Index

Disarm, C-68
Disguise, C-60
Dodge, C-58
9 /
Drive Cart, C-70
Dungeoneering, C-72
Earth Science, C-54
Etiquette, C-63
Farmer, C-48
Fast Loader, C-48
Fey, C-51
Fey Resilience, C-64
Flesh Ward, C-67
Glamour, C-65
Grapple, C-58
Gun Maintenance, C-49
Hammer Smash, C-50
Hammer Strike, C-49
Head Butt, C-59
Heavy Cross Bow Proficency, C-48
Hex, C-67
Hibernian, C-51
High Contacts, C-63
High Etiquette, C-63
History, C-53
Hook, C-59
Horse-Riding, C-70
Hunting, C-72
Incendo, C-65
Inochian, C-51
Interrogate/Torture, C-62
Intimidate, C-62
Jester, C-69
Jump, C-58
Khuzdern/Dwarvern, C-50
Kick, C-58
Law (Society), C-53
Leadership, C-63
Listen, C-58
Long Bow Proficency, C-45
Low Contacts, C-63
Low Etiquette, C-63
Lucky, C-55
Mace Strike, C-46

Mason, C-48 Smoke Weasel, C-67 Master, C-70 Sneak, C-60 Mathemathics, C-52 Stealth, C-71 Mind Worm, C-67 Stone Skin, C-67 Misfortune, C-56 Summon, C-66 Mist, C-67 Support, C-60 Musician - Keyed, C-69 Survivalism, C-72 Musician - Percussion, C-69 Swim, C-58 Musician - Singing, C-69 Sword Feint, C-68 Musician - Strings, C-69 Sword Strike, C-68 Musician - Wind Instrument, C-Sylvan, C-51 Theology, C-55 Throw, C-58 Natural History, C-54 Natural Sprinters, C-64 Throw Dagger, C-49 Necromantic Lore, C-53 Tracking, C-71 Trap Work, C-61 Negotiate, C-62 Nick of Time, C-55 True Sight, C-68 Not As Bad As It Looks, C-55 Turn Undead, C-56 Notice, C-58 Wayfinding, C-71 Oratory, C-69 Weapon Smith, C-47 Parry, C-68 Wild Swing, C-47 Perceive, C-62 Wither, C-68 Physics, C-53 Ability Check, C-19 Pick Locks, C-61 Acrobatics, see Agility C-11 Polearm Stab, C-59 Actor, C-8 Politics, C-54 Agility, C-11 Portal, C-65 Alarum Ability, C-64 Potion Making, C-57 Alchemy Ability, C-53 Animal Handling Ability, C-70 Progression, C-27 Punch, C-59 animus, C-41 Rain of Arrows, C-45 Antiquarian Ability, C-52 Reroll, C-55 Anyone Checks, C-21 Ropecraft, C-61 Arcana Ability, C-57 Run, C-57 Archery Ability, C-45 Sailor, C-70 Archetype, C-13 Scout, C-71 Armour Smith Ability, C-47 Scroll Writing, C-57 Art Ability, C-52 Search, C-61 Ascending Chained Checks, C-21 Shield Block, C-60 Aspect, C-22 Compel, C-23 Shield Push, C-60 Shipwright, C-48 Resist, C-23 Shoot, C-49 Athletics, see Strength C-10 Sign of Idreshein, C-66 Augury Ability, C-56

Auri Fames Ability, C-64

Axe Frenzy Ability, C-46

Axe Hook Ability, C-46

Sixth Sense, C-63

Smith, C-47

Sleight of Hand, C-60

A C. 1 Al 11: C. 40	
Axe Strike Ability, C-46	Combat
Banish Ability, C-66	Rounds, C-29
Benefit, C-17	Commune Ability, C-66
Bind Ability, C-67	Commune with the Dead Ability, C-57
Blind Condition, C-25	Compelling an Aspect, C-23
,	concealment, C-61
Bloodied Condition, C-25	Concealment Ability, C-61
Book Keeping Ability, C-52	Condition, C-25
Brace for Charge Ability, C-59	Conditions
Break Check, C-20	Blind, C-25
Break Checks, C-34	Bloodied, C-25
Breaking, C-34	Broken, C-26
Broken Condition, C-26	Checked, C-26
Brythinian/Common Ability, C-50	Dazed, C-26
Builder Ability, C-48	Deaf, C-26
Carpentry Ability, C-47	Distracted, C-26
Cartwright Ability, C-48	Enraged, C-26
Chained Checks, C-21	Exhausted, C-26
Character, C-10	Fearless, C-26
Check, C-17	Invisible, C-26
Dice Pool, C-18	Juggernaut, C-26
Dice Pool Exhaustion, C-18	Poisoned, C-26
Difficulty, C-8	Prone, C-26
• /	Routed, C-26
Encumbrance, C-78	Sick, C-26
Opposed, C-19	Tired, C-26
Standard, C-17 Charlest Candition, C 26	Unconscious, C-26
Checked Condition, C-26 Checks	Consequence, C-17
Ability, C-19	Consequences, C-12
Anyone, C-19 Anyone, C-21	Contacts Ability, C-63
* .	Contego Ability, C-65
Ascending Chained, C-21 Break, C-20	Contortionist/Escape Artist Ability, C-
	70
Chained, C-21	Cooper Ability, C-48
Descending Chained, C-21	Cover, C-34
Encumbrance, C-20 Everyone, C-20	Crossbow Use Ability, C-48
	Cryptogrtaphy Ability, C-61
Highest, C-21	D 0. 11 A1 111 G 10
Lowest, C-21	Dagger Strike Ability, C-49
Morale, C-20 To Hit, C-19	Dance Ability, C-69
*	Dazed Condition, C-26
Cleave Ability, C-64	Dead Eye Ability, C-45
Cleave Ability, C-46	Deaf Condition, C-26
Climb Ability, C-58	Death, see Zero Health C-12
Club Smach Ability, C-66	Deceive Ability, C-62
Club Smash Ability, C-47	Demonic Lore Ability, C-53

Descending Chained Checks, C-21
Deutellus Ability, C-51
Dice Pool Check, C-18
Exhaustion, C-18
diplomacy, C-63
Disarm Ability, C-68
Disguise Ability, C-60
Distracted Condition, C-26
Dodge Ability, C-58
Drive Cart Ability, C-70
Dungeoneering Ability, C-72

Earth Science Ability, C-54 Encumbrance, C-78 Encumbrance Check, C-20 Enraged Condition, C-26 Etiquette Ability, C-63 Everyone Checks, C-20 Exhausted Condition, C-26

Farmer Ability, C-48
Fast Loader Ability, C-48
Fate Pool, C-11
Fearless Condition, C-26
Fey Ability, C-51
Fey Resilience Ability, C-64
Flesh Ward Ability, C-67

Glamour Ability, C-65 GM, C-8 Grapple Ability, C-58 Gun Maintenance Ability, C-49

Hammer Smash Ability, C-50
Hammer Strike Ability, C-49
Head Butt Ability, C-59
Healing
Health, C-12
Healing
Stamina, C-12
Health, C-12
Hear Noise, see Notice C-58
Heavy Cross Bow Proficency Ability,
C-48
Hex Ability, C-67

Hibernian Ability, C-51

High Contacts Ability, C-63 High Etiquette Ability, C-63 Highest Checks, C-21 History Ability, C-53 Hook Ability, C-59 Horse-Riding Ability, C-70 Hunting Ability, C-72

Incendo Ability, C-65 Initiative, C-30 Innate Skills, see Skills Innate C-27 Inochian Ability, C-51 Interrogate/Torture Ability, C-62 Intimidate Ability, C-62 Invisible Condition, C-26

Jester Ability, C-69 Juggernaut Condition, C-26 Jump Ability, C-58

Khuzdern/Dwarvern Ability, C-50 Kick Ability, C-58

Law (Society) Ability, C-53 Leadership Ability, C-63 Level, C-13 Listen, see Notice C-58 Listen Ability, C-58 Long Bow Proficency Ability, C-45 Low Contacts Ability, C-63 Low Etiquette Ability, C-63 Lowest Checks, C-21 Luck, C-11 Lucky Ability, C-55

Mace Strike Ability, C-46
magic, C-38
Mason Ability, C-48
Master Ability, C-70
Mastering a Skill, C-27
Mathemathics Ability, C-52
Mind Worm Ability, C-67
Misfortune Ability, C-56
Mist Ability, C-67
Morale Check, C-20
Movement, C-33
Musician - Keyed Ability, C-69

Retreat, C-33 Musician - Percussion Ability, C-69 Musician - Singing Ability, C-69 Ropecraft Ability, C-61 Musician - Strings Ability, C-69 Routed Condition, C-26 Musician - Wind Instrument Ability, rules of magic, knowledge is power, Crules of magic, the first, C-39 Natural History Ability, C-54 rules of magic, the second, C-39 Natural Sprinters Ability, C-64 Run Ability, C-57 Necromantic Lore Ability, C-53 Running, C-32 Negotiate Ability, C-62 negotiation, C-62 Sailor Ability, C-70 Nick of Time Ability, C-55 Scout Ability, C-71 Non-Player Character, C-8 Scroll Writing Ability, C-57 Not As Bad As It Looks Ability, C-55 Search Ability, C-61 Notice Ability, C-58 Searching, see Perception C-11 NPC, C-8 Secondary Attributes, C-10 Shield Block Ability, C-60 Opposed Check, C-19 shield push, C-60 Oratory Ability, C-69 Shield Push Ability, C-60 Out of Turn Actions, C-31 Shipwright Ability, C-48 Shoot Ability, C-49 Parry Ability, C-68 Sick Condition, C-26 Perceive Ability, C-62 Sign of Idreshein Ability, C-66 persuasion, C-63 Sixth Sense Ability, C-63 Physics Ability, C-53 Skill Pick Locks Ability, C-61 Mastery, C-27 Player Character, C-8 Skill Points, C-12 Poisoned Condition, C-26 General, C-12 Polearm Stab Ability, C-59 Lore, C-12 Politics Ability, C-54 Magical, C-12 Portal Ability, C-65 Martial, C-12 Potion Making Ability, C-57 Skills, see Abilities C-27 Prerequisites, see Skills Prerequisites Check Once, C-20 C-27Innate, C-27 Primary Attributes, C-10 Mastery, C-28 Prone, C-26 Prerequisites, C-27 Prone Condition, C-26 Training, C-27 Punch Ability, C-59 Sleight of Hand Ability, C-60 Smith Ability, C-47 Rain of Arrows Ability, C-45 Smoke Weasel Ability, C-67 Rallying, C-33 Sneak Ability, C-60 Range, C-34 Speed, C-11 Reach Weapons, C-34 Spot Hidden, see Perception C-11 Reroll Ability, C-55 Stamina, C-12 Rerolls, C-55 Standard Check, C-17 Resisting an Aspect, C-23

Benefit, C-17

Consequence, C-17 Stealth Ability, C-71 Stone Skin Ability, C-67 Strength, C-10 Summon Ability, C-66 support, C-60 Support Ability, C-60 Surprise Rounds, C-29 Survivalism Ability, C-72 Swim Ability, C-58 Sword Feint Ability, C-68 Sword Strike Ability, C-68

Sylvan Ability, C-51

Tag, C-22
Theology Ability, C-55
Throw Ability, C-58
Throw Dagger Ability, C-49
Tired Condition, C-26
To Hit Check, C-19
Tracking Ability, C-71
Training, see Skills Training C-27, see
Skills Mastery C-28
Trap Work Ability, C-61
True Sight Ability, C-68
Turn Order, C-30
Turn Undead Ability, C-56

Unconscious Condition, C-26

Wayfinding Ability, C-71 Weapon Smith Ability, C-47 Wild Swing Ability, C-47 Willpower, C-11 Wither Ability, C-68

Zero Health, C-12 Zero Hit Points, C-12