

Blind: The character can't see anything. -2 Skills based on Strength and Dexterity. Trials or tasks based on vision automatically fail. All opponents are treated as having invisibility towards the blinded character. Attacking a creature invisible to it has a -1d6 attack roll, an invisible creature attacking a blind creature has a +1d6 attack roll.

Charmed:: A charmed creature cannot attack or target the charmer. Any new saving throw threat, if a clear and concrete threat automatically interrupts the effect. An ally of the charmed creature can shake it to allow it to make a new saving throw by spending 2 Actions. The charmer has +1d6 on any ability checks to interact socially with the creature.

Fatigued: Cannot run or charge and suffers a -2 penalty on Attack and Defense Rolls.

Grabbed: A grabbed character cannot move but can try to Push. He must use two Actions to free himself (ST Fortitude opposed by Strength + 1d6 by Size). He loses his Dexterity bonus on Defense and Reflex saves. He can attack with melee weapons if appropriate.

Drown/Hold breath: Hold breath equal to 6 rounds per Constitution, minimum 3 rounds. For each Action performed -1 round to . Feint air On a DC 12 Fortitude save each round to continue holding the breath. Each round, DC increases by 1.

Deafened: Automatically fails all sound-based Awareness checks and is considered distracted when casting spells that have verbal components.

Blocked: A blocked creature has its arms blocked. He can move trying to Push, he must use two Actions to free himself (ST Fortitude opposed). He loses his Dexterity bonus on Defense and Reflex saves. A blocked spellcaster must make a critically successful Spell Check or fail to cast spells. consider Distracted.

Confused:

d100 Behavior:

01-25 Acts normally

26-50 All he does is stammer incoherently

51-75 Deals 1d8 + Strength to self with weapon in hand

76-100 Attacks closest creature (for this purpose, a Familiar counts as part of the subject itself)

Any confused creature that is attacked automatically attacks its attacker again on its next round.

Exhausted: An exhausted character moves at half speed and suffers a -4 penalty on Attack and Defense Rolls. After

1 hour of complete rest (or lesser restoration), an exhausted character becomes fatigued. A fatigued character becomes exhausted by taking an action that would normally fatigue him.

Table: Fatigue Levels

| Conditions | Malus TC-Dif.-TS | Rec. | Malus |
|--------------------------|---------------------|------|-------------|
| see Fatigued | 2 | 1h | -2 Comp |
| see Exhausted (1) | 4 | 1h | -2m/-4 Comp |
| Exhausted (2) | 6 | 8h | -3m/-6 Comp |
| Exhausted (3) | 8 | 24h | -6m/-8 Comp |
| Exhausted (4) | Hopeless | 12h | |
| Exhausted (5) | Death | | |

Flat-footed/Surprised: a flat-footed creature has -4 to Defence and Reflex Saving Throw. Cannot use Actions or Reactions unless explicitly permitted.

Incapacitated: An incapacitated creature cannot take actions or reactions. Melee attacks against an incapacitated creature have a +1d6 bonus. She's Flat-footed (-4 Defence and Reflex Saving Throw).

Helpless: A character asleep, unconscious, dying, or for some other reason completely at the mercy of his opponents is considered helpless. A helpless creature cannot take Actions or Reactions or speak, attacks against it have a +1d6 bonus. She has a -4 penalty to Defense. He is unaware of what is happening around him. The creature drops anything it is holding and falls prone. The creature automatically fails Fortitude and Reflex saves.

Entangled: An entangled creature can move at half speed and cannot run or charge. It takes a -2 penalty on attack rolls and a -2 penalty on Dexterity checks. An entangled character trying to cast a spell is considered Distracted.

Paralysed: Paralyzed character is frozen in place and unable to move or act, he is **Helpless** and can only perform mental actions.

Fear, Frightened: A frightened creature has -1d6 on attack rolls, saving throws, and Proficiency Checks as long as the source of its fear is visible. A frightened creature cannot voluntarily approach the source of its fear.

Prone: whoever is prone has a -1d6 to attack and a -4 to Defense. Getting up from prone costs 2 Actions. You cannot become prone if you fly.

Stunned/Knocked Out: is considered Helpless. He cannot move and can hardly speak.

Reading a Scroll

in case of ISY SCROLL scrolls: production cost level*level*160gp

- Understand: Intelligence or Arcana DC 10

- Cast: Intelligence or Arcana DC 12.

in case of normal scrolls: production cost level*level*80gp

- Understand: Arcana difficulty 15

- Cast: Arcana DC 20 and have access to the Magic List

Darkvision

Survival check to search for traps or visual-only Awareness takes a 1d6 penalty.

| Fate Points (20-Level)/5 | Breaking Objects - DC Force <div> Rope23Simple Door13 Wooden door15Strong door18 Iron Door28Chain26 </div> | Mod. to combat Attack: +2: flank +1d6: you are invisible, charge -2: dazzled, hampered, grabbed -1d6: prone, shrunk, frightened, shaken, melee/thrown weapons, unknown weapon, inv creature. but identified, climbing Defense: +2/4/8: light(30%)/medium(50%)/ full(80%) coverage -2: entangled -4: blinded, trapped, kneeling, sitting, prone, constricted, dazed, casting a spell, climbing | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| Death HP=-10-(COS*2) | <table> <tr> <th>Difficulty</th><th>Description</th><th>Competence</th></tr> <tr><td>DC 5</td><td>Extremely Easy</td><td>Mediocre</td></tr> <tr><td>DC 10</td><td>Easy</td><td>Normal</td></tr> <tr><td>DC 15</td><td>Normal</td><td>Good</td></tr> <tr><td>DC 20</td><td>Difficult</td><td>Best</td></tr> <tr><td>DC 25</td><td>Very Difficult</td><td>Excellent</td></tr> <tr><td>DC 30</td><td>Extremely Hard</td><td>Amazing</td></tr> <tr><td>DC 35</td><td>Near Impossible</td><td>Legendary</td></tr> <tr><td>DC 40</td><td>Legendary</td><td>Beyond Human</td></tr> </table> | Difficulty | Description | Competence | DC 5 | Extremely Easy | Mediocre | DC 10 | Easy | Normal | DC 15 | Normal | Good | DC 20 | Difficult | Best | DC 25 | Very Difficult | Excellent | DC 30 | Extremely Hard | Amazing | DC 35 | Near Impossible | Legendary | DC 40 | Legendary | Beyond Human | |
| Difficulty | Description | Competence | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 5 | Extremely Easy | Mediocre | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 10 | Easy | Normal | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 15 | Normal | Good | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 20 | Difficult | Best | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 25 | Very Difficult | Excellent | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 30 | Extremely Hard | Amazing | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 35 | Near Impossible | Legendary | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DC 40 | Legendary | Beyond Human | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cover - Defense Light +2 (>50%) Average +4 (<50%) Complete +8 (5%) | Actions per Round Perform an attack1 Perform two attacks2 Perform more than two attacks3 Casting a Spell* Perform a Move Action*1 Shot1 Standing up from prone2 Help someone2 Have a conversation with someone1-2 Exchange a few jokes with someone0 Look for something in the ready bag2 Using an item in hand1 Drink a potion held at the belt1 Draw weapon1 take up the shield1 Using a magic item2 Test a skill1* hide1 Focus on a Spell1 Mount or dismount mount1 Immediate Action - Action ReactionI - R Drink a potion held in handI Throw a held itemR Fall proneR Recognize a SpellR | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Power Blows +1 to damage - 2 CT. MAX CA/4 | | Rest 8 hours recovers COS+2xWP+MP HP, minimum 1. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Combat mastery +2 Defense -1d6 to Attack Roll -4 Defense +2 Attack Roll No more than +-2d6 can be awarded in this manner. | | Temporary damage Every hour you recover, with a minimum of 1 HP, your Constitution value in lost non-lethal HP (damage from stunning). | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Upload 3 Actions. +1d6 to attack, -4 to defense, -10 attacks beyond | | Surprised Defense -4 Defense, -4 Reflex save | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Attack of opportunity On the move, it exits or crosses the melee zone. This attack is a Reaction that costs an Action. | | Touch Defense NO Shield, NO Armor | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Multiple Attacks The first attack action has no penalty while the second attack action has -5 to cumulative hit per attack | | Critical Shot Each time you hit, you roll one additional weapon die and add no more for every two times you rolled a 6 on the Attack Roll. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Total defense 2 Actions. No Attack, NO Spells, you can only take one Action and gain +4 in Defense. You do not cause attacks of opportunity if you cross an opponent's melee range. | Stand up from prone 2 Actions. -4 Defense, -4 Initiative. Acrobatics DC 13 1 Action stand up. Three 1s you lose the round. Acrobatics (6p) 1 Action, Acrobatics (8p) Immediate Action. | Burst Damage If the die roll is the maximum value (min 8) you take the die back and add up again the value (of the die only). | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | <table> <tr> <th colspan="3">Standard Size and Capacity</th></tr> <tr> <th>Size</th><th>Space</th><th>Range</th></tr> <tr><td>Small</td><td>25 x 25 cm</td><td>0m</td></tr> <tr><td>Small</td><td>0.5 x 0.5m</td><td>0m</td></tr> <tr><td>Medium</td><td>1 x 1m</td><td>1m</td></tr> <tr><td>Large</td><td>3 x 3m</td><td>2m</td></tr> <tr><td>Huge</td><td>5 x 5m</td><td>3m</td></tr> <tr><td>Mammoth</td><td>6 x 6m</td><td>4m</td></tr> <tr><td>Colossal</td><td>12 x 12m</td><td>6m</td></tr> </table> | Standard Size and Capacity | | | Size | Space | Range | Small | 25 x 25 cm | 0m | Small | 0.5 x 0.5m | 0m | Medium | 1 x 1m | 1m | Large | 3 x 3m | 2m | Huge | 5 x 5m | 3m | Mammoth | 6 x 6m | 4m | Colossal | 12 x 12m | 6m | Get defensive you use one action, +1 Defense until start of round after. |
| Standard Size and Capacity | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Size | Space | Range | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Small | 25 x 25 cm | 0m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Small | 0.5 x 0.5m | 0m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Medium | 1 x 1m | 1m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Large | 3 x 3m | 2m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Huge | 5 x 5m | 3m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mammoth | 6 x 6m | 4m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Colossal | 12 x 12m | 6m | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Attacks with Splash Weapons 1 2 3 4 X 5 6 7 8 0 X target, 0 origin. range 6 meters. 1d8 per direction, 2d6 per yards. | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Sprint Action x2 Movement. -1d6 to attack, -4 Defense, Distracted | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | Disengage it costs 1 Action, you move 1 meter and you do not cause attacks of opportunity, until the end of the round you have a +2 bonus to Defense. | | | | | | | | | | | | | | | | | | | | | | | | | | | |

| Weapon | Cost | Size/Damage | Range, List, Special |
|---------------------|-------------|--------------------|--------------------------------------------------------------------------------|
| Axe Hammer | 16 | M/1d6 T/B | Axes |
| Bastard sword | 35 | M/1d8-1d10 S | Swords , 1d8 one-handed, 1d10 two-handed |
| Battle Axe | 10 | M/1d10 S | Axes |
| Brandistocco | 10 | M/2d4 P/S | Spear , Counter-Charge, Long Weapon |
| Broadsword | 12 | M/2d4 S | Swords |
| Composite Longbow | note* | G/Arrows | 36 meters, Bows |
| Composite Shortbow | note* | M/Arrows | 20 metres, Bows |
| Cudgel | 1 | P/1d6 B | Simple Weapons , Skull Breaker |
| Dagger | 2 | P/1d4 P | 6 meters, Simple Weapons , Light Weapons , Thrown Weapons |
| Double Flail | 90 | M/1d10 B | Whirling Balls , Double Weapons |
| Estoc | 25 | G/1d8 P | Spears , Long Weapon |
| Falchion | 75 | M/2d4 S | Graceful Weapons , Spears , ED7 |
| Flail | 8 | M/1d8 B | Whirling Balls , Skull Breaker |
| Great Cudgel | 2 | M/1d8 B | Skull Breaker |
| Great Double Axe | 25 | G/1d12 S | Axes , Double Weapons , Long Weapon |
| Halberd | 10 | G/1d10 P/S | Lance , Spear , Counter-Charge, Long Weapon, ED9 |
| Hand Axe | 6 | M/1d6 S | 6 m, Axes , Thrown Weapons , Versatile |
| Heavy crossbow | 50 | G/Bolts | 30 meters Crossbows |
| Heavy Flail | 15 | M/1d10 B | Whirling Balls |
| Heavy Mace | 5 | M/1d8 B/S | Skull Breaker |
| Heavy Pike | 8 | G/1d6 P | Weapons of Death , Long Weapon |
| Infantry spear | 2 | M/1d8 P | 3 m, Lance , Long Weapon, Countercharge |
| Javelin | 1 | P/1d6P | 12 meters, Spears , Thrown Weapons Simple Weapons |
| Katana | 300 | M/1d10 S | Swords , Lethal Weapons , ED9 |
| Light crossbow | 35 | P/Bolts | 15 meters, Simple Weapons , Crossbows |
| Light Mace | 3 | P/1d6 B/S | Simple Weapons , Light Weapons , Skull Breaker |
| Light Pike | 4 | M/1d4 HP | Weapons of Death |
| Longbow | 75 | G/Arrows | 20 meters, Bows |
| Longsword | 15 | M/1d8 S | Swords |
| Machete | 10 | M/1d6 S | Lethal Weapons |
| Naginata | 8 | G/1d12 S | Lance , Long Weapon, ED9 |
| One-Handed Crossbow | 100 | M/Bolts | 6m, Crossbows |
| Pole Glaive | 12 | G/1d10 P/S | Lance , Countercharge, Long Weapon, ED9 |
| Punch/Barefoot | note* | P/1d4 B | Versatile |
| Quaterstaff | 3 | M/1d6 B | Simple Weapons , Long Weapon, Versatile |
| Rapier | 20 | P/1d6 P | Simple Weapons , Graceful Weapons , Versatile |
| Scimitar | 15 | M/1d6 S | Simple Weapons , Graceful Weapons , Versatile |
| Scythe | 18 | G/2d4 P/S | Weapons of Death , Long Weapon |
| Shortbow | 30 | M/1d6 P | 15 m, Bows |
| Shortsword | 10 | P/1d6 P | Simple Weapons , Swords , Versatile |
| Sickle | 6 | P/1d6 S | Weapons of Death |
| Sling | - | P/1d4 B | 10 m, Thrown Weapons |
| Spear | 10 | G/1d8 P | Spear , Long Weapon, Countercharge |
| Spiked Chain | 25 | G/2d4 P | 3 meters, Whirling Balls , Long Weapon |
| Spiked gauntlet | 5 | P/1d4 P | Stun Weapons |
| Spiked Mace | 6 | M 1d8 B/P | Simple Weapons , Skull Breaker |
| Trident | 15 | M/1d6 P/S | 3 meters, Spears , Thrown Weapons , Long Weapon, Countercharge |
| Truncheon | 1 | P/1d6 B | Stun Weapons , non-lethal |
| Two-bladed sword | 100 | G/1d8 S | Dual weapons , Swords |
| Two-handed sword | 50 | G/2d6 S | Swords |
| Urgrosh | 18 | M/1d6 T/P | Lance , Dual Weapons |
| Warhammer | 5 | M/1d8 W/P | 6 m, Skull Breaker |
| Warmaul | 7 | G/1d10 B | Skull Breaker |
| Whip | 1 | M/1d3 S | Whirling Balls , Long Weapon |

| Project Name | Number/MO | Damage/Type | Weight(kg) | Carrying Capacity and Armor |
|-----------------------------|------------------|--------------------|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------|
| Marble Marbles (slingshots) | 15/1 gp | 1d4 W | 0.2 | The CoC is equal to 9 (P), 16 (M), 25 (G) + Strength + Constitution. A Light Weapon has Encumbrance 1, Medium has 2, Large has 4. |
| Crossbow bolts, light | 10/1 gp | 1d6 P | 0.1 | |
| Heavy crossbow bolts | 3/1 gp | 1d10 P | 0.3 | |
| Hunting Arrows | 20/1 gp | 1d6 P | 0.1 | |
| War Arrows | 10/1 gp | 1d8 P | 0.2 | |
| Rock (slingshot) | - | 1d2 W | 0.2 | |

| Armor | Cost (gp) | Defense | -Comp. | Type | Move. | Try Magic |
|--------------------|-----------|---------|--------|------|-------|-----------|
| Padded | 5 | 1 | 0 | L | 0 | No |
| Leather | 10 | 2 | 0 | L | 0 | SI |
| Reinforced Leather | 25 | 3 | 0 | L | 0 | SI |
| Jersey | 15 | 4 | -1 | M | 0 | +1d6 |
| Scales | 50 | 5 | -1 | M | 0 | +1d6 |
| Rings | 150 | 6 | -1 | M | 0 | +1d6 |
| Breastplate | 200 | 6 | -2 | M | 0 | +1d6 |
| Bands | 250 | 7 | -2 | P | 0 | +2d6 |
| Half armor | 1200 | 8 | -2 | P | 1 | +2d6 |
| from Field | 1400 | 9 | -3 | P | 2 | +2d6 |
| Complete | 1500 | 10 | -4 | P | 3 | +2d6 |

| Shields | Cost | Defense | TC Penalty | Try Magic | Type |
|---------------------|-------|---------|------------|-----------|------|
| Buckler | 5 gp | 0 | 1 | SI | L |
| Light wooden shield | 3 gp | 0 | 2 | SI | L |
| Light Metal Shield | 9 gp | 0 | 3 | SI | L |
| Medium wood shield | 5 gp | -1 | 4 | +1d6 | M |
| Medium metal shield | 12 gp | -1 | 5 | +1d6 | M |
| Heavy wooden shield | 7 gp | -2 | +2d6 | 5 | P |
| Heavy metal shield | 20 gp | -2 | +2d6 | 7 | P |

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| Armor and Shield Encumbrances | | | | | |
| Light armor has encumbrance 2, medium 4, heavy 8. | | | | | |
| A light shield has encumbrance 1, medium 2, heavy 4. | | | | | |

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|-----------------------------------------------|---------------|----------------|---------------|--|
| Times to put on and take off the armor | | | | |
| Type of Armor | Put On | quickly | Remove | |
| Shield | 1 action | - | 1 action | |
| Padded, Leather, Reinforced Leather | 1 minute | 3 rounds | - | |
| Giacco di Maglia | 1 minute | 5 rounds | 5 rounds | |
| Scales, Rings, Breastplate, Bands | 4 minutes | 1 minute* | 1 minute | |
| Half Armor, Field, Complete | 4 minutes** | 4 minutes* | 1d4+1 minutes | |

| Mount | Cost (mo) | Move | Load | Km/h |
|----------------|-----------|--------|-----------|-------|
| Donkey or Mule | 8 | 12m | 210kg | 6km |
| Camel | 50 | 15m | 240kg | 8km |
| Gallopig Horse | 75 | 18m | 240kg | 12km |
| Warhorse | 400 | 18m | 270kg | 9km |
| Draft Horse | 50 | 12m | 270kg | 6km |
| Elephant | 200 | 12m | 660kg | 6km |
| Mastiff | 25 | 12m | 97,5kg | 6km |
| Pony | 30 | 12m | 112.5kg | 6km |
| Cart/Wagon | 15/30 gp | 9/12 m | 150/600kg | 3/6km |

| Container | Capacity |
|----------------|--------------------------------------|
| Ampoule or Mug | 0.5 liters of liquid |
| Barrel | 160 liquid liters, 4 cubes of 30 cm |
| Bag | 1 cube of 10cm/3kg of items |
| Bottle | 1 liter of liquid |
| Jug or Carafe | 4 liters of liquid |
| Basket | 2 cubes of 30 cm/20 kg of objects |
| Vial | 120ml liquid |
| Chest | 12 cubes of 30cm/150kg of items |
| Wineskin | 2 liters of liquid |
| Bag | 1 cube of 30 cm/15 kg of objects |
| Bucket | 12 liters of liquid, 1 cube of 25 cm |
| Iron Vase | 4 liters of liquid |
| Backpack* | 1 cube of 30 cm/15 kg of items |

| Item | Cost |
|-----------------------|-------|
| Beer | |
| Mug | 4 mr |
| Carafe (4 litres) | 2 but |
| Dishes | |
| Banquet (per person) | 10 mo |
| Meat, 1 piece | 3 sp |
| Cheese, 1 piece | 1 but |
| Bread (per loaf) | 2 mr |
| Inn (per day) | |
| Sleazy | 7 mr |
| Poor | 1 but |
| Modest | 5 sp |
| Wealthy | 8 ma |
| rich | 2 mo |
| Aristocratic | 4 mo |
| Meal (per day) | |
| Shabby | 3 mr |
| Poor | 6 mr |
| Modest | 3 but |
| Wealthy | 5 but |
| Rich | 8 but |
| Aristocrat | 2 mo |
| Wine | |
| Voucher (bottle) | 10 gp |
| Common (jug) | 2 but |

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| <div>Skills</div> <div>Strenght</div> <div>Climbing</div> <div>Intimidate</div> <div>Swimming</div> <div>Jumping</div> <div>Dexterity</div> <div>Acrobatics</div> <div>Escape Artist</div> <div>Fairy Hands</div> <div>Move Silently</div> <div>Hide in Shadow</div> <div>Use Rope</div> <div>Intelligence</div> <div>Arcana</div> <div>Craft*</div> <div>Knowledge*</div> <div>Disable Device</div> <div>Herbalism</div> <div>Falsify</div> <div>Appraise</div> <div>Wisdom</div> <div>Riding</div> <div>Awareness</div> <div>Animal Handling</div> <div>Nature</div> <div>Orientation</div> <div>Sense Emotions</div> <div>First Aid</div> <div>Track</div> <div>Survival</div> <div>Charisma</div> <div>Diplomacy</div> <div>Entertain</div> <div>Deceive</div> <div>Local lore</div> | <div>Golden Rules</div> <div>The 6s explode - if you roll 6, you add and fold</div> <div>1's are bad luck, if you roll 1 it's zero</div> <div>Trust your luck. -4 proficiency/characteristic points = +1d6</div> | | | |
| | <div>First Aid</div> <div>DC 12 + INT(-HP) stabilize at 0 HP</div> <div>2 minutes/1 p6: DC 15 recover 1d4 HP</div> <div>+2 ST Fortitude Poison</div> <div>DC 12+2xBleed -1 Bleed</div> | | <div>Identify Potions</div> <div>Herbalism at DC 12 + plant rarity factor. 1</div> <div>Share every 10 DC, 6p every 15 DC, 12p every 20 DC</div> | |
| | <div>Intimidate</div> <div>2 Actions. p12 1 Action. Intimidate is opposed to the Will save (CHA). If the saving throw fails, the opponent until the end of the next round has -1 to attack rolls and -1 to defense against that opponent only.</div> <div>If the user attempting the Intimidate check fails with a successful critical failure then he must make a Will save with a Charisma modifier at DC 10 + the opponent's Challenge Rating (or level) or suffer the same penalties as if he had been intimidated. If the opposed roll succeeds with a critical success and the opponent fails the saving throw, the duration of the effect lasts until the end of the fight.</div> | | <div>Recognize magic item</div> <div>1 minute DC 25. Arcana 6p costs 3 rounds, 12p costs 1 round, 18p costs 1 Action.</div> | |
| | <div>Climbing - Climbing</div> <div>You have Armor penalties</div> <div>Example of Surface</div> <div>Movement only halved</div> <div>Slippery surface</div> <div>Rough with handholds, protruding bricks</div> <div>Tree, a rope without knots</div> <div>Smooth wall with grips</div> <div>Perimeter wall very few holds</div> <div>Natural wall without holds</div> <div>Lean against 2 opposite walls</div> <div>Lean on 2 corner walls</div> <div>You can use a string</div> <div>Double difficult terrain. If you fail 10+ you fall, DC itself Reflex save to grab yourself.</div> | | <div>Jump 1 Action</div> <div>You have Armor penalties</div> <div>Long Jump Distance: 30cm per result</div> <div>Distance jumped up: 10cm per result</div> <div>Run up 3 meters otherwise half.</div> <div>Fall Damage: H(m)/3xD6. For every 3 dice over 20, add 6 damage (X/3)d6+(X/3-20)*6. Prone. Acrobatic Check DC 15 1/2 damage within 9m. Falls onto soft surfaces (soft ground, mud, etc.) -1d6 damage.</div> | |
| | <div>Swimming</div> <div>Penalty due to Armor on Strength</div> <div>Calm water DC 10.</div> <div>White water has DC 15</div> <div>Stormy Waters DC 20</div> | | <div>Sources of Light</div> <div>Duration</div> <div>Radius</div> <div>Torch</div> <div>1 hour</div> <div>6m</div> <div>Lantern</div> <div>6 hours</div> <div>9m</div> | |
| | <div>Recognize a spell</div> <div>Arcana DC 11 + spell level. 1 reaction</div> | | <div>Survival</div> <div>Basic Difficulty</div> <div>DC 10</div> <div>If the ground is very soft</div> <div>DC +5</div> <div>If the ground is soft</div> <div>DC +10</div> <div>If the ground is stable</div> <div>DC +15</div> <div>If the ground is hard</div> <div>DC +20</div> <div>Every 3 creatures chased</div> <div>DC -1</div> <div>Depending on size</div> <div>DC +-8</div> <div>Every past 24 hours</div> <div>DC +2</div> <div>Every hour of rain</div> <div>DC +4</div> <div>Poor visibility</div> <div>DC +2</div> <div>Try to hide the traces</div> <div>DC +5</div> | |
| | <div>Evaluate 3 Actions : DC 12 + item rarity, + 2 common, 4 uncommon, 6 rare, 12 very rare, 16 legendary.</div> <div>With a score of 6 it costs 2 Actions, with a 12 it costs 1 Action.</div> | | <div>Escape Artist</div> <div>1 Action every 10 of DC. 6p 1 Action 15 of DC, 12p 1 Action 20 DC.</div> | |
| | <div>Recognize a monster 1 Action</div> <div>Arcana: Giants, Constructs, Spirits, Monstrosities</div> <div>Aberrations, Dragons</div> <div>Planes: Elementals</div> <div>Occult: Fiends, Spirits, Undead</div> <div>Religion: Spirits, Undead, Celestials</div> <div>Dungeons: Aberrations, Monstrosities, Oozes, underground creatures</div> <div>Nature: Beasts, Plants, Fairies</div> <div>DC = Challenge Rating + 10</div> <div>- within 2: name, type, main feature - over 7: best saving throw, a resistance/immunity to Conditions, a vulnerability to Conditions, typical attack - over 12: worst Saving Throw, 1 resistance/immunity to Conditions, 1 immunity to Damage, a vulnerability to Conditions, 1 vulnerability to a type of Damage - over 15: 2 immunities to Conditions, 1 immunity to Damage, one vulnerability to Conditions, 1 vulnerability to Damage type - over 17: relative degree of challenge - over 20: attack and special defenses </div> | | | |

| Magic Trial 3d6 + 1d6*(1/4 Magic Comp) You ignore one die for each Adept of Magic beyond the first in the list Critical Failure: two 1s, one 1 and two 2s | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|----|-----|----|-----|----|-----|---|---|---|---|---|----|---|----|---|----|---|----|---|----|---|----|---|----|----|----|----|----|----|----|----|----|----|----|----|-----|----|-----|----|-----|----|-----|----|-----|----|-----|-----|-----|--|--|
| Distracted You are Distracted if you: Conceal spell casting, Impeded, Disturbed, Bleeding, Under Attack (-4 Defense)- If you fail you lose half Magic Points. No negative or positive effects. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Magic Points mod. Feature + <table> <tr> <th>CM</th><th>P.M</th><th>CM</th><th>P.M</th></tr> <tr><td>1</td><td>5</td><td>2</td><td>8</td></tr> <tr><td>3</td><td>11</td><td>4</td><td>14</td></tr> <tr><td>5</td><td>17</td><td>6</td><td>21</td></tr> <tr><td>7</td><td>26</td><td>8</td><td>34</td></tr> <tr><td>9</td><td>42</td><td>10</td><td>51</td></tr> <tr><td>11</td><td>61</td><td>12</td><td>72</td></tr> <tr><td>13</td><td>84</td><td>14</td><td>97</td></tr> <tr><td>15</td><td>111</td><td>16</td><td>116</td></tr> <tr><td>17</td><td>132</td><td>18</td><td>149</td></tr> <tr><td>19</td><td>167</td><td>20</td><td>186</td></tr> <tr><td>20+</td><td>+19</td><td></td><td></td></tr> </table> | | | | CM | P.M | CM | P.M | 1 | 5 | 2 | 8 | 3 | 11 | 4 | 14 | 5 | 17 | 6 | 21 | 7 | 26 | 8 | 34 | 9 | 42 | 10 | 51 | 11 | 61 | 12 | 72 | 13 | 84 | 14 | 97 | 15 | 111 | 16 | 116 | 17 | 132 | 18 | 149 | 19 | 167 | 20 | 186 | 20+ | +19 | | |
| CM | P.M | CM | P.M | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 1 | 5 | 2 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | 11 | 4 | 14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | 17 | 6 | 21 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 7 | 26 | 8 | 34 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 9 | 42 | 10 | 51 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 11 | 61 | 12 | 72 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 13 | 84 | 14 | 97 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 15 | 111 | 16 | 116 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 17 | 132 | 18 | 149 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 19 | 167 | 20 | 186 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 20+ | +19 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Save Spell DC = 10 + Magic Competence/2 + ability modifier per spell + 1 x Adept of Magic feat taken in that Magic List +2 x Critical in Magic Test | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Item Magic Saving Throw DC = 10 + 3 x manifested spell level | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw Monster Spell DC is 10 + 3 x spell level + Intelligence | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| When you have < 50& Magic Points each spell must be done with a Magic Test. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Automatic Critical Success: x2 cumulative Magic Point cost. Ex. 4,8,16,32.. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| Follower 2 Common traits with Patron. If you are a follower, you gain +1d6 on Magic Checks in the Patron's favored school. You can use the Patron's favored energy in your spells. | |
| Devoted 3 Traits in common with Patron. A Devotee adds +1d6 to the Magic Test in the Patron's favored schools and ignores one die rolled in the Magic Test. You must use the Patron's favored energy in your spells. | |
| Magic Test Critical Failure - 3d6 -1d6 x Crit. mins 1d6 <ol style="list-style-type: none"> Increase fatigued by 2 ranks For 1 day you are no longer able to channel magical energies. You cannot cast spells except by making a critical magical success in the Magic Trial You exhibit a minor body modification You are hit by a thundering column of Light and Void. In a 10-foot radius around you, anyone must make a DC 15 Reflex save to take half or take 1d6 damage per spell level For 3 rounds you are under the influence of the Confusion spell You are paralyzed for 3 rounds Be teleported within 3d10 meters in a random direction You become invisible and unable to speak for 6 rounds Only you are enveloped in a curtain of impenetrable magical darkness for 6 rounds You can't speak well, you stutter. Each spell cast forces you to pass a Magic Test. Duration 3 rounds The next spell you cast has effects minimized if possible Your heartbeat is like the beating of a drum, it can be heard within 50 meters All your body hair is falling out, luckily it can grow back You emit a loud and pestilential flatulence. A 1m x 50cm luminous sign above your head indicates and mocks you Every object you hold in your hand falls to the ground Earn 2d6 Magic Points An anvil falls, 3d6 damage Reflex save DC 15 to halve, on a random creature, excluding you, within six meters All creatures, except you, within 20 feet of you take 1d10 irresistible damage | |
| Maximum Spell Level that can be cast <ul style="list-style-type: none"> Adept of Magic (Rule 1) <ul style="list-style-type: none"> - taken once you can only cast spells up to and including level 4 - taken 2 times you can only cast spells up to and including level 6 - taken 3 times you can cast each level of spell Magical Expertise (Rule 2) <ul style="list-style-type: none"> - you can cast spells within +1 half of the Magic Proficiency value, e.g. CM 7 = (7/2)+1 = 3+1 = 4lv spells | |
| Alter Magic Effective Magic: Caster or companion Ignores a 1 or 2 rolled in the Magic Test for every 4 maximum hit points sacrificed. Ethereal Magic: increasing the Magic Points spent in the spell by 3, your spells have full effect on ethereal or incorporeal creatures Merciful Magic: spells inflict temporary damage by increasing spent Magic Points by 3. Increase casting time from 2 Actions to 1 round -1 in Magic Points Collaborative Magic: another wizard costing half Magic Points grants +1d6 to the companion's Magic Test. Circle of Power: all Devotees or Followers of the same Patron Cost per mage half the Magic Points of the spell cast by the companion +1d6 to the companion's Magic Test, max +7d6. Cast time at least 1 turn | |