

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 GM 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 Crucifix

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 Chalks

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)

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 defence

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 **broken table**.

Losing hp while **broken** kills the character instantly.

REST

A full night's sleep restores **d6 HP** by default.

Sleeping in a bad place, bad weather, or without fire can reduce that to a **d4 or even d2**.

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 Will.

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 Presence every day. Won'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

If you fail Defence, the enemy hits you.

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

(DR14 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.

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

MORALE



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

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

Start with **7 + Will morale**.

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 | 11-12. Surrender |
| 3. You become unresponsive to allies | 10. Can't recognise friend from foe |
| 4. Become hesitant, +3 to DR | 9. DR12 toughness or faint |
| 5. Can only attack one enemy | 8. Can attack but not defend |
| 6. Run away and hide | 7. Use a random item in panic |

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


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.
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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.
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Ripping

- 
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

- 
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

- 
- 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

- 
- 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.**

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

Culverin Arquebus
d8. 220s 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.

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

MISFIRES DIZ

5. Every character tests agility, lowest gets hit.

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

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

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

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

12. Roll twice and combine the effects.

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.

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

Scrolls will never work with medium or heavy armour or while wielding zweihand weapons

POWER

Roll **Will+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 DZO

(Numbers in cursive are the power cost.)

- | | |
|---|--|
| 1 PALMS OPEN THE SOUTHERN GATE: A ball of fire hits d2 creatures dealing d10 damage per creature. <i>2</i> | 5 DAEMON OF CAPILLARIES: One creature suffocates for d6 rounds, losing d4 hp each. <i>2</i> |
| 2 TONGUE OF ERIS: A creature of your choice is confused for 10 minutes. <i>2</i> | 6 NINE VIOLET SIGNS UNKNOT THE STORM: Produce a lightning bolts dealing d6 damage at it's path. <i>1</i> |
| 3 TE-LE-KIN-ESIS: Move an object (no heavier than 2d10*10 kg) up to d10*3 meters for d6 minutes. <i>1</i> | 7 METZHUOTL BLIND YOUR EYE: A creature becomes invisible for d10 rounds or until damaged, attacking/defending with DR6. <i>2</i> |
| 4 LUCY-FIRES LEVITATION: Hover for Presence + d10 rounds. <i>1</i> | 8 FOUL PSYCHOPOMP: Summon (d6): 1-3 d4 skeletons, 4-6 d4 zombies (they do not obey you and attack everyone). <i>1</i> |
| 10 DEATH: All creatures within 10m immediately die. <i>5</i> | 9 EYELID BLINDS THE MIND: d4 creatures fall asleep for 1 hour unless they succeed a DR14 test. <i>2</i> |
| 13 BERGEN STONE ENTOMBS YOU: Turn a creature you touch into a stone statue for d8 rounds. <i>2</i> | 11 SELF IMMOLATE: You erupt in flames reducing hp by d4+1, everyone closeby takes d10 damage <i>2</i> |
| 14 BLAZE SEAL THE GATE: Fire can't hurt one creature for d6 rounds. <i>1</i> | 12 IMMATERIAL FLUTTER OF TIDES: All creatures test DR12 or lose d4 hp and not be able to use Powers for d10 minutes. <i>1</i> |
| 15 FALSE STIMMT: One creature must speak only lies for d6 minutes. <i>2</i> | 16 RENT THE SEALS: Unlock a single lock, or disarm a trap. <i>1</i> |
| | 17 VAMPIRIC SEEP: Steal d6 hp from a creature. <i>1</i> |
| | 18 SEVEN SHACKLES OF AGONY: Bind a creature with yourself, for d4 minutes any damage dealt to you will also be dealt to that creature. <i>2</i> |
| | 19 MINDS VIGIL: Cause a creature to be unable to sleep for d6-presence days, -2 to DR every day <i>1</i> |
| | 20 LIES: A creature gains an omen... BUT... <i>3</i> |

SACRED SCROLLS D20

1 GRACE OF A DEAD SAINT: d2 creatures regain d10 hp each. 3

2 GRACE FOR A SINNER: A creature of your choice gets +d6 on one roll. 1

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

7 FALSE DAWN/NIGHT'S CHARIOT: Light or pitch black for 2d6 minutes. 1

10 ENOCHIAN SYNTAX: One creature blindly obeys a single command. 4

11 ICH-BIN-LUFT: Become invisible for the next d2 rounds. 1

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

14 BLIND EYES SPOKE THE TRUTH: One person speaks whatever they are thinking, outloud for d6 minutes. 2

16 LIGHT OF SHE: Everyone nearby must make a DR14 Will test, or become mad for d2 rounds. 1

17 STALWART AMALGAMATE: The target's armour goes up 1 tier (if d6 increases to d8), but all agility tests are made with +2 DR. 2

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

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

5 UNMET FATE: One creature is awakened 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. 5

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

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

9 ROSKOE'S HOLLOW OFFER: Switch d2 similarly sized creature's health, they must not have seen the shimmering fields. 2

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

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

18 THE GAZE OF HE: If the target has morale, they go berserk for d4 turns. 2

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

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.