

Feats

Choose one feat from the feat table. You must meet the requirements in order to choose it. Feats can also be rewarded to players by the DM as a narrative achievement.

Starting Silver d6

- 1 - rich - 2d8*15
- 2-3 - modest - 2d6*10
- 4-6 - poor - 2d4*5

- 1-4 -3
- 5-6 -2
- 7-8 -1
- 9-12 0
- 13-14 +1
- 15-16 +2
- 17-20 +3

Abilities

Roll 3d6 and using the table on the left, convert the result into each ability score. The sum is not used again, and can be discarded.

| | |
|-----------|--|
| Agility | Defend, Balance, Swim, Flee, Hide |
| Prescence | Precieve, Aim, Charm, Use Scrolls |
| Strength | Crush, Lift, Strike, Grapple |
| Toughness | Resist poison/cold/heat, Survive Falling |
| Will | Resist Magicks, Increase Morale |

Starting Equipment

Begin with a waterskin, d4 days of water and food, and a Random Trinket. As well as:

d6

- 1-3 - nothing
- 4-5 - sack
(holds 6 items)
- 6 - backpack
(holds 10 items)

(d10 if beginning with a scroll

- 1 - Unarmed (d2-1)
- 2 - Femur (d2)
- 3 - Knife (d2+1)
- 4 - Staff (d4)
- 5 - Arming Sword (d4)
- 6 - Broadaxe (d4)
- 7 - Spear (d4+1)
- 8 - Warhammer (d6)
- 9 - Longsword (d6)
- 10 - Warpick (d6+1)
- 11 - Bow (d6, 8 arrows)
- 12 - Longbow (d6+1, 10 arrows)
- 13 - Pike (d6, heavy)
- 14 - Battleaxe (d8)
- 15 - Flail (d8, heavy)
- 16 - Crossbow (d8, 5 bolts)

d20

- 1 - d4 Lard Candles (3h)
- 2 - Red Poison (DR16 or d10 damage, d2 doses)
- 3 - Unclean Scroll
- 4 - d4 torches (1h)
- 5 - Wooden Crusifix
- 6 - Hempen Rope (10m)
- 7 - Bottle of Rum
- 8 - Crowbar (d4-1)
- 9 - d2 Lockpicks
- 10 - Metal File
- 11 - Bag of Salt
- 12 - Flash Bomb (d2 damage, DR 16 or blind for d2 min)
- 13 - Magnesium Strip
- 14 - Firesteel
- 15 - d10 Nails
- 16 - Lantern with d4h of oil
- 17 - d2 chawks
- 18 - 10 Caltrops (d4 damage, infection on 4)
- 19 - Sharp Needle
- 20 - Rusty Bucket
- 17 - Siege Crossbow (d8+1, 5 bolts, heavy)
- 18 - Pollaxe (d8+1, heavy)
- 19 - Zweihänder (d10, heavy)
- 20 - Culverin (d8, 2 powdershots)

d20

- 1 - Bear Trap (DR14 to spot, d8 damage)
- 2 - Life Elixir (heal d6, remove hemorrhage and infection)
- 3 - Sacred Scroll
- 4 - Shield
- 5 - Grappling Hook
- 6 - Black Poison (DR14 or d6 damage + blind for 1h, d2 doses)
- 7 - Heavy Chain (5m)
- 8 - Pan Flute
- 9 - Razor Blade
- 10 - Small Silver Mirror
- 11 - d4 Rations
- 12 - Medicine Box (heal d6, stop bleeding, d2 uses)
- 13 - Wooden Ladder (2m, d2)
- 14 - Bag of Broken Glass
- 15 - d10 Lead Bullets
- 16 - Bomb (d10 damage)
- 17 - d2 Powdershots
- 18 - Rusted Iron Rod (d2+1)
- 19 - Chewing Tobacco
- 20 - Random Magical Object

Armour d4

When armour is damaged penalties to Strength and Agility tests are not modified.
(d2 if beginning with a scroll)

- 1 No armour (tier 0)
- 2 Light (fur, leather etc, -d2 damage, tier 1)
- 3 Medium (scale, mail etc, -d4 damage, tier 2
DR+2 on Agility and defense

Armour reduced below 1st tier is ruined and cannot be repaired.

- 4 Heavy (plate, splint etc, -d6 damage, tier 3
DR+4 on Agility, defence is DR+2

Shield -1 damage

You can choose to ignore all damage from one attack but shield breaks.

Carrying Capacity

You can carry 8 normal-sized items without a problem. After that when testing Strength and Agility the DR increases by 2.

It is impossible to carry more than 16 normal-sized items

Hit Points (HP)

Begin with Toughness + d8.

In worst case 1HP, but never less.

When your hp drops to 0 you are BROKEN, use the damage taken, as a dice roll for the table below.

Loosing hp while BROKEN kills the character instantly

Crushing

1. Hit in the gut. Lose next round coughing blood.
- 2-3. Knocked out for d4 rounds.
4. Shattered limb.
5. Fractured skull. Bleeding out in d4 minutes. You'll hear a ringing forever.
6. Caved-in skull. Death in d2 rounds.
- 7-8. Hit to chest explodes heart. Blood gushes from your mouth, eyes, and ears.
- 9+ Chest completely crushed. Your corpse is a blend of blood, bone, and equipment.

Puncturing

1. Bullet lodged in your ribcage. Remove it before acting or become infected.
- 2-3. Arrow to the knee. you'll limp even if you survive.
4. Nicked an artery. If you move, you will bleed out in d4 minutes.
5. You fall to the ground, test Toughness DR14 or loose movement from waist down.
- 6-7. Shot lodged in eye socket. Brain leaking out. Death in d2 rounds.
8. Headshot. Dead.
- 9+ You're dead, ripped to shreds. Blood sprays everywhere.

Ripping

1. Loose d4 fingers.
- 2-3. Lose an eye or ear.
- 4-6. Limb severed. Bleeding out in d4 minutes.
7. Enemy's weapon gets stuck inside you. Death in d4 rounds.
8. Main artery slashed. Death in d2 rounds.
9. Decapitation.
- 10+ Cut from neck to waist. Blood pools around your corpse, making ground slippery.

Burning

1. Fumes close your throat. Toughness DR12 test to act again.
- 2-3. Limb Destroyed.
4. Nose and inner ear ruined. Deaf, can't smell, or taste. Bleeding out in d6 minutes.
- 5-6. Skin melted. Bones turing to ashes. Death in d2 rounds.
- 7-8. Blackened skin. Stench of burnt meat and hair. You're dead.
- 9+ Burned to oblivion, along with everything you had.

Toxic

- 1-2. Nauseated. DR+4 to any test until you drink fresh water and vomit.
3. Immune system compromised. Lose d2 Toughness.
4. Throat closes. Death in d4+1 rounds without help.
5. Black goo spills from your eyes and mouth. Suffocate in d2 min, and can't see or speak.
- 6-7. Multiple organ shutdown. Vomit everywhere. Death in d2 rounds.
- 8+ Your insides liquify. Your skin comes off in patches as you collapse.

Tooth and Claw

- 1-2. Beast latches itself onto your arm. Automatic damage until removed.
3. Claw to the face. Eye detroyed.
4. Torn limb. Bleeding out in d4 minutes.
- 5-6. Shaken back and forth. Bleeding out in d2 minutes with the beast on top of you.
7. Abdomen slashed open. Guts hang and blood spouts. Death in d2 rounds.
- 8+ Face bitten off. Then head. Then nack. Gore galore.

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Trauma

- 1-2. Personality affected: get a bad habit
3. Panic attack, fight, flee, or freeze.
4. Seizure for d4 rounds and chew your tongue off.
- 5-6. Shattered mind, babble gibberish. Decrease Presence by 1.
7. Drop your weapons and walk crying to the nearest sharp point.
- 8+ Claw your eyes out and slit your own throat. Anyone who sees you takes 1 damage.

Rest

A full night's sleep restored d6 HP by default.

Sleeping in a bad place, bad weather, or without fire reduce that to a d4.

A warm and steady meal doubles the healing, while skipping a meal doesn't heal at all and makes the character HUNGRY, +2DR Strength and Presence.

Not eating or drinking for 2 days causes the character to starve, d4 hp is lost daily.

Without sleep a character is TIRED, +2DR Agility and Toughness every day, and they don't heal on the next rest.

Sleep is for the weak

Infection

Roll a d4 after combat, if the result is equal, or higher, to your current hp your wounds are infected

An infected character does not benefit from resting, instead, d6 HP is lost daily.

Violence

| | |
|---------|---------------|
| Melee | Strength DR12 |
| Ranged | Presence DR12 |
| Firearm | Presence DR14 |
| Defense | Agility DR12 |

(DR14 if a weapon is not meant to be used in that way)

If you fail Defense, the enemy hits you.

Crit (natural 20)

Attack: Double damage,

Armour reduced one tier.

Defense: PC gains a free attack.

Fumble (natural 1)

Attack: The weapon breaks or is lost.

Defence: PC takes double damage and armour is reduced one tier.

Morale

Most creatures will not fight to the last drop of blood. Roll morale if:

The group is outnumbered Half the group is eliminated

The leader is killed Half the group tests morale

A single creature has only 1/3 of its HP left

If you roll greater than the creature's Morale value with 2d6, it is demoralized. Roll d12 to see what they do:

1. Get a new Bad habit
2. Drop your weapon and stare blankly for next turn.
3. You become unresponsive to allies.
4. Become hesitant, +3 to DR
5. Can only attack one enemy
6. Run away and hide
7. Use a random item in panic
8. Can attack but not defend
9. DR12 toughness or faint
10. Can't recognise friend from foe
- 11-12. Surrender

Omens

(or INSPIRATION)

You start with d2 omens, and regain that amount after resting for at least six hours. You can use omens to:

Reroll a dice roll that is not a crit or a fumble (yours or someone else's)

Neutralize a Crit or Fumble Lower damage dealt to you by d6

Deal maximum damage with one attack lower one test's DR by -4

Initiative

Roll d6

1-3 enemies go first

4-6 PCs go first

Players may decide the order in which they take their turns, or roll Agility+d6 to determine it

Equipment

| | |
|-----------------|---|
| Backpack | 6s Holds 10 normal-sized items |
| Bear trap | 20s DR14 to spot, d8 damage |
| Bound Tome | 50s 10 pages, fits 4 scrolls |
| Caltrops | 7s d4 damage + infection on 4 |
| Lard Candle | 2s |
| Chalk | 1s |
| Chewing Tobacco | 1s |
| Crowbar | 8s |
| Dried Food | 1s 1 Day |
| Firesteel | 4s |
| Fishing Net | 5s |
| Grappling Hook | 12s |
| Hammer | 8s |
| Heavy chain | 10s 5m |
| Ink | 10s |
| Iron Nails | 5s 10 Nails |
| Ladder | 7s |
| Lantern Oil | 5s 5h |
| Life Elixir | 23s Stops Infection and Hemorrhage and +d4 HP |
| Liquid Courage | 20s Removes a creature's morale for d2h. 3 doses. |
| Lockbox | 23s Holds 2 normal-sized items. |
| Lockpicks | 5s |
| Magnesium Strip | 4s Sunlight turned metal |
| Manacles | 10s |
| Medicine Box | 18s Stops bleeding and +d6 HP, 4 uses |
| Metal File | 10s |
| Mirror | 15s |
| Oil lamp | 10s |
| Parchment | 25s |
| Poison (Black) | 20s DR14 or d6 damage + blind for one hour. 2 doses. |
| Poison (Blue) | 15s DR12 or d4 damage + hallucinations for d4 hours. 2 doses. |
| Poison (Green) | 30s DR12 or +4DR to All Tests. 2 doses. |
| Poison (Red) | 20s DR12 or d10 damage. 2 doses. |
| Poison (Violet) | 40s DR8 or 2d10 damage. 2 doses. |
| Poison (Yellow) | 20s d4-1 damage. 3 doses |
| Rope | 4s 10m |
| Thread | 3s |
| Toolbox | 20s 10 nails, hammer, small saw, tongs |
| Torch | 2s |
| Sack | 3s Holds 6 normal-sized items |
| Salt | 4s |
| Sleeping Powder | 20s DR12 or fall asleep in d2 rounds. |
| Sharp Needle | 3s |
| Sheers | 9s |
| Shovel | 6s |
| Warhorn | 18s |
| Waterskin | 4s 4 days of water |
| Wire | 20s 1m |
| Whetstone | 8s |
| Whistle | 3s |
| Wooden Bucket | 4s |

Weapons

| | |
|--|-----------|
| d2 Femur | Priceless |
| d2+1 Knife | 10s |
| d2+1 Throwing Knife | 6s |
| d2+1 Sling | 8s |
| d4 Arming Sword | 20s |
| d4 Staff | 5s |
| d4 Broadaxe | 15s |
| d4 Javelin | 12s |
| 2d2 Razor Whip | 26s |
| d4+1 Mace | 25s |
| d4+1 Spear | 16s |
| d6 Longsword | 30s |
| d6 Bow | 25s |
| d6 Pike (heavy, 4m) | 40s |
| d6 Bec De Corbin (heavy, Ignores Armour) | 70s |
| d6+1 Warpick | 30s |
| d6+1 Longbow | 35s |
| d8 Battle Axe | 35s |
| d8 Crossbow | 40s |
| 2d4 Flail (heavy) | 35s |
| d8+1 Siege Crossbow (heavy) | 60s |
| d8+1 Pollaxe (heavy) | 70s |
| d10 Zweihander (heavy) | 60s |

Improvised weapons are d4-1

HEAVY weapons take up 2 inventory spaces

| | |
|-----------|-----|
| 10 Arrows | 10s |
| 5 Bolts | 10s |

Services

| | |
|--------|------------------|
| 3s | Night in Hospice |
| 1s | Drink |
| 2s | Steady Meal |
| 20-40s | Bribe, Guard |
| 30-60s | Bribe, Clerk |
| 5-15s | Bribe, Rabble |
| 6s | Heal Wounds |
| 20s | Heal Disease |
| 10s | Heal Hemorrhage |

Repair

| | |
|-------------|-----|
| Armour | |
| Tier 1 to 2 | 25s |
| Tier 2 to 3 | 40s |
| Weapons | |
| Simple | 10s |
| Complex | 20s |
| Firearms | 60s |

Blackpowder Weapons

Handgonne d4. 70s Hand Culverin d6. One-handed. 160s

Culverin d8. 220s Arquebus d10. 360s

Dragon

2d4. Uses 2 shots per load. Deals full damage in melee range or 1 damage die to each of two adjacent targets at range. One-handed. 400s

Heavy Arquebus Blunderbuss

d12. Long Range, Heavy. 480s 2d6. Uses 2 shots per load. Deals full damage in melee range or 1 damage die to each of the two adjacent targets at once. 500s

Ribauldequin

6d6. Uses 9 shots per load. Roll an attack against every target in front of you, then divide damage by the total number of targets or 3, whichever is higher. Round up. d4+3 minutes to reload. Small Shots to load. Heavy. 1200s

Cannon

4d10. Must be rolled around using a pack animal. Action to aim, Action to fire. Deals d8 damage to the idiot standing directly behind when it fires. d4+1 minutes to reload. 2000s

Small Bomb d10. 30s

Large Bomb

3d4. Roll another damage die on the result of 1. Repeat. 60s

Bottled Fire d6. 60s.

Smoke bomb For dull parties. 30s

Flash Bomb d2. DR16 or blind for d2 min. 60s

Traits

All of the weapons listed here ignore armour.

Most of these weapons fire once before needing to be reloaded, which takes d6+2 rounds, unless otherwise stated. You can't reload with an enemy within melee range.

Using the blackpowder weapons has LOUD and explosive results, Lesser creatures roll morale when a shot is fired, Anything more intelligent will notice and investigate.

Mortar

Blackpowder and Ammunition

| | | | | |
|------------------|------|------|------------|-----|
| Small Powdershot | 10g | 5s | Lead Shot | 2s |
| Large Powdershot | 25g | 10s | Cannonball | 30s |
| Cannon Shot | 150g | 60s | | |
| Powder Keg | 10kg | 800s | | |

Carcass

Used like a cannonball, explodes on hit, setting everything ablaze. d4 damage every round. 300s

Weapons with max damage higher than 8 need LARGE powdershots to load

Missfires d12

1. You get sparks in your eyes. All Presence tests are +2DR until next time you heal.

5. Every character tests agility, lowest gets hit.

3-4. The gun EXPLODES. Everyone nearby must test DR14 agility or take half damage, you automatically fail.

6. Fails to fire, goes off later in d4 rounds.

12. Roll twice and combine the effects.

10-11. The weapon doesn't fire. You must spend the next round fiddling with the mechanism to shoot again.

9. The gun EXPLODES, dealing it's damage to the wielder.

7-8. All of your powder ignites. Take 1 damage for every small powdershot, 2 for large, and d8 for cannon shot.

2. It doesn't fire. Will need to be fully cleaned and repaired before being used again.

MAGICK

Scroll Casting

When reading a scroll, test DR12 Presence. If you succeed, the scroll is activated and you reduce your total POWER accordingly.

Rolling below the DR causes you to lose d2 HP, and not be able to cast for 1h. While rolling a Fumble causes the scroll to crumble to ashes, you lose d4 additional HP, cannot cast for d6 days, and must roll on the Arcane Catastrophes table.

Power

Roll Presence+d4 after resting for at least six hours to determine how much POWER you have that day.

Scrolls and magicks each require different amounts of POWER to be spent using them.



Unclean Scrolls d20

(Numbers in brackets are the POWER cost.)

2 - (2) TONGUE OF ERIS: A creature of your choice is confused for 10 minutes.

1 - (2) PALMS OPEN THE SOUTHERN GATE:

A ball of fire hits d2 creatures dealing d10 damage per creature.

3 - (1) TE-LE-KIN-ESIS: Move an object (no heavier than 2d10*10 kg) up to d10*3 meters for d6 minutes.

10 - (5) DEATH:

All creatures within 10m immediately die.

5 - (2) DAEMON OF CAPILLARIES: One creature suffocates for d6 rounds, losing d4 hp each.

4 - (1) LUCY-FIRES LEVITATION: Hover for Presence + d10 rounds.

8 - (1) FOUL PSYCHOPOMP:

Summon (d6): 1-3 d4 skeletons, 4-6 d4 zombies (they do not obey you and attack everyone).

6 - (1) NINE VIOLET SIGNS UNKNOW THE STORM: Produce a lightning bolt dealing d6 damage at its path.

7 - (1) METZHUOTL BLIND YOUR EYE: A creature becomes invisible for d10 rounds or until damaged, attacking/defending with DR6.

9 - (2) EYELID BLINDS THE MIND: d4 creatures fall asleep for 1 hour unless they succeed a DR14 test.

11 - (2) SELF IMMOLATE: You erupt in flames reducing hp by d4+1, everyone closeby takes d10 damage

12 - (1) IMMATERIAL FLUTTER OF TIDES: All creatures test DR12 or lose d4 hp and not be able to use Powers for d10 minutes.

15 - (2) FALSE STIMM: One creature must speak only lies for d6 minutes.

13 - (2) BERGEN STONE ENTOMBS YOU:

Turn a creature you touch into a stone statue for d8 rounds.

14 - (1) BLAZE SEAL THE GATE: Fire can't hurt one creature for d6 rounds.

16 - (1) RENT THE SEALS: Unlock a single lock, or disarm a trap. gains an omen... BUT...

17 - (1) VAMPIRIC SLEEP: Steal d6 hp from a creature.

18 - (2) SEVEN SHACKLES OF AGONY: Bind a creature with yourself, for d4 minutes any damage dealt to you will also be dealt to that creature.

19 - (1) MINDS VIGIL: Cause a creature to be unable to sleep for d6-presence days, -2 to DR every day

Sacred Scrolls d20 2 - (1) GRACE FOR A SINNER: A creature

1 - (2) GRACE OF A DEAD SAINT: of your choice gets +d6 on one roll.
d2 creatures regain d10 hp each.

3 - (2) WHISPERS PASS THE GATE: Ask
three questions to a deceased creature.

4 - (1) AEGIS OF SORROW:
A creature of your
choice gains 2d6 extra
hp for 1 minute.

5 - (5) UNMET FATE: One creature is awaked with terrible memories. If the
creature has been dead for longer than 10min, or consumed by flames, you
must succeed a DR18 test, or this scroll crumbles to ashes.

6 - (2) BESTIAL SPEECH: You may
speak with animals for d20 minutes.

8 - (1) HERMETIC STEP: You find all
traps in your path for 2d10 minutes.

12 - (1) DISCOMBOBULATE MESSIAH:
One random creature regains d6 hp.

13 - (2) GRACEFUL KHLOSTÜK: A creature of your choice does double damage for d2 rounds.

15 - (2) HERMIT'S EYES: Switch
eyesight with one other creature for d10 min.

16 - (1) LIGHT OF SHE: Everyone within d12+6 meters must
make a DR 14 Agility test, or become mad for d2 rounds.

18 - (2) THE GAZE OF HE: If the target has morale, (if d6 increases to d8), but all agility tests are made with +2 DR.
they go berserk for d4
turns

20 - (3) DIES IRAE: Remove a Misery, BUT, The miseries happen on 1 and 2

19 - (2) EYES LIFT THE GATE: See the invisible and shrouded. That
which is uncovered will not disappear from your sight for d2 days.

7 - (1) FALSE DAWN/NIGHT'S CHARIOT:
Light or pitch black for 3d10 minutes.
9 - (1) ROSKOE'S CONSUMING GLARE:
d2 creatures lose d8 hp each.
11 - (1) ICH-BIN-LUFT:
Become invisible for
the next d2 rounds.

10 - (3) ENOCHIAN SYNTAX:
One creature blindly obeys
a single command.

Arcana Catastrophes d20

Arcane Catastrophes