards not usually available to the players. These cards will only be able to be used in certain circumstances.

Step Two: Roll Initiative

Each avatar rolls their initiative, adding any relevant bonuses. Players will take the actions described on their action cards in order of initiative. If multiple actors roll the same initiative, then the GM will determine the order based on a random dice roll. Initiative must be rerolled each round. You do not gain any of the bonuses of your action card until your initiative begins. Additionally, you continue to have any bonuses or penalties from your action last turn, until you reach your initiative on your new turn.

Step three: Take Action

When it reaches your initiative step, you must perform the actions described on your action cards, or else take no action at all. Some cards allow you to swap out the card in certain circumstances.

Bonus actions

Bonus actions can be done at any time, even when it is not your initiative step.

Offer or take an item from another person, or draw/stow an object to your belt, harness, or quiver.	You may do only one of these things once per turn as a bonus action. You may not draw or stow an object in a backpack or sack in this way (you must use the non-combat action card)
Drop an object	You may do this as often as you would like.
Move objects between your hands	You may do this as often as you would like.

Frightening Opponents

When facing against a frightening opponent, a player must roll 3d6 on the morale chart below as soon as they come into contact with the frightening opponent. The player will gain all the bonuses described on their Character sheet, but will subtract the fear bonus of the opponent from their result.

Morale Chart

Result	Effect
9+	No Effect
8 to 6	Nervous: Minus 1 to melee and missile for six rounds.
5 to 4	Afraid: Minus 2 to melee and missile for six rounds, then become Nervous.
3	Fearful: Minus 3 to melee and missile for six rounds, then become Afraid.
2	Terrified: Minus 4 to melee and missile for six rounds, then become Fearful.
1	Panic! For six rounds, you may only play the inaction card. After that, become Terrified.
0-	As Panic above, but additionally, you are traumatized.
Traumatized: you suffer a permanent -1 to Willpower, and Fortitude.	

Combat

Making an Attack

Whenever you make an attack, roll 3d6 and add your melee or missile attack bonus as appropriate. If the result is at least equal to the target's Melee or Missile defense, you will deal some damage to them. The amount of damage you do will be equal to your weapon's damage - your targets AV + any bonus damage. The amount of bonus damage you receive can be seen on the bonus damage chart below. The higher your attack roll, the more bonus damage you will do. Compare the difference between your attack roll and your targets defense to find bonus damage on the chart. If you score a critical hit or a critical failure, then special events will trigger as described below. A natural 5 is only a critical fail when multiple attacks are being made.

Critical Hit			Critical Failure			
Natural 17		Natural 18		Natural 3	Natural 4	Natural 5
A sundering hit! This attack deals damage as normal, but you will also roll a D10 on the sunder chart. If There is no object in the slot rolled on the Sunder Chart, then treat this as a Perfect Hit! Instead.		A perfect hit! Plus ten +10 DMG.		You must roll a D8 on the failure chart	You must roll a d10 on the failure chart	Interrupted! This attack misses and all further attacks this round are canceled.
		Failure				
		Ranged	Melee	Result		
Bonus Damage		1 to 2	1 to 2	Roll a D6 for your weapon on the damage chart.		
MA = MD	Minus 4 damage					
MA > by 1 or 2	Flat Damage	3 to 4	3 to 4	Drop your weapon.		
MA > by 3 or 4	Plus 1 Damage	N/A	5	Hit yourself for flat Damage. You are interrupted after taking this action.		
MA > by 5 or 6	Plus 2 Damage					
MA > by 7	Plus 4 Damage	5 to 6	6	Hit another target within 10' of your original intended target. You are interrupted after taking this action		
MA > by 8	Plus 6 Damage					
MA > by 9	Plus 8 Damage					
MA > by 10+	Perfect hit! Plus 10 Damage	7+	7+	Interrupted! This attack misses and all further attacks this round are canceled.		
Damaged Object		Sunder Chart				
1	The object loses D12 quality levels	1 to 2	The object in the target's Left hand must roll a D6 on the damaged object table			
		3 to 4	The object in the target's Right hand must roll a D6 on the damaged object table			
2	The object loses D10 quality levels	5	The object on the target's left waist must roll a D6 on the damaged object table			
		6	The object on the target's right waist must roll a D6 on the damaged object table			
3 to 4	The Object loses D8 quality levels	7 to 8	The target's armor must roll a D6 on the damaged object table			
		9	The object the target's back must roll a D6 on the damaged object table			
5 to 6	The object loses D6 quality levels	10	The object on the target's head must roll a D6 on the damaged object table			

Combat

Who can fight?

Rules of engagement.

Any avatar is able to make melee attacks when they are considered engaged. In order to be considered engaged. They are considered engaged when they enter within a certain distance away from an opponent. The distance required is based on the melee weapon being used. The chart below shows the required distances.

Facing	Engagement	
After taking an action, you will end your round facing in the direction of the last action you took. For example, if you took three attacks with a fight action, you will end up facing the direction of the final attack. If you are not engaged in melee, you may choose to turn to face an opponent that engages you as a bonus action. This can be done as many times as you are able.	Weapon initiative bonus	Engagement range
	0	2.5 feet
	2	5 feet
	4	10 feet
You are considered engaged in combat whenever an opponent is in engagement range against you, whether your weapon is in engagement range or not.		

Pivoting

Once per combat turn, you may pivot your avatar to face a different direction. This can be done to avoid flanks, absorb ammunition, observe events, or any other reason the players can think of.

Flanking

Type	Effect	Requirements
Attacking from unshielded Flank	Target loses Shield bonus to defense	Attacks made directly against the victim's weapon hand (as opposed to their shield hand).
Attacking from Rear Flank	Plus 2 Melee Attack & Target loses defense bonus from shield and dodge.	Attacks made from the 90 degree back arc of a victim. The opponent is unable to use their wits, or shields to defend against such an attack.

Missile Range Band

Missile Range Band		Missile Range
< Band	No Effect	Missile attacks can be fired as far as x6 the range band of the missile. However, long range shots suffer penalties dependant upon how much the missile attacks exceed base range band.
> Band	Minus 2 Missile	
> Band x2	Minus 6 Missile	
> Band x4	Minus 12 Missile	

Ammunition

Ammunition can be drawn from a quiver (Arrows and Bolts) or from a pouch (Sling ammo) as a Bonus Action as many times in a turn as you need. Javelins are usually held in the off hand and transferred to the main hand as needed. You may hold a maximum of five javelins or seven light javelins in an empty hand (less if you are using a shield). Drawing a Javelin from a Javelin Quiver counts as your one draw action per turn.

Cover

Missile Defense

Cover	Missile Defense
Partial Soft Cover	Less than half of body covered by bushes, cloth barriers, etc.
Heavy Soft Cover	More than half of body covered by bushes, cloth barriers, etc.
Partial Avatar Cover	Less than half of covered by humans, animals, etc.
Heavy avatar Cover	More than half of covered by humans, animals, etc.
Partial Hard Cover	Less than half covered by wooden, stone, metal, or earthen barriers.
Heavy Hard Cover	More than half covered by wooden, stone, metal, or earthen barriers.
Fortification	Use of cover designed specifically for defense.

Combat

Injury and Exhaustion

As a combat grinds on, two things will bring it towards its inevitable conclusion: Injury and Exhaustion. When you cross certain HP and Stamina thresholds, you will begin to loss bonuses, and suffer penalties.

Exhaustion		Injury	
Each character has a certain level of Stamina as shown on the Stamina portion of their character sheet. Each time they play an action card, that card will likely deplete them of some amount of stamina. Each time stamina used rises above the threshold of their stamina total, they increase their stamina to a new level and suffer penalties as show in the stamina chart below.		When a fighter loses half of their HP, they become Wounded. When they pass below 75% of their max HP, they become Severely Wounded. On both occasions, the attacker gets to roll on the Bleeding and/or Shock chart against the injured victim. Additionally, the Injured fighter rolls on the Morale Chart.	
Stamina		Wounded:	Minus one Melee and Missile and -5 Tempo
x1 Stamina Level Tired	Minus 1 on Melee, Missile, and -5 Tempo		Severely Wounded
x2 Stamina Level Weary	Minus 2 on Melee, Missile, and -10 Tempo.	Bleeding Chart	
x3 Stamina Level Exhausted	Minus 3 on Melee, Missile, and -15 Tempo. Before the player can play an action card, they must pass a morale check of 10. If they fail, they must play the inaction card.	Roll	Result
		Less than 12	No Effect
		12 to 15	Minor Bleeding
		16 to 18	Moderate Bleeding
		19 to 20	Severe Bleeding
x4 Stamina Level Fully Depleted	Player must play the inaction card. They must lower their shield, rendering it useless.	21 Plus	Instant Death
		Shock Chart	
		Roll	Result
x5 Stamina Level Death	Death	Less than 13	No Effect
		13 to 15	Stunned
		16 to 18	Knocked Down
A character recovers one point of stamina every minute of rest. For each point of Con, they get extra stamina point when resting for ten minutes.		19 20	Knocked Out Broken Bone
		21 Plus	Instant Death
		Victims may subtract their size from the result on the shock chart.	
Types of Injuries			
Stun	Discard your action card. Suffer -2 to Defense	Minor Bleeding	Lose 1 HP per 10 minutes for an hour.
Knocked Down	Discard your action card, suffer -4 to Defense this turn and next turn.		
K-O	You are Helpless! for D20 minutes		
Broken Bone	Roll on the Sunder Chart. Suffer a broken Bone at that location	Moderate Bleeding	Lose 1 HP per minute for 6 minutes, then reduce to minor.
		Severe Bleeding	Lose 1 HP per round for 6 rounds, then reduce to moderate.
Helpless!		You may not act and have zero Melee Defense	
Death!			
A player that drops to below zero HP is instantly Dead. A player that drops to exactly zero HP is Helpless! For D20 minutes.			

Combat

Encumbrance

A character gains one point of encumbrance for each of the below mentioned slots he is using. A shock troop shield or armor will add an extra point, each. If he has a total of 6 points or more, then he is moderately encumbered and will suffer a -1 penalty to all actions. If he has a total of 8 points or more then he will be considered heavily encumbered and will receive a penalty of -3 to all actions. If the character is carrying something exceptionally unwieldy, such as a human body, he is automatically heavily encumbered.

Character Loadout

A character can carry gear in each of the following eight slots.

Left Hand	These slots can hold any weapon, shield or non-combat item.
Right Hand	
Left Waist Right Waist	Place a Sack, Sword, Axe, or Club type weapon, as well as an object of convenience, such as a strand of rope. Very small weapons such as daggers and shortswords can be carried here without an encumbrance penalty.
Back	Place either a backpack, a Javelin Quiver or a Large or Medium shield. While a shield is stored in this way, the MS penalty of the shield is mitigated. If not carrying a backpack a Javelin Quiver, or a Large/Medium shield, then you may use it to carry a Sack + either a bow quiver, a club or Axe type weapon, a small shield, or an object of convenience, such as a rope. A bow may be kept inside such a quiver.
Armor	Any protective armor. Any Shock Troop armor is considered heavy.
Pouch	A small pack which is used mostly for coins, slingshot and small objects.
Head	This slot may be used to equip a helmet, a crown, or a hat.

Tempo

Tempo represents the speed that avatars can move. Depending on the action card they play, they can move anywhere from x1 to x4 their tempo in a turn. Your tempo is determined based on the chart below.

Tempo		Dodge
Base	25	Dodge is a small bonus that you get to melee and missile defense that is based on your dexterity and your talents. Your dodge bonus can never be less than +1, regardless of how low your dexterity is. This is to represent that you can never become easier to hit via making effort to dodge.
Plus five per Str bonus.	5	
Bonus from Talents	5	
Magic	???	
		Add half your dodge bonus rounded up to your melee and missile defence whenever you are aware of your enemy. You do not get this bonus when attacked from blind flank or from stealth, or any time that you are immobilized.

Sorcery

Pleasing the Spirits

The use of Sorcery is a delicate matter. In order to perform acts of magic, the sorcerer must trick the spirits of nature into doing his bidding. In order to accomplish this, he must fool the spirits into thinking he is one of them.

He must adjust his appearance in several ways so as not to frighten the spirits away from himself.

1	Sorcerous Garb	A sorcerer must wear the robes and headgear of his spiritual lineage.
2	No weapons of War	A Sorcerer may not use shields, armor, helms or Sharp Metal Weapons.
3	A wizard's Staff	A sorcerer can only cast spells thru his magic staff.
4	Unkempt	A sorcerer may not cut his nails, hair, or beard.
5	Messengers	A sorcerer may not touch a horse.

If any of these rules are broken, the sorcerer will not be able to use magic until sundown tomorrow. If the sorcerer's beard or hair is shaved, he will not be able to use magic until new years day.

Sorcerers can imbue their staves (with the help of a goldsmith) with the power to cast any spell that is a part of their spiritual lineage. The number of spells that they are able to cast is limited only by the amount of sacred herbs they have to use on their staff. These imbuelements of a staff can only be used by the sorcerer who owns the staff, since the goldsmith must personalize them for him. Some spells can be cast at multiple levels.

Spell Casting

When casting a spell, you are immediately depleted by an amount of stamina equal to the spell's level. Many spells are visually obvious when they are being cast. Some others are difficult to determine when they are being used. However, if a sorcerer moves himself to a new tiredness level due to the casting of a spell, his use of magic will become obvious.

Magical Failures

When casting a spell, you must first roll 3d6. If a four is rolled, you must roll a D20 on the critical failure chart below. If a three is rolled, you must roll a D12 on the critical failure chart below.

1	Malevolent Spirit	Receive a permanent -1 to CHA, fortitude, and stamina.
2 to 12	Eldritch horror	Suffer a Trauma
13 to 19	Miscast	The spell effects the wrong target, the wrong spell is cast, or the stamina loss from the spell is quadrupled
20	Benevolent Spirit	The caster receives a permanent +1 to CHA, Fortitude, and Stamina

Limits of Sorcery

A sorcerer has several limitations on the power that he is able to utilize.

1. A sorcerer cannot cast spells higher level than his character level / 2 (Rounded Up).
2. A sorcerer cannot cast spells higher level than his INT / 2 (Rounded Up)
3. A sorcerer cannot cast any one spell more times per day than his Wil Bonus.
4. Casting spells is not possible inside of any structure or area dedicated to industry.

Divine Favors

Pleasing the Gods

In order to gain the favor of the powerful spiritual entities that Religious folk call the gods, many sacrifices must be made. In order to be considered worthy of receiving the Aid and Divine Favors of the gods, priests of various kinds must imitate the gods themselves. This can manifest in a variety of ways, but most notably, you can see some examples below.

1	Holy Warfare	Chosen may only fight with the weapons favored by their God.
2	Trust in Fate	Berserks and Valkyries may not wear any armor except for totemic armor.
3	Purity	Priestesses must remain virgins and be unmarried.

If any of these rules are broken, the religious person loses all Faith points until the next full moon. If a Berserker or Valkyrie fails to trust in fate, they fall into a depression and hang themselves in 3D6 days.

Religious folk do not cast any spells of their own. Rather, they make requests from the gods to grant them favors. When playing the "pray" action, a religious person asks a god for a favor. If they have the required favor points then the god grant the favor in the following turn. Religious folk do not have to learn spells, rather they can simply request a god do anything that he or she is capable of. A god will do more impressive favors for followers that they prefer. The extent to which a god loves you is measured in FP and Religion skill. Your religion skill determines how powerful granted favors will be and your FP determines the amount of favors that will be granted to you each day.

Playing Favorites

If you had to choose your favorite god in a class ability you can still pray to the other gods on that list, but you will have less favor with them. Berserks, Valkyries, and Chosen may only pray to one god.

Divine Aid

You may spend favor points to change the results of dice rolled. For 1FP you may change a dice by one. For 3FP, you may change a dice by two, and for 6FP, you may change a dice by three. Gods can only grant favor with certain skills.

Divine Disapproval

When asking for a Divine favor, roll 3d6. On a four , roll a D20 on the chart below. On a three roll a D12 instead.

1	Punishment	Receive a permanent -1 to CHA, fortitude, and stamina.
2 to 12	Divine Scorn	Lose all Faith Points.
13 to 19	Disapproval	You lose 2D6 faith points.
20	Divine Boon	The caster receives a permanent +1 to CHA, Fortitude, and Stamina

Requesting Favors

You can only ask favors of a god with which you have Class Favor (Or because of the Prayer Talent). The favors you ask must be equal to or lower level than you Favor Level with the god in question. Non-priest classes taking the Prayer talent have a favor level equal to half that of a Berserk (Rounded down). When you ask a favor you lose faith points equal to the level of that favor. You will recover faith points equal to your CHA / 2 (rounded up) each sunrise or sunset, depending on your deity.			Ranger, Berserk, Maenad, Chosen, or Valkyrie				Bard or Oracle			
			Religion skill	Favor level in Temple	Favor level outside of temple	Favor level with other Deities	Religion skill	Favor level in Temple	Favor level outside of temple	Favor level with other Deities
			12	6	3	1	12	12	6	3
			11	5	2	1	11	11	5	2
			10	5	2	1	10	10	5	2
			9	4	2	1	9	9	4	2
			8	4	2	1	8	8	4	2
			7	3	1	0	7	7	3	1
			6	3	1	0	6	6	3	1
			5	2	1	0	5	5	2	1
Faith Points			4	2	1	0	4	4	2	1
Bard Oracle	Religion * 3		3	1	0	0	3	3	1	0
Other Priest	Religion * 2		2	1	0	0	2	2	1	0
Non-Priest	Religion * 1		1	0	0	0	1	1	0	0

Tenets of the Gods

If you are a follower of a particular god, you must obey their tenets. If you fail to obey any of their tenets, your god will become disappointed in you. If you fail to obey a tenet while your god is already disappointed in you, then they will become angry instead. If you fail a Tenet while your god is already angry with you, they will Punish you. If you fail a tenet while your god is already punishing you, they will abandon you.

Disappointed	Instantly loss D3 faith points. You gain faith points at half rate until the next holy day.
Angry	Instantly lose D3 faith points. You gain faith points at half the normal rate until the next full moon.
Punished	Instantly lose D3 faith points. You gain faith points at half the normal rate until new years day.
Abandoned	Instantly lose all faith points. You will never gain faith points with this god again unless you redemn yourself.

Tenets

UnaR	Freya
You must always accept duels to the blood.	You must provide funeral services for the dead.
You may not retreat from combat unless all your other allies have already retreated.	You must always destroy trolls when you find them.
You must always fight on behalf of your tribe while they are in war.	You must always fight on behalf of your tribe while they are in war.
Herni	Wotan
You must always hunt a creature which you have never hunted before if the opportunity arrises.	You must accept opportunities to travel if you are not traveling already.
Once a hunt has begun, you may not return to a village until the hunt is successful.	You may not retreat from combat unless all your other allies have already retreated.
You must always fight on behalf of your tribe while they are in war.	You must always fight on behalf of your tribe while they are in war.
The Horned Goddess	Balthur
You must always fight on behalf of your tribe while they are in war.	You must always provide healing to the innocent.
You may not kill wild animals unless you use as much as possible.	You must try to protect children from harm.
You may not destroy any trees.	You must clean yourself as soon as posible after becoming dirty.
Hadr	Erthi
You may not reveal the location of Hadr holy grounds.	You may not kill wild animals unless you use as much as possible.
You may only reveal that you serve Hadr to other hadr followers.	You may not destroy any trees.
You may not curse people (only) for personal benefit.	You may not eat domestically raised food.
	TyranaR
	You may not be outlawed by any lord. If you are, another lord must judge you innocent.
	You must always try to enforce punishments against anyone violating the natural law.
	You must Always pay your debts on time.

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Tenets

Bacchus	Satanas
You must always accept drinking challenges.	
	Athullos
Ephasos	
	Milas
Violios	
You must preside over any funerals you are asked to preside over.	
You must punish those who cheat in contracts, or any agreed upon deals.	
	Epocchas
	You must record any new knowledge that you gain which is not common knowledge.
Mertinas	
You may not cheat while making any trade deals.	
	Aphras
	You must preside of any weddings that you are asked to preside over.