

Abilities

Archery Proficiency

THESE skills represent training with the use of the bow and arrow. Initial training is with a short bow. Use of the long bow requires a fair amount of training.

Archery ☒

Characters may use Archery to shoot arrows from short bows during combat doing weapon damage when they hit.

0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage

I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:**
 Weapon damage + 2

II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:**
 Weapon damage + 4

III **Prereq:** Agility>12, Perception>12
 Check: Std 2d8 + 6 vs opponents AC **Dmg:**
 Weapon damage + 6

Dead Eye ☒

The character has spent many hours working on improving the accuracy of their shots. Players can choose to call a shot which gives them a large bonus to hit.

I **Prereq:** Archery II
 Check: Std 2d8 + 8 vs opponents AC **Dmg:**
 Weapon damage

II **Check:** Std 2d8 + 10 vs opponents AC **Dmg:**
 Weapon damage + 2

Rain of Arrows ☒

Holding a number of arrows in his hand at once the character is able to shoot them all in quick succession. Note that this involves less than complete drawing of the bow and therefore causes less damage. Also note that the speed of these shots occurs because the character is holding the arrows in his firing hand before the combat, so this ability can only be used in the first round of combat and cannot be used when the character is surprised.

I **Prereq:** Archery II, Agility>10
 Check: Std 2d8 vs opponents AC twice on the first round of combat **Dmg:** Weapon damage

II **Prereq:** Agility>12
 Check: Std 2d8 vs opponents AC thrice on the first round of combat **Dmg:** Weapon damage

III **Prereq:** Agility>13
 Check: Std 2d8 + 2 vs opponents AC thrice on the first round of combat **Dmg:** Weapon damage + 2

Long Bow Proficiency ☒

The character has trained in the use of the long bow.

- I **Prereq:** Archery I, Strength>10, Not Short
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage

- II **Prereq:** Archery I, Strength>12, Not Short
Check: Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage opponent saves versus agilty or is knocked back

- III **Check:** Std 2d8 + 4 vs opponents AC **Dmg:** Weapon damage + Str modifier, opponent saves versus agilty or is knocked over

Axe Proficiency

These skills represent training in the use of axes in combat. This includes the use of single handed war axes, two handed battle axes, and throwing axes.

Axe Strike ✂

Characters equipped with an axe can strike with it during combat doing weapon damage.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:** Weapon damage + Str modifier
 ☆

- I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage + Str modifier

- II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:** Weapon damage + 2 + Str modifier

Axe Hook ✂

Characters equipped with an axe can use the axe to attempt to disarm an opponent or remove their shield by using the axes beard as a hook.

- I **Prereq:** Axe Strike I
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage and opponent drops weapon/shield

- II **Check:** Std 2d8 vs opponents AC **Dmg:** Weapon damage + Str modifier and opponent drops weapon/shield

Cleave ✂

The character strikes at their opponent with great vengeance and furious anger.

- I **Prereq:** Axe Strike II, Strength>9
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage + Str modifier

- II **Prereq:** Strength>11
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage + 3 + Str modifier

- III **Prereq:** Strength>13
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage + 5 + Str modifier

Axe Frenzy ✂

When a character makes a frenzied attack with an axe, they make a morale check. If they pass they make two attacks that round.

- I **Prereq:** Willpower>11, Axe Strike I
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage

- II **Check:** Std 2d8 vs opponents AC **Dmg:** Weapon damage + Str modifier

Club Proficiency

Represents training the ability to use clubs, maces, flails, morning stars and improvised weapons in combat.

Mace Strike ✂

Characters equipped with a Club or similar weapon can strike with it during combat doing weapon damage.

- 0 **Prereq:** Tag: club
 ☆ **Check:** Std 2d8 vs opponents AC **Dmg:** Weapon damage

I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage + Str modifier

II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:** Weapon damage + 2 + Str modifier

Club Smash ✂

Characters equipped with a club or similar weapon can attempt to disarm an opponent or remove their shield.

- I **Prereq:** Mace Strike I, Strength>10, Tag: club
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage + 3 and opponent saves versus endurance or drops weapon/shield

II **Prereq:** Strength>12
Check: Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage + 6 and opponent saves versus endurance or drops weapon/shield

Wild Swing ✂

The character swings the club wildly keeping their opponents at bay.

- I **Prereq:** Tag: club
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage
Effect: Attackers must make a Willpower Check in order to make melee attacks against the character.

II **Check:** Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage + 2
Effect: Attackers must make a Willpower Check in order to make melee attacks against the character.

Craft Abilities

Craft abilities involve making and building things. Mostly these abilities can be used to appraise things to provide more information to the players. Occassionally the actors may use these abilities to actually build or design something in the game. Finally, some of them might be useful, given the right context, during the Act stage of combat.

Smith ⌚

Smiths craft metals using heat. There are a range of smith specializations. Tin smiths created and repaired pots and pans. Blacksmiths worked with iron. Goldsmiths worked with gold and so on. This ability represents basic familiarity with metalworking and smithing.

I

II

III

Weapon Smith ⌚

A weapon smith can make, repair and evaluate non magical metal weapons.

- I **Prereq:** Smith II

II

Armour Smith ⌚

An armour smith can make, repair and evaluate metal armour.

- I **Prereq:** Smith II

Carpentry ⌚

Carpenters craft things from wood. Specialization leads to fine wood-working, cabinet-making and furniture building. Can be used to find secret compartments in furniture.

- I Basic carpentry skills.

II Wood turning and cabinet making.

III Excellent furniture builder.

Builder ⌚

Builder of large wooden structures: houses, barns etc.
Can be used to detect secret doors in buildings.

I **Prereq:** Carpentry I

II
III

Cartwright ⌚

Cartwrights build and repair carts and cartwheels.

I **Prereq:** Carpentry I

II
III

Shipwright ⌚

Shipwrights are carpenters who specialize in ship-building and repair.

I **Prereq:** Carpentry I

II
III

Cooper ⌚

Coopers make barrels. Barrels are used to ship a wide range of goods. A lot of barrels are needed!

I **Prereq:** Carpentry I

II

Mason ⌚

The character has experience as a Stonemason, repairing, appraising, and crafting stone structures.

I Basic stone-working skills

II An understanding of architecture and load bearing structures.

III A deep understanding of architecture and the design of buildings.

Farmer ⌚

Basic agricultural skills: ploughing, etc.

I
II
III

Crossbow Proficiency

Represents training the ability to use of the bow and arrow. This includes at higher levels the use of the long bow.

Crossbow Use ✂

Characters equipped with an Crossbow can strike with it during combat doing weapon damage.

0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage

I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:**
Weapon damage + 2

II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:**
Weapon damage + 5

Fast Loader ✂

The character has spent a long time practicing reloading a heavy crossbow. They can check to reload and fire in the same round. If they do so their shot occurs in the melee attacks stage of the turn, not in the missile/ranged attack stage.

I **Prereq:** Crossbow Use I
 Check: Speed vs 10

II **Check:** Speed vs 8

Heavy Cross Bow Proficiency ✂

Character has trained in the use of the heavy crossbow.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage

- I **Check:** Std 2d8+3 vs opponents AC **Dmg:**
Weapon damage

- II **Check:** Std 2d8+3 vs opponents AC **Dmg:**
Weapon damage + 3

Dagger Proficiency

Represents training the ability to use daggers, stilletos rondels.

Dagger Strike ✂

Characters equipped with a dagger can strike with it during combat doing weapon damage.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage

- I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:**
Weapon damage + Str modifier

- II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:**
Weapon damage + 2 + Str modifier

Throw Dagger ✂

Characters equipped with a dagger can throw the dagger at an opponent.

- I **Prereq:** Dagger Strike I
Check: Std 2d8 vs opponents AC **Dmg:**
Weapon damage

- II **Check:** Std 2d8 + 3 vs opponents AC **Dmg:**
Weapon damage

Gun Proficiency

Represents training the ability to use of pistols and blunderbuss.

Shoot 🏹

Characters equipped with a gun can shoot with it during combat doing weapon damage.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage

- I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:**
Weapon damage + 2

- II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:**
Weapon damage + 5

Gun Maintenance ⌚

Represents the characters ability to reload and repair the gun.

- 0 **Check:** Std 2d8 vs default 4
☆ **Effect:** Reload the gun during combat

- I **Prereq:** Crossbow Use I
Check: Std 2d8 vs default 3
Effect: Reload the gun during combat

- II **Check:** Std 2d8 vs default 9
Effect: Repair the gun?

Hammer Proficiency

Represents training the ability to use war hammers in combat. This includes the use of two handed warhammers, single handed hammers, maces, mornings stars, clubs and throwing hammers.

Hammer Strike ✂

Characters equipped with an Hammer can strike with it during combat doing weapon damage.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage + Str modifier

- I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:**
Weapon damage + Str modifier

- II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:**
Weapon damage + 2 + Str modifier

Hammer Smash

Characters equipped with a hammer can use the hammer to "smash" an opponent hitting them and pushing them back.

I **Prereq:** Hammer Strike I

Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage opponent saves versus agility or is knocked back

II **Check:** Std 2d8 vs opponents AC **Dmg:** Weapon damage + Str modifier, opponent saves versus agility or is knocked back

Language Abilities

The ability to use a language.

There are six different categories of language: Native, Foreign, Obscure, Patois, and Dead. Which languages fall into which categories depends on your archetype, your background and your GMs wishes.

Brythinian/Common

This ability represents the actors ability to speak, read or write Brythinian a language in common use in the civilized world and used as a language of trade.

- 0 **Check:** Std 2d8 vs Difficulty
☆ The ability to speak a little Brythinian.

I **Check:** Std 2d8 + 3 vs Difficulty The ability to speak Brythinian. Only check under difficult circumstances.

II **Check:** Std 2d8 + 3 vs Difficulty The ability to read text written in Brythinian. Only check under difficult circumstances.

III **Check:** Std 2d8 + 5 vs Difficulty The ability to write text written in Brythinian. Only check under difficult circumstances.

IV **Check:** Std 2d8 + 5 vs Difficulty The character is fluent in the language. They can read and write the language and perform research in books written in the given language.

Khuzdern/Dwarvern

The language of the dwarves.

- I **Check:** Std 2d8 vs Difficulty
The ability to speak a bit of Dwarvern.

II **Check:** Std 2d8 vs Difficulty The ability to speak the dwarven language fluently. Only check against this skill in difficult situations, for example when speaking to Dwarves with a thick regional accent, or when there's a storm blowing in the mountains.

III **Check:** Std 2d8 + 3 vs Difficulty The ability to read text written in a dwarven runes.

IV **Check:** Std 2d8 + 3 vs Difficulty The ability to write Dwarven runes.

V **Check:** Std 2d8 + 5 vs Difficulty The character is fluent in the Dwarven. They can read and write the language and perform research in books written in the given language.

Inochian ⌚

Spoken by the creatures from beyond this plane and the ancients, Inochian is a dead language now used only for magic. It is composed of syllables that when intoned resonate with the planes and form contagious conduits through which magic may flow.

- I **Check:** Std 2d8 vs Difficulty
The character has a shakey working level understanding of the phrasing of Inochian.

- II **Check:** Std 2d8 + 3 vs Difficulty
The character has a good understanding of Inochian.

Hibernian ⌚

The ability to speak Hibernian. The language of the Northern Barbarians.

- I **Check:** Std 2d8 vs Difficulty
The ability to speak the Hibernian.

- II **Check:** Std 2d8 + 3 vs Difficulty
The ability to read text written in Hibernian.

- III **Check:** Std 2d8 + 5 vs Difficulty
The ability to write text in Hibernian runes.

Deutellus ⌚

Deutellus is a dead language, spoken in the past by members of the now-fallen Deutellium Empire. It is the language of scholarship and used amongst the learned.

- I **Check:** Std 2d8 vs Difficulty
The ability to partially read the Deutellium language.

- II **Check:** Std 2d8 + 3 vs Difficulty
The ability to read and speak the Deutellium language.

- III **Check:** Std 2d8 + 3 vs Difficulty
The ability to write text written in Arronian.

- IV **Check:** Std 2d8 + 5 vs Difficulty
The character is fluent in Deutellium. They can read and write the language and perform research in books written in Deutellium.

Sylvan ⌚

Sylvan is the language of the Elves. It is bastardized form of the Fey language. That has changed so much over time that it is now a distinct language

- I **Check:** Std 2d8 vs Difficulty
The ability to partially speak Sylvan.

- II **Check:** Std 2d8 + 3 vs Difficulty
The ability to speak Sylvan.

- III **Check:** Std 2d8 + 3 vs Difficulty
The ability to read and write the Sylvan. Also gives the player Fey-I.

- IV **Check:** Std 2d8 + 5 vs Difficulty
The ability to write text written in Sylvan.

- V **Check:** Std 2d8 + 5 vs Difficulty
The character is fluent in Sylvan. They can read and write the language and perform research in books written in the given language.

Fey ⌚

Fey is the native language of the denizens of the Wyld and the High Elves.

- I **Check:** Std 2d8 vs Difficulty
The ability to partially speak Fey.

- II **Check:** Std 2d8 + 3 vs Difficulty
The ability to speak Fey well.

- III **Check:** Std 2d8 + 3 vs Difficulty
The ability to read the Fey language.

- IV **Check:** Std 2d8 + 3 vs Difficulty
The ability to write text in the Fey language.

- V **Check:** Std 2d8 + 5 vs Difficulty
The character is fluent in the language. They can read and write the language and perform research in books written in the given language.

Lore Abilities

Represents book learning on a wide variety of fields through academic study.

Art

The actor has some ability, experience and training in painting, sculpting, art history and appraisal. They have worked for a master craftsman for a number of years. They know of, and can recognize, the great masters and can provide information about the provenance of works of art.

At third level The character can create good works of art, and can make a good living creating art, if they choose to do so. They may have rich and powerful patrons that will provide some support in times of need. Given a few weeks, access to the art-work and the necessary equipment they are able to craft forgeries that are hard to detect.

- I **Check:** Std 2d8 vs default 10

- II **Check:** Std 2d8 vs default 8

- III **Check:** Std 2d8 vs default 6

Antiquarian

The character has studied the history of antique objects, furniture, vases, coins, maps, swords, etc. They can check to evaluate the worth and provenance of these objects. At higher levels they can, with difficulty, discern the nature of certain well-known eldritch objects.

- I **Check:** Std 2d8 vs default 10

- II **Check:** Std 2d8 vs default 8

- III **Check:** Std 2d8 vs default 6

Book Keeping

Book keeping encompasses accounting and financial skills. Book keeping is used by merchants, clerks, and castellans, to manage finances. With this skill an actor can examine the books of a business to get an idea of how the business operates, whether it is doing well or badly, how much debt is owed if any, where the money is coming from and going to, and so on.

- I **Prereq:** Mathematics I
Check: Std 2d8 vs default 10

- II **Check:** Std 2d8 vs default 8

- III **Check:** Std 2d8 vs default 6

Mathematics

Maths is the lingua franca of science. A basic understanding of maths is a prerequisite for many other abilities. It can be applied in a very large and diverse range of circumstances.

- I **Check:** Std 2d8 vs default 10

- II **Check:** Std 2d8 vs default 8

- III **Check:** Std 2d8 vs default 6

Alchemy ⌚

Alchemy is concerned with the creation of chemical substances, the creation of cures for various diseases, the creation of solvents (acids), liquid fire, dies, gunpowder, etc.

Two, as yet, unattained goals of alchemy are the transmutation of lead into gold, and the creation of an elixir of immortality.

I Prereq: Mathematics I

Check: Std 2d8 vs default 10

The character can check to Manufacture explosives, acids, dyes, gunpowder etc. Can identify many chemical substances.

II **Check:** Std 2d8 vs default 8

The character call themselves an Apothecary, and can prepare poisons and medicines for certain diseases in addition to the abilities from first level.

Law (Society) ⌚

An understanding of the law grants the character insight into the way society works. The practice of law invariably leads to the heart of industry and the seats of power. Characters may be able to discern the motive behind political machinations and they may be able to cite a legal precedent in order to compell or cease certain courses of events in a civilized society.

Law is the study of the laws of a particular society. The study of the laws of one society is not necessarily applicable to another. When choosing the law ability the player must specify which legal system they are studying.

I **Check:** Std 2d8 vs default 12

Good, but not professional, understanding of the law of some land. Usually, the characters homeland. Some understanding of the laws in surrounding regions.

II **Check:** Std 2d8 vs default 10

Professional level understanding and possibly experience with the law in a region.

Necromantic Lore ⌚

Necromantic lore is the study of the legends of the dread necromancers and the unquiet dead. Characters may provide useful information about these topics on occasion: identifying undead, and or their weaknesses, and providing the relevant mythology around these creatures.

I **Check:** Std 2d8 vs default 12

II **Check:** Std 2d8 vs default 10

III **Check:** Std 2d8 vs default 8

Demonic Lore ⌚

Demons inhabit the cold lower planes. There is much recorded of their nature and their history in old and long forgotten tomes. This ability represents the study of that lore. Such books are not easily come by.

I **Check:** Std 2d8 vs default 12

II **Check:** Std 2d8 vs default 10

History ⌚

History is the study of the events of the civilized peoples. Its study is both interesting and useful.

I **Check:** Std 2d8 vs default 12

II **Check:** Std 2d8 vs default 10

Physics ⌚

Physics involves the study of the natural laws of the universe, movement and energy. Its practioners usually make a clear deliniation between the study of physics and the study of the wyrd, unworldly and unnatural laws (possibly to protect themselves from pogroms and witch hunts). At higher levels physics also includes the study of celestial mechanics.

- I **Prereq:** Mathematics I
Check: Std 2d8 vs default 10
 Some understanding of the relationship between energy and forces, e.g. gravity, motion, stress and heat.

- II **Check:** Std 2d8 vs default 8
 Includes some understanding of Astronomy and Meteorology.

Earth Science

Earth science is the study of the earth, mining and minerals.

- I **Check:** Std 2d8 vs default 10
 The character has a good understanding of mineralogy and can identify metals, common stone types, and common geographical structures. The character can read technical maps. Can be used to detect secret doors underground.

- II **Prereq:** Mathematics I
Check: Std 2d8 vs default 8
 The character has a rudimentary understanding of civil engineering, load distribution, sapping, bridge or dam building, and so on.

Natural History

The study of nature.

- I **Check:** Std 2d8 vs default 12
 The character has some knowledge of the flora and fauna of their homelands. They may identify many plants and may know about useful herbal remedies for certain diseases or for use in the the making of poultices. They have some understanding of zoology and anatomy.

- II **Check:** Std 2d8 vs default 10
 The character has enough of an understanding of anatomy that they may attempt minor surgeries, set bones etc.

- III **Prereq:** Alchemy I
Check: Std 2d8 vs default 8
 The character has extensive knowledge of diseases both common and exotic. They may diagnose many diseases, prepare poisons and medicines.

Politics

This ability represents the study of the machinations that occur in the upper levels of power in society, its application, its history and its heraldry. This includes political theory: Real Politics and Machiavellian dealings and important historical treaties and maneuvers.

- I **Check:** Std 2d8 vs default 12
 The character has knowledge of the history and current affairs of some local regions nobility and royalty. They know the heraldic insignias of these nobles and important state organizations. They understand the laws of succession in that region. They know most of the commonly known court intrigue.

- II **Check:** Std 2d8 vs default 9
 The character has 1st level knowledge of two other regions and has deep knowledge of their own region. They may know some tightly kept secrets.

Theology ⌚

- 0 **Check:** Std 2d8 vs default 12
- ☆ The character has a vague understanding of religious philosophies, legends and lore.

I **Check:** Std 2d8 vs default 10
The character has spent some time learning about religious philosophies, legends and lore. Can identify most religious symbols and quote from their texts.

II **Check:** Std 2d8 vs default 8
The character has a deep knowledge of numerous religions both living and dead. The character depth of knowledge is deep enough that they may pass as a follower of many faiths when questioned.

III **Check:** Std 2d8 vs default 6
Can enter a trance that releases stress, appears as if the character is dead and can reduce the characters oxygen consumption, and reduce the effect of poisonous miasmas.

Luck Abilities

There are old adventures and their are unlucky adventurers, but there are not any old unlucky adventurers.

Lucky 🍀

The character was born lucky. The character refreshes dice into their Fate Pool every time they roll a critical success (double 8s) on standard tests during the game.

I **Check:** Critical success on any Std 2d8 roll
Effect: The character refreshes a die into their Fate Pool

II **Check:** Critical success on any Std 2d8 roll
Effect: The character refreshes two dice into their Fate Pool

III **Check:** Critical success on any Std 2d8 roll
Effect: The character refreshes three dice into their Fate Pool

Reroll 🎲

The character gets a lucky break and gets to reroll. Players may use their **Rerolls** during the game to reroll *all the dice in the current check at most once*. E.g. Dourli rolls 2d8 to hit and gets a 1 and an 8. He may choose to reroll both dice or take the result (he cannot choose to just reroll the 1). Dourli chooses to reroll and rolls a total of 4 on his second roll. Dourli cannot reroll the second roll because he can reroll the dice in a check at most once.

- 0 **Check:** Fate Pool vs default 14
- ☆ **Effect:** The character gets to reroll a check

I **Check:** Fate Pool vs default 12
Effect: The character gets to reroll a check

II **Check:** Fate Pool vs default 10
Effect: The character gets to reroll a check

III **Check:** Fate Pool vs default 8
Effect: The character gets to reroll a check

Not As Bad As It Looks ✂️

The character examines a wound, checks against Luck and if successful declares the wound is *not as bad as it looks*. The wounded character heals D6+3 hit points. Only one such wound can be examined per encounter.

I **Check:** Fate Pool vs default 12

II **Check:** Fate Pool vs default 10

III **Check:** Fate Pool vs default 6

Nick of Time 🕒

Sometimes all you need is a little luck to get something done in the nick of time. After an NPC, monster of character performs an action the player can try to perform any action as a reaction "in the nick of time". If the DM chooses to allow it the PC performs their action before the monsters turn.

Usable once per encounter for the whole party.

I **Check:** Luck vs default 10

II **Check:** Luck vs default 8

III **Check:** Luck vs default 7

Misfortune ➤

It is said that "Anything that can go wrong, will go wrong" and in this case it does. Misfortune allows a player to momentarily take over the narrative from the GM. Whenever something happens in game a character with this skill can make a pronouncement: "It would be a terrible misfortune if ...". For example: "It would be a terrible misfortune if the high sorceror accidentally spilled a drop of sacrificial blood from the chalice".

As this ability can be terribly overpowered or game-destroying if used inappropriately the GM then gets a right of veto. "Unfortunately, the sorceror is extremely careful knowing full well the consequences of such a mistake". Alternatively, the GM could make a counter-suggestion "the sorcerors complete attention is focused on the sacrificial chalice you may be able to undo your bindings"?

If the misfortune is acceptable to the player, they check and if successful the misfortune occurs.

Misfortune is usable once per encounter for the whole party.

I **Check:** Fate Pool vs default 15

II **Check:** Fate Pool vs default 13

Magic Abilities

Low level magical abilities or magic based lore abilities.

Augury ⌚

Augury involves petitioning a deity or powerful being for information or insight. Augurys are performed by interpretation of the stars, palmistry, tea leaf reading, dream interpretation, use of cards, the entrails of a sacrificial victim etc. The character should choose one method per message recipient and use that method thereafter.

The augury process follows the following steps. First, the character asks a question, then they prepare the augury, and finally they examine the auspices for the answer.

When asking the question it is important that the augure specify to whom they are directing their question otherwise nameless eavesdroppers may respond. Asking the question is usually done in one of the old languages. Firstly because it may be easier to communicate to the entity in that language, and second because it makes for good theatre.

The steps to prepare an augury depend on the method of divination, but could include making a cup of tea, or sacrificing someone on an alter (players should not do this).

Finally, the auspices can be examined. The GM will answer the characters question in a three words or less or provide no response. If the augury is unsuccessful those words may have nothing to do with the question being asked. The player gets to see their roll, but does not know the difficulty of the augury.

It is important to know that in *Malleus Deum* the Gods are capricious, are not omniscient or in general, particularly caring. So they may not answer the characters augury.

A character may keep performing auguries until they fail, at which point they feel they have lost the attention of the god.

I **Prereq:** Tag: Cleric
Check: Std 2d8 vs default 10

II **Check:** Std 2d8 vs default 7

III **Check:** Std 2d8 vs default 5
The character may be gifted with visions from their deity.

Turn Undead ☠

The character calls on their deity to repel beings animated by necrotic forces.

I **Prereq:** Tag: praedicator
Check: Std 2d8 vs opponents will

II **Check:** Std 2d8 + 2 vs opponents will

Arcana ⌚

The character has read extensively of magic history and lore.

- 0 **Check:** Std 2d8 vs default 14
- ☆ If successful the character knows some well-known magical lore.

I **Prereq:** Inochian I
Check: Std 2d8 vs default 12
 Identifies well-known magical items and artifacts.

- II **Check:** Std 2d8 vs default 8

Potion Making ⌚

The character knows how to make magical potions given a lab, time and the right ingredients.

- I **Prereq:** Natural History II
Check: Std 2d8 vs default 7

Scroll Writing ⌚

The character knows how to make magical scrolls given sufficient time, and writing materials.

- I **Prereq:** Inochian II
Check: Std 2d8 vs default 7

Necromancy

The art of communing with the unquiet dead is at best the province of shysters and charlatans and at worst an art that plays with things that no man ought. It's practice is viewed with disdain by all right thinking peoples.

Commune with the Dead ⌚

- I **Check:** Std 2d8 vs default 8
 While holding part of the deceased's body the necromancer may ask questions of the dead person. If the spell succeeds the dead person will respond to questions telepathically. After each question roll a D4, on a 1 the link with the spirit has been broken and no more questions can be asked.
 Answers will be heard only by the necromancer and will be heard as a voice in the head. The necromancer must ask the question in a language understood by the spirit and the spirit will respond in a language they understood during their lifetime. The spirit that is contacted is under no compulsion to reply and may ignore the character, lie in its responses or answer how it pleases.
 The newly dead are often disorientated by their experience and may not realize that they are in fact dead. If death is sudden or traumatic a spirit may not remember it.
 Characters may only attempt to commune with a particular dead person once. Whether they succeed or fail in their first attempt they will never be able to successfully commune with that person again as the things that keep the gates between life and death are vigilant and fearsome.
 summoned might attack (need to exert will over them?) handle failure of magic

Physical Abilities

Represents general physical abilities and common non-weapon-specific fighting abilities, including boxing, wrestling and other bare handed martial arts.

Run ⚡

The Run ability allows the character to move twice their movement rate. This skill represents the characters fleet footedness.

0

☆

I

II

Jump 🦿

This skill represents the characters ability to Jump.

- I
- II

Swim 🦿

This skill represents the characters ability to swim (if at all).

- I
- II

Climb 🦿

This skill represents the characters ability to Climb.

- I
- II

Throw 🗑️

This skill represents the characters ability to throw.

- 0
- ☆
- I
- II

Notice 🦿

This skill represents the characters attention to detail, alertness, and their ability to notice subtle things in their environs that are not as they should be.

- I
- II

Listen 🦿

This is the characters ability to hear faint noise.

- 0 **Check:** Std 2d8 vs default 13
- ☆
- I **Check:** Std 2d8 + 3 vs default 13
- II **Check:** Std 2d8 + 5 vs default 13

Dodge 🦿

After the actor is hit and/or damage is rolled the actor may use their standard action to attempt to dodge the attack. If successful the attack is dodged and the actor takes no damage.

Some types of attack cannot be dodged, e.g. surprise attacks and poisonous gas attacks. Other types of attack e.g. the acid or fire attacks of dragons may be dodgeable depending on the context and deal half or no damage (at the GM's discretion).

Once the character fails a dodge they are rattled and can no longer dodge for the rest of that combat.

- 0 **Check:** Std 2d8 vs default 13
- ☆
- I **Check:** Speed Check vs Difficulty
- II **Check:** Speed Check + 2 vs Difficulty

Kick 🦿

The attacker kicks an opponent potentially pushing the opponent back. The opponent must be approximately the same sized or smaller as the attacker in order to be pushed.

- 0 **Check:** Std 2d8 vs opponents Agility **Dmg:** d3
- ☆
- I **Check:** Std 2d8 vs opponents Agility **Dmg:** d4
- II **Check:** Std 2d8 vs opponents Agility **Dmg:** d6 and opponent saves vs Str or is pushed back
- III **Check:** Std 2d8 + 2 vs opponents Agility **Dmg:** d8 and opponent saves vs Str-2 or is pushed back

Grapple 🦿

Grappling involves grabbing, tackling or wrestling an opponent and holding them without harming them. Other attacks against a grappled opponent are hindered by the grappler being close to the opponent and the opponents struggling.

Every round that an opponent is grappled they may make an opposed Str test against their grappler to escape. Once grappled it takes a round for a second actor to tie-up, or otherwise constrain, the opponent.

- 0 **Check:** Std 2d8 + Str Modifier vs max of opponents Str or Grapple
- ☆

I **Check:** Std 2d8 + 2 + Str Modifier vs opponents Str or Grapple

II **Check:** Std 2d8 + 4 + Str Modifier vs opponents Str or Grapple

Head Butt ✂

A head butt involves the attacker driving the top of their head into the bridge of the defenders nose. Head butting is mainly used as an attack of last resort or as a surprise attack. An attacker may only head butt someone immediately in front or behind them. An actor may head butt when grappled.

Head butts do +2 damage if the attacker is wearing a helmet and -2 damage if the defender is wearing a helmet.

- 0 **Check:** Std 2d8 vs opponents Speed **Dmg:** d4
- ☆

I **Check:** Std 2d8 vs opponents Speed **Dmg:** d6 + opponent saves versus stun

II **Check:** Std 2d8 + 2 vs opponents Speed **Dmg:** d8 + opponent saves versus stun

Punch ✂

The attacker attempts to hit their opponent using their fists. Does +2 damage if the attacker is wearing gauntlets, -2 damage if the attacker is wearing a helmet.

- 0 **Check:** Std 2d8 + 2 vs opponents Agility **Dmg:** d4
- ☆

I **Check:** Std 2d8 + 4 vs opponents Agility **Dmg:** d4 + Str

II **Check:** Std 2d8 + 5 vs opponents Agility **Dmg:** d4 + 2 + Str Modifier

Polearm Use

These skills represent training in the use of spears, staves, halberds, bill hooks, glaives and other polearms in combat.

Polearm Stab ✂

Characters equipped with a polearm can strike with it during combat doing weapon damage.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:** Weapon damage
- ☆

I **Prereq:** Strength>11
Check: Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage + Str modifier

II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:** Weapon damage + 2 + Str modifier

Hook ✂

Characters equipped with a polearm, but not a spear, can use the axe to attempt to disarm an opponent or remove their shield.

I **Prereq:** Polearm Stab I
Check: Std 2d8 vs opponents AC **Dmg:** Weapon damage and opponent drops weapon/shield

II **Prereq:** Strength>13
Check: Std 2d8 + 2 vs opponents AC **Dmg:** Weapon damage + Str modifier and opponent drops weapon/shield

Brace for Charge ✂

Characters equipped with a polearm can brace against a charge striking first and doing extra damage.

I **Prereq:** Polearm Stab I
Check: Std 2d8 vs opponents AC **Dmg:** Double weapon damage, opponent must be charging.

II **Check:** Std 2d8 vs opponents AC **Dmg:** Double weapon damage + Str modifier, opponent must be charging.

Shield Proficiency

Shield abilities refer to any combat training with a shield or buckler.

Shield Block 🛡️

Characters equipped with a shield can block with it during combat as a reaction. This allows them to intercept a physical attack to themselves or an adjacent character.

- 0 **Check:** Std 2d8 vs Default Difficulty: 6
- ☆ **Effect:** Reduces damage by 8 points

- I **Check:** Std 2d8 + 1 vs Difficulty Difficulty: 6
Effect: Reduces damage by 12 points

- II **Check:** Std 2d8 + 2 vs Default Difficulty: 6
Effect: Reduces damage by 15 points

Support 🛡️

Some armour, notably large shields provide **support**. Allies standing shoulder to shoulder with the character gain a bonus to their armour class from the shield. This is a passive ability that requires no action from the player. Support may be reciprocated and is additive. So in a line of three characters with large shields the two characters on the ends will get support once, the character in the center will get support twice.

- I **Check:** Std 2d8 vs Default Difficulty: 6
Effect: Reduces damage by 3 points

- II **Check:** Std 2d8 vs Default Difficulty: 6
Effect: Reduces damage by 6 points

Shield Push 🛡️

The character can use the shield to push an adjacent opponent back in a direction chosen by the character. The opponent must be corporeal, capable of being moved, and not too much larger than the character.

- I **Check:** Strength vs Opponents Strength
Effect: Opponent is pushed back

- II **Check:** Strength + 2 vs Opponents Strength
Effect: Opponent is pushed back

- III **Check:** Strength + 4 vs Opponents Strength
Effect: Opponent is pushed back

Skullduggery Abilities

Skullduggery involve skills associated with larceny, thievery and spycraft.

Sleight of Hand 🃏

This skill involves palming and concealing small objects about ones person and picking pockets.

- 0 **Check:** Std 2d8 - 2 vs opponents Perception
- ☆

- I **Check:** Std 2d8 vs opponents Perception

- II **Check:** Std 2d8 + 2vs opponents Perception

- III **Check:** Std 2d8 + 4 vs opponents Perception

Sneak 🐾

Hiding in urban environments. Shadowing people and remaining undetected. The character rolls against the highest opponents perception and is undetected if they succeed.

- 0 **Check:** Std 2d8 vs opponents perception
- ☆

- I **Check:** Std 2d8 + 3 vs opponents perception

- II **Check:** Std 2d8 + 5 vs opponents perception

Disguise ⌚

Disguise is the art of hiding in plain sight. This covers anything from throwing their hood over the heads through to assuming the dress, mannerisms and style of speech of some class of people.

0

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I

II

Trap Work ⌚

Spotting, arming and disarming traps.

0 Check: Std 2d8 vs Trap Difficulty

☆

I Check: Std 2d8 + 2 vs Trap Difficulty

II Check: Std 2d8 + 4 vs Trap Difficulty

Pick Locks 🔑

Pick locks encompasses lock smith skills, primarily opening locks but it also includes lock repair.

0 Check: Std 2d8 vs Lock Difficulty

☆

I Check: Std 2d8 + 2 vs Lock Difficulty

II Check: Std 2d8 + 4 vs Lock Difficulty

III Check: Std 2d8 + 6 vs Lock Difficulty

Concealment 🔑

Characters or monsters can conceal themselves from other creatures. Concealment is a relationship between two groups of creatures. For example given three groups; a party of adventurers, a large band of goblins and some goblin scouts; then it may be possible that the adventurers are concealed from the band of goblins, and the goblin scouts are concealed from the adventurers.

Because negotiation is a free action it is usually possible for information about concealed parties to spread amongst allied parties almost instantaneously provided that they can communicate with one another.

If the party remains still then no further concealment checks need be made. If the party would like to move, sneak past say, then the lowest checks for concealment. Attacks from concealment would usually grant surprise. Back stabbing is a notable example of attacking from concealment.

0 Check: Std 2d8 vs Perception

☆

I Check: Std 2d8 + 2 vs Perception

II Check: Std 2d8 + 4 vs Perception

Search ⌚

There is quite a skill to finding carefully hidden artifacts, equal parts experience, regimentation and perception.

0 Check: Std 2d8 vs DC

☆

I Check: Std 2d8 + 2 vs DC

II Check: Std 2d8 + 4 vs DC

III Check: Std 2d8 + 6 vs DC

Ropecraft 🔑

This skill involves tying knots and working with ropes. Most people can use ropes fairly well. You only need to test against this skill in exceptional circumstances.

0 Check: Std 2d8 vs DC

☆

I Check: Std 2d8 + 2 vs DC

II Check: Std 2d8 + 4 vs DC

Cryptogrtaphy 🔑

Knowledge of reading and writing ciphers and deciphering.

I Check: Std 2d8 vs default difficulty

II Check: Std 2d8 + 2 vs default difficulty

Social Abilities

Social skills involve interacting with others and being able to read their emotions.

Intimidate 🗡️

The character can make an check against an opponent using strength. The target opposes the check with one of Strength, Fortitude, Endurance, Speed or Willpower. If successful the character can boss the target around, extract information from them and so on. The target will not perform actions that they are strongly morally opposed to.

0 **Check:** Strength vs Opponents Check (see above)
 ☆

I **Check:** Strength + 2 vs Opponents Roll (see above)

Interrogate/Torture ⌚

The character can make a Std 2d8 check against an opponent. The target opposes the check by making a hidden roll with one of Fortitude, Endurance, Deceive or Willpower.

If successful the character can force the target to answer a question truthfully. When the character fails the target may either lie or may disclose the result and bring the torture session to an end. They pass out from the pain.

Interrogating a subject involves asking them a barrage of questions and sifting through what they say to find the truth, a process which might take days. Torture involves hurting the target until they answer questions. Torture is a deeply disturbing process that may well have a lasting effect on the characters personality.

0 **Check:** Std 2d8 - 3 vs Opponents Roll (see above)
 ☆

I **Check:** Std 2d8 vs Opponents Roll (see above)

Deceive 🗡️

Lying convincingly can be difficult. This skill represents how good a liar the character is.

0 **Check:** Std 2d8 vs Opponents Perceive
 ☆

I **Check:** Std 2d8 + 2 vs Opponents Perceive

Perceive ⌚

Perceive represents the characters insight, and empathy, and it is the opposing skill for Deceive.

0 **Check:** Std 2d8 vs Opponents Deceive

☆

I **Check:** Std 2d8 + 2 vs Opponents Deceive

Negotiate ⌚

Negotiation is the art of the deal, persuasion and diplomacy. When some arrangement is in both parties favour and one party wants to extend the terms one more time, that is when the negotiate skill comes into play.

Negotiation during combat is difficult but a quickly yelled proposition or plea for pax is a free action. In such cases there is a brief lull in fighting while the character yells out a proposition. This may be handy when characters need to negotiate a more favourable outcome when combat is going badly for them. Negotiation cannot occur during a surprise round.

Negotiation requires the consent of both parties involved. After negotiations have commenced either party can break off negotiation at any time at which point combat recommences. The GM should generally encourage negotiation and give the players a chance to talk their way out of situations.

Unintelligent creatures will never participate in negotiation. There is no point arguing with a charging wild boar.

Negotiation need not be limited to verbal communication. It may be possible to negotiate using signs, mimes, charades, mimicking sounds etc.

Both monsters and players are free to use negotiation in an attempt to play for time - waiting for the cavalry to arrive. However, if the opponent guesses this is what they are up to they simply ignore the negotiation and continue their attack instantaneously.

It is possible for there to be barriers to negotiation: loud noises, distance, etc. If that is the case the GM can require an appropriate check be made before negotiation can commence.

The negotiation check is opposed by negotiation or the GM can pick a DC for an NPC opponent.

- 0 **Check:** Std 2d8 vs Opponents Negotiate or DC
☆
- I **Check:** Std 2d8 + 2 vs Opponents Negotiate or DC
- II **Check:** Std 2d8 + 4 vs Opponents Negotiate of DC

High Etiquette 🗡️

High Etiquette is the knowledge of the social behaviours of the upper classes.

- I **Check:** Std 2d8 vs Opponents High Etiquette

Etiquette 🗡️

Etiquette is the knowledge of the social behaviours of a class of the middle classes.

- I **Check:** Std 2d8 vs Opponents Etiquette

Low Etiquette 🗡️

Low Etiquette is the knowledge of the social behaviours and norms of the lower classes. You need to know low etiquette if you don't want to be noticed when amongst the hoi polloi.

- I **Check:** Std 2d8 vs Opponents Low Etiquette

High Contacts ⌚

If your character has high contacts they know certain people in high places. These people may be a useful source of information or work.

- I **Check:** Std 2d8 vs Difficulty

- II **Check:** Std 2d8 + 3 vs Difficulty

- III **Check:** Std 2d8 + 5 vs Difficulty

Contacts ⌚

If your character has contacts they know many people in the middle classes. Business men, religious types, book keepers, wise men, artists and scholars.

- 0 **Check:** Std 2d8 vs default 15
☆

- I **Check:** Std 2d8 vs default 12

- II **Check:** Std 2d8 vs default 10

- III **Check:** Std 2d8 vs default 8

Low Contacts ⌚

If your character has low contacts they know many people in the lower classes. Thieves, smugglers, stand-over men, beggars and lepers.

- I **Check:** Std 2d8 vs default 10

- II **Check:** Std 2d8 vs default 8

- III **Check:** Std 2d8 vs default 6

Leadership 🗡️

The character is a leader. As a reaction they may yell some encouraging words to an associate who has just failed a morale check. If successful the target may reroll their morale check. Only one such reroll is permitted per round.

- 0 **Check:** Std 2d8 vs default 12

☆

- I **Check:** Std 2d8 vs default 9

- II **Check:** Std 2d8 vs default 6

Special Abilities

Special abilities are extraordinary abilities or racial abilities not available to most characters in the usual course of events.

Sixth Sense 🗡️

If the character makes a successful perception check they may reroll their surprise roll.

- I **Prereq:** Tag: Halfling
Effect: Perception check vs 10

- II **Effect:** Perception check vs 8

Natural Sprinters ⌚

Dwarves are natural sprinters. While slow to get moving, and not the most agile when it comes to dodging and quick changes of direction, Dwarves can build up a fair amount of speed in a straight line over time.

- I **Prereq:** Tag: Dwarf
 All dwarves gain +1 to the movement modifier.
 Note: this does not apply to movement, just the movement modifier.

Fey Resilience ⌚

The fey are resistant to damage from non-magically conductive sources.

- I **Prereq:** Tag: Fey, Tag: Fey
Check: Magic versus 3
Effect: Reduce all incoming damage from non-iron sources by 4.

- II **Prereq:** Tag: Fey
Check: Magic versus 3
Effect: Reduce all incoming damage from non-iron sources by 2.

Spell Abilities

Spell abilities involve the use of the characters magic pool and are only available to certain archetypes.

Auri Fames ⌚

The caster attempts to curse the target, if successful the target gains a *Hunger for Gold* aspect with a difficulty equal to the magic pool result minus the targets willpower. This spell requires some item of contagion with the target in order to cast, preferably blood or hair (other items may be used with penalties to the check). If an overcharge occurs one or more of the following occur:

- ❖ The caster suffers from backlash and also gains the *Hunger for Gold* aspect,
- ❖ A minor demon of greed takes notice and projects a simulacrum of themselves to the casters location. The goal of the demon may be to fight the caster, make a deal with the caster either for mutual benefit or by threat.
- ❖ The spell nearly gets away from the caster and they must attempt assert control of the magical energies. Reroll any remaining dice used in the check and lose any dice with a face value of 1.
- ❖ Roll on the magical overcharge table.

- I **Check:** Magic Pool vs Opponents WillPower

- II **Check:** Magic Pool + 3 vs Opponents WillPower

Alarum ⌚

The caster designates a volume of space no larger than a typical living room. Movement within that region results in the caster receiving a short sharp shock of thaumaturgical energy, informing them of that movement and waking them if they are asleep.

- I **Check:** Magic Pool vs 5

- II **Check:** Magic Pool vs 3

- III **Check:** Magic Pool vs 3

Circle of Protection ⌚

A circle of protection is a circle drawn upon the ground and infused with magical energy that breaks thaumaturgic contagion. As such it is hard for summoned creatures to cross, either in or out.

The circle can be marked using chalk, salt, enscribed in the floor or a multitude of other ways.

- I **Check:** Magic Pool vs 4
If successful Creates a DC25 protective barrier against extra planar creatures. Creatures striking the protective barrier will lose D4 hit points for each attempt.

- II **Check:** Magic Pool vs 3
If successful Creates a DC35 protective barrier against extra planar creatures. Creatures striking the protective barrier will lose D8 hit points for each attempt.

Contego ⌚

The caster creates a magical shield around a person (or man-sized thing). The barrier from outside appears as a blurred humanoid shape. Kinetic weapons do half damage to the character thus shielded. It also provides brief protection from fires, poisoness gases etc. The shield is ablative and is represented ingame by temporary hit points.

- I **Check:** Magic Pool vs 12
The shield provides 20 temporary health points and lasts five minutes/30 rounds. If overcharged the shield may explode upon being hit, make a Std Check vs default 4 or explode. Explosions do 3d6 damage to all adjacent creatures including the character being shielded. Adjacent creatures may save, Speed vs default 10, to take half damage.

- II **Check:** Magic Pool vs 8
The shield provides 30 temporary health points and lasts five minutes/30 rounds. Overcharge behaviour as above.

Glamour ⌚

The caster magically takes the appearance of a person, creature or thing. The glamour is illusiary in nature... a character taking the form of a great eagle cannot fly.

- I **Check:** Magic Pool versus 15
The caster may take the form of a person, creature of thing of similar size to the character. The difficulty of seeing through the glamour with True Sight is 15 DC.

- II **Check:** Magic Pool versus 13
The caster may take the form of a person, creature of thing of similar size to the character. The difficulty of seeing through the glamour with True Sight is 20 DC.

- III **Check:** Magic Pool versus 11
The caster may take the form of a person, creature of thing of significantly (50

Incendo ✂

Incendo allows the caster to create fire by heating the air.

- I **Check:** Magic Pool vs 6
Creates a fire of torch intensity.

- II **Check:** Magic Pool vs default 7
Allows the user to make a weapon flame for the duration of a combat. Flaming weapons do +d6 extra fire damage.

Portal ⌚

The user creates a portal to another plane or to a different position on this plane. The portals remain open for 2d4 minutes.

- I **Check:** Magic Pool vs 20
The character can open a portal in a wall or floor.

- II **Check:** Magic Pool vs 19
Opens a portal between two well known places on this plane.

- III **Check:** Magic Pool vs 18
Opens a portal between this plane and a near plane.

Cloak of Shadows ⌚

The character creates a cloak of darkness around themselves. This makes it very difficult to see the character at night time.

- I **Check:** Magic Pool vs default 7
Effect: +2 on Sneak at night

- II **Check:** Magic Pool vs default 5
Effect: +4 on Sneak at night

Summon ⌚

The character opens a minute portal into one of the near planes. This allows some creature on the other side to project a simulacrum of themselves into this plane. It is highly likely that the entity will be ravenous and seek to devour the animus of the caster or others nearby. For this reason the caster usually also casts a circle of protection immediately after. For the caster to have control over the portal they must use a specially prepared fetish that is placed inside the circle before the summoning. The fetish provides a channel to the portal spell via an external plane, thereby circumventing the circle of protection.

If the caster does not commune with an entity before the summoning they may summon any extra planar creature. This can be incredibly dangerous. In addition demons may lie about their names and their capabilities. So the only, even moderately safe way of summoning demons is to: commune with a demon of a known name, then to summon them into a circle of protection. Note that demons are deceitful creatures and will jump at the chance to try to trick a summoner into calling them into the world and once here they will try to establish a foothold and not leave. They will try to break the circle of protection or bargain for information about the caster which will allow them to break the circle via contagion.

Closing the portal cuts the simulacrum's link to the demon. Powerful demons may be able to keep the portal open themselves, once they have created a simulacrum. Note that the demon's simulacrum need not look like the demon who created it and often times it does not as the demon will wish to disguise their identity.

- I **Check:** Magic Pool vs 20
Effect: A single demon enters the plane

- II **Check:** Magic Pool vs 18
Effect: A single demon enters the plane

Sign of Idreshein ⌚

The Sign of Idreshein is a sigil that stores energy that can be released when something touches the sign.

- I **Check:** Magic Pool vs default 7
Effect: 2d6 Thaumatic damage to those near the blast

- II **Check:** Magic Pool vs default 5
Effect: 3d6 Thaumatic damage to those near the blast

Banish ✂

Banishing is an attempt to disrupt a demon's tenuous connection with its simulacrum. If the banishment succeeds the simulacrum is destroyed.

- I **Check:** Magic Pool vs Demons Magic Pool

- II **Check:** Magic Pool + 5 vs Demons Magic Pool

Commune ⌚

Commune is a spell that communicates with a named entity from beyond. The character must know the name of the entity to contact. On overcharge the character must make an opposed will check against the demon or become enthralled by the demon. Enthralled characters will seek to summon the demon's simulacrum to this plane to further their nefarious plans. Summoned demons are not compelled to cooperate with the character, nor tell the truth.

- I **Check:** Magic Pool vs default 14

- II **Check:** Magic Pool vs default 13

Mind Worm ⌚

The caster attempts to insinuate an idea into the targets mind. In order to succeed the caster must first make a check to cast the spell and then at the point that the idea changes the targets normal behaviour the target must make a Willpower check against the characters magic pool result or behave in accordance with the mind worm. On overcharge the target realizes they are being compelled at the time the mind worm effects their behaviour.

I **Check:** Magic Pool vs 8

II **Check:** Magic Pool vs 8

Bind ✂

Bind holds an opponent using the casters will. The target must make a will check versus the magic pool result or be held for one round. The target keeps checking until they succeed and the difficulty decreases by two for each turn they are held.

I **Check:** Magic Pool vs default 10

II **Check:** Magic Pool vs default 8

Mist ✂

The caster causes a fog to form by draining the temperature from the surrounds. If that's peculiar then people may notice something strange.

I **Check:** Magic Pool vs default 11

II **Check:** Magic Pool vs default 10

Stone Skin ➤

The targets skin takes on a greyish hue and hardens, providing some protection from physical damage.

I **Check:** Magic Pool vs default 7
Effect: +2 to AC for five minutes

II **Check:** Magic Pool vs default 6
Effect: +3 to AC for five minutes

Hex ⌚

Target breaks out in small pustules, loses something important to them, or some other annoying but not life threatening consequence. The caster must have at least one item of the targets: hair, blood etc.

I **Check:** Magic Pool vs default 5

II **Check:** Magic Pool vs default 4

Smoke Weasel ⌚

Creates a weasel out of smoke that does what the caster asks of it. Dissipates after five minutes. The caster must have a source of smoke which they inhale and then breathe out in to their hands into something with the rough form of a weasel. The smoke weasel may be used to fetch things or carry small objects. The smoke weasel dissipates after a few minutes.

I **Check:** Magic Pool vs default 7

II **Check:** Magic Pool vs default 7

Flesh Ward ➤

The Flesh Ward spell provides magical protection for the caster against physical attacks, their skin knits itself up if they take damage. A Flesh Ward lasts the duration of combat and only one Flesh Ward can be in play at a time.

In game the effect of flesh ward is represented in the form of temporary hit points. The caster states a target number of hit points then makes a check against that target number to succeed. If they roll higher than the target they receive that many temporary hit points (for the duration of the combat). If they roll lower then they suffer damage equal to the difference between the target and their roll.

- I **Check:** Magic Pool versus Stated Target
Effect: See above.

- II **Check:** Magic Pool + 3 versus Stated Target
Effect: See above.

- III **Prereq:** Willpower>12
Check: Magic Pool + 6 versus Stated Target
Effect: See above.

True Sight ✂

The character is able to discern the true nature of a being, seeing past glamours or other illusiary effects. This does not allow the character to discern motive or the content of a persons character. Care should be taken because some creatures true form may be so hideous that it effects the observers sanity.

- I **Check:** Magic Pool versus Glamour strength
Effect: See above.

- II **Check:** Magic Pool +2 versus Glamour DC
Effect: See above.

- III **Prereq:** Willpower>12
Check: Magic Pool +5 versus Glamour DC
Effect: See above.

Wither ⌚

The caster grabs an opponent who is momentarily transfixed. On success the caster acts as a conduit to one of the dread planes, life is drained from the target. Anything that increases contagion will increase damage for this spell.

- I **Check:** Spell Pool vs 10
Effect: Target saves versus Willpower or suffers 2d8 damage. On overcharge the caster suffers 1d8 damage.

- II **Check:** Spell Pool vs 8
Effect: Target saves versus Willpower or suffers 3d8 damage. On overcharge the caster suffers 1d12 damage.

Sword Proficiency

Represents training the ability to use swords in combat. This includes the use of two handed swords.

Sword Strike ✂

Characters equipped with a Sword can strike with it during combat doing weapon damage.

- 0 **Check:** Std 2d8 vs opponents AC **Dmg:**
☆ Weapon damage

- I **Check:** Std 2d8 + 2 vs opponents AC **Dmg:**
Weapon damage + Str modifier

- II **Check:** Std 2d8 + 4 vs opponents AC **Dmg:**
Weapon damage + 2 + Str modifier

Sword Feint ✂

The character makes an opposed agility check when an opponent attacks them with a melee weapon. If they succeed they swap initiative order with an opponent they are in combat with.

- I **Prereq:** Sword Strike II
Check: Opposed agility check

- II **Check:** Opposed agility check +2

Parry ✂

The player parrys a blow using a weapon.

- I **Check:** Opposed speed check

- II **Check:** Opposed speed check + 2

Disarm ✂

The character attempts to disarm their opponent.

- I **Check:** Opposed speed check -3

- II **Check:** Opposed speed check -1

Thespian Abilities

Acting, singing, poetry, reading an audience, moving people and knowing the lore.

Oratory ⌚

Oratory is the art of public speaking. It is the art of reading the crowd and manipulating their mood.

I Check: Std 2d8 vs Difficulty

II Check: Std 2d8 + 2 vs Difficulty
The character is also talented in Story Telling and Mimicry.

Jester ⌚

A jester has learned the skills of slap-stick comedy, they ply their trade from the market places and drinking houses in the poor quarters to the courts of nobles and kings.

I Check: Std 2d8 vs Difficulty
The character has learned the basics of comedic acting. Jesting, clowning, fire-eating and some mime. They may use this skill to make money in towns and cities.

II Check: Std 2d8 + 3 vs Difficulty
The jester has additionally mastered the art of ventriloquism.

Dance ⌚

The character is a trained dancer. This may be useful in social occasions or as a trade.

0 Check: Std 2d8 vs Difficulty

☆

I Check: Std 2d8 + 3 vs Difficulty

II Check: Std 2d8 + 5 vs Difficulty

Musician - Percussion ⌚

The character is an accomplished percussionist. The actor can play the tambor, or some form of drums, etc.

I Check: Std 2d8 vs Difficulty

II Check: Std 2d8 + 3 vs Difficulty

Musician - Wind Instrument ⌚

The actor can play some form of pipe instrument, e.g. the bagpipes, Uilleann pipes, trumpet, flute, tuba, cornu, askaules, whistle, pan pipes or some form of mouth organ.

I Check: Std 2d8 vs Difficulty

II Check: Std 2d8 + 3 vs Difficulty

Musician - Strings ⌚

The actor can play some form of stringed instrument, e.g. the lute

I Check: Std 2d8 vs Difficulty

II Check: Std 2d8 + 3 vs Difficulty

Musician - Keyed ⌚

The actor can play some form of keyed instrument, e.g. the clavichord or clavicymbalum (early harpsichords), the pipe organ, or the hurdigurdy.

I Check: Std 2d8 vs Difficulty

II Check: Std 2d8 + 3 vs Difficulty

Musician - Singing ⌚

The actor can sing.

0 Check: Std 2d8 vs Difficulty

☆

I Check: Std 2d8 + 3 vs Difficulty

II Check: Std 2d8 + 5 vs Difficulty

Contortionist/Escape Artist ⌚

The actor is supple and or double jointed. They have studied the art of escaping from bindings. At higher levels they may be able to earn money in towns and cities performing shows.

0 **Check:** Std 2d8 vs default 13

☆

I **Check:** Std 2d8 vs default 10

II **Check:** Std 2d8 vs default 7

Transport Abilities

Transport abilities involve riding horses, driving carts and the operation of boats and ships.

Animal Handling ⌚

The character has experience caring for animals. Particularly farm animals and horses. They can read the mood of natural animals and they can diagnose and treat common ails.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Check:** Std 2d8 + 3 vs Difficulty

Horse-Riding ⌚

The ability to ride a horse.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Prereq:** Animal Handling I
Check: Std 2d8 + 3 vs Difficulty

II **Check:** Std 2d8 + 3 vs Difficulty

Drive Cart ⌚

This represents the ability to drive a cart. Under normal circumstances this ability need not be checked. Make a check on muddy roads, in the event of broken axles or harnesses, when trying to drive the cart fast or when the cart is overloaded.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Check:** Std 2d8 + 3 vs Difficulty

Sailor ⌚

Sailing involves the use of a ship. This ability includes the use of small craft and galleys.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Check:** Std 2d8 + 3 vs Difficulty

II **Check:** Std 2d8 + 3 vs Difficulty
The actor has experience with large craft crewed by dozens of sailors.

III **Check:** Std 2d8 + 5 vs Difficulty
The actor has risen to a notable position within a large ship, e.g. a mate or a boatswain, quartermaster, etc. While at sea one of the mates keeps watch at all times.

IV **Check:** Std 2d8 + 5 vs Difficulty
The actor is able to perform the role of Captain of a medium to large ship has a lot of experience on the water is is naturally adept as a sailor. The actors exploits garner him respect from fellow sailors.

Master ⌚

Masters are navigators. They learn to plot a ships course, first through local waters and then across the chartered oceans.

I **Prereq:** Sailor I**Check:** Std 2d8 vs Difficulty

The actor is a pilot. They know one particular area; a river, bay or harbour; well. They know lore pertaining to that place and are able to navigate ships within that area safely in normal weather conditions.

II **Check:** Std 2d8 vs Difficulty

The character has spent a lot of time in the presence of sailors from ports around the world. They have sea/river lore for all the bodies of water commonly sailed by the men with whom they have spoken.

III **Prereq:** Mathematics I**Check:** Std 2d8 vs Difficulty

The character is a Master navigator. They have passed some theoretical and practical tests to obtain a certificate from a guild at no small pecuniary price. They have the ability to navigate a ship using charts, the stars and/or dead reckoning.

Wilderness Abilities

Represents skills used to live in the wilderness: hunting, tracking, wayfinding, survivalism and woodcraft.

Stealth ⌚

Stealth is the skill of moving silently, avoiding detection, while not leaving a trace of the character's passage in the wilderness. This ability is used to avoid being tracked.

0 **Check:** Std 2d8 vs opponents Tracking or Scout

☆

I **Check:** Std 2d8 + 3 vs opponents Tracking or ScoutII **Check:** Std 2d8 + 5 vs opponents Tracking or Scout**Tracking** ⌚

Tracking is the art of following trails left by others. It applies mainly to the wilderness but given the right circumstances may be used in cities or beneath the earth's surface. Tracking involves observing changes in the environment caused by the individuals being tracked. For example, it might be impossible to track someone who had moved down a corridor unless they had just walked through mud or water, or were wounded and leaving a trail of blood.

0 **Check:** Std 2d8 vs opponents Stealth or Hide

☆

I **Check:** Std 2d8 + 3 vs opponents Stealth or HideII **Check:** Std 2d8 + 5 vs opponents Stealth or Hide**Wayfinding** ⌚

Wayfinding is the art of finding paths through the wilderness to a destination. Along major roads no check is required. Along tracks and side paths this should be a fairly straight-forward test. When walking through deep forest or jungle or foggy marshes this should be a hard test. Possession of a map or being in view of landmarks should also make the test much easier.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Check:** Std 2d8 + 3II **Check:** Std 2d8 + 5**Scout** ⌚

Scout is the ability to notice things that are out of place in the wilderness. The character becomes aware of any subtle but strange changes in the environment.

0 **Check:** Std 2d8 vs Default 13

☆

I **Check:** Std 2d8 + 3 vs Default 13II **Check:** Std 2d8 + 5 vs Default 13

Survivalism ⌚

Constructing make-shift shelters, starting fires in challenging conditions, finding water, trapping and the use of snares. Normally this is not an issue for characters. However, when the cold north winds start to howl and the snow falls, when food runs low, or when alone in the burning deserts survival becomes difficult and someone should test against this skill.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Prereq:** Wayfinding I
 Check: Std 2d8 + 3 vs Difficulty

II **Check:** Std 2d8 + 5 vs Difficulty

Hunting ⌚

The skill involves finding and hunting animals with a bow or spear.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Prereq:** Tracking I
 Check: Std 2d8 + 3 vs Difficulty

II **Check:** Std 2d8 + 5 vs Difficulty

Dungeoneering ⌚

Skills used for living under the ground: detect slope, detect depth, find direction.

0 **Check:** Std 2d8 vs Difficulty

☆

I **Check:** Std 2d8 + 3 vs Difficulty

II **Check:** Std 2d8 + 5 vs Difficulty

III **Check:** Std 2d8 + 7 vs Difficulty