**CHARTS**

**Moves**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Move** | **Attack** | **Defense** | **Damage** | **Notes** |
| Aimed Strike | +2 |  | -2 | * Drop 2 points in the initiative order |
| Charge | -2 | -2 |  | * Attack after a full move |
| Full Defense | None | +2 |  | * Gain one free defense * Lose your next action |
| Give Ground | -3 | +2 |  | * Retreat 1 hex * Attackers may follow you * Drop 2 points in the initiative order |
| Run |  | -2 |  | * Move up to 1.5x your normal move * Drop 2 points in the initiative order |
| Rush | -2 | -2 |  | * Rise 3 points in the initiative order |
| Sprint |  | -4 |  | * Move up to 2x your normal move * Drop 4 points in the initiative order |

**Wounds**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll d12** | **Head (1-2)** | **Arms (3-4)** | **Chest (5-10)** | **Legs (11-12)** |
| 1 | *Graze*   * On the first roll, a graze negates the entire wound. * On the second and subsequent rolls, a graze negates that effect, but other effects still occur. | | | |
| 2 |
| 3 | Daze(1) | Drop | Prone | Prone |
| 4 | Daze(1)+Impair(1) | Drop+Impair(1) | Prone+Impair(1) | Prone+Impair(1) |
| 5 | Staggered | Drop | Bleed(1) | Bleed(1) |
| 6 | Bleed(1)+Impair(1) | Bleed(1)+Impair(1) | Bleed(1)+Impair(1) | Bleed(1)+Impair(1) |
| 7 | Bleed(1) | Bleed(1) | Bleed(2) | Crippled(1) |
| 8 | Bleed(2)+Impair(1) | Weaken(1)+Impair(1) | Bleed(2)+Impair(1) | Crippled(1)+Impair(1) |
| 9 | Stun(1) | Weaken(1) | Stun(1) | Crippled(1) |
| 10 | Stun(1)+Impair(1) | Pained (Attack, Block)+Impair(1) | Stun(1)+Impair(1) | Pained (Dodge, Move)+Impair(1) |
| 11 | Blind | Pained (Attack, Block) | Bleed(1)+Choking | Pained (Dodge, Move) |
| 12 | KO+Bleed(1) | Shattered+Bleed(1) | KO+Bleed(1) | Shattered+Bleed(1) |

**Damage**

|  |  |
| --- | --- |
| **Stat Value** | **Effect Die** |
| 0-3 | 1d3-1 |
| 4-5 | 1d3 |
| 6-8 | 1d4 |
| 9-12 | 1d6 |
| 13-15 | 1d8 |
| 16-18 | 1d10 |
| 19-20 | 1d12 |
| 21-22 | 1d12+1 |
| 23-24 | 1d12+2 |

**Status effects**

|  |  |  |
| --- | --- | --- |
| **Status** | **Stacks** | **Effect** |
| Afraid | No | A character that is afraid must flee until he either makes his saving throw, or until he breaks line of sight with, and is more than a full move away from, the cause of his fear. |
| Bad Morale | No | A character with bad morale takes a -1 to all skill rolls until the conditions that cause his demoralization end. |
| Bleeding | Yes | A bleeding character takes 1 point of damage each round until a successful medical check (takes one round and has a DL of 12) can be made to stop the bleeding. Bleeding stacks.  Also, each level of bleeding causes a -1 penalty to toughness rolls to remain conscious when saving to remain conscious at the 50 and 75% thresholds. |
| Blind | No | A blind character is at a -2 to his hand to hand attacks, and -8 to ranged attacks. In addition, he takes a -2 to all parries, and a -4 to all dodges. At the GM’s discretion, he may have to make perception rolls to move without wandering off target. |
| Chilled | Yes | A chilled target is at a -1 for pretty much every combat roll. They take a -1 to attack, defenses, initiative, movement and do 1 less point of damage for each damage die they roll. |
| Choking | No | A choking character is considered to be dazed until the round after he escapes the cause of choking.  As a wound effect, the cause of choking is considered to be bleeding. The victim cannot be freed from his choking condition until all of his bleeds are removed. |
| Crippled(x) | Yes | A crippled character takes -x to his movement, defense, initiative and any skills that require REF, SKL, or movement. |
| Cursed | No | A cursed foe takes a -1 to all skills and initiative rolls and if he rolls a 1 on any die (d12, like a skill roll, to hit, or initiative), his action immediately ends and he takes 1d6 damage (no armor) from an instance of bad luck. |
| Dazed(x) | Duration | A dazed character gets a -1 to his rolls and can take only a half-action. The effect lasts for x rounds. |
| Diseased(x/y) | ??? | A diseased character loses x points from his y attributes until treated |
| Disfigured(x) | Yes | A character that is disfigured is permanently impaired, taking a penalty to all actions equal to the level of disfigurement. |
| Down for the Count | No | You are unconscious. If an ally spends 1 round trying to rouse you, you can make a TOU check to recover. The DL of the TOU check is based on the DL of the check you failed to gain this status in the first place. |
| Entangled | No | An entangled character cannot move, attack, or cast spells. He can try to break free from his bonds as a full action. |
| Good Morale | No | A character with good morale has a one-time +1 bonus that can be used to turn a failed check into a passed one.  (Probably going to ditch this for inspiration gain) |
| Haste(x) | ??? | A hasted character gets +x initiative, +x move and Fast(x) |
| Hypnotized | No | You are transfixed and cannot look away from the subject of your attention. You cannot attack, move or take any other action until attacked. If attacked, you defend at a -2 and this effect ends.  You can save every round, but suffer daze(1) on the round you recover. |
| Ignited | Adds Dice | An opponent who is “ignited” suffers 1d6 damage each round (no defense). If the die comes up a 1 or 2, the burning stops. If the die comes up a 6, another burning die is added next round. The target can stop burning by taking a full action to “stop, drop, and roll.” |
| Impaired(x) | Yes | An impaired character gets a -1 to all actions for each level of impairment. |
| Pained | No | A pained character must take 1d4 penetrating damage each time he uses his limb to attack, block, move, or dodge. |
| Prone | No | A prone character is -2 to attack and defend in melee, but gets a +2 to dodge missile attacks if the attacker is more than 2”away. A prone character can get up as a half-move. A prone character can crawl 2” a round. |
| Shattered | No | Your limb is broken and is nearly useless.  In the arm – attack, block, and skill checks that require your arms are at a -8 penalty. |
| Sickened(x) | No | A sickened character can move at half his normal rate (each hex costs 2) and defends at a -2. If he tries to take any other action, he must make a save (TOU, POW x) or lose the rest of his action. |
| Slow(x) | Yes | A slowed character gets –x initiative, -x move and if they roll a 0 or less on their modified initiative roll, they cannot act this round. |
| Smitten | No | A smitten character cannot attack the opponent who gave him this status. However, if that opponent attacks him, the status is ended. Once a smitten character is free of the status, he cannot be affected by the same opponent again for the rest of the encounter. |
| Staggered | No | You take a -1 to rolls and your next turn, you must make ½ move in a random direction (away from your attacker). You take disengage attacks as normal, and must stop moving if you reach another enemy's ZoC. |
| Stunned(x) | No | The character cannot attack, move or otherwise activate powers (though powers that were on when he was stunned remain on). He can only defend at a -2.  The effect lasts for x rounds. |
| Taunted | No | A taunted opponent must attack the character who taunted him or suffer a -2 penalty to hit. |
| Weakened(x) |  | You lose 4 muscle for each level of weakened |

**Camp Actions**

|  |  |
| --- | --- |
| **Action/Skill** | **Effects** |
| Alchemy | * Can roll alchemy to create potions with the proper field kit * Can roll spell lore to identify a potion |
| Assist | Can assist anyone else making a check by rolling the same skill test as the main actor. If you succeed, that person gets a +1 to their check |
| Herb Lore | * Can roll herb lore to wander from the camp and find herbs * Can roll on each treatable member of the party, returning 1 hit point to them on a successful check |
| Item Lore | * Study an item to perform a test and unlock one aspect of the device * Studying in the field is hard, and all such checks take a -4 penalty * May pass knowledge of an item to a single character who is spending their camp being tutored |
| Medic | Roll medical on *each* treatable member of the party, returning 1d4 hit points to them on a successful check |
| Meditate | All mana is regenerated and an additional 1d4 spell levels are recovered |
| Physician | Roll medical on *one* treatable member of the party who must take a rest camp action, returning hit points to them equal to a roll of their toughness die + 1 |
| Pray | On a successful meditate, gain 1d4 divine invocation, or gain one divine favor |
| Repair | On a successful crafting check, remove wear & tear points from the party |
| Rest | Take an additional hit point of healing and you can be the target of physician actions |
| ??? | Any single skill might have an appropriate camp action depending on the circumstances and the GM's discretion |

**Armor and Enc**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Muscle** | **Max AV** | **Spell Cast** | **Stealth** | **Athlete** |
| 0-9 | 2 | 0 | 0 | 0 |
| 10-13 | 3 | -1 | -1 | -1 |
| 14-17 | 4 | -2 | -2 | -2 |
| 18-22 | 5 | -3 | -3 | -3 |
| 23 | 6 | -4 | -4 | -4 |

**The Gods and Their Celestial Forms**

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | Aquae (AQ) | A bright planet that travels the celestial dome in a wide vertical circle | 4 |
| 2 | Brul (BR) | An angry, red blood moon | 12 |
| 3 | Castor & Corax (CC) | Two suns orbiting each other in tight circles | 2 |
| 4 | Cancri (CI) | The celestial dome represented by the Oracle Star | 5 |
| 5 | Hegre (HG) | A bright moon in one of eight phases | 11 |
| 6 | Lex (LX) | A bright planet that sweeps in a circle around C&C | 8 |
| 7 | Libra (LB) | A bright star in the sky that holds its position to the north | 6 |
| 8 | Mordain (MN) | Never seen in the sky | 1 |
| 9 | Tathe (TH) | The dark moon, seen only in crescents, or hidden | 9 |
| 10 | Ulder (UL) | A huge moon that has phases, but also fades in and out | 10 |
| 11 | Vidra (VD) | A distant moon with 8 phases and a "double" phase | 3 |
| 12 | Ylid (YL) | A wobbling star that stumbles across the celestial dome | 7 |

**Anthis Calendar**

|  |  |  |
| --- | --- | --- |
| **Month** | **Season** | **Days of Note** |
| Aquae | Planting/Gentle/Wet | * 4th – Planting Day |
| Libra | Planting/Blooming | * 6th – Conclave of Trials |
| Vidra | Planting/Blooming | * 3rd – Lovers' Day |
| Twins | Growing/Blooming | * 2nd – Fire's Feast |
| Brul | Growing/Hot | * 12th – Soldiers' Gathering |
| Lex | Growing/Hot | * 8th – King's Day |
| Ulder | Growing/Hot/Storms | * 10th – Sailors' Rest |
| Hegre | Harvest/Temperate/Wet | * 11th – Day of Hunts |
| Ylid | Harvest/Temperate/Dry | * 7th – Harvest Feasts |
| Cancri | Temperate/Dry | * 5th – Naming Day |
| Tathe | Cooler/Dry | * 9th – Beggars' Day |
| Mordain | Colder/Dry | * 1st – Rememberance * 28th – Day of Vigils |
| Shadow | Colder/Storms | * 29th – Redemption |

**Leveling Skills and Experience Points**

Once you earn 3 improvement points in a skill, that skill improves and its level increases by 1. If this skill tagged, you also earn 1 experience point toward increasing your character level.

Once you earn 5 experience points, your character level increases and you get the following benefits:

* You gain 1 hit point
* You gain 1 stat point which will
  + Raise a stat 9 or less by 2 points
  + Raise a stat 10 to 19 by 1 point
  + Raise a stat 20 or more by 1/2 point
* You gain 1 or 2 talent points based on your level
  + When you gain an even level (2, 4, 6...), you get 1 talent point
  + When you gain an odd level (3, 5, 7...), you get 2 talent points
* You get 1 spell pick to spend on your spells
* At levels 5 and 9, you get 1 max inspiration

**Free Checks**

At the end of a gaming session, the GM can award the Pcs free checks for the night. The number of free checks ranges between 1-3 depending on the session's activity, and additional awards are at the GM's discretion.

Free checks are like regular skill checks except they can be rolled against any skill your character has regardless of whether you succeeded in a skill test that game session.

Free checks can also be saved and spent to learn new skill, spells and open new talent trees.

|  |  |  |
| --- | --- | --- |
| **Action** | **Max Times** | **Checks** |
| Gain a new spell pick | You can gain any number of additional spell picks | 3 |
| Increase base defense by 1 | You can increase base defense up to 3 points this way | 3 |
| Increase combat move by 1 | You can increase you move up to 3 points this way | 6 |
| Increase hit point total by 1 | You can gain a max 4 hit points this way | 4 |
| Learn a new skill | You can learn any number of new skills, but you can only have a total of 8 tag skills max | 6 |
| Unlock a new spell list | You can unlock any number of spell lists as long as you have the means to do so (trainer, magic artifact, or access to a site) | 6 |
| Unlock a new talent tree | You can have a maximum 3 talent trees  (Alternately, you can spend one talent to open a tree, but this is almost never a good deal) | 6 |

**Level 5 & 9 Talents**

To choose a level 5 talent, you have to have three level 1 talents in the tree. To choose a level 9 talent, you must have three level 3 talents and no less than seven total talents in that tree.