

Midheim Compendium

Stories of war for times of peace

Prologue

The Gods brought destruction onto the worlds they claimed as their own. In their hatred for each other, in their greed to possess all that is magical and control all nature they knew no borders and fought everlasting. Yet, with almighty power the eternal struggle could not be resolved – ruins remained, with all the gods weakened, their dreams crushed by each other. In the helm, in the middle of all that is and was one stone remained untouched, ever vigilant unnamed by the gods.

It stood there, from the beginning, even before the first god decided to be more than an idea it was this stone that had given birth to the first life.

Every being possesses a spirit, some larger, some small, yet all of them connected to the ever present magic that was left behind by that nameless first god that gave birth to his children: the new gods.

These gods are made of this magic entirely, it forms their bodies and minds, creating the endless desire to obtain all of it, control all magic. This is what sparked their war and this conflict was what ultimately made them lose control, bleeding their essence into the worlds. With time two things happened: natural life became more advanced, resulting in intelligent species that would use speech, tools and ultimately learn to control parts of the magic around them. For these species and the other beings that were able to make use of magic this power presented itself in a different way than for the gods: magic was tied to the natural world in a specific way, either by being tied to the cycles of the Elements, the power of life and light or the strength of death and darkness. Later they would discover a fourth type of magic, the arcane, tied to the randomness and constant progression inherited by nature. For the gods however all magic was the same, complete, not tied to conditions. This magic can be called Glitter, an equal combination of magic. Usually elemental and arcane, light and darkness magic do not mix like water and oil, but in the Glitter they become the same.

When the gods noticed that life had grown to a point where beings would use the magic that they claimed for themselves they first got angry and tried to destroy nature in their unstoppable wrath.

However when they killed the beings that had learned these powers the gods themselves suffered and they could not reobtain the power these mortal beings had acquired: all magic was connected through the dying wish of the first god and would flow freely through the universe, evermore. The gods were dying and killing off nature would only accelerate this process.

So in the face of their slow but steady disintegration the gods rested their conflicts for the first time.

They had to find a way to reclaim the magic that was escaping them and in these moments of their peace they found a solution: if these mortal beings would just give their magic to the gods they could

regain the lost steadily power through nature, by having mortal beings pay tribute to them by prayer. They accomplished this by, instead of destroying them, coming down to the mortals and bestowing onto them greater powers. It was then that the gods noticed they could not create life themselves, but they had the power to alter it. They would bestow blessings on the mortals and the mortals would pray to them, creating a link, a connection that not only returned some magic back to the worshipped gods but also allow the gods to control the spirits of the dead.

Long before, the gods had built alliances based on their age and relation to one another that resulted in Pantheon that stood against each other in this eternal fight. Now these alliances would together create their own worlds for the mortals and alter them to their own creation. Yet, this balance remained unstable and after uncounted centuries the gods started to battle again. This time they would target each other's creation. They had suffered a great loss of power, their Glitter remained stable but was greatly decreased compared to the first days.

It was in this war that most planets were ravished and reduced to ruins where the mortals suffered and the gods feared that, ultimately, the links would be broken and their slow death would start again, with no solution in sight this time.

The mortal races themselves managed to escape this everlasting war and the ruined worlds: through all connected magic they created portals that would take them to an untouched world, the Planet of Uhn. When the gods saw that this was possible instead of stopping the migration, they decided that once more they had to halt their fighting. They assisted their creations to inhabit Uhn and created a new rule, a new condition to all magic, a rule for the gods that would ensure their sustained existence but that could also serve a resolution to the eternal combat between the Pantheons:

It was decided that no god could directly influence the Planet of Uhn and that if one Pantheon would be worshipped by too few mortals on Uhn their gods had to accept perishing. Ultimately, the gods believed, only one Pantheon would remain. And so a great barrier was erected, protecting Uhn from the godly magic, and all the gods would set their watchful eyes on the success of their creation on the Planet. Sometimes they were able to choose mortals as their champions and bestow minor blessings onto them, sometimes they could visit mortals in their dreams when the spirit of the mortal would leave the barrier by themselves. The continued existence of the gods had become ensured and slowly the existence of nature had become a game for them.

But for the mortals of Uhn centuries passed and life was still the same, short but hopeful. For now we will focus on how the mortals lived in a specific part of the world of Uhn, the continent Midheim, with

its many diverse species, its long history (the mortals arrived here first) and most importantly: its uncertain future...

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The Midheim Compendium

The Midheim Compendium is a modular, classless Pen and Paper rulebook that focuses on versatile character development and high immersion as well as tactical combat. The gameplay mechanics are focused around 20 sided dices and a classic character system. This system mainly consists of attributes that reflect physical and mental capabilities and talents/traits, which represent learned abilities and skills of the characters including magic and fighting abilities.

The following chapters will firstly explain how dices work in this system, laying out the base gameplay and the options the Game Master and the Characters have to resolve situations by using skill checks and the rulings on successes and failures. The following chapter explains how to build and operate a character by introducing the different modules a character is made of. Afterwards specific rules for more complex interactions with the game world are defined and the Game Master is given tools to create more interesting situations. Then the rules for combat are explained, followed by basic rules for the use of magic.

Dice Rolls

Every time certain abilities of a character are tested or the outcome of an action is uncertain it can be resolved by throwing a 20 sided dice, to see if the character is proficient enough to successfully do something and to determine how good or bad an outcome is. These dice rolls are called *checks* or rolls; following chapters explain the different general types of situations in which the dices need to be rolled and how to interpret the result. It is important to note that all situation can be simulated with normal checks and most of the following methods are not strict, but rather guidelines on how to be creative with skill checks, bring variation to the dice rolls or to help with simulating a situation or attempted action in a more realistic way. You should however be consistent with how specific situations are resolved unless there is a reasonable exception.

Make sure you understand how dice rolls work in this system and try to remember the key words as they will be frequently used further on.

Normal checks

Every time a character tries to do something that can is not automatically successful, a check is initiated, using specific Scores from the characters skills and abilities, according to the action that initiated the check. If a character wants to open a lock with a lock pick for example the *check value* consists of dexterity+focus. The higher the value, the more skilled a character is in the action being checked.

The check value is the maximum amount of points a character can reach, yielding the *check result*. If the check result is equal or lower than the check value, a check is successful. The value can be interpreted easily: The higher, the better is the result, if the result can vary in outcome between failing and succeeding. Is the result higher than the value the check is unsuccessful and the character fails or yields no result, depending on the situation. A result higher than the value is always interpreted the same unless it is a critical result.

A failed check always has the result of 1, unless it was a critical failure, which results in a 0. In many cases the check results of failed checks can be ignored, but sometimes a definitive check result is needed to resolve a situation in a meaningful way. These results also help to compare checks with each other: succeeding a check with a 2 is barely cutting it!

This is straight forward if the value is 20 or lower and only one dice is needed. If the value is higher than 20 a second 20 dice is used for the amount above 20 and rolled after the first one, which can only fail if the result is a critical failure. The second dice is rolled on the remaining value:

Is the value as an example 32 the first dice is rolled as if the value is 20 and the second one as if the value is 12. The results of these throws are simply added: if the first dice yields a 15 and the second one a 7 the check result would be 22.

If for the same value the first dice yields 15 and the second one yields 13 the result would be 15, since the value of the second dice is only 12.

Now if the first dice yield 12 and the second one yields 15 the result would still be 15. Why? Because while the individual dice values are fixed, the individual results can be rearranged to form the highest possible check result.

This also means if the first dice yields a 10 and the second a 13, it can be ruled as if the first one yielded the 13 and the second one 10, which yields a result of 23 instead of 20.

Is the value higher than 40,60 a third, fourth dice etc. are added in the same manner.

Switching Dices

As stated before, if a check consists of 2 or more dices, the individual dices can be interchanged after being rolled to yield the highest result possible. This however is only allowed if the first dice, which needs to be declared before the check is rolled, did not yield a 20 and therefore a critical failure. A check result is only critical if the declared first dice yielded a 1/20, not one of the following ones.

Threshold checks

Difficult actions can be assigned a *threshold* value. To succeed, a character must score an equal or higher check result than the threshold. This mechanic is useful for more complex and difficult actions, especially if the actions needs the character to “beat” something, for example opening a door with force, pulling a sword out of a stone or similar. A door can then be assigned a higher or lower threshold depending on its material, the craftsmanship of the assembly or magical properties. A wooden door with the threshold value of ten can only be forced open with a 10 or higher.

A different form of threshold is assigning a specific talent or trait that a character must possess to attempt or succeed at a specific action. For example, a character would have to speak the language of a certain trader to a specific degree or else they can not haggle with him.

Consider to lower thresholds if players come up with smart alternative solutions.

Hit point Check

Another way to generate more complex checks in adequate situations are *hit point checks*: similar to threshold checks an amount of hit points is assigned to the action, but instead of needing to score a higher check result, the character will decrease the hit points every time a successful normal check is passed by the amount scored. If the hit point value reaches 0 the check is over. Hit point checks are rarely useful on their own. They are most useful with poison effects: if a poison enters a character a poison value is assigned to it; every time the poison takes effect the character gets a check to fight off the poison, reducing the poison value. The poison will take effect until the poison value reaches 0, whereby the effect wears off. This process can be modified for example to have different stages in which the poison effect differs, according to the current poison value.

Another use of hit point checks can be in combination with threshold checks, to for example create the impression of a sturdy door that takes some time to get through.

Hit point checks can also be used in reverse by using a hit point amount as the check value, with the check result declares the remaining hit points. This process is repeated until the action is over, every time an action is repeated or a roll fails. A check like that can be used to simulate drinking alcohol for example: every time a character drinks, a reversed hit point check is initiated, through which the hit point value sinks, or in a best case scenario, stays the same, while every further drinking action will diminish the amount further, until the character fails and is blackout drunk.

Competitive checks

In many cases two or more checks will be competitive against or with another. In any case the side scoring the highest result will succeed or reap the beneficial consequences. Often the checks that are compared are different but similar in style; as an example a character might want to use a perception check to uncover if somebody is hiding, while a character in hiding will use a stealth check to compete against that. A succeeding perception check might not be keen enough if the stealth check is superior.

Competitive checks can be active or passive, depending on the character being the initiator or receiver of an active situation or action. If the character is the initiator an active competitive check always needs to be rolled, while a passive check can be waived. This is because a receiving character might be fine with a successful result for the initiator or it is ruled it would not make sense for a character to resist for role play purposes. A passive/defensive check should always be allowed unless another rule denies it. A good example would be a flirt check: the initiator tries to flirt with the defending/receiving character. The initiator always must roll the dice, a fail is always possible. If the check succeeds the defender can try to beat the check of the initiator with their own resistance check. The defender however might want to be seduced, in which case no defensive check is needs to be rolled.

Tie-break

If both the initiator and the defender score the same check result a *tie-break* is initiated: both characters roll a single dice, the highest result wins the tie-break, there are no critical results possible.

Alternatively, it could also be ruled to roll the checks again, until the tie-break is resolved or a tie-break can always be ruled in favour of the defender. This ruling is useful if the tie-break occurs due to two failed checks which therefore both have a result of 1.

Critical results

It is always necessary to declare which dice in check will be the *first dice* before the check is rolled.

The first dice in every check that is made by a character or being can score a *critical result*. A critical result is either a 1 or a 20, with 20 being the negative critical result and 1 being positive. Every 20 scored in the first dice of a check is ruled as a not only a fail, but a significant one, with the possibility of very negative results, while a 1 yields the best check result for the specific dice which rolled it and can also be interpreted as an extreme success if rolled by the first dice, yielding further positive consequences. If a tie-break occurs and one of the results is due to a 1 in the first dice, this result is also ruled higher than the opposite result, resolving the tie-break immediately. In Dices after the first 20s and 1s can be ruled as normal dice results, or as 0 (20) and the maximal result (1) possible for the dice in question – the group should decide on one of these options at the start of the game and stick with it.

If a character has a check value of 13 and scores a 1, the check result is a 13 with some benefits according to the situation, while a 20 would result in a 0 and an extreme failure.

If the check value was 31 and the first dice scores a 1 and the second one a 5, the first dice would score a 20 and the second one a 5, resulting in 25, a critical success with benefits. If the first dice would score a 20, the result of the second dice does not matter, the result is ruled as a 0 anyway. Since the character had a value over 20 and over 30 even, the extra negative consequences due to the critical failure can be ruled as minor, since the character is usually proficient in the action that triggered the check.

Items and objects can never yield critical results, the same goes for things like fall damage or poison.

The list below provides some examples for critical results in different situations:

Action	Critical Success	Critical Failure
Social Interaction	<ul style="list-style-type: none">• Positive modifier on the check result• Friendly interaction, extra information• A positive modifier on the next social check• A discount in a trade	<ul style="list-style-type: none">• Negative modifier on the result• Negative modifier on the next social interaction• Extreme social embarrassment• Unwanted provocation, inappropriate manners• A higher price in trade

	<ul style="list-style-type: none"> • A lucky coincidence occurs 	<ul style="list-style-type: none"> • An unlucky coincidence occurs
Craftsmanship	<ul style="list-style-type: none"> • Higher quality result • Lower material cost • Lower time investment 	<ul style="list-style-type: none"> • Destruction of crafting material or tools • Higher material costs/time investment • Lower quality result
Perception, Investigation	<ul style="list-style-type: none"> • Noticing hidden details • Positive modifier on the next check • Temporarily improved senses 	<ul style="list-style-type: none"> • A wrong conclusion while being sure of succeeding • Sense of security • Confusion • Negative modifier on the next check • Distraction
Physical Actions (climbing, sneaking..)	<ul style="list-style-type: none"> • Positive modifiers • Less fatigue/No fatigue • Higher speed 	<ul style="list-style-type: none"> • Falling • Extra fatigue • Negative modifiers • Lower speed

Another always usable possibility is an embarrassing or impressive result, that presents the character in a very bad/good light.

Modifiers

Depending on the situation and on other external factors modifications can be added to any check. This means that either the check value or the check result is increased or lowered by a certain amount. These check modifications can be caused by good role play, for example if a character does something very appropriate in a situation or describes an action very in depth in a smart way. Another reason for modifications can other parameters that make an action easier or harder to perform, for example it might be easier to stealth at night in the darkness, while a character without darkvision may have difficulties perceiving something in the dark. If the idea is that a certain Character should have an easier/harder time succeeding on a check a positive/negative modifier should be applied.

Modifications for the check value should generally range from +1 for very minor to +10 for major advantages, while modifications for the check result should be lower, ranging from +1 to +4. Another reason could be good preparation, helpful items or social relations to a character that is target of a check. Only one type of external modifier should be applied to a given situation. It is important to note that value modifiers are applied before the check is rolled, result modifiers afterwards. This is important since negative result modifiers are only applied if a check is successful!

External modifiers are all those modifications that the Game Master grants a character, not those a character has anyway through talent, items, or the means of magic.

It is possible to reach a check result higher than the check value and still succeed through result modifiers; that means a result modifier can also be used to lower a check result so it is lower or equal to the check value, turning a theoretical failure into a success. Therefore, result modifiers are more powerful than value modifiers and should be used more conservatively.

In a standard situation where only the natural circumstances matter, only value modifiers should be applied, but it can also make sense to sometimes ask the player if they would prefer a value or result modifier, especially to reward smart play. Another very valid use for result modifiers is if a character gets assisted by other characters.

Assisting

Sometimes, if it makes sense, characters can be allowed to assist each other in actions that initiate checks. If a character wants to assist someone, they must roll either the same check and succeed or, if the situation allows it a different related check for a supporting action. Depending on the success a higher or lower result modifier can be applied. If the supporting person fails a negative modifier can be applied, but only if the fail was significantly bad or a critical failure. When assisting the check value of the assisted person can be modified retrospectively, so a failed check can succeed through assistance. In standard situations not more than 1-2 assistance should be allowed.

Group Checks

In some situations multiple characters will attempt the same action, be part of the same situation or all try to help a character to do something. In this case a group check can be initiated. Every character has to succeed at the check needed, but it is ruled as if the characters with the highest check results automatically assist the characters with the lowest results, if not stated otherwise.

Check list

Some checks are used often and it is of some importance to have consistent checks to help players with character creation and progression, but also to know which risks and chances to take. Below is a list of the most common standard checks and the related attributes. However this is a list of examples, it is useful to tailor checks to specific situations and, more importantly, player role-play.

Generally checks are created by adding 2 attributes. The first Attribute mentioned for the checks is the main attribute which should be a staple for the check regardless of situation, while the second one can be exchanged.

The mentioned examples are basic checks to be used in relatively uncomplex situations where only 2 attributes come into play.

This offers multiple ways to create checks:

- Main attribute + secondary attribute
- Main attribute + secondary attribute + third attribute
- Main attribute + secondary attribute/2 + third attribute/2
- Main attribute + secondary attribute + third attribute/2

Where the main, secondary and/or third attribute can be the same one. Note, that more complex checks with more than 2 attributes should be used with threshold checks.

Be aware that for many of the examples multiple attribute combinations could be used to create an adequate check.

Check	Attributes
Sneaking	Agility + Dexterity
Perception	Focus + racial modifier (senses)
Investigation	Focus + Intelligence
Crafting	Dexterity + Strength
Fine crafting	Dexterity + Intelligence

Persuasion	Charisma + Wisdom
Passive Perception/Senses	Racial modifier
Haggling	Charisma + Intelligence
Swimming long duration	Agility + Toughness
Swimming short duration	Agility + Strength
Climbing	Agility + Strength
Acrobatics	Agility + Dexterity
Tracking	Focus + Intelligence
Orientation	Focus + Intelligence
A burst of Force	Strength + Strength
Persistent use of Force	Strength + Toughness
Calming someone	Charisma + Wisdom
Insight	Charisma + Focus
Evaluate something	Intelligence + Focus
Decipher something	Intelligence + Wisdom
Seduction	Charisma + Intelligence
Intimidation	Charisma + Strength
Performance	Charisma + Dexterity
Lying	Charisma + Intelligence
Lock picking	Dexterity + Focus
Hiding	Focus + Dexterity
Detecting magic	Wisdom + Focus
Understanding magic	Wisdom + Intelligence
Studying/reading	Intelligence + Focus
Resisting persuasion	Wisdom + Charisma

Resisting a Stun	Toughness + Strength
Communication	Charisma + Wisdom

Perfection

Perfection is a mechanic that can be used on all checks consisting of more than 2 dices. Perfections can be used when they are available, the character has a talent that grants them a positive modifier for that check and the check did not yield a critical failure. One perfection is used on one dice and will make that dice yield the highest possible result. Perfections can only be used after the check has been rolled. The use is limited to one perfection per check and perfections are consumed and only restored after at least a long rest.

<u>Level</u>	<u>Number of Perfections available</u>
1	1
2	2
3	2
4	3
5	3
6	3
7	4
8	4
9	5
10	5
11	5
12	6
13	6
14	7
15	7
16	7
17	7

18	8
19	8
20	8

Character Creation

One of the great advantages of the Midheim Compendium is a flexible character system that can be easily adapted to player choices. The core consists of attributes and talents that represent physical and mental capabilities and skills and knowledge the character has learned and acquired. The system is expanded through racial traits, professions, and other modules, that help with building multidimensional characters and offer diverse options for a solid foundation to progress from.

The first step to creating a character is picking a starting Level and being sure about how the Level progression will take place during the adventure. Secondly a Race should be picked. Professions and Cultures help with fleshing out the character and providing a backstory or can be chosen because of an already existing backstory. They reflect the characters background, his upbringing and what the character has done so far during the characters life.

Afterwards one mandatory disadvantage must be, and optional disadvantages can be chosen to assist with giving the character more personality; even heroes may have flaws or dark secrets. Lastly all acquired Talent points and Attribute points can be spent to build the character into an adventurer, warrior, wizard, or a regular person: the freedom is yours!

Level up & Progression

Character progression is one of the most important features of tabletop roleplaying games. The rewarding advancements a character goes through can make hardships worthwhile and provide a sense of growth and accomplishment. There are different implementations that can be used to progress characters in the Midheim Compendium. Generally, levels are used to simulate the capabilities a character possesses and the experience one has gained; levels reach from 1 to 20 with levels 3 to 8 being the average level of the general population.

Every Level a character is granted 3 Talent points (TP) and 2 Attribute points (AP), including on Level One. 1 TP can be used to acquire a new Talent or increase a Talent the character already has by 1 rank.

Alternatively, the points can also be spent to heighten the characters prowess with a certain weapon class or type of magic.

Attribute points can be spent to increase Strength, Toughness, Agility, Dexterity, Intelligence, Wisdom, Focus or Charisma for 1 per AP. The Attributes Life points, Exhaustion points, base Perception and Movement Distance can not be increased directly.

Level One Characters can be considered weak; they should typically be very young and inexperienced. The average Level for Characters depend on their background and age; generally, its somewhere around Level 5. People who have a profession where fighting skills are mandatory, or some deeper knowledge is required, are often Level 6-8. Characters of Level 9 to 11 are not uncommon and can often be considered either masters of their profession, experienced fighters, or respected mages. Finding Level 12-15 characters in the general population is very rare. Devoted fighters like Knights, battle hardened Veterans of many fights and Mages who have mastered the Art of one school can be considered around this Level, social characters like scholars or higher-ranking leading figures can also be considered. After this Level Characters are often legendary warriors, mages or prominent social figures that are known nation wide in their respective circles and sometimes even above that. Archmages, well-known adventurers and leading figures fall into this category. Levels 19 and 20 are reserved for those that have mastered several or all aspects of their art or profession, (near) legendary figures. Characters above Level 20 are Legends, Heroes, the greatest Masterminds of the world or the puppet masters of evil. Level 24+ means that a character possesses power that can be considered Demi God.

Bonus Levels

On Levels 5, 10, 15 and 20 Characters gain an additional 3 TP and 2 AP.

Constraints

When levelling up and distributing Attribute Points a few rules must be kept in mind:

- When one Attribute exceeds 5 points the highest Attribute should not be double the second highest.
- The highest value should not be higher than all the other values when exceeding 5.

Experience points

The classic Level system is especially useful in fight heavy groups or sandbox campaigns where some character might not be available for every adventure. For every fight and finished objectives characters and/or the party in total can receive experience points. Collecting enough experience points grants the next Level. Below is a list of when a certain Level is reached:

1	0
2	500
3	1000
4	1500
5	2000
6	2600
7	3200
8	4000
9	4800
10	5600
11	6500
12	7400
13	8400
14	9400
15	10600
16	12000
17	13600
18	15400
19	17600
20	20000
21	24000
22	28000
23	32000

Milestones

Instead of experience-point guided levelling Characters can be levelled up at specific points during an adventure or story. This system is called milestone levelling because a Level is granted for reaching a specific milestone.

Attributes

The most important part of a Character after who the person is are their base Attributes. These define the fundamental mental and physical capabilities for every person. To give an understanding which attributes are important for which tasks reads following explanation:

Physical Attributes:

- **Strength:** Defines how much physical power the character possesses, especially for short bursts.
- **Toughness:** How resilient a person is to damage, environmental effects like coldness and exhaustion.
- **Dexterity:** The accuracy and precision of fine motor skills.
- **Agility:** How fast and skilful a character can move around.

Mental Attributes:

- **Intelligence:** The mental sharpness and how fast a character can learn, combine, and acquire knowledge.
- **Wisdom:** Mental Strength, the ability to use knowledge and to some extend the intuition of the person.
- **Focus:** The ability to concentrate and observe information.
- **Charisma:** Social competence and the ability to empathize.

Races

Midheim offers a huge variety of races to choose from. Every race offers a different background and some gameplay related properties: Starting attributes and specific racial traits.

Dwarves

Lifespan: Dwarves reach maturity at around 35, though regularly cases of maturity being reached as soon as 20 or as late as 50 have been reported. It is typically indicated by a change in voice and the

gain of eye colour: young Dwarves usually all have stone-grey eyes, gaining a brightly coloured Iris when they reach adulthood. The Dwarves call this “Hoddesvir”, the first treasure.

Size: Around 150 cm, can grow as big as 165 in rare cases.

Language: Durm (“The growling”). Related the languages of the First Men and the Trolls.

Starting Attributes:

Strength: 2		Intelligence: 1	
Toughness: 3		Wisdom: 2	
Dexterity: 1		Focus: 0	
Agility: 0		Charisma: 1	
Health points (HP): 32	Exhaustion Points (EP): 11	Base Perception: 5	Movement Distance: 4

Traits:

Crystal Eyes:	Dwarves can ignore negative modifiers in twilight and darkness.
Children of Stone:	Dwarves recover 2 extra EP every rest, can eat spoiled rations and drink muddy water without drawbacks. They also gain a +2 poison resistance.

History: Dwarves organise their societies in Clans, great and well organised family clusters with a hierarchy that is dictated by strict rules: Those who accomplish great deeds for the Clan, for all of the Dwarves or for the homeland and those who manage to earn great riches or create outstanding work quickly raise in the ranks of a Clan. Other factors include bringing great knowledge to the Clan, having travelled the world, being a great mother or father, being the friend of many animals as well as those praised by all of those who met them (called a Mirving “Manyfriend”). Yearly a Clan and the families bonded to that Clan meet to celebrate the Duhrdfenr (Days of glory), where the Families share their stories and accomplishments made through the last year. The greatest deeds are shared on the later days of the week with the Clan, where the greatest celebrations happen with feasts and every family of the Clan presents their great achievements. The Clan usually readjusts their organisation here, sometimes electing a new leader, planning weddings, and rewarding individuals – but also punishing those who did wrong and even expel those who are deemed unworthy. The dwarves once had the mightiest Clan

rule by appointing a King, but in two bloody wars the great Stonecrown Clan was banished from Midheim. During the Duhrdfenr the delegates for the Farsight Council are appointed, which rule the Dwarven Alliance, or at least try to, since every greater Clan still is autonomous.

The dwarves of Midheim were one of the first races to emerge, tracing their origins back to the gods of the great tree. Awakening among the sulphur clouds of the bay of fire sturdy dwarves made their way across the sea led by Clan Goldfinger, one of the greater dwarven Families. On the shores of Midheims mainland they spotted the towering Amradur Mountains, stretching far into the North and South. It quickly turned out these Mountains would not serve as the home for all the Clans and after a long time of infighting the dwarves expanded to other mountain holds in Midheim - it is said that some clanless families began to settle outside of the mountains and became the Gnomes of the South. Yet the dwarves remained largely united, from time to time with stronger and weaker bonds, but never fully separated – the only exception being the two wars of the Blood Crown, when the reigning King of the Stonecrown Clan was subdued and his allies banished. Since then the dwarves are ruled by the Farsight Council, consisting of the most archived elders all the Clans can muster. Infighting however still occurs from time to time between smaller families and rarely between the greater Clans as well – over mining rights or trade routes, weddings, and political influence. The dwarves are ambitious people and some families naturally have opposing goals.

Humans of the first Kin

Lifespan: The first Kin reach adulthood around 25 and can reach 100 to 150 years of age, with ages of up to 200 being rarely reported.

Size: Around 190 cm, can grow as big as 215 cm.

Language: Runaklar (“The old scripture”).

Starting Attributes:

Strength: 2	Intelligence: 1
Toughness: 2	Wisdom: 1
Dexterity: 1	Focus: 1
Agility: 1	Charisma: 1

Health points (HP):	Exhaustion Points (EP):	Base Perception:	Movement Distance:
30	9	6	6

Traits:

Blood of the Firstborn:	Humans of the first kin regain 5+Level of HP after a fight has ended. All healing targeting a human of the first kin is granted a result modifier of +1.
Warm Veins:	Lower the negative modifiers of cold climate.

History:

Humans of the second and third Kin

Lifespan: The first Kin reach adulthood around 17 and can reach 70 to 80 years of age, with ages of up to 100 being rarely reported.

Size: Around 170 cm, can grow as big as 200 in rare cases.

Language: Freikand in different dialects, depending on origin. If a character speaks a specific form of Freikand they will be able to communicate with persons speaking other dialects of Freikand as if they know it as a Tier II language.

Starting Attributes:

Strength: 1		Intelligence: 1	
Toughness: 1		Wisdom: 1	
Dexterity: 1		Focus: 1	
Agility: 1		Charisma: 1	
Health points (HP):	Exhaustion Points (EP):	Base Perception:	Movement Distance:
25	8	7	7

Traits:

Superior Adaptability:	Humans of the second kin can reskill one attribute point with level up.
Superior diversity:	Humans gain one extra TP and two extra AP that can be freely distributed on creation.

History:

E'alven

Lifespan: Up to 3000 years

Size: Around 175 cm

Language: Blafal

Starting Attributes:

Strength: 0		Intelligence: 1	
Toughness: 0		Wisdom: 2	
Dexterity: 2		Focus: 2	
Agility: 2		Charisma: 0	
Health points (HP): 23	Exhaustion Points (EP): 6	Base Perception: 10	Movement Distance: 9

Traits:

Nightvision:	Negative modifiers induced by twilight and darkness are lowered by 2.
Children of the forest:	The childrens of Eha have no problems finding food (for themselves) or orientating in the forest, if that forest is not specifically hostile to them.
The natural language:	E'alven gain +2 on interactions with peaceful and +1 on interactions with potentially hostile creatures.

History:

High Elves

Lifespan: Up to 3000 years

Size: Around 185 cm

Language: The Imperial Tounge, evolved from the remnants of the old elven language called Selsang

Starting Attributes:

Strength: 0		Intelligence: 3	
Toughness: 0		Wisdom: 2	
Dexterity: 1		Focus: 2	
Agility: 1		Charisma: 1	
Health points (HP): 25	Exhaustion Points (EP): 7	Base Perception: 8	Movement Distance: 7

Traits:

Nightvision:	Negative modifiers induced by twilight and darkness are lowered by 2.
Fountain of youth:	Healing exceeding the maximum health fill up exhaustion points instead 1 to 2.
Founders of Culture:	High elves are less susceptible to intimidation, bribes and similar ways to gain influence over them and gain a +1 value modifier for resistance checks.

History:

Albs

Lifespan: Up to 3000 years

Size: Around 180 cm

Language: Katra, a relatively young language developed so the Albs would not have to keep speaking Blafal.

Starting Attributes:

Strength: 0		Intelligence: 3	
Toughness: 1		Wisdom: 1	
Dexterity: 2		Focus: 2	
Agility: 1		Charisma: 0	
Health points (HP): 27	Exhaustion Points (EP): 6	Base Perception: 8	Movement Distance: 7

Traits:

Nightvision:	Negative modifiers induced by twilight and darkness are lowered by 2.
Natural immunity:	Albs gain +2 defense against arcane magic.
Seventh Sense:	Albs gain a +1 bonus when detecting magic, +3 when its arcane magic.

History: The Albs broke off from the children of E'a in what is now known as the Schism of the Red moon. A great war followed during which the Albs became more and more disconnected from their natural roots and even their physical appearance changed.

Slengt

Lifespan: Normal life expectancy is around 80 years, yet very rarely cases of over 300 years have been reported; this is heavily related to their caste system

Size: Between 175 and 215 cm

Language: Z'ang

Starting Attributes:

Strength: 1		Intelligence: 2	
Toughness: 0		Wisdom: 1	
Dexterity: 1		Focus: 2	
Agility: 3		Charisma: 0	
Health points (HP):	Exhaustion Points (EP):	Base Perception:	Movement Distance:

27	7	7	7
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Traits:

Poison Teeth:	Slengt have poison teeth that produce 1 dose of poison per day. They can perform a weapon less melee attack with a bonus of +5 with these teeth. The poison has a poison value of 20+Level and deals 1d6 Damage per turn. This also grants them +5 poison resistance.
Serpentskin:	Slengts gain a value modifier of +2 for climbing checks a have no disadvantages in hot climate, while disadvantages in cold climate are increased.

History:

Trolls

Lifespan: Unknown

Size: Around 160 to 500 cm

Language: Runaklar

Starting Attributes:

Strength: 2		Intelligence: 1	
Toughness: 3		Wisdom: 3	
Dexterity: 0		Focus: 0	
Agility: 1		Charisma: 0	
Health points (HP):	Exhaustion Points (EP):	Base Perception:	Movement Distance:
45	8	6	4

Traits:

Choose either Blessing of stone or blessing of wood.

Blessing of Stone:	Stone trolls gain a value modifier of +2 when working with stones and +1 for orientation and perception in stone filled environments like mountains. They
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	can “talk” to the stones in this way, if these have been untouched by other races for years.
Blessing of Wood:	Forest trolls gain a value modifier of +2 when working with wood and +1 for orientation and perception in forests. They can “talk” to the trees in this way, if these have been untouched by other races for years.
The long slumber:	<p>One time every year Trolls must sleep for a long time. The sleep can be delayed to the next year, but the time will more than double in this case. During their sleep Trolls turn into either trees or stones, depending on their blessing. If the tree they are sleeping as is cut down they transfer to a nearby one; they can only be killed in their sleep if all thing relating to their blessing close to them are destroyed or put away.</p> <p>It is possible to detect sleeping trolls with magic or sometimes it might be possible to hear a rock or tree breath, meaning a troll is sleeping in it. When they awake their appearance might have changed depending on what they slept as.</p>

History:

Gnomes

Lifespan: Around 200 years

Size: 140 to 150 cm

Language: Itzisch

Starting Attributes:

Strength: 2		Intelligence: 1	
Toughness: 3		Wisdom: 0	
Dexterity: 1		Focus: 1	
Agility: 0		Charisma: 2	
Health points (HP):	Exhaustion Points (EP):	Base Perception:	Movement Distance:

28	8	6	6
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Traits:

Masters of Tounges:	Gnomes gain an additional language rank II on creation.
Nose for Valuables:	Gnomes have a value modifier of +2 when they estimate goods.
Leatherskins:	Gnomes have thick skin that grants them 1 natural light armour. They gain massive natural warts instead of scars like other races, which increase the thickness of their skin but makes them considerably less attractive. Every time a Gnome falls unconscious their natural armour increases by 1 (until a maximum of +4) but they gain an ugly wart for it.

History:

Ilvindari

Lifespan: Theoretically over 1000 years, currently most Ilvindari die considerably earlier by means of suicide as all Ilvindari currently are born with a depressive sickness

Size: Around 200 cm

Language: Ilvind

Starting Attributes:

Strength: 0		Intelligence: 3	
Toughness: 0		Wisdom: 2	
Dexterity: 1		Focus: 1	
Agility: 2		Charisma: 1	
Health points (HP): 26	Exhaustion Points (EP): 7	Base Perception: 7	Movement Distance: 8

Traits:

Telepathy:	Ilvindari can talk, but usually choose not to because they are able to use telepathy. Every one in a Radius where a normal talking voice could be heard can heart the Ilvindari “talk” via telepathy unless they “whisper” to a specific person. This requires a Focus+Wisdom check and can only be detected by magic or other telepathy users.
True Beauty:	As one the oldest race in Midheim the Ilvidari are undeniably beautiful. They gain a Bonus of +2 when flirting.

Morangi

Lifespan: Between 60 to 120 years

Size: Around 160 cm

Language: Blaal

Starting Attributes:

Strength: 1	Intelligence: 1
Toughness: 1	Wisdom: 1
Dexterity: 1	Focus: 2
Agility: 2	Charisma: 0

Health points (HP):	Exhaustion Points (EP):	Base Perception:	Movement Distance:
22	8	9	8

Traits:

Water creature:	Morangi are skilled swimmers and divers due to their webbed feet and short tail that is sometimes finned. They can dive for extended periods of around 30 minutes and swim as if they are walking on land. Morangi gain increased negative modifiers in hot climate as long as they are not in water regularly (multiple times a day) and have increased negative modifiers in cold climate.
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Camouflage:	Morangi have feather-like horny hair along their back that is very stiff but can be donned against the skin. They can wilfully change the colour of this to either impress potential mating partners or to hide. They gain a Bonus of +2 to sneaking and hiding when using this ability.
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Beoven

Lifespan: Around 80 years

Size: Around 170 cm

Language: Beoven can communicate between each other via smell. They usually speak the Imperial Tongue these days.

Starting Attributes:

Strength: 2		Intelligence: 2	
Toughness: 2		Wisdom: 0	
Dexterity: 0		Focus: 2	
Agility: 2		Charisma: 0	
Health points (HP): 30	Exhaustion Points (EP): 6	Base Perception: 8	Movement Distance: 8

Traits:

Natural Hunters:	Beoven can roll on their passive perception with a Bonus of +4 to smell all injured creatures in a large radius. With a result high enough they might even be able to determine what it is.
Natural Weapons:	Beovens can use their Claws and their Bite as natural weapons in a fight. This counts as unarmoured melee. The claws give a Bonus of +6 and the Bite costs 1EP but gives a Bonus of +10. They pierce light armour for 3.

Orcs

Lifespan: Around 100 years

Size: Around 190 cm

Language: Orks use a language called Faragan (Words of the World) that has many local dialects

Starting Attributes:

Strength: 3		Intelligence: 1	
Toughness: 2		Wisdom: 1	
Dexterity: 1		Focus: 0	
Agility: 1		Charisma: 1	
Health points (HP): 33	Exhaustion Points (EP): 9	Base Perception: 5	Movement Distance: 5

Traits:

Blood for Blood:	If an Orcs HP fall below 50% they experience unnatural rage and gain +4 attack or +2 Spellpower.and -1 to all social rolls.
Earth and Water:	When an Orc is fed well, had a good amount of sleep, has full EP and full HP they gain +1 to all social rolls.

Goblins

Lifespan: Around 70 years

Size: Around 130 cm

Language: Goblins use a Faragan accent that is often called “Gob” (dirty)

Starting Attributes:

Strength: 0	Intelligence: 2
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Toughness: 1		Wisdom: 0	
Dexterity: 2		Focus: 2	
Agility: 3		Charisma: 0	
Health points (HP): 20	Exhaustion Points (EP): 10	Base Perception: 7	Movement Distance: 10

Traits:

Opportunists:	A Goblins opportunity attacks are hidden and their ranged attacks are by 2 harder to detect.
Survival of the fastest:	When fleeing Goblins gain +2 Movement Range.

Giants

Lifespan: Up to 500 Years

Size: Around 300 to 500 cm

Language: Runaklar

Starting Attributes:

Strength: 3		Intelligence: 0	
Toughness: 4		Wisdom: 1	
Dexterity: 1		Focus: 0	
Agility: 1		Charisma: 0	
Health points (HP): 50	Exhaustion Points (EP): 9	Base Perception: 4	Movement Distance: 4

Traits:

Unequalled Toughness:	Ignore one critical effect per day.
Massive:	Can use a shield with two handed Weapons.

Mixed Races

Characters of mixed races gain the attributes of their mother, the Health, Exhaustion, Perception and Movement of the father and one trait from both races each.

Backgrounds

Every character is assigned a background on creation. The character background consists of the culture(s) the character grew up in and the profession(s) the character has learned and/or performed until the point of entering the game. A character background grants:

- 8 Talents points, a maximum of two can be spent on one Talent. They can also be spent on languages.
- 4 Attribute points. A maximum of 2 can be spent on one attribute.

Both Talents and Attributes should be spent relating to the background the character grew up in. A list of example backgrounds is provided below:

<u>Background</u>	<u>Effects 6 & Description</u>

Languages

Languages are like talents in that they have ranks which determine how skilled a character is in speaking and understanding it. Knowing a language does not include writing and reading skills. Every language has 4 ranks: rank I is basic understanding, rank II advanced use, rank III proficient use and rank IV means that a character speaks the language like their mother tongue.

Languages ranks can be increased through roleplay and on character creation also by spending one TP per rank.

Disadvantages

Every character must choose one disadvantage. Just like other traits disadvantages always matter, Additional ones can be chosen voluntarily. Disadvantages are like negative talents and work in a similar matter. A list of example disadvantages is provided below:

<u>Disadvantage</u>	<u>Effect</u>

Talents

Talents are bought with TP. Talents have Ranks from One to Five, indicated by roman numerals. Every rank of a talent, no matter if I or higher always costs one TP to acquire. A person with the Rank I in one talent can be considered a beginner, on Rank III they can be considered a skilled user of the talent and on Rank V a character is a master of this skill. If you have a Talent for a certain task or skill you can use Perfections for it. In the list below the maximal possible rank for each Talent is given by its name. The Bonus given by Talents is always a value modifier; Talents for specific actions give a higher bonus than Talents with a wider range of use. Some Actions are only available if you have the talent required. You can rule for example that a certain lock requires a specific Rank in Lockpicking, or a special Plant can only be found by a skilled Herbalist.

Remember that the Bonus a Talent gives should be adjusted to a given situation. A Talent makes Tasks possible that someone without that skill or knowledge could perform, but they do not make the impossible feasible. They grant automatic modifiers because your character has a certain advantage in a given field.

For players it is advised that you make use of your talents by communicating with your Game Master if they are applicable in a certain situation. The hight of the Bonus a Talent grants is also dependent on the Situation its used in. The given Numbers are a recommendation that fits most cases.

Lastly also keep in mind that you acquire Spells and Weapon Skills you need to spent Talent points as well.

Talent List

<p>Distraction III</p> <p>The character is very skilled in creating distractions. Gain a value modifier of +4 per rank when trying to distract someone.</p>
<p>Performance V</p> <p>Gain a Bonus of +2 per rank on your actions when performing in front of a crowd.</p>
<p>Actor IV</p> <p>The character is a skilled actor. When acting like someone else or reciting poetry or prose the character gains a bonus of +3 per rank.</p>
<p>Sounds of Nature I</p> <p>The character can imitate Animal sounds.</p>
<p>Herbalist III</p> <p>The character can identify useful plants and mushrooms and forage them.</p>
<p>Imitation II</p> <p>The character can imitate other persons behaviour and voice. They gain a bonus of +3 per rank to keep up the facade.</p>
<p>Beautiful II</p> <p>The character is beautiful to look at, either naturally or by intensive care. They gain a bonus of +2 per rank when interacting with characters that might be attracted to them.</p>
<p>Calm III</p> <p>Calmness makes you less susceptible to intimidation and provocation. You gain a bonus of +4 per rank when resisting attempts like these and a bonus of +2 per rank when trying to calm someone else.</p>
<p>Supportive III</p> <p>When you try to support someone else at a certain task they gain an additional result modifier of +2 per rank if you do not fail the check.</p>

<p>Sociable II</p> <p>When other characters help you successfully you gain an additional result modifier of +2 per rank.</p>
<p>Humorous III</p> <p>Gain a bonus of +4 per rank when trying to bring other to laugh.</p>
<p>Lip Reading III</p> <p>The character can read lips to a certain extend. Gain a bonus of +3 per rank when the character tries to understand what someone says without hearing them. Only works if the character can see their lips and speaks the same language</p>
<p>Liar V</p> <p>You are a skilled liar. Gain a bonus of +3 per rank when you are telling a lie that could convince someone.</p>
<p>Pitchman III</p> <p>Gain a Bonus of +4 per rank when selling an item by haggling.</p>
<p>Trader V</p> <p>Gain a bonus of +2 per rank when trading goods and items and a bonus of +2 when inspecting goods/items for their real worth or quality.</p>
<p>Joker III</p> <p>You can juggle items or perform some tricks like cartwheeling. Gain a bonus of +3 when for entertaining people this way.</p>
<p>Instrument V [instrument type]</p> <p>The character can play a certain type of Instrument well (being able to sing well also counts). Gain a Bonus of +3 when performing. They can learn as many instruments as they want., but have to require the talent for each specific type of Instrument.</p>
<p>Righteous III</p> <p>You have an understanding for the local law and gain a bonus of +3 per rank when arguing in court. Also gain a bonus of +3 per rank when resisting bribery, persuasion, or seduction.</p>

Psychology V
You can gain deeper insight into what the stories people tell. Gain a bonus of +3 per rank when looking for lies.
Provoking III
You know how to get on someone's nerves or how to make them angry. Gain +4 per rank when you try to provoke someone.
Sly V
The character had some experience with the underworld or especially cunning persons; the gain a bonus of +3 per rank for gambling, bribing, and negotiating criminal activity.
Diplomat III
When negotiating terms and trying to persuade someone of your position gain a Bonus of +4 per rank.
Preparation II
Give yourself and possibly allies a bonus of +2 per Rank when you properly prepared an action or task together or alone. Does not stack and only counts in a fight if you take a rest to prepare beforehand to wax your bowstrings and sharpen your blades.
Seductive V
Your character is charming and knows well how to approach other people in a seductive matter. Gain a bonus of +3 per rank when seducing someone. Does not work on people that are not at all interested in you.
Interrogator V
Your character knows how to ask the right question to figure someone out. Gain a bonus of +3 per rank when interrogating someone, allowing you to make it less obvious as well.
Librarian I
Words, Letters and Books are familiar to the character. They have an easier time absorbing important information from them, learning spells quicker from books and can easily find interesting and relevant books in libraries. Your character can read.

<p>Basic Education III</p> <p>Your character has basic, normal, or skilled writing abilities depending on the rank. They can interpret numbers and know some or even a decent amount of information about the world, depending on rank.</p>
<p>Mathematics II</p> <p>Your character is a skilled mathematician. This gives a Bonus of +2 per rank when trading larger amount of goods or negotiating payment for work or employees. It allows them to understand and use more complex numbers and calculation – you can also count considerably faster.</p>
<p>Speech of the Court II</p> <p>The character knows how to express themselves around high ranking members of society.</p>
<p>Knowledge IV [topic]</p> <p>You have gained knowledge about a certain topic. Gain a bonus of +2, +3 or +4 per rank when this topic is relevant to a check, depending on how specific or wide the topic you choose is. You can reskill this talent for as many topics (such as archaeology, history, religions etc.) as you want. Rank III plus indicates higher education in the field; make sure to have a valid backstory as to why you have this Talent.</p>
<p>Cryptography II</p> <p>Grants basic understanding of codes and discovering hidden messages. Gain a Bonus of +4 per rank when deciphering or searching for secret information.</p>
<p>Magic Runes I</p> <p>The character can use the magic infused into magic runes and is able to activate the effects of magic scrolls or items.</p>
<p>Ironclad II</p> <p>Wearing armour costs 1 EP less per rank.</p>
<p>Hardened II</p> <p>Every incoming weapon damage is lowered by 1 per rank.</p>
<p>Thick Skinned X</p> <p>Gain +5 HP per rank.</p>

<p>Untiring X</p> <p>Gain +3 EP per rank.</p>
<p>Thief V</p> <p>Your character is a skilled thief. They know how to pickpocket, steal more efficiently, find a dealer for your stolen goods, and can interpret thief signs. Gain a bonus of +3 per rank when undertaking in such activities.</p>
<p>Survivalist III</p> <p>You know your way around the wilderness. Lower climate effects by 1. Finding food in the wild with a Bonus of +4.</p>
<p>Investigator III</p> <p>Gain a Bonus of +4 per Rank when investigating a Body, the Place of a Crime, or a weapon an interesting trace.</p>
<p>First Aid II</p> <p>You can treat wounds fast to enable better healing and reduce scarring. Gain a Bonus of +3 when treating wounds such as bleeds or broken bones or someone that is choking. The target is healed for 3 HP. If somebody that has been treated heals afterwards by resting, potions, magic or other means this healing is increased by 10.</p>
<p>Poison V</p> <p>Your character knows common or even rare poisons, depending on rank and can spot them when in action or when seen. Treating, identifying, and using them grants a Bonus of +3 per rank.</p>
<p>Trapper III</p> <p>You know how to use and spot traps and gain a Bonus of +4 per rank when spotting or using them.</p>
<p>Tracker IV</p> <p>Not only have you learned to follow tracks, but also to identify or hide them. Gain a +4 Bonus per rank for following and a +3 Bonus for identifying or hiding tracks.</p>
<p>Hunter V</p> <p>You know how to make use of hunted animals and learned how to gain Trophies and Skin. Gain a +4 Bonus on gutting, skinning, and the acquiring of trophies.</p>

<p>Sharp Senses III</p> <p>Your smell, vision, hearing, or taste are sharper than usual. This increases your passive and active Perception by +2 per rank.</p>
<p>Quick Fingers V</p> <p>Your character has swift hand movements. Trying to hide hand movements or performing quick hand movements give a Bonus of +3 per rank.</p>
<p>Swift V</p> <p>The character is fast on his feet. Gain a Bonus of +3 per rank for your movement range.</p>
<p>Initiator III</p> <p>You can quickly react to new situations. Gain +3 Initiative per rank. Additionally, the negative effects of being ambushed are lowered by -1 per rank.</p>
<p>Luck II</p> <p>For each rank you can ignore a negative effect of a critical failure or another bad event like a trap once per day. Restores only after a long rest.</p>
<p>Well fed II</p> <p>Your character loves food like no other. Once per day regain $\frac{1}{2}$ d20 (1 20 sided dice roll) HP when eating or consuming a health potion and $\frac{1}{2}$ d6 (6 sided dice roll) EP. This effect doubles to a d20 HP and a d6 EP on rank II. Can only be used when resting.</p>
<p>Firestarter II</p> <p>You can start a fire with less problems in any environment if you have proper material.</p>
<p>Doctor V</p> <p>During a rest you can treat wounds of comrades with medicine checks; this restores HP as high as the check result. You can also determine sicknesses, wounds, and causes of death. Gain +4 per rank for any of these checks.</p>
<p>Uplift II</p> <p>You know how to increase moral and optimism. During a rest you can uplift your allies. Each one regains 1 d4 (4-sided dice) EP.</p>

<p>Tactician V</p> <p>You know some theory behind group fights and tactics. Gain a Bonus of +4 when trying to guess opponents fighting abilities and power. If you are able to choose the environment to fight you and your allies gain +1 Attack OR +1 Defence if you are able to identify and acquire favourable environment.</p>
<p>Craftsmanship V [craft]</p> <p>You have learned a specific work field or craft in your life. Rank I indicates that you are apprentice level at Rank II you are a worker, at Rank III an experienced worker and at Rank IV a Master of the craft. Each rank gives a +4 Bonus to all checks that are directly related to the craft.</p> <p>You can reskill this Talent multiple times for different crafts (such as weapon smith, carpenter, mason etc.). Make sure you have a valid backstory as to why you have this Talent.</p>
<p>Sneaky V</p> <p>You know how to stay undetected. Gain a +3 Bonus per rank when sneaking or hiding. You can also identify more sneaky routes and places mor easily.</p>
<p>Climber III</p> <p>Gain a +4 Bonus per rank when climbing somewhere. This also takes you less EP than persons without this trait.</p>
<p>Wanderer II</p> <p>Long marches do not cost you as many EP as characters without this Talent. You can also restore 1d10 HP when wandering if you are still able to walk. You also travel further by food.</p>
<p>Marathon I</p> <p>You are used to running long and short distances. You can travel further by foot. Sprinting costs 1 less EP.</p>
<p>Athleticism III</p> <p>Your character is flexible and has good control of their body. Gain a bonus of +4 per rank when performing athletic or gymnastic actions.</p>
<p>Magic Resistance V</p> <p>You have a natural resistance against all types of magic. You have +1 resistance to magic per rank</p>

(adding to your defence or competitive checks against the spell) but also lower the result of all allied spells targeted at you by 1 per rank.
<p>Strong willed V</p> <p>You got a thick skull and are very stubborn. Changing your opinion and intention is hard. Gain +2 in social and mental resistance checks. This also applies to spells that try to influence you.</p>
<p>Orientation III</p> <p>You know how to find directions by Sun and Stars and how to use a map. You have an easier time remembering pathways and gain a bonus of +4 when trying to find a way or locate your current position.</p>
<p>Perfectionist I</p> <p>You can use 2 perfections on a single check if the check contains at least 2 dices.</p>
<p>Riding II [Mount]</p> <p>You can ride a certain type of Mount without requiring a check and can travel on its back. On rank II you can use it in combat. Can be reskilled for different types of Mounts.</p>
<p>Lockpicking V</p> <p>You have some experience with locking mechanisms or even studied them intensely. You acquired the needed skills to open different forms of Locks. This talent enables you to open locks of different complexity. Gain a Bonus between +1 to +4 per rank depending on the Locks complexity and your skill in lockpicking when investigating or opening a lock. At higher rank you know more complex Locks.</p>
<p>Fast Recovery I</p> <p>When resting longer than a short rest you regain an additional 1d10 HP and 1d6 EP.</p>
<p>Drunkard III</p> <p>Your character knows their way around alcohol. When drinking with other people you get drunk less quickly. Gain a Bonus of +4 per rank when drinking to stay sober/keep the control.</p>
<p>Beastmaster III</p> <p>Your character has an easier time handling animal. Gain a +4 Bonus per rank when interacting with animals.</p>

Companion III [companion]

Your character can find a close animal companion that stays with them as a pet. This animal companion can be trained to deliver messages, fetch things for you or perform tricks. You either need to have the backstory as to why you have an animal companion or acquire one in character. When the companion is with you they give you +1 to EP, +1 passive perception or +1 Initiative. On rank I they listen to easy orders, on rank II are trained to perform more complex tasks and are like your best friend on rank III. When your companion dies you regain the TP spent on this Talent – in character you should wait some time before reskilling them to deal with their death.

Weapon Skill

There are multiple weapon types available for both ranged and melee combat. Every weapon type has a specific attack check, these are listed below. The defence checks stay the same:

Defence Melee: Toughness + Strength/2

Defence Ranged: Agility + Toughness/2

Weapon Type	Attack Check	Critical Effect	Armour Penetration
One Handed Swords	Strength + Dexterity/2 + Weapon Skill	Bleeding Wound	5 Against light Armour
One Handed Maces	Strength + Toughness/2 + Weapon Skill	Daze or Stun	6 Against heavy Armour
One Handed Axes	Strength + Toughness/2 + Weapon Skill	Bleeding Wound	7 Against light Armour
Two Handed Swords	Strength + Dexterity/2 + Weapon Skill	Bleeding Wound	8 Against light Armour
Two Handed Axes	Strength + Toughness/2 + Weapon Skill	Bleeding Wound	10 against light Armour

Two Handed Maces	Strength + Toughness/2 + Weapon Skill	Daze or Stun	8 against heavy Armour
Spears & Polearms	Strength + Dexterity/2 + Weapon Skill	Bleeding Wound	5 against medium Armour
Bows	Focus + Strength/2 + Weapon Skill	Bleeding Wound	4 against light Armour
Crossbows	Focus + Dexterity/2 + Weapon Skill	Bleeding Wound	8 against heavy Armour
Light Throwing Weapons	Dexterity + Focus/2 + Weapon Skill	Bleeding Wound	2 against light Armour
Heavy Throwing Weapons	Strength + Focus/2 + Weapon Skill	Bleeding Wound	6 against medium Armour
Daggers	Strength + Agility/2 + Weapon Skill	Bleeding Wound	4 against any Armour
Fencing Weapons	Strength + Dexterity/2 + Weapon Skill	Bleeding Wound	5 against medium Armour

Each weapon type can be used with a skill rank ranging from unskilled to master. The skill rank a character possesses for a certain type of weapon is determined by the amount of manoeuvres they know that mention this weapon type. The skill rank indicates how well the character can wield this type of weapon and how much damage they can inflict with it. The list below shows how many manoeuvres are needed for a certain skill rank and how weapon skill bonus you gain for attack and defence with weapons of the weapon type at a certain skill rank.

Keep in mind that only those Manoeuvres count that specifically mention the weapon type!

The weapon skill bonus indicated here ranges from a Tier I weapon (indicated by the lower number) to a Tier III Weapon(indicated by the higher number). A weapon of the weapon type will have a number in the given range as bonus to the attack and defence rolls depending on its quality.

Unskilled – 0 Manoeuvres	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
One Handed Swords	7-9	-	2-4	1
One Handed Maces	7-9	-	1-3	1
One Handed Axes	8-10	-	1-3	1
Two Handed Swords	8-10	-	2-4	1
Two Handed Axes	9-11	-	2-4	1
Two Handed Maces	9-11	-	1-3	1
Spears & Polearms	7-9	-	3-5	1
Daggers	6-8	-	1-3	1
Bows	-	7-9	1-3	2
Crossbows	-	8-10	1-3	2
Light Throwing Weapons	-	7-8	1-3	2
Heavy Throwing Weapons	-	8-10	1-3	2
Fencing Weapons	6-8	-	2-4	1

Beginner – 1 Manoeuvres	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
One Handed Swords	9-12	-	4-6	2
One Handed Maces	8-11	-	3-5	2
One Handed Axes	10-13	-	3-5	2
Two Handed Swords	11-13	-	5-7	2

Two Handed Axes	11-14	-	4-6	2
Two Handed Maces	11-14	-	2-4	2
Spears & Polearms	9-11	-	6-8	2
Daggers	8-10	-	3-5	2
Bows	-	6-8	2-4	4
Crossbows	-	8-10	2-4	4
Light Throwing Weapons	-	5-7	2-4	4
Heavy Throwing Weapons	-	8-10	2-4	4
Fencing Weapons	8-10	-	4-6	2

Adept – 3 Manoeuvres	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
One Handed Swords	12-14	-	6-8	4
One Handed Maces	12-14	-	5-7	3
One Handed Axes	13-15	-	5-7	4
Two Handed Swords	14-16	-	6-8	4
Two Handed Axes	14-17	-	6-8	3
Two Handed Maces	14-17	-	4-6	2
Spears & Polearms	10-12	-	9-10	4
Daggers	9-11	-	5-7	4
Bows	-	10-12	3-5	6
Crossbows	-	13-15	3-5	6

Light Throwing Weapons	-	9-11	3-5	6
Heavy Throwing Weapons	-	13-15	3-5	6
Fencing Weapons	10-12	-	6-8	4

Fighter – 6 Manoeuvres	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
One Handed Swords	15-18	-	9-12	6
One Handed Maces	14-17	-	8-11	5
One Handed Axes	13-16	-	7-11	5
Two Handed Swords	17-21	-	9-13	6
Two Handed Axes	17-22	-	9-11	4
Two Handed Maces	18-23	-	7-10	3
Spears & Polearms	13-16	-	11-14	6
Daggers	12-15	-	8-11	6
Bows	-	13-16	5-7	8
Crossbows	-	16-20	5-7	8
Light Throwing Weapons	-	12-14	5-7	8
Heavy Throwing Weapons	-	16-20	5-7	8
Fencing Weapons	13-16	-	9-11	6

Veteran – 9	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
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Manoeuvres				
One Handed Swords	18-22	-	12-15	7
One Handed Maces	17-21	-	11-14	6
One Handed Axes	18-23	-	10-13	5
Two Handed Swords	20-24	-	12-16	6
Two Handed Axes	21-25	-	11-13	5
Two Handed Maces	22-26	-	9-11	4
Spears & Polearms	17-20	-	14-17	8
Daggers	16-19	-	12-14	7
Bows	-	17-21	7-9	10
Crossbows	-	20-24	7-9	10
Light Throwing Weapons	-	15-18	7-9	10
Heavy Throwing Weapons	-	21-24	7-9	10
Fencing Weapons	17-21	-	12-15	7

Elite – 12	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
Manoeuvres				
One Handed Swords	21-24	-	14-18	8
One Handed Maces	21-25	-	14-17	7
One Handed Axes	22-26	-	13-16	6
Two Handed Swords	23-28	-	15-19	8
Two Handed Axes	25-29	-	13-16	6

Two Handed Maces	26-30	-	12-14	5
Spears & Polearms	21-23	-	15-20	10
Daggers	19-22	-	14-17	9
Bows	-	22-24	9-11	12
Crossbows	-	24-29	9-11	12
Light Throwing Weapons	-	19-22	9-11	12
Heavy Throwing Weapons	-	23-28	9-11	12
Fencing Weapons	21-24	-	14-18	8

Master – 15 Manoeuvres	Attack Melee	Attack Ranged	Defence Melee	Defence Ranged
One Handed Swords	23-27	-	17-20	10
One Handed Maces	24-29	-	16-19	8
One Handed Axes	24-30	-	15-18	7
Two Handed Swords	26-32	-	18-22	10
Two Handed Axes	27-34	-	16-19	7
Two Handed Maces	28-36	-	13-17	6
Spears & Polearms	22-25	-	20-24	12
Daggers	22-24	-	17-20	10
Bows	-	24-27	11-13	14
Crossbows	-	28-33	11-13	14
Light Throwing Weapons	-	22-24	11-13	14

Heavy Throwing Weapons	-	27-33	11-13	14
Fencing Weapons	23-27	-	17-20	9

Manoeuvres

Talents that are used in Combat are called Manoeuvres. These Skills are often tied to specific weapon types and are only usable if this type of weapon is equipped and the Character is skilled enough to use them. The Amount of Manoeuvres a Character possesses also determines their skill with the respective type of weapon. Each manoeuvre costs 1 TP to learn and you can only learn it if you are skilled enough with that weapon type. To use manoeuvres in a fight you must be able to pay the cost. You can use multiple manoeuvres in one turn and combine them as well.

If an attack is talentless no Manoeuvres can be used for it!

Manoeuvre List

Traverse the list by searching for a specific weapon type and by searching for “All”.

	Dodge
Rank:	Unskilled
Weapon Type:	All Weapon Types
Cost:	1 EP
Uses:	-
Description:	Instead of defending yourself against an attack you try to dodge it. Add agility+5 to your weapon less melee defence and dexterity+5 to your weapon less ranged defence. Using this talent you move 1 to 3 Meters.

	Footwork
Rank:	Unskilled

Weapon Type:	All Weapon Types
Cost:	Has no effect when flanked
Uses:	passive
Description:	If your agility is higher then that of your opponent you gain +3 melee defence.

	Reflex
Rank:	Unskilled
Weapon Type:	All Weapon Types
Cost:	1 EP
Uses:	3 per fight
Description:	Gain an extra bonus action for this round. Can only be used once per round.

	Bruiser
Rank:	Unskilled
Weapon Type:	All Weapon Types
Cost:	-
Uses:	-
Description:	You know how to fight without a weapon. Gain +4 melee attack and +4 melee defence when fighting without a weapon.

	Cavalry
Rank:	Unskilled

Weapon Type:	Polearms, one handed Swords, two handed Swords, two handed Axes, one handed Axes, Bows, light throwing weapons, heavy throwing weapons, one handed Maces
Cost:	-
Uses:	-
Description:	You can use your weapon from horseback.

	Fast Grasp
Rank:	Unskilled
Weapon Type:	Daggers, one handed Swords, one handed Axes, light throwing weapons, one handed Maces, Bows
Cost:	-
Uses:	3 per fight
Description:	You can draw a weapon without using a movement action.

	Flight
Rank:	Unskilled
Weapon Type:	All Weapon Types
Cost:	-
Uses:	-
Description:	When fleeing your character gain a bonus of +5 to all defensive action. This talent is only active when not using any offensive actions.

	Evading Turmoil
Rank:	Unskilled

Weapon Type:	Daggers, one handed Swords, Bows, one handed Axes, one handed Maces, light throwing weapons
Cost:	Bonus action
Uses:	Once per fight
Description:	Gain a bonus of +4 when trying to stealth during a fight (as long as its logically possible).

	Bodycheck
Rank:	Two handed Swords, two handed Axes, two handed Maces, Polearms, one handed Axes
Weapon Type:	All Weapon Types
Cost:	2 EP, Attack action
Uses:	-
Description:	<p>Enemy must be in melee range.</p> <p>Attack the enemy with toughness + toughness. The enemy can use the same check or a regular defence to defend themselves. If you succeed the enemy is thrown to the ground. Deals no damage.</p>

	Keeping it rolling
Rank:	Unskilled
Weapon Type:	Daggers, one handed Swords, two handed Swords, Bows, Crossbows, light throwing weapons, heavy throwing weapons
Cost:	-
Uses:	-

Description:	If you postpone your action during a round you gain +8 Initiative for the following round.
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	Medic
Rank:	Unskilled
Weapon Type:	All weapon types
Cost:	Bonus Action
Uses:	-
Description:	You can tend a wound during a fight.

	Last Will
Rank:	Unskilled
Weapon Type:	All weapon types
Cost:	-
Uses:	-
Description:	If your Health Points fall to or under 0 you gain a Bonus action that you have to take immediately.

	Armourer
Rank:	Unskilled
Weapon Type:	All weapon Types
Cost:	-
Uses:	-

Description:	You lose 2 less EP from wearing armour in total.
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	Triumph
Rank:	Unskilled
Weapon Type:	Daggers, one handed Swords, one handed Axes, one handed Maxes, Bows, fencing weapons, light throwing weapon
Cost:	-
Uses:	-
Description:	If your score a critical success in your attack action you gain a bonus action.

	Attack!
Rank:	Unskilled
Weapon Type:	All Weapon Types
Cost:	Movement Action
Uses:	-
Description:	Command your animal companion to attack a target of your choice.

	Shield bearer
Rank:	Unskilled
Weapon Type:	Daggers, one handed Swords, one handed Axes, one handed Maces, Polearms, fencing weapons, light throwing weapons, heavy throwing weapons
Cost:	-
Uses:	-

Description:	You can equip a shield.
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	Reckless Strike
Rank:	Unskilled
Weapon Type:	two handed Swords, two handed Axes, two handed Maces
Cost:	1 EP
Uses:	3 per Fight
Description:	If you hit an opponent successfully deal 4 extra damage to them. This damage ignores armour.

	Heartseeker
Rank:	Unskilled
Weapon Type:	Bows, light throwing weapons
Cost:	1 EP
Uses:	1 per Fight
Description:	If you hit an enemy and deal damage instead deal half damage but inflict 1 Bleeding wound.

	Stopping Power
Rank:	Unskilled
Weapon Type:	Heavy throwing weapons, Crossbows
Cost:	1 EP
Uses:	3 per fight

Description:	If you attack successfully and deal damage to a target this target cannot use a movement action the next time they are up.
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	Offhand
Rank:	Beginner
Weapon Type:	Fencing weapons, Daggers, one handed Swords, one handed Axes, one handed Maces
Cost:	1 EP, bonus action
Uses:	-
Description:	You can equip a dagger in your other hand and attack with it during your bonus actions.

	Thorn in your side
Rank:	Beginner
Weapon Type:	Daggers, fencing weapons, one handed Maces
Cost:	-
Uses:	-
Description:	Double the negative modifier you inflict by flanking someone.

	Swift Strike
Rank:	Beginner
Weapon Type:	Dagger, one handed Swords, Polearms, two handed Swords
Cost:	2 EP
Uses:	3 per fight

Description:	Attack an enemy with a Bonus of Agility/2 + 1.
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	Detect Weaknesses
Rank:	Beginner
Weapon Type:	Daggers, fencing Weapons, Bows, Crossbows, light throwing Weapons
Cost:	Bonus Action
Uses:	3 per fight
Description:	You gain +5 Armour penetration against an enemy until the fight ends.

	Lunge
Rank:	Beginner
Weapon Type:	Fencing Weapons
Cost:	1 EP, Bonus Action
Uses:	5 per fight
Description:	If you have more Agility than your opponent, you can attack with a Bonus of +6.

	Needle
Rank:	Beginner
Weapon Type:	Daggers, fencing Weapons, Polearms
Cost:	2 EP, Bonus Action
Uses:	3 per fight
Description:	You can attack a second time in your Bonus Action; this attack only deals half damage.

	The Taste of Blood
Rank:	Beginner
Weapon Type:	Fencing Weapons, Daggers
Cost:	1 EP
Uses:	3 per fight
Description:	If you inflict a bleeding wound inflict two instead.

	Fighters Distance
Rank:	Beginner
Weapon Type:	Fencing Weapons
Cost:	1 EP, Bonus Action
Uses:	5 per fight
Description:	Even if you are the only one attacking your opponent you flank them. Gain +1 Defence and +1 Attack against the target. Lasts for two rounds.

	A Blade in the Darkness
Rank:	Beginner
Weapon Type:	Daggers
Cost:	1 EP
Uses:	3 per fight
Description:	A hidden attack of yours deals 6 bonus damage and inflicts a bleeding wound, even if the attack is detected.

	Distraction
Rank:	Beginner
Weapon Type:	Polearms, one handed Swords, two handed Swords, one handed Maces, two handed Axes, two handed Maces
Cost:	1 EP, Bonus Action
Uses:	3 per fight
Description:	If you deal damage to an opponent, the next attack against them will be hidden.

	Standard
Rank:	Beginner
Weapon Type:	Polearms
Cost:	Bonus Action
Uses:	2 per fight
Description:	Allies next to you gain +2 defence for 2 rounds.

	Keep Moving
Rank:	Beginner
Weapon Type:	Fencing Weapons, light throwing Weapons, heavy throwing Weapons
Cost:	1 EP+
Uses:	5 per fight
Description:	If you deal damage to an enemy you gain a movement action.

	Clash
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Rank:	Beginner
Weapon Type:	two handed Swords, one handed Maces, two handed Maces, Polearms
Cost:	1 EP
Uses:	3 per fight
Description:	If you deal damage to an opponent they loose 3 EP.

	Done deal
Rank:	Beginner
Weapon Type:	Fencing Weapons
Cost:	-
Uses:	3 per fight
Description:	If you counter and enemy attack inflict a bleeding wound.

	Defensive Stance
Rank:	Beginner
Weapon Type:	Two handed Swords
Cost:	Movement Action
Uses:	-
Description:	Take a defensive stance and gain +1 melee defence.

	Balanced Stance
Rank:	Beginner
Weapon Type:	Two handed Swords

Cost:	Movement Action
Uses:	-
Description:	Take an balanced stance.

	Offensive Stance
Rank:	Beginner
Weapon Type:	Two handed Swords
Cost:	Movement Action
Uses:	-
Description:	Take an offensive stance and gain +1 attack.

	Dent
Rank:	Beginner
Weapon Type:	One handed Maces, two handed Maces
Cost:	1 EP
Uses:	5 per fight
Description:	Your attack has +5 armour penetration against heavy and medium armour.

	Opportunist
Rank:	Beginner
Weapon Type:	One handed Maces, Daggers
Cost:	1 EP
Uses:	5 per fight

Description:	You can use talents and aim an opportunity attack.
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	Butterfly effect
Rank:	Beginner
Weapon Type:	Fencing Weapons
Cost:	1 EP
Uses:	3 per fight
Description:	If you use a perfection in your attack also inflict a bleeding wound if you deal damage.

	Without Mercy
Rank:	Beginner
Weapon Type:	One handed Maces, two handed Maces, two handed Axes
Cost:	1 EP
Uses:	3 per fight
Description:	Deal an extra 5 damage against helpless and stunned enemies.

	Uppercut
Rank:	Beginner
Weapon Type:	One handed Axes, two handed Axes
Cost:	1 EP
Uses:	3 per fight

Description:	You attack with a powerful strike with +5 attack value that also blinds the enemy if it deals damage.
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	Length matters
Rank:	Beginner
Weapon Type:	Polearms
Cost:	1 EP
Uses:	3 per fight
Description:	Gain a bonus of +4 to your defence value when your weapon is longer than your enemies.

	Taunting Blow
Rank:	Beginner
Weapon Type:	One handed Maces, Polearms, two handed Swords, two handed Axes, one handed Swords
Cost:	2 EP
Uses:	4 per fight
Description:	If you deal damage to an opponent taunt them so that they have to attack you with their next attack.

	Wild swing
Rank:	Beginner
Weapon Type:	Polearms
Cost:	1 EP

Uses:	3 per fight
Description:	Swing you polearm against the enemy. Deal half damage but daze the enemy if you deal damage.

	Brutal Strike
Rank:	Beginner
Weapon Type:	One handed Maces, two handed Maces, one handed Axes, two handed Axes
Cost:	1 EP
Uses:	5 per fight
Description:	Deliver a very powerful strike with a Bonus of Strength/2+1 to your attack value. This manoeuvre can be stacked.

	Left Hook
Rank:	Beginner
Weapon Type:	two handed Maces
Cost:	1 EP, Bonus Action
Uses:	3 per fight
Description:	After an attack you can score a second weapon less attack with your fist.

	Rip and Tear
Rank:	Beginner
Weapon Type:	One handed Axes
Cost:	2 EP, Bonus Action

Uses:	2 per fight
Description:	If you deal damage to an opponent you can attack again without using any manoeuvres.

	Exemplary Hit
Rank:	Beginner
Weapon Type:	One handed Maces, Polearms, two handed Swords
Cost:	2 EP
Uses:	3 per fight
Description:	If you deal damage to an enemy all allies gain +2 attack against the same opponent for this round.

	From Cover
Rank:	Beginner
Weapon Type:	One handed Maces, one handed Swords, Polearms
Cost:	1 EP
Uses:	3 per fight
Description:	If you defend an attack with your shield without taking damage you gain +10 Initiative for the next round.

	Break Balance
Rank:	Beginner
Weapon Type:	two handed Axes
Cost:	2 EP

Uses:	3 per fight
Description:	If you deal damage with an attack that you used a perfection for the target has to succeed an Agility + Toughness check against the damage they took or they fall to the ground.

	Pummel On
Rank:	Beginner
Weapon Type:	One handed Maces
Cost:	1 EP
Uses:	2 per fight
Description:	If you deal damage to an opponent with an attack you used a perfection for blind the target.

	Carry
Rank:	Beginner
Weapon Type:	Light throwing weapons, heavy throwing weapons
Cost:	-
Uses:	5 per fight
Description:	You can collect weapons from the ground without spending an action.

	Thrower
Rank:	Beginner
Weapon Type:	Light throwing weapons, heavy throwing weapons
Cost:	-

Uses:	-
Description:	You can use improvised items as throwing weapons.

	Special Ammunition
Rank:	Beginner
Weapon Type:	Bows, Crossbows
Cost:	-
Uses:	-
Description:	You can use special ammunition such a flaming or magical arrows.

	Silent Shot
Rank:	Beginner
Weapon Type:	Bows, Crossbows
Cost:	1 EP
Uses:	5 per Fight
Description:	Your attack becomes hidden. Enemies gain a negative modifier of -2 to detect it. This manoeuvre cant be used when the target sees you using it.

	Cheat
Rank:	Beginner
Weapon Type:	Bows, Crossbows
Cost:	1 EP
Uses:	2 per Fight

Description:	Gain +8 Initiative for this round. You have to use a ranged attack immediately.
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	Shoot the Crowd
Rank:	Beginner
Weapon Type:	Bows, Crossbows, heavy throwing Weapons
Cost:	-
Uses:	-
Description:	Shoot a crowd of people without having a clear target. You cannot miss; if you would miss roll again. A crowd is more than 10 people in a small area. Gain bonus of +8 to your attack value. The target is determined by rolling a dice.

	Penetrate Armour
Rank:	Beginner
Weapon Type:	Crossbows
Cost:	1 EP
Uses:	5 per Fight
Description:	Your attack has +8 armour penetration against heavy and medium armour.

	Harass
Rank:	Beginner
Weapon Type:	One handed Axes, one handed Maces, one handed Axes, Polearms
Cost:	1 EP
Uses:	5 per Fight

Description:	If you deal damage to an enemy lower their initiative for the next round by 10.
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	Critical Companion
Rank:	Adept
Weapon Type:	All
Cost:	-
Uses:	5 per Fight
Description:	Give your Companion a target. If it attacks the opponent successfully it scores a critical strike.

	Greedy
Rank:	Adept
Weapon Type:	All
Cost:	-
Uses:	3 per Fight
Description:	If you have Bonus Actions this round that you did not use you can save them for the next round.

	Eye to Eye
Rank:	Adept
Weapon Type:	Polearms, one handed Maces, two handed Swords, two handed Axes
Cost:	1 EP
Uses:	5 per Fight

Description:	If you successfully defend an enemy attack stop them from retreating; they have to attack you with their next attack too or use a Bonus Action to fall back.
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	Bloodletting
Rank:	Adept
Weapon Type:	Polearms
Cost:	1 EP
Uses:	5 per Fight
Description:	If you deal damage to an opponent also inflict a bleeding wound.

	Pikeman
Rank:	Adept
Weapon Type:	Polearms
Cost:	1 EP
Uses:	5 per Fight
Description:	If you attack an opponent, the target cannot move for one round.

	Retreat
Rank:	Adept
Weapon Type:	Polearms, light throwing weapons, heavy throwing weapons, Bows, Crossbows, fencing Weapons, Daggers, one handed Swords
Cost:	1 EP
Uses:	3 per Fight

Description:	If an attack succeeds your defence throw a check with the value Agility+Dexterity+5. Lower the damage by the check result.
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	Ignore Impairment
Rank:	Adept
Weapon Type:	All
Cost:	2 EP
Uses:	2 per Fight
Description:	Ignore a negative critical effect.

	Pommel Pummeling
Rank:	Adept
Weapon Type:	One handed Swords, two handed Swords
Cost:	2 EP
Uses:	3 per Fight
Description:	Hit the targets head without a negative modifier with your pommel. Deals half damage; if you deal damage stun the enemy for 1 round.

	From Behind
Rank:	Adept
Weapon Type:	Daggers
Cost:	2 EP
Uses:	3 per Fight

Description:	A hidden attack of yours deals 1.5 times the damage if it stays hidden.
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	Criticality
Rank:	Adept
Weapon Type:	Daggers
Cost:	1 EP, Bonus Action
Uses:	4 per Fight
Description:	If you deal damage and score a critical effect you can attack again without using talents.

	Dirty Tricks
Rank:	Adept
Weapon Type:	Daggers, one handed Axes, one handed Swords, one handed Maxes, Polearms, fencing Weapons
Cost:	1 EP, Bonus Action
Uses:	3 per Fight
Description:	Throw dirt into your opponents face; this blinds them for one round.

	Parry
Rank:	Adept
Weapon Type:	Fencing Weapons
Cost:	1 EP
Uses:	5 per Fight

Description:	If you get attacked instead of a defence throw a targeted attack against the opponents weapon. If you succeed the target has a negative modifier on their next defence of 8.
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	Change Stance
Rank:	Adept
Weapon Type:	Two handed Swords
Cost:	-
Uses:	-
Description:	Change your stance without spending an action.

	Zornhau
Rank:	Adept
Weapon Type:	Two handed Swords
Cost:	1 EP
Uses:	4 per Fight
Description:	Strike with immense power: ignore 50% of your opponents defence. Can only be used in offensive stance.

	Krumphau
Rank:	Adept
Weapon Type:	Two handed Swords
Cost:	2 EP
Uses:	2 per Fight

Description:	<p>Change your stance to one of your choosing.</p> <p>Throw a targeted attack against your enemies weapon. If you would deal damage disarm them instead.</p> <p>Can only be used in defensive stance.</p>
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	Shield Breaker
Rank:	Adept
Weapon Type:	Heavy throwing Weaponsm one handed Axes, two handed Axes, two handed Maces
Cost:	1 EP
Uses:	2 per Fight
Description:	<p>If your target blocks your attack using a shield deal the damage you would have dealt if not for the block to the shield.</p> <p>Tier I Shield have 2w12 Health Points, Tier II shields 3w12 and Tier III shields 4d12.</p> <p>The shield gets destroyed if your attack succeeds the health points of the shield.</p>

	Stun Man
Rank:	Adept
Weapon Type:	Two handed Maxes, one handed Maces
Cost:	2 EP
Uses:	2 per Fight
Description:	<p>Attack your target with a targeted attack. If you deal damage Stun the target for two rounds instead of one.</p>

	Blood Rush
Rank:	Adept
Weapon Type:	One handed Axes, Bows, Daggers
Cost:	1 EP
Uses:	3 per Fight
Description:	If you inflict a bleeding wound gain a bonus action.

	Break Defence
Rank:	Adept
Weapon Type:	Two handed Maces
Cost:	1 EP
Uses:	3 per Fight
Description:	Attack your targets defence. If successful you deal half damage but your opponent retains a negative modifier of -8 on their defence for one round.

	Crush
Rank:	Adept
Weapon Type:	Two handed Maces
Cost:	1 EP
Uses:	3 per Fight
Description:	If your target is close to a wall or similar obstacle you can try to squash them against it. Attack them like normal but if you deal damage the target has to succeed a Toughness + Agility check – if they fail they take the same damage again.

	Safe Distance
Rank:	Adept
Weapon Type:	Polearms
Cost:	-
Uses:	-
Description:	If you deal damage to a target gain +2 defence against them for one round. This cannot be used if you are flanked.

	Unstoppable Rage
Rank:	Adept
Weapon Type:	One handed Swords, one handed Axes, one handed Maces, two handed Swords, two handed Axes
Cost:	2 EP, Bonus Action
Uses:	5 per Fight, two per round
Description:	After an attack you can attack again. If you do this, you cannot defend yourself for one round.

	Furious Charge
Rank:	Adept
Weapon Type:	One handed Maces, one handed Axes
Cost:	2 EP
Uses:	3 per Fight
Description:	Charge your movement distance without triggering opportunity attacks towards an opponent. Attack that opponent with a bonus of +8 to your attack value.

	Hounding
Rank:	Adept
Weapon Type:	Bows, one handed Axes
Cost:	-
Uses:	-
Description:	Targets that you have dealt damage to you have +5 Movement Distance towards and your targeted attacks have 4 less negative modifiers against these targets.

	Reaping the weak
Rank:	Adept
Weapon Type:	one handed Axes
Cost:	2 EP
Uses:	3 per Fight, one per round
Description:	If your target has half your HP or lower attack it with a bonus of +6 to your attack value.

	Role Model
Rank:	Adept
Weapon Type:	One handed Maces, one handed Axes, Polearms, one handed Swords, fencing Weapons
Cost:	1 EP
Uses:	3 per Fight

Description:	If you defend an attack without taking damage all allies gain +1 Defence Value for two rounds.
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	Movement before Defence
Rank:	Adept
Weapon Type:	Two handed Axes, one handed Axes, Daggers, two handed Swords
Cost:	1 EP
Uses:	5 per Fight
Description:	If you wear no armour gain +5 Movement Distance and a +5 Bonus to your Attack Value for one round.

	Attract Opponent
Rank:	Adept
Weapon Type:	Two handed Axes
Cost:	1 EP, Bonus Action
Uses:	5 per Fight
Description:	During your Bonus Action you can draw the opponent towards you by throwing a talentless attack that deals no damage. If you would deal damage instead gain +8 to your next attack value and move the target closer to you. This attack negates Formations.

	Undress Opponent
Rank:	Adept
Weapon Type:	Two handed Axes

Cost:	2 EP, Bonus Action
Uses:	5 per Fight
Description:	During your Bonus Action you try to disarm the Opponent. Throw a talentless targeted attack against the whatever the opponent holds in their hand. If you would deal damage disarm them instead.

	Selfless Revenge
Rank:	Adept
Weapon Type:	Two handed Axes, two handed Maces, two handed Swords
Cost:	1 EP, Bonus Action
Uses:	5 per Fight
Description:	Take a -10 negative Modifier to your next defence against the target. Your next attack against this target has a Bonus of +10 to the attack value and hits critical.

	Judgement
Rank:	Adept
Weapon Type:	Two handed Axes
Cost:	3 EP
Uses:	1 per Fight
Description:	If an targeted attack of yours against the head or neck of the opponent deals at least 50% of their HP deal 100% instead.

	Fast Feet
Rank:	Adept

Weapon Type:	Daggers, one handed Swords
Cost:	1 EP
Uses:	1 per Fight
Description:	Gain +5 Initiative.

	Overpower
Rank:	Adept
Weapon Type:	Polearms
Cost:	1 EP
Uses:	1 per Fight
Description:	If your attack deals damage to the opponent the next attack will make the enemy fall to the ground if it deals damage.

	As if nothing happened
Rank:	Adept
Weapon Type:	All
Cost:	-
Uses:	5 per Fight
Description:	If your attack lands a critical hit you gain back one use of a manoeuvre of your choice.

	Payback
Rank:	Adept

Weapon Type:	All
Cost:	-
Uses:	2 per Fight
Description:	Gain back 3 EP if your attack lands a critical hit.

	Frenzy
Rank:	Adept
Weapon Type:	One handed Axes, two handed Axes, two handed Maces, two handed Swords
Cost:	1 EP per round
Uses:	-
Description:	Gain 2 Attack Value for -1 Defence Value. You can gain a maximum of +6 Attack Value.

	Shield Bash
Rank:	Adept
Weapon Type:	Daggers, one handed Swords, one handed Axes, one handed Maces, Polearms, fencing Weapons, heavy throwing Weapons, light Throwing Weapons
Cost:	2 EP
Uses:	3 per Fight
Description:	Hit an enemy with your shield. This is a Strength + Toughness/2 + 10 check. Deals half damage. If you deal damage Stun the target.

	Blockade
Rank:	Adept

Weapon Type:	Polearms
Cost:	1 EP
Uses:	10 per Fight
Description:	Block the target from moving past you if their weapon has less range than yours.

	Defensive Grips
Rank:	Adept
Weapon Type:	Two handed Axes, Polearms
Cost:	1 EP, Bonus Action
Uses:	5 per Fight
Description:	Gain +6 Defence Value for one round. Does not stack.

	Powerful Throw
Rank:	Adept
Weapon Type:	Heavy throwing Weapons
Cost:	2 EP
Uses:	4 per Fight
Description:	Throw you weapon with increased power. Gain 10 Range and a Bonus of Strength/2+4 to your attack value.

	Ace in the Hole
Rank:	Adept
Weapon Type:	Light throwing Weapons

Cost:	1 EP
Uses:	5 per Fight
Description:	Throw a Weapon that was hidden in your clothing. This attack is hidden.

	Sniper
Rank:	Adept
Weapon Type:	Bows, Crossbows
Cost:	-
Uses:	-
Description:	When Aiming gain +1 extra Attack Value. You can aim for up to 5 Bonus Actions.

	In no hurry
Rank:	Adept
Weapon Type:	All
Cost:	1 EP
Uses:	3 per Fight
Description:	Transform your Movement Action to a Bonus Action.

	Withdrawal
Rank:	Adept
Weapon Type:	Bows, Crossbows
Cost:	2 EP, Attack Action, Movement Action
Uses:	2 per Fight

Description:	You can flee from up to 3 targets that attack you in melee without triggering opportunity attacks. You can shoot one talent less shot (Only if your crossbow is loaded).
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	Stretch the Bow
Rank:	Adept
Weapon Type:	Bows
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	Stretch your bow string as far as possible to fire a very powerful shot. Add strength/2 + 3 to your attack.

	Fast Shot
Rank:	Adept
Weapon Type:	Bows
Cost:	1 EP
Uses:	4 per Fight
Description:	You shoot a very fast, talentless shot. You receive 2 instead of 1 Bonus Action.

	Rapid Reloading
Rank:	Adept
Weapon Type:	Crossbows
Cost:	-
Uses:	5 per fight

Description:	You can reload your crossbow without spending a movement action.
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	Clubbing
Rank:	Adept
Weapon Type:	Crossbows
Cost:	Movement Action to switch
Uses:	-
Description:	You can use your Crossbow in Melee range as if it was a one handed Mace.

	Swift Revenge
Rank:	Adept
Weapon Type:	One handed Swords
Cost:	-
Uses:	5 per Fight
Description:	If you defend yourself without taking damage gain +6 Initiative for the next round.

	Wasp
Rank:	Adept
Weapon Type:	One handed Swords
Cost:	1 EP, Bonus Action
Uses:	3 per Fight
Description:	If you have more Initiative than you target you can attack again talentless during your Bonus Action.

	Stab Upwards
Rank:	Adept
Weapon Type:	Polearms
Cost:	-
Uses:	-
Description:	Gain +4 defence Value when fighting cavalry or someone at least twice your size.

	Flow of the Fight
Rank:	Adept
Weapon Type:	Swords
Cost:	1 EP
Uses:	5 per Fight
Description:	If you take no damage during a round gain +5 Initiative.

	Give Cover
Rank:	Adept
Weapon Type:	Polearms, one handed Maces, one handed Axes, one handed Swords, Daggers, fencing Weapons, light throwing Weapons, heavy throwing Weapons
Cost:	1 EP
Uses:	10 per Fight
Description:	You can defend allies next to you with your defence value instead of theirs.

	The best Defence
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Rank:	Adept
Weapon Type:	Polearms, one handed Maces, one handed Axes, one handed Swords, Daggers, fencing Weapons, light throwing Weapons, heavy throwing Weapons
Cost:	1 EP
Uses:	10 per Fight
Description:	You can use your shield as a one handed Mace or as a two handed Mace.

	Vae Victis
Rank:	Fighter
Weapon Type:	All
Cost:	-
Uses:	3 per Fight
Description:	If you defeat an enemy regain 3 EP.

	Alea iacta est
Rank:	Fighter
Weapon Type:	All
Cost:	-
Uses:	3 per Fight
Description:	Deny an enemy Perfection. They cannot use a perfection on the same roll again.

	Corner Them
Rank:	Fighter

Weapon Type:	Polearms, two handed Axes, two handed Swords, one handed Maces
Cost:	1 EP
Uses:	3 per Fight
Description:	You can push an enemy 3 Meters and follow them. If they are next to a wall or an ally they are dazed until they reposition.

	Push Down
Rank:	Fighter
Weapon Type:	Two handed Axes, Two handed Maces, one handed Axes, one handed Maces, Polearms, Daggers
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	If an enemy in your melee range stands up after being prone you can attack them.

	Tackle
Rank:	Fighter
Weapon Type:	Two handed Axes, Polearms, two handed Maces, two handed Swords
Cost:	2 EP, Bonus Action
Uses:	2 per Fight
Description:	If you defend an enemy attack successfully without taking damage knock them prone.

	Robin Hood
Rank:	Fighter

Weapon Type:	Bows, Daggers, Crossbows, light throwing Weapons
Cost:	-
Uses:	-
Description:	You will find all available loot on enemies you killed.

	Z
Rank:	Fighter
Weapon Type:	Fencing Weapons
Cost:	1 EP
Uses:	5 per Fight
Description:	If you use a perfection on an attack it will yield a critical hit.

	Moral Superiority
Rank:	Fighter
Weapon Type:	Two handed Axes, Polearms, two handed Swords
Cost:	1 EP, Bonus Action
Uses:	3 per Fight, one per round
Description:	If you defeat an enemy your allies gain +2 attack value for one round.

	Hands Down
Rank:	Fighter
Weapon Type:	one handed Axes, Polearms, one handed Maces, one handed Swords, Daggers, light throwing Weapons, heavy throwing Weapons

Cost:	2 EP, Bonus Action
Uses:	2 per Fight
Description:	If you defend an attack without taking damage gain a Bonus Action.

	Turntail
Rank:	Fighter
Weapon Type:	Daggers, fencing Weapons, Bows, Crossbows, light throwing Weapons, heavy throwing Weapons
Cost:	1 EP
Uses:	3 per Fight
Description:	If you take damage gain a Bonus Action.

	Carpe Diem
Rank:	Fighter
Weapon Type:	All
Cost:	1 EP
Uses:	5 per Fight
Description:	You can exchange two Bonus Actions to one Attack Action.

	Borderless
Rank:	Fighter
Weapon Type:	All
Cost:	1 EP

Uses:	3 per Fight
Description:	Use a Bonus Action from the next round. You have no Bonus Action in the next round.

	Tunnel Vision
Rank:	Fighter
Weapon Type:	One handed Axes, Bows
Cost:	-
Uses:	-
Description:	Every round you attack the same target subsequently you gain a stacking Bonus of +2 attack value. Maximum is +8.

	Bodyguard
Rank:	Fighter
Weapon Type:	All
Cost:	1 EP
Uses:	10 per Fight
Description:	You can defend an incoming attack that is targeted at an ally next to you for them.

	Saviour
Rank:	Fighter
Weapon Type:	All
Cost:	2 EP, Bonus Action

Uses:	2 per Fight
Description:	If an ally in movement range gets attacked run there without provoking opportunity attacks and block the attack for that ally.

	Cutting Edge
Rank:	Fighter
Weapon Type:	Daggers
Cost:	2 EP
Uses:	2 per Fight
Description:	If you successfully attack a target and deal damage, deal half damage instead and inflict 2 bleeding wounds.

	Defenceless
Rank:	Fighter
Weapon Type:	Daggers
Cost:	-
Uses:	3 per Fight
Description:	A targeted attack against an region not protected by armour gains +5 attack value.

	Sternum
Rank:	Fighter
Weapon Type:	Daggers, one handed Axes
Cost:	2 EP

Uses:	3 per Fight
Description:	Attack targeting the solar plexus of the opponent. If you deal damage stun the target for one round.

	Pursuer
Rank:	Fighter
Weapon Type:	Fencing Weapons
Cost:	1 EP, Bonus Action
Uses:	4 per Fight
Description:	If you attack without dealing damage attack again talentless.

	Bypass
Rank:	Fighter
Weapon Type:	Fencing Weapons
Cost:	2 EP
Uses:	5 per Fight
Description:	Defend yourself with an attack instead of a regular melee defence. If you surpass the enemy attack take no damage and instead deal the difference as damage to the opponent.

	Duellists Dance
Rank:	Fighter
Weapon Type:	Fencing Weapons
Cost:	1 EP

Uses:	3 per Fight
Description:	Add agility to your melee defence.

	Death Toll
Rank:	Fighter
Weapon Type:	Fencing Weapons, Daggers, Two handed Swords, one handed Swords
Cost:	2 EP, Bonus Action
Uses:	2 per Fight
Description:	If you defend yourself without dealing damage attack the attacker. Deals no damage but inflicts two bleeds on success.

	Full Control
Rank:	Fighter
Weapon Type:	Fencing Weapons, Polearms
Cost:	2 EP
Uses:	1 per Fight
Description:	If you defend yourself without taking damage attack the attacker twice with a negative value modifier of -10 on both attacks.

	Create Weakness
Rank:	Fighter
Weapon Type:	All

Cost:	1 EP
Uses:	2 per Fight
Description:	If you deal damage to an opponent with an attack, your next attack against the same target will have a value modifier of +10.

	Halfsword
Rank:	Fighter
Weapon Type:	Two handed Swords
Cost:	1 EP per round
Uses:	-
Description:	Gain armour penetration: +8 against light and +4 against medium and heavy armour by gripping the blade of your sword. Can only be used from balanced Stance.

	Zwerchhau
Rank:	Fighter
Weapon Type:	Greatswords
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	Use an attack instead of a defence check to defend yourself. If you defend yourself successfully you can attack the opponent using your Bonus Action. Can only be used from defensive Stance.

	Reckless
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Rank:	Fighter
Weapon Type:	Two handed Swords, two handed Axes, two handed Maces, one handed Axes
Cost:	1 EP, Bonus Action
Uses:	4 per Fight
Description:	If you did not defend yourself last round attack a second time talentless during this turn in your Bonus Action.

	Resonance
Rank:	Fighter
Weapon Type:	Two handed Maces, one handed Maces
Cost:	1 EP
Uses:	2 per Fight
Description:	If you stun an enemy stun it for one additional round.

	Vengeful Strike
Rank:	Fighter
Weapon Type:	Two handed Maces, one handed Maces
Cost:	2 EP, Bonus Action
Uses:	4 per Fight
Description:	If you take damage from an attack you can attack any target in melee range talentless using you bonus action.

	Earthquake
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Rank:	Fighter
Weapon Type:	Two handed Maces
Cost:	3 EP, Bonus Action, attack action
Uses:	2 per Fight
Description:	Attack a target twice talentless with your attack value halved. If you deal damage with any of the two attacks attack talentless with full attack value.

	Fast Swings
Rank:	Fighter
Weapon Type:	One handed Axes, one handed Maces
Cost:	1 EP
Uses:	6 per Fight, 2 per round
Description:	Feint the opponent by changing the direction of your attack. The attack is hidden.

	Flanking Manoeuvre
Rank:	Fighter
Weapon Type:	One handed Maces
Cost:	Not usable when your are flanked yourself.
Uses:	-
Description:	If you flank an enemy gain +2 attack value against them.

	Rattle the Enemy
Rank:	Fighter

Weapon Type:	One handed Maces
Cost:	2 EP
Uses:	2 per Fight
Description:	If you hit a stunned enemy stun them again for one round.

	Handle Strike
Rank:	Fighter
Weapon Type:	Two handed Axes
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	After an attack you can try to attack the enemy again by pushing them with your handle. You have a value modifier of -8. If you would deal damage knock them prone instead.

	Pressure Enemy
Rank:	Fighter
Weapon Type:	One handed Maces
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	Attack an enemy with a +5 value modifier. Negate all positive modifier the target has if you deal damage.

	Out for Blood
Rank:	Fighter

Weapon Type:	One handed Axes
Cost:	2 EP, movement Action
Uses:	2 per Fight
Description:	Run to a wounded target in movement range+5 without provoking opportunity attacks. Attack the target talentless with a value modifier of +5. If you deal damage inflict a bleeding wound. Ignore Formations.

	Seeing Red
Rank:	Fighter
Weapon Type:	One handed Axes, Bows
Cost:	-
Uses:	-
Description:	Attack bleeding targets with a value modifier of +1.

	Flow of the Axe
Rank:	Fighter
Weapon Type:	One handed Axe, two handed Axe
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	Defend yourself with a value modifier of +5. Attack the attacker directly after the defence with a value modifier of +5.

	Staggering
Rank:	Fighter

Weapon Type:	Two handed Axes
Cost:	2 EP
Uses:	3 per Fight
Description:	Attack the legs of your opponent without value modifier. If you deal damage deal half damage instead and knock the target prone.

	Emergency
Rank:	Fighter
Weapon Type:	One handed Axes, Polearms, Daggers
Cost:	-
Uses:	-
Description:	Use your weapon as a heavy (Polearms, one handed Axes) or light throwing Weapon (Daggers).

	Wall of Spears
Rank:	Fighter
Weapon Type:	Polearms
Cost:	-
Uses:	-
Description:	Fighters with this manoeuvre can form a Formation. They can use Blockade without spending EP and all gain +2 defence value.

	Circle Formation
Rank:	Fighter

Weapon Type:	All
Cost:	-
Uses:	-
Description:	In this formation you can ignore you are flanked two times less and gain +1 defence value. Character inside of the circle can not be attacked in Melee.

	Shieldwall
Rank:	Fighter
Weapon Type:	Polearms, one handed Axes, one handed Maces, Daggers, one handed Swords, fencing Weapons, heavy throwing Weapons, light throwing Weapons
Cost:	2 EP, Bonus Action
Uses:	2 per Fight
Description:	Fighters with shields can form this Formation. They gain +2 defence value and +5 Initiative.

	Side by Side
Rank:	Fighter
Weapon Type:	All
Cost:	-
Uses:	-
Description:	If you have a companion they can take place in a Formation that does not require certain equipment.

	Charging Together
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Rank:	Fighter
Weapon Type:	All
Cost:	1 EP
Uses:	1 per Fight
Description:	Allies with this Manoeuvre can charge together in the first round of Combat. They act at the same time and all gain +5 movement range and a +5 attack value modifier for this round as they charge the enemies. You cannot use this Manoeuvre when you already got attacked in melee.

	Over the Shoulder
Rank:	Fighter
Weapon Type:	Bows, Crossbows, light throwing Weapons, heavy Throwing Weapons
Cost:	-
Uses:	-
Description:	You can ignore one ally as an obstacle and shoot over their shoulder, making friendly fire impossible.

	Hail of Arrows
Rank:	Fighter
Weapon Type:	Bows, Crossbows, light throwing Weapons, heavy Throwing Weapons
Cost:	-
Uses:	5 per Fight
Description:	If you attack a target that is already being attacked by another ranged combatant gain +5 attack value.

	Call the Hounds
Rank:	Fighter
Weapon Type:	All
Cost:	Movement Action
Uses:	5 per Fight
Description:	Order you companion to attack a target, they get a value modifier of +5 to their attack.

	Cascade
Rank:	Fighter
Weapon Type:	One handed Axes, Daggers
Cost:	1 EP
Uses:	3 per Fight
Description:	If you cause a Bleeding Wound gain a +8 value modifier to your next attack.

	Strong Together
Rank:	Fighter
Weapon Type:	Bows, Crossbows, light throwing Weapons, heavy Throwing Weapons
Cost:	-
Uses:	3 per fight
Description:	If you attack a target that another ally already attacks gain +2 attack value.

	Light-hearted Fight
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Rank:	Fighter
Weapon Type:	Two handed Swords, two handed Axes, one handed Axes, two handed Maces
Cost:	-
Uses:	5 per Fight
Description:	If you do not wear any armour gain +2 attack value.

	Snapping Turtle
Rank:	Fighter
Weapon Type:	Polearms, Daggers, one handed Swords, one handed Axes, one handed Maces, fencing Weapons
Cost:	2 EP, requires Shield
Uses:	5 per Fight
Description:	If you defend yourself using your shield without taking damage attack the target talentless.

	Thicker than Water
Rank:	Fighter
Weapon Type:	All
Cost:	1 EP
Uses:	3 per Fight
Description:	Ignore all damage from Wounds for one round.

	Isolated
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Rank:	Fighter
Weapon Type:	One handed Axes, Bows
Cost:	2 EP, Bonus Action
Uses:	5 per Fight
Description:	You can attack a target that has no allies near them in your Bonus action talentless.

	Extraktion
Rank:	Fighter
Weapon Type:	Bows, Crossbows, light throwing Weapons, heavy Throwing Weapons, Daggers, one handed Swords, one handed Axes, fencing Weapons
Cost:	2 EP, Cant be used when surrounded
Uses:	2 per Fight
Description:	Lower incoming attack damage by Agility + 5. Move away from an enemy without provoking opportunity attacks.

	Bullseye
Rank:	Fighter
Weapon Type:	heavy Throwing Weapons
Cost:	2 EP
Uses:	3 per Fight
Description:	Throw a targeted attack without a negative modifier.

	Eagle Eyed
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Rank:	Fighter
Weapon Type:	Bows, Crossbows
Cost:	1 EP
Uses:	5 per Fight
Description:	Attack as if you aimed for 1 Bonus Action.

	Salve
Rank:	Fighter
Weapon Type:	Bows
Cost:	1 EP, Bonus Action
Uses:	5 per Fight
Description:	You can attack again using a Bonus Action.

	Preaim
Rank:	Fighter
Weapon Type:	Bows, Crossbows
Cost:	1 EP
Uses:	5 per Fight
Description:	Ignore negative modifiers due to range and obstacles.

	Panic Shot
Rank:	Fighter
Weapon Type:	Crossbows

Cost:	1 EP, Movement Action
Uses:	5 per Fight
Description:	If an opponent attacks you in melee range that has not attacked you the round before you can shoot him talentless in your Movement Action before you rolls his attack. You Crossbow needs to be loaded for this Manoeuvre.

	Superior Strike
Rank:	Fighter
Weapon Type:	One handed Swords
Cost:	1 EP
Uses:	5 per Fight
Description:	If you have more Initiative than your target your next Attack will cause a bleeding wound.

	One with your Mount
Rank:	Fighter
Weapon Type:	All
Cost:	-
Uses:	-
Description:	Gain a defence and an attack value Bonus of +1 when mounted. You can defend attacks targeted at your mount.

	Not so Bad
Rank:	Fighter

Weapon Type:	All
Cost:	1 EP
Uses:	3 per Fight
Description:	An attack that deals damage to you only deals half damage but inflicts a bleeding wound.

	Charge
Rank:	Fighter
Weapon Type:	Polearms, one handed Swords, one handed Axes, two handed Swords, two handed Axes, one handed Maces, two handed Maces
Cost:	2 EP, only usable when on a mount
Uses:	5 per Fight
Description:	Charge an enemy. Add the movement distance from you to them to your attack.

	Just a Fleshwound
Rank:	Fighter
Weapon Type:	All
Cost:	Bonus Action
Uses:	3 per Fight
Description:	Use your Bonus Action to heal 5 HP.

	Warning
Rank:	Fighter

Weapon Type:	All
Cost:	Movement Action
Uses:	5 per Fight
Description:	You can try to detect a hidden attack for an ally of yours. If you succeed warn them and the attack gets revealed.

	Nobody gets left behind
Rank:	Fighter
Weapon Type:	All
Cost:	-
Uses:	-
Description:	If an ally is knocked prone get +5 movement range to that ally and +4 defence value until the ally is not prone anymore.

	Guardian
Rank:	Fighter
Weapon Type:	Polearms, one handed Maces, two handed Axes
Cost:	-
Uses:	-
Description:	Every round you stand next to an ally of your choice you both get +1 defence value.

	Withstand
Rank:	Fighter

Weapon Type:	Polearms, one handed Maces, two handed Axes, two handed Swords
Cost:	1 EP
Uses:	5 per Fight
Description:	You can not be moved.

	Iron Will
Rank:	Veteran
Weapon Type:	All
Cost:	Bonus Action
Uses:	1 per Fight
Description:	Regain 8 EP.

	Trance
Rank:	Veteran
Weapon Type:	All
Cost:	-
Uses:	1 per Fight
Description:	Pay no EP for one round.

	Bloodfall
Rank:	Veteran
Weapon Type:	Daggers
Cost:	1 EP

Uses:	5 per Fight
Description:	If you deal damage to a bleeding target inflict another bleeding wound.

	Targeted Lunge
Rank:	Veteran
Weapon Type:	Fencing Weapons
Cost:	1 EP
Uses:	5 per Fight
Description:	Lunge at the opponent with a targeted attack. The targeted attack has no negative modifier, and the targets defence value is lowered by 5.

	Bingo
Rank:	Veteran
Weapon Type:	Fencing Weapons
Cost:	2 EP
Uses:	3 per Fight
Description:	Do a targeted attack against the hand of the target with a +5 value modifier. If you deal damage disarm the opponent instead.

	Superior Movement
Rank:	Veteran
Weapon Type:	Polearms, fencing Weapons
Cost:	1 EP per round, cannot be used when surrounded

Uses:	5 per Fight
Description:	Ignore negative modifiers from being flanked.

	Blocking Stance
Rank:	Veteran
Weapon Type:	Two handed Swords
Cost:	1 EP
Uses:	4 per Fight
Description:	Only usable from defensive stance. Gain +12 defence value for one round and -5 attack value on your next attack.

	Transmutation
Rank:	Veteran
Weapon Type:	Two handed Swords
Cost:	1 EP
Uses:	5 per Fight, 1 per round
Description:	Change your attack to any Talent usable for two handed Swords from the stance you are in currently if your attack did not deal any damage.

	True Ire
Rank:	Veteran
Weapon Type:	Two handed Swords, two handed Axes, two handed Maces, one handed Axes
Cost:	-

Uses:	-
Description:	If you did not defend yourself for 3 turn gain an attack value modifier of +12 until you defend yourself.

	Smite the Anguished
Rank:	Veteran
Weapon Type:	Two handed Axes, two handed Maces, one handed Axes, one handed Maces
Cost:	2 EP
Uses:	3 per fight
Description:	Deal 15 extra damage if you attack a dazed, stunned, prone or blinded target.

	Furious Strike
Rank:	Veteran
Weapon Type:	Two handed Maces
Cost:	3 EP, Two Attack Actions
Uses:	3 per Fight
Description:	This Manoeuvre takes one attack round to charge. In the second Attack Action attack with double the attack value+15. You cannot defend yourself while charging.

	Break Formation
Rank:	Veteran
Weapon Type:	Two handed Maces, one handed Maces, two handed Axes, two handed Swords
Cost:	3 EP, Bonus Action

Uses:	1 per Fight
Description:	Charge in any direction for the maximum of your movement Distance flailing around wildly. Roll an attack with a negative modifier of 5, every opponent in the way must defend themselves. If they would take damage knock them prone instead. Can hit a maximum of 4 enemies. Stop at the last target.

	Teamwork
Rank:	Veteran
Weapon Type:	Daggers, one handed Maces
Cost:	2 EP
Uses:	4 per Fight
Description:	If you attack an enemy that is flanked by an ally give that ally +10 attack value for their next attack against the same target.

	Grab Attention
Rank:	Veteran
Weapon Type:	one handed Maces
Cost:	1 EP
Uses:	5 per Fight
Description:	If you are flanking an enemy instead of attacking it grab the targets attention. It has -5 defence value for one round.

	Force is the Answer
Rank:	Veteran

Weapon Type:	One handed Maces, one handed Axes
Cost:	1 EP, Bonus Action
Uses:	5 per Fight
Description:	If you attacked without dealing damage attack again talentless with 10 armour penetration against heavy and medium armour.

	Furious Push
Rank:	Veteran
Weapon Type:	Two handed Axes
Cost:	1 EP, Bonus Action
Uses:	5 per Fight
Description:	After you deal damage you can try to knock the target prone with a contested strength + toughness check.

	Overview
Rank:	Veteran
Weapon Type:	Polearms
Cost:	1 EP
Uses:	5 per Fight
Description:	Ignore all modifiers from being flanked for one round as long as you are not surrounded.

	Feet Sweep
Rank:	Veteran

Weapon Type:	Polearms
Cost:	1 EP
Uses:	3 per Fight
Description:	Attack the feet of your opponent without negative modifier. If you deal damage also knock the target prone.

	Swoop Down
Rank:	Veteran
Weapon Type:	Polearms, one handed Axes
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	Jump attack against your enemy. Gain Agility+5 to your attack value. You can use this Manoeuvre when an enemy close to you is knocked prone, dazed, blinded or stunned.

	Rise Against
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Swords, two handed Axes, Polearms
Cost:	1 EP
Uses:	4 per Fight
Description:	If you defend yourself without taking damage move your enemy 5 movement distance and flank them for one round. If you score a critical hit knock them prone instead.

	Ram
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Axes, one handed Swords, Polearms
Cost:	3 EP, Movement Action
Uses:	3 per Fight
Description:	<p>You need a shield for this Manoeuvre.</p> <p>Ram an enemy in movement distance. Add agility to your attack value and if you would deal damage deal half damage and stun the target instead.</p>

	Shield Up
Rank:	Veteran
Weapon Type:	Polearms, one handed Swords, one handed Maces
Cost:	2 EP, requires Shield
Uses:	3 per Fight
Description:	<p>You need a shield for this Manoeuvre.</p> <p>Your next defence is a critical success.</p>

	Shielding Advantage
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Swords, Polearms
Cost:	1 EP
Uses:	3 per Fight

Description:	<p>You need a shield for this Manoeuvre.</p> <p>If you defend yourself without taking damage lower the enemies defence by -10 value for the next attack.</p>
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	Double Throw
Rank:	Veteran
Weapon Type:	Light throwing Weapons
Cost:	2 EP
Uses:	8 per Fight
Description:	Throw two talentless attacks at the same time. They need to hit the same target.

	One hand hits the other one
Rank:	Veteran
Weapon Type:	Light throwing Weaponns
Cost:	2 EP
Uses:	3 per Fight
Description:	Throw a targeted attack against the targets hand without a negative modifier. If you would deal damage disarm the target instead.

	Skirmisher
Rank:	Veteran
Weapon Type:	Light throwing Weapons, heavy throwing Weapons
Cost:	2 EP, movement action
Uses:	5 per Fight

Description:	You can throw a talentless attack during your movement Action.
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	Cripple
Rank:	Veteran
Weapon Type:	Bows, Crossbows
Cost:	2 EP
Uses:	3 per Fight
Description:	Throw a targeted attack. It causes a Broken Bone if successful.

	Fast Draw
Rank:	Veteran
Weapon Type:	Bows
Cost:	2 EP, Movement Action
Uses:	1 per Fight
Description:	During the first round of a fight you can add +10 to your Initiative. When you go immediately draw your Weapon and use a ranged attack.

	Eyrie
Rank:	Veteran
Weapon Type:	Bows, Crossbows
Cost:	-
Uses:	-

Description:	If you did not move for 3 rounds gain a Bonus of +3 to your attack value and +3 to your defence value.
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	Keep Ready
Rank:	Veteran
Weapon Type:	Bows, Crossbows
Cost:	2 EP
Uses:	3 per Fight
Description:	You guard a certain Viewfield weapon drawn. If someone enters it you can immediately shoot them with a bonus of +10 to your attack value.

	Running and Reloading
Rank:	Veteran
Weapon Type:	Crossbows
Cost:	1 EP, Movement Action
Uses:	5 per Fight
Description:	You can reload and move at the same time in your Movement Action.

	Tantalize
Rank:	Veteran
Weapon Type:	One handed Swords
Cost:	2 EP
Uses:	5 per Fight

Description:	If you target an attack lower the negative modifier by your Dexterity.
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	Hunt the Hunters
Rank:	Veteran
Weapon Type:	Bows, one handed Axes
Cost:	2 EP
Uses:	5 per Fight, one per Round
Description:	If your target is a ranged fighter gain +8 attack value against them.

	Tortoise
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Axes, one handed Swords, Polearms, Daggers, fencing Weapons, heavy throwing Weapons, light throwing Weapons
Cost:	Requires a Shield and at least 4 People
Uses:	-
Description:	You can enter a tortoise Formation that grants +3 melee defence value and +5 ranged defence value.

	Two in One
Rank:	Veteran
Weapon Type:	Two handed Maces, Two handed Axes, Two handed Swords
Cost:	3 EP
Uses:	5 per Fight

Description:	Your attack can hit two targets instead of one if they are next to each other.
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	Counter Power
Rank:	Veteran
Weapon Type:	One handed Maces, Two handed Swords, Polearms, Daggers
Cost:	1 EP
Uses:	5 per Fight
Description:	You can use Manoeuvres during a counter.

	Fast Feet Revenge
Rank:	Veteran
Weapon Type:	Daggers, one handed Axes, one handed Swords, Polearms
Cost:	2 EP
Uses:	3 per Fight
Description:	If you defend yourself using Dodge and take no damage counter attack the enemy.

	Tenacious Defence
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Axes, one handed Swords, Polearms
Cost:	2 EP
Uses:	5 per Fight
Description:	If you defend yourself without taking damage you can counterattack.

	Power Move
Rank:	Veteran
Weapon Type:	All
Cost:	1 EP
Uses:	4 per Fight
Description:	If you spent more than 4 EP during a round gain a Bonus Action.

	Ram
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Axes, one handed Swords, Polearms
Cost:	3 EP, Movement Action
Uses:	3 per Fight
Description:	You need a shield for this Manoeuvre. Ram an enemy in movement distance. Add agility to your attack value and if you would deal damage deal half damage and stun the target instead.

	Untouchable
Rank:	Veteran
Weapon Type:	One handed Swords, Polearms, Daggers, Bows, one handed Axes, heavy throwing Weapons, light Throwing Weapons
Cost:	1 EP
Uses:	3 per Fight
Description:	If you use Dodge without taking damage gain a Bonus Action.

	From Triumph to Victory
Rank:	Veteran
Weapon Type:	One handed Maces, Two handed Axes, Polearms
Cost:	1 EP, Bonus Action
Uses:	3 per Fight
Description:	If you defeat an enemy you and your allies gain +2 defence value and +2 attack value for one round. The effect extends for another round every time another enemy is defeated.

	Profit
Rank:	Veteran
Weapon Type:	All
Cost:	1 EP
Uses:	3 per Fight
Description:	Gain a Bonus Action if you score a critical hit.

	Blood Trade
Rank:	Veteran
Weapon Type:	Two handed Swords, two handed Axes, two handed Maces, one handed Axes
Cost:	-
Uses:	-
Description:	If you bleed gain +2 attack

	Second Wind
Rank:	Veteran
Weapon Type:	Polearms, two handed Swords, two handed Axes, one handed Maces
Cost:	Movement Action
Uses:	1 per Fight
Description:	Heal 10 HP, all your allies heal 1 HP.

	One step ahead
Rank:	Veteran
Weapon Type:	Daggers
Cost:	3 EP, Bonus Action
Uses:	3 per Fight
Description:	If a target in melee range attacks anyone without dealing damage you can opportunity attack them.

	Superior Dodge
Rank:	Veteran
Weapon Type:	Daggers, heavy throwing Weapons, light throwing Weapons, Bows, Crossbows, Polearms
Cost:	4 EP
Uses:	1 per Fight
Description:	Ignore one attack instead of defending yourself. Cannot be used in heavy armour or when a shield is equipped.

	Battering Ram
Rank:	Veteran
Weapon Type:	One handed Maces
Cost:	2 EP
Uses:	3 per Fight
Description:	If you deal damage to an opponent one ally in range of the same target gains an opportunity attack against them.

	Abuse
Rank:	Veteran
Weapon Type:	Daggers, one handed Maces, one handed Swords, fencing Weapons, Polearms
Cost:	3 EP
Uses:	2 per Fight
Description:	If your target suffers a critical hit gain an attack action.

	Disarmament
Rank:	Veteran
Weapon Type:	Two handed Swords, two handed Swords, Polearms, one handed Maces
Cost:	2 EP
Uses:	3 per Fight
Description:	If you defend yourself without taking damage disarm the attacker.

	Opportune Hits
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Rank:	Veteran
Weapon Type:	Daggers, one handed Swords, one handed Axes
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	If an enemy in melee range suffers a critical hit gain an attack against it during your Bonus Action.

	Avenger
Rank:	Veteran
Weapon Type:	One handed Maces, one handed Swords, two handed Swords, two handed Axes
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	If an ally takes damage from an enemy in melee range attack that enemy during your Bonus Action.

	Binding
Rank:	Veteran
Weapon Type:	Two handed Swords, Polearms
Cost:	2 EP
Uses:	3 per Fight
Description:	Bind an enemy to you. They cannot move away from you until they deal damage to you.

	Lever
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Rank:	Veteran
Weapon Type:	Two handed Axes, two handed Swords, Polearms
Cost:	-
Uses:	-
Description:	Gain +2 attack value against targets with lesser range than you.

	On Target
Rank:	Veteran
Weapon Type:	Bows, Crossbows
Cost:	1 EP
Uses:	3 per Fight, one per round
Description:	If you aim gain a bonus action.

	Disappear
Rank:	Veteran
Weapon Type:	Daggers
Cost:	1 EP, Bonus Action
Uses:	3 per Fight
Description:	You can try to hide during a fight. Throw a sneak check to disappear.

	Lone Wolf
Rank:	Veteran
Weapon Type:	One handed Axes

Cost:	-
Uses:	-
Description:	If there is no ally closer than 10 meters to you gain +5 attack value and +3 defence value.

	The Noble Blade
Rank:	Veteran
Weapon Type:	One handed Swords
Cost:	-
Uses:	-
Description:	Gain +1 attack value against any enemy that does not fight with a sword.

	Steel the Wounds
Rank:	Elite
Weapon Type:	Daggers
Cost:	3 EP
Uses:	3 per Fight
Description:	Target an attack against a bleeding wound; double the damage dealt.

	Fast and dirty
Rank:	Elite
Weapon Type:	Daggers
Cost:	2 EP, movement action

Uses:	3 per Fight
Description:	If your agility is double that of the enemy you can attack them during your movement action.

	Lucky Strike
Rank:	Elite
Weapon Type:	Fencing Weapons
Cost:	1 EP
Uses:	3 per Fight
Description:	If one of your dices shows a 2, make it a 1 instead.

	Bait
Rank:	Elite
Weapon Type:	Fencing Weapons
Cost:	1 EP
Uses:	3 per Fight
Description:	If an enemy attacks you gain a hidden talentless attack against them before you defend yourself.

	Blade Storm
Rank:	Elite
Weapon Type:	Two handed Swords
Cost:	3 EP
Uses:	3 per Fight

Description:	If you attack an enemy and deal damage attack again with the attack value being as high as the damage you dealt. Repeat this until you deal no damage anymore. Only from offensive stance.
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	Mordhau Stance
Rank:	Elite
Weapon Type:	Two handed Swords
Cost:	-
Uses:	-
Description:	Turn your Sword around and grasp the blade with both hands to strike with the handguard and pommel. Gain +6 armour penetration against heavy and medium armour and -6 attack value.

	Handle Parry
Rank:	Elite
Weapon Type:	Two handed Swords, one handed Swords
Cost:	3 EP
Uses:	2 per Fight
Description:	Attack you enemy. If you would deal damage knock them prone and disarm them instead.

	Annihilator
Rank:	Elite
Weapon Type:	Two handed Maces
Cost:	3 EP

Uses:	3 per Fight
Description:	Your next targeted attack deals double damage instead of scoring a critical effect.

	Vicious Foray
Rank:	Elite
Weapon Type:	Two handed Maces
Cost:	3 EP
Uses:	3 per Fight
Description:	Ram an enemy with your weapon. If you would deal damage deal half damage instead, knock the enemy prone and stun then for one round.

	Two kills better than one
Rank:	Elite
Weapon Type:	Two handed Maces
Cost:	2 EP
Uses:	3 per Fight
Description:	A targeted attack causes two critical effects instead of one.

	Take Control
Rank:	Elite
Weapon Type:	One handed Maces
Cost:	2 EP
Uses:	3 per Fight
Description:	If your target has more Initiative than you attack them first.

	Phalanx
Rank:	Elite
Weapon Type:	Polearms
Cost:	1 EP per round
Uses:	-
Description:	You cannot be knocked prone. Gain +5 defence value. If your defence result is higher than the enemies attack result deal the difference as damage to them.

	Penetrate
Rank:	Elite
Weapon Type:	Polearms
Cost:	3 EP, Bonus Action
Uses:	3 per Fight
Description:	Take a Bonus Action to charge your attack. Attack with a bonus of +5 to your attack value. If you deal damage knock the enemy prone. Ignore armour.

	Frenzy
Rank:	Elite
Weapon Type:	One handed Axes
Cost:	2 EP
Uses:	3 per Fight
Description:	For every bleed you have caused this fight gain +2 attack value to your next attack.

	Falcons Flight
Rank:	Elite
Weapon Type:	One handed Axes, Bows
Cost:	2 EP
Uses:	3 per Fight
Description:	Your next attack against a target is hidden and has a Bonus to attack value of +8.

	Silent Kill
Rank:	Elite
Weapon Type:	Bows, one handed Axes
Cost:	2 EP
Uses:	3 per Fight
Description:	If you attack a target that target has a negative modifier of -8 to their defence. Double the effect if you attack them for a consecutive round.

	Muscle Memory
Rank:	Elite
Weapon Type:	All
Cost:	1 EP
Uses:	3 per Fight
Description:	Regain the uses of a Manoeuvre of your choice. Cant be used on Muscle Memory.

	Life Essence
Rank:	Elite

Weapon Type:	One handed Axes, Daggers, fencing Weapons
Cost:	-
Uses:	1 per Fight
Description:	If you defeat an enemy regain as many EP as you inflicted bleeds on the target.

	Spin
Rank:	Elite
Weapon Type:	Two handed Maces, two handed Axes, two handed Swords
Cost:	3 EP
Uses:	5 per Fight
Description:	Throw an attack that hits up to 4 targets.

	Berserker
Rank:	Elite
Weapon Type:	Two handed Axes, one handed Axes, two handed Swords
Cost:	3 EP
Uses:	3 per Fight
Description:	If you score a critical hit gain another attack action.

	Retaliate
Rank:	Elite
Weapon Type:	Two handed Maces, two handed Swords, two handed Axes, one handed Axes
Cost:	3 EP
Uses:	2 per Fight

Description:	If you took damage last round gain a second attack action this round.
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	Fan Shot
Rank:	Elite
Weapon Type:	Light throwing Weapons
Cost:	3 EP
Uses:	3 per Fight
Description:	Throw up to three Weapons in one attack action. Throw them as separate talentless attacks.

	Boomerang
Rank:	Elite
Weapon Type:	Light throwing Weapons
Cost:	2 EP
Uses:	3 per Fight
Description:	Throw a weapon in a way that it returns to you.

	Piercing Throw
Rank:	Elite
Weapon Type:	Heavy throwing Weapons
Cost:	2 EP
Uses:	3 per Fight
Description:	Throw a targeted attack towards the targets chest without a negative modifier. If you deal damage also knock the target prone and inflict a critical wound.

	Athletic Shooter
Rank:	Elite
Weapon Type:	Bows, Crossbows, light throwing Weapons
Cost:	2 EP
Uses:	3 per Fight
Description:	You can shoot and reload while lying, climbing, or hanging somewhere.

	Ignore the Crowd
Rank:	Elite
Weapon Type:	Bows
Cost:	2 EP
Uses:	3 per Fight
Description:	Ignore all obstacles around a target. If you deal damage deal 10 Bonus damage.

	The Tower
Rank:	Elite
Weapon Type:	Bows, Crossbows
Cost:	2 EP, Bonus Action
Uses:	3 per fight
Description:	If you did not move for 3 rounds transform your Bonus Action to an attack action

	Nailing
Rank:	Elite
Weapon Type:	Crossbows, heavy throwing Weapons

Cost:	2 EP
Uses:	3 per Fight
Description:	Try to nail a target to a obstacle or to the ground. This is a targeted attack. If you succeed they will be nailed for damage * 2 and need to free themselves with Strength + Toughness during their movement actions, otherwise they cannot move.

	Slamming Momentum
Rank:	Elite
Weapon Type:	Two handed Maces
Cost:	3 EP
Uses:	3 per Fight
Description:	Attack a target and a second target right next to it with the same attack. If you deal damage to the first target the attack is hidden for the second one.

	Double
Rank:	Elite
Weapon Type:	One handed Swords, fencing Weapons
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	If an enemy in range takes damage attack them talentless.

	Headshot
Rank:	Elite
Weapon Type:	Bows, Crossbows, light throwing weapons

Cost:	2 EP
Uses:	3 per Fight
Description:	Your targeted attack deals 1.5 times the damage instead of scoring a critical effect.

	Fair Game
Rank:	Master
Weapon Type:	Daggers, Bows, one handed Axes
Cost:	2 EP
Uses:	1 per Fight
Description:	If you deal damage to a target mark it. Gain +5 Movement Distance towards the target and +8 attack value against it.

	Sound of sudden Doom
Rank:	Master
Weapon Type:	Daggers, one handed Maces
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	You can attack a flanked target during your Bonus Action.

	Masterful Lunge
Rank:	Master
Weapon Type:	Fencing Weapons
Cost:	2 EP
Uses:	3 per Fight

Description:	This attack is always targeted with no negative modifier. The enemies defence against this attack is lowered by 10 while your attack value is modified by +8. Grants a Bonus Action if it deals damage.
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	Masterful stance
Rank:	Master
Weapon Type:	Two handed Swords
Cost:	1 EP per round
Uses:	5 per Fight
Description:	Take on a masterful stance. Gain +2 attack value and +2 defence value. You can use any two handed sword manoeuvre as if you are in the right stance for it.

	Sliding Strike
Rank:	Master
Weapon Type:	Two handed Swords
Cost:	2 EP
Uses:	3 per Fight
Description:	If you defend yourself without taking damage transmutate your defence.

	Inhibitor
Rank:	Master
Weapon Type:	Heavy throwing Weapons
Cost:	2 EP
Uses:	3 per Fight

Description:	If you deal damage to a target stun, disarm it and knock it prone.
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	Brutalize
Rank:	Master
Weapon Type:	One handed Maces
Cost:	3 EP
Uses:	1 per Fight
Description:	If you attack an enemy, attack it twice instead using the same Manoeuvres.

	Speech
Rank:	Master
Weapon Type:	All
Cost:	-
Uses:	1 per Fight
Description:	All Allies gain a Bonus Action for this turn. Does not stack.

	Eradication
Rank:	Master
Weapon Type:	One handed Axes
Cost:	3 EP, Bonus Action
Uses:	2 per Fight
Description:	Attack any wounded target talentless again during your Bonus Action with a modifier of +10 to your attack value. Deal 5 extra damage for every wound on the target.

	End it
Rank:	Master
Weapon Type:	Two handed Axes
Cost:	2 EP, Bonus Action
Uses:	3 per Fight
Description:	If a target in melee range is knocked prone attack it during your Bonus action.

	Gatekeeper
Rank:	Master
Weapon Type:	Polearms
Cost:	2 EP
Uses:	3 per Fight
Description:	If you defend yourself without taking damage all allies in melee range gain an opportunity attack against the attacker.

	Deadly Advance
Rank:	Master
Weapon Type:	One handed Swords
Cost:	2 EP
Uses:	3 per Fight
Description:	You next attack has bonus attack value given by your bonus Initiative.

	Loophole
Rank:	Master

Weapon Type:	Light throwing Weapons
Cost:	1 EP, Bonus Action
Uses:	3 per Fight
Description:	Your attack ignores armour and the enemies defence value is lowered by -10. You can attack again during your Bonus Action if you deal damage.

	Lightning strikes Twice
Rank:	Master
Weapon Type:	Bows, Crossbows
Cost:	2 EP
Uses:	3 per Fight
Description:	If you hit a targeted attack the next targeted attack against this opponent has no negative modifier and deals 10 extra damage.

	Unstoppable
Rank:	Master
Weapon Type:	Two handed Maces
Cost:	3 EP, Bonus Action
Uses:	3 per Fight
Description:	If you dealt damage last round attack talentless during your Bonus Action. This attack deals double damage.

	Three Aces
Rank:	Master

Weapon Type:	Daggers
Cost:	3 EP, Bonus Action
Uses:	3 per Fight
Description:	Your attack is hidden. If it deals damage attack the same target twice during your bonus action.

	Resistance
Rank:	Master
Weapon Type:	All
Cost:	3 EP
Uses:	1 per Fight
Description:	Ignore one Spell.

Rules

Exhaustion

Optionally an Exhaustion rule can be used. It makes use of the Exhaustion Points (EP) every character has by subtracting EP in the same way HP fall. EP are permanently lowered when wearing armour and wielding certain weapons and are used as a resource for Manoeuvres and Spells in combat. They can also be affected by environmental effects or certain actions like running, travelling greater distances, climbing etc. When the EP of a character reach 0 they gain a negative modifier of -8 on all actions. If they reach -6 that effect is doubled, at minus 10 the character fall unconscious until the EP reach at least 1 again. EP can be regained by resting, with some spells or through special abilities.

Stealth

Stealth is a situation where someone tries to stay hidden against perception checks. The person in stealth must succeed a check to hide or sneak. If they do not manage this any successful perception

check reveals their position. In case they did succeed their stealth check the check result serves as their stealth value: their position is only revealed if a perception check succeeds the stealth value. Characters that are on alert may use active perception checks to reveal hidden characters, in any other case they will only use their passive perception. Incapacitated or distracted characters may not even be granted a passive perception.

Keep in mind that a good hiding place may grant a bonus to the character in stealth while an environment where every step may cause a sound should result in a negative modifier.

Travelling

Following Table lists requirements on how Travelling longer distances should be ruled. Travelling always costs some exhaustion points, these should be adjusted to the terrain and other potential hardships that occur during travel. The Distance given in the List below is for good roads and without any trouble.

Travel by	Distance per Day	EP Cost
Foot	30 KM	8 EP
Horseback	40 KM	5 EP
Caravan	30 KM	5 EP
Flight	100 KM +	5 EP

Encampments and resting

To Rest and Camp is a necessity during all adventures. The list below provides how a certain rest can impact a character. There is a difference in Rests and Encampments as latter also provide a fire to warm on and at least a tent to sleep in. A rest may have neither of those.

Short Rest	1 - 2 Hours	1d6+1 EP, 2d6+1 HP
Normal Rest	2 – 6 Hours	1d12+1 EP, 2d12+3 HP
Long Rest	6 – 10 Hours	2d12+1 EP, 2d20+5 HP

Short Encampment	6 – 8 Hours	2d20+5 EP, 3d20+10 HP
Long Encampment	8 Hours +	Regain until Full

Environmental effects

Different environmental parameters can affect how a certain character can perform and will have impact on certain skill. A list of the most important effects from things like climate or lighting is provided below:

<u>Environment</u>	<u>Effect</u>
Darkness	-2 to any Perception Check
Twilight	-1 to any Perception Check
Complete Darkness	-4 to any Perception Check
Cold Climate	Each day the Health of the Character is lowered by 1d6+1: the d6 is rethrown every day, the effect does not stack
Extreme Cold	Each day the health of the Character is lowered by 1d12+1: the d12 is rethrown every day, the effect does not stack
Hot Climate	The Character has 2 EP less
Extremely Hot Climate	The Character has 4 EP less
Moor, Swamp	Movement Range is halved.

Poison

Every poison has a certain Poison Value and a Poison Check. If the poison affects a character that character must throw the Poison Check every time the Poison takes effect. If the Check is successful, the Poison Value is lowered by the check result. The poison stops taking effect when the Poison Value reaches 0. The Poison Check is, like any other check, a combination of two attributes.

Traps

Like poison each Trap has a trap value. This is like the stealth value, in that the Trap can only be revealed by a perception check that matches or exceeds the trap value. Deactivating the Trap is also a check against the trap value. A Trap may have two trap values, one for how well it is hidden and one for how hard it is to deactivate.

Locks and lock picks

Each Lock has a certain Lock Value. To open it a lockpicking attempt must yield a check result higher than the Lock Value. A Lock may additionally have a second Value that indicates how resistant it is to blunt force.

Fall damage

A Character will take damage from certain heights. A list with recommended damage values is provided below. Until a certain 10 meters a successful movement check can potentially lower the incoming damage by its check result.

Hight	Damage
2 M	1d8
3 M	1d12
5 M	1d12+1d8
6 M	2d12
7 M	3d12
8 M	4d12
10 M	6d12
12 M	8d12
15 M	11d12
20 M	16d12
21 M	18d12
22 M	20d12
Falls into Water	No Damage until 10 Meters, halved damage until 40 Meters, full damage after 40 Meters.

Something breaks the Fall	-nd12, n = depended on the Situation
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Wounds

There are multiple types of wounds with different effects listed below.

Bleeding Wound	Take 1 Damage per Turn.	Any Bleeding Wound
Large Wound	Lower Max HP by 5 until the Wound is healed. Take 2 damage per turn.	A large wound located anywhere
Critical Wound	Lower Max Hp by 10 and EP by 2 until Wound is healed. Take 3 damage per turn.	A large wound located in a critical position or large wound that was hit again.
Broken Bone	A broken Bone means that this part of the Body is not usable anymore.	-

All wounds can be closed by healing them with magic, by resting means or with potions. To heal the wound a certain amount of healing has to be used that heals the wound instead of restoring HP. A bleed requires 5 healing to close, a wound 10 healing and a critical wound 15 healing.

The wounds effect is always caused additionally to the damage that caused them. If a wound of a lesser type is attacked again it becomes the next higher type of wound: a hit to a bleeding wound causes a large wound for example.

Diseases

Diseases have a Disease Value and an effect. Every time the effect is triggered a resistance check can lower the Disease Value. If the disease is in effect all the time the resistance check may be rolled three times a day. When the Disease Value reaches 0 its effects also cease.

Healing

Healing restores HP. It can also close wounds in exchange to restoring HP. The exchange rate is given in the Chapter about wounds. Specialised Healing can also lower Disease or Poison Values.

Unconsciousness and death

When a character reaches 0 HP they fall unconscious. This means they are incapacitated and unable to move, however it can be ruled that they are still able to say a few words. When a character reaches - Max HP/10 they will succumb to death. It may be ruled that they can say a few last words, but as soon as this threshold is reached death is inevitable.

Defencelessness

When a character is not able to defend themselves against an attack because they are asleep and do not notice the attack or cannot move for some reason the damage of the attack is doubled. Hidden attacks do not count as defencelessness, neither do stunned enemies.

Creature sizes

Large creatures often have more HP but are also easier to hit.

Large (3m-5)	+1 to all attacks checks against the target
Very Large(5m-8m)	+2 to all attacks checks against the target
Monstrous 8m+	+3 to all attacks checks against the target

Combat

Combat is turn-based. Every round each combatant can make a choice on which actions to take with a certain amount of possible actions available. Each round three different types are available, each of them one time:

1. Movement Action: The Character moves for his Movement Range, draws a weapon or other item, gets up from the ground or performs a similar movement based action.
2. Bonus Action: With the Bonus action a multitude of manoeuvres and spells can be used. Any Bonus action can be converted to a movement action.
3. Combat Action: During this Action a spell is being cast and an attack is thrown against a target. Any Combat Action can be converted to a Bonus Action.

Due to the possibility of converting Actions it is possible to have three Movement Actions in one turn. It should also be noted that the order of actions does not matter.

Initiative

Combat order is being determined by Initiative. At the start of the fight every combatant rolls one d20. The result of this Initiative roll is added to the base Initiative of the fighter. The highest Initiative goes first, equal values are resolved with tiebreaks. If a combat scenario is started by someone making the first attack it is ruled as if that person had the highest initiative for the first round – they do not get to attack twice, instead their attack just was the first Action of the first round of Combat.

Initiative only determines when a Person can go the FIRST TIME. They can choose to delay one, two or all of their Actions to a later moment in the Initiative Order. This means that it is also allowed to perform a Movement Action and delay the Combat and the Bonus Action to a later point in the Initiative Order.

Attack and Defence

When in Combat every Attack against an opponent provokes a defence unless the target is not able to act. The attack consists of the attack check of the specific weapon type and the bonus given by the weapon skill, which is dependent on the rank of weapon mastery the character has with the weapon type and the weapon tier. The two values form the value for the attack check. The check result for the attack goes up against the defence. If the attack result is higher than the defence result that difference is dealt as damage. Damage can be reduced by armour.

The defence consists of the defence check and the bonus defence given by the weapon skill with the specific weapon type and the weapon tier. For more information on weapon skill check out the respective chapter.

Ranged Combat

There are some special rules applicable for Ranged Combat. With every ranged Weapon you can aim to gain a Bonus to your Attack Value.

Weapon Type	Bonus from Aiming	Can Aim for
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Bows	+3 Attack Value	2 Bonus Actions
Crossbows	+4 Attack Value	4 Bonus Actions
Light Throwing Weapons	+4 Attack Value	3 Bonus Actions
Heavy Throwing Weapons	+3 Attack	1 Bonus Action

There are also modifiers for range and obstacles:

Range Modifier	-1 Attack Value per 10 Meters
Obstacle Modifier	-1 Attack Value per Obstacle

Another rule exclusively for Crossbows is that you need to reload it before you shoot. Reloading a crossbows costs a Movement Action.

If you have your ranged weapon equipped and are getting attacked in melee you can not reload your weapon; you need to leave melee range first.

Shields

One handed weapons can also equip a shield. Shield grant bonus defence against for both ranged and melee defence. Shields can be categorised in Tiers. Shields lower maximum EP when in use.

Shield	Defence Melee	Defence Ranged	Maximum EP Cost
Tier I Shield	3	3	2
Tier II Shield	5	4	3
Tier III Shield	7	6	4

Targeted Attacks and Critical Effects

Attacks can be targeted to hit specific regions of the opponent (for example to hit unarmoured spots) or to inflict a critical effect. Targeting your attack causes your attack to have a negative value modifier

depended on how big the area you want to hit is. You can only target attacks where you could use a manoeuvre. Adjust these negative modifiers depending on how big the target is as well.

Target	Negative Modifier
Arms or Legs, Torso	-10
Head, Neck, Hands, Wounds	-15
Eyes, Heart	-20
Big target	+ 5 (negative modifiers still applicable)
Massive Target	+ 10 (negative modifiers still applicable)

If you successfully deal damage with a targeted attack you will cause a critical effect. Following effects are possible:

Daze	A dazed enemy has a negative modifier of -8 on everything until the daze ends.
Stun	A stunned enemy cannot move or take any action until the stun ends. If you take more than 15 damage per turn stunned the effect ends prematurely.
Blind	A blinded enemy cannot use manoeuvres.
Bleed	See Wounds. If you hit a bleeding wound with another bleeding wound you cause a large wound.
Prone	When knocked prone you have a negative modifier of -8 until the effect ends. This also breaks Formations.
Broken Bone	The broken part of the body is not usable anymore.
Counter	If you score a critical success during a defence you can counter attack the enemy talentless without using an action.

Keep in mind that a critical hit (a 1 in the first dice) will also yield a critical effect!

Hidden Attacks

Some attacks are hidden attacks. Whenever a hidden attack is executed the target has to succeed a passive perception check. If they succeed the hidden attack is revealed and they can defend themselves against it, if they fail the check they cannot defend themselves against the attack.

Movement

All types of movement require a movement action. You can move a distance equally to your movement attribute per movement action.

Retreat and Opportunity Attacks

When you are in melee range from an opponent and run away from that opponent they will get an attack of opportunity: they can attack you talentless (without the use of manoeuvres) without using an attack action in the moment you run away.

To retreat from an opponent without provoking and opportunity attack like this you can only move half your movement distance.

Ambush

An Ambush occurs when hidden characters open a fight on targets that are unaware of the hidden characters. The first round of an Ambush differs in ruling from the normal Fight rules: the party that initiated the Ambush takes their turn before any of the targets get to do their turn and they have a +8 value modifier on their first action. The second round is played out like any other combat round, but every member of the party that initiated the ambush has +5 Initiative for the rest of the fight.

Flanked and surrounded

A Person is flanked every time they are attacked by more than one opponent. Being flanked causes a negative modifier. When the character is attacked by more than 5 opponents they are surrounded yielding another negative modifier.

Attacked by	Negative Modifier
1	None

2	-1 Defence Value, -1 Attack Value
3	-3 Defence Value, -3 Attack Value
4	-5 Defence Value, -5 Attack Value
5	-7 Defence Value, -7 Attack Value
6	Surrounded: -10 Defence Value, -10 Attack Value, no Movement allowed

Armour

There are 3 different categories of armour: heavy armour which includes plated armour made of metal or similar materials, medium armour made from chain, lamella or related threaded our compound protection and light armour made from light materials with protective properties such as thick layered linen or leather. Every piece of armour a character acquires will protect certain portions of the body at the cost of maximum exhaustion. Some armour can be worn with a second or even a third piece that protect the same part of the body. This is important if a targeted attack is used against the character: only the armour in the target area is applicable.

Every armour piece has a specific value by which incoming damage is reduced. Armour only reduces damage and never boosts defence.

Non-targeted attacks are ruled as if they hit the middle area of any target, so the chest, abdominal, shoulder or back area (the torso).

Armour Piece	Type	Armour (example)
Torso	Light	2-5
Torso	Medium	4-7
Torso	Heavy	5-8
Head	Light	2-4
Head	Medium	3-5
Head	Heavy	4-6

Legs	Light	1-3
Legs	Medium	2-4
Legs	Heavy	3-5
Arms	Light	1-3
Arms	Medium	2-4
Arms	Heavy	3-5
Shoulders	Light	2-4
Shoulders	Medium	3-5
Shoulders	Heavy	4-6
Neck	Light	1-3
Neck	Medium	2-4
Neck	Heavy	3-5

Armour penetration

Every weapon has some penetration against a certain type of armour. Damage protection is ignored for the penetration amount when the weapon scores a hit against the right type of armour. If an attack would hit critical but only scores damage through penetration the critical effect still gets applied.

Magic

Magic is a power present everywhere in the world to a larger or lesser extent. There are multiple varieties of magic, each reflecting phenomena of the natural world: life and light; darkness and death; The elements and the chain of being; chance and interconnections. The types of magic reflecting these spectrums of the real are Light-, Shadow-, Elemental- or Natural- and Arcanemagic. At some point all non godly beings learned to use some form of magic by forming it to their will or wish. Each magic type differs in many ways, which are explained below:

- Arcane
- Elemental
- Light
- Darkness

Spells

Every conjuring of magic is to be performed as a specific type of casting. These types of castings are defined below:

- Instant cast: Magic is performed as a cantrip, a quick whisper or with the blink of an eye, consuming a movement action and acting immediately.
- Quick cast: Magic is conjured through a small casting, either by a few moves, words or similar, consuming a bonus action.
- Normal cast: Magic is conjured through the forming of sentences, symbols or intermediate symbolic gestures, consuming a Combat action.
- Long cast: Magic conjured through long castings and including smaller rites like drawing a smaller circle on the ground. Consumes two Combat actions.
- Ritual cast (x): Takes X Combat Actions to complete. You cant perform any other actions until the spell is done, however you can defend yourself. You cannot cast ritual spells when flanked more than 1 time.

Spell Level

Every Spell has a certain level. This figure indicates how many spells of the same type of magic you already need to know to learn them or double the amount of spells from other types. Some spells are available for 2 types of magic and can serve to learn new spells for either type and can also be learned using spells by either type of magic. Lore wise this determines the previous knowledge a mage needs to have to be able to understand and cast a new spell.

Spell Power

Spell power is the check required to cast the magic and often also the strength of the effect. The spell is only cast if the check is passed, with the check result often determining the strength of the spell effect.

Spell list