

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
Shears	9s
Shovel	6s
Warhorn	18s
Waterskin	4s 4 days of water
Wire	20s 1m
Whetstone	8s
Whistle	3s
Wooden Bucket	4s

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

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

ABILITIES AND TESTS

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, Will Power

Difficulty Rating	6	incredibly simple
	8	routine
	10	pretty simple
	12	normal
	14	difficult
	16	really hard
	18	should not be possible
	20	suicide

Roll Morale If: (2d6)

Half the group fails morale.
 The group is outnumbered.
 The leader is killed.
 Half the group is eliminated.
 A single creature has only 1/3 of it's HP left.

- 3 Coward
- 5 Low
- 7 Average
- 9 High
- 11 Indomitable

On Fail: (d12)

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

MORALE



VIOLENCE

Initiative d6

1-3 Enemies
 4-6 Player Characters
 d6 + Agility for individual

Melee Strength DR12
 Ranged Presence DR12
 Firearm Presence DR14
 Defence Agility DR12

(+2DR if a weapon is not meant to be used in that way)

Crit (natural 20)

Attack: Double damage,
 Armour reduced one tier.
Defence: 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.

MAGICKS

Will+d4 power every day.
 DR12 Prescence to cast.
 lose d2 HP on fail.

Crit: The scroll's potency increases drastically
Fumble: lose d6 HP, scroll breaks, can't cast for d6 days, Arcane Catastrophy.

OMENS


2 Max omens by default
 Regain d2 after resting for 6h
 Unused carry onto the next day
 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
 Neutralize a Crit or a Fumble
 Lower one test's DR by -4
 Deal maximum damage with one attack


ARMOUR

Type	DMG	AGI	DEF
Light	-d2		
Medium	-d4	+2DR	
Heavy	-d6	+4DR	+2DR


Crushing

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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.
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Puncturing

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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.
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Ripping

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1. Lose 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.
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Burning

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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 turning 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.
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Toxic

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- 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.
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Tooth and Claw

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- 1-2. Beast latches itself onto your arm. Automatic damage until removed.
 3. Claw to the face. Eye destroyed.
 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 neck. Gore galore.
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Trauma

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- 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.**

ARCANE CATASTROPHES D20

Effects in cursive are amplified additions to the basic effect

1 Perhaps it's for the best. HE emerges from the shadows. At least your suffering is short, almost instantaneous, as the two-headed basilisk devours you. *SHE emerges instead.*

2-3 Roll again, but the result that you get is GREATLY amplified.
Roll again, and combine both effects. Both are amplified.

4-7 The Power works, but fate or a demonic force perverts its effects to your precise disadvantage. *The power is automatically a crit.*

8 The scroll crumbles to tendrils of fine black powder which reach for your nose and mouth. Make a DR14 Toughness test or lose d8 HP. *Test DR16 Will or become possessed.*

9 The sky warps and stars spin like wheels. Thrown one day into the future, you arrive vomiting time as evaporating silver bile. A Misery is fulfilled.
Thrown 2d4 days into the future, you age d12 + 5 years.

10 You and a random nearby creature pass out. When you wake up, your souls have switched. Welcome to your new flesh. *Keep switching bodies every day.*

11 Your skeleton is possessed by some unearthly force and will do anything to kill you and escape. Test Strength DR10 in stressful situations or take d4 damage.
For d2 hours a day the skeleton directs your movement, Strength DR12 to Struggle.

12 Around you falls an unending snow of black ash which only the mad can precieve. Water sickens you from this day on. Only ash, soot, or burnt remains can quench your thirst.
Food also sickens you, burying yourself for a night in ash is the only way to provide nourishment.

13 You don't regenerate, only poison heals you. You still suffer all other effects of that poison. *Thirst can only be quenched with poison.*

14 The illusion of the celestial sphere is lifted, you now see what dwells beyond. And it sees you. Roll morale when gazing at the sky.
looking at the sky causes you to become completely mad

15 One by one your teeth fall out. Long, Brittle figernails replace them in your gums. Your smile is horrific and you find it hard to eat.
Fingernails go all the way to the back of your throat, you find it hard to breathe. DR4 Toughness when eating or choke to death.

16 You shit out one of your femurs, take d6 damage.
Shit out your entire skeleton, 3d10 damage.

17 A clone of you appears somewhere and stalks you.
It's intelligent, mischeivous, and terribly cruel.

18 Water tries to drag you in and drown you, every time near a body of water test DR14 Strength or be dragged in and drowned. *All liquids try to cover your mouth and drown you.*

19 Doors will not open for you.
You cannot pick up objects, someone must pass you them.

20 The light itself despises you. If you gaze upon a candle, lamp, or torch it goes out. DR6 Presence to not accidentally look upon a light source.
The sun absolutely despises you, if looked upon clouds will form around it.