

Basic

Skills

Mobility

Requirements: 1 AGI

Cost: 8 SP

Add this card to the table deck when initiative starts. Treat the card as 1 AP that can only be spent on movement. Any effects that affect AP cards affect this card.

Bruiser

Requirements: 2 STR

Cost: 15 SP

Add this card to the table deck when initiative starts. Treat the card as 2 AP that can only be spent on attacks. Any effects that affect AP cards affect this card.

Scheming

Requirements: 1 AGI

Cost: 4 SP

Add this card to the table deck when initiative starts. Treat the card as 1 AP that cannot be spent on movement or attacks. Any effects that affect AP cards affect this card.

Crush

Requirements: 2 STR, a [swinging] (B) attack that uses +STR to-hit

Cost: 1 SP

Spend an extra 1 AP. If crush hits, use the attack roll as a check against the enemies STR. If the attacking roll is higher, the defender is knocked prone and [vulnerable].

Parry

Requirements: 2 AGI, A hilt weapon that uses AGI to hit.

Cost: 1 SP

Parry can be used to attempt to [interrupt] a melee attack. Pay 2 AP. Contest the attack roll with a Parry attempt, a check + AGI. If you win, the attack does no damage and you gain 2 Temp AP (you can only gain 2 Temp AP per turn this way). If you fail, you are [vulnerable] until your next action. You can pay AP out of the table deck to do this.

Evasive

Requirements: Requires: 2 AGI, a [finesse] weapon or shield.

Cost: 1 SP

Add +2 to your to-hit difficulty for every [finesse] weapon or [finesse] shield you are wielding, up to +4.

Feint

Requirements: 1 AGI

Cost: 1 SP

Pay 1 AP. Roll a check +AGI against your enemies passive AGI or PER, whichever is higher. If you win, you can perform 1 action without triggering [interrupt]s from that enemy. The enemy is considered [vulnerable] until your (or your allies') next action.

Hearty

Requirements: 2 CON

Cost: 1 SP

Get +1:3 Health. You can take this skill twice.

Focus

Requirements: 1 PERCEPTION

Cost: 1 SP

Costs 1 AP. You can use Focus right before any attack, including an interrupt. Add PER your check to-hit, If you hit you half-crit.

Finisher

Cost: 1 SP

Use this before performing an attack. Pay 1 AP. If double the damage would kill the opponent, treat the attack as dealing double damage.

Momentum

Cost: 1 SP

When you kill an opponent, regain 1 AP.

Tend to the Wounded

Requirements: 1 MED, 1 DEX

Tend to someone taking one hour to rest and spend 1 recovery die. They only spend the 1 recovery die, but they get to roll to gain 3 recovery dice + your MED score. Consume 3 points of medical equipment. They have to rest that full hour, but you only have to tend to them for 30 minutes.

Edge Alignment

Requirements: 1 AGI, 1 DEX

Cost: 1 SP

Ignore 1 extra armor when using a [bladed] weapon. The first time you would lose [sharpened] after sharpening a weapon, don't.

Defensive Perimeter

Requirements: A melee weapon with [reach] and [hafted] and an attack with [P], STR 1.

Cost: 1 SP

Spend 1 AP. You brace the weapon. If an enemy moves into a space threatened by you, you get to use an attack immediately for 1 AP less than you would have to spend otherwise. If your attack hits and the attack check is higher than the enemy's passive STR, they stop moving outside of your range and you get 1 Temp AP. You can spend it to immediately get back into "Defensive Perimeter".

Coordination 1

Requirements: 1 SOC

Cost: 3 SP

At the beginning of initiative you can choose to separate your team's table cards into a deck separate from the main table deck. Cards will be drawn alternating from each deck with your team's deck going first. You can pay 1 AP so that the next 3 cards are drawn from your deck. Characters can choose to affect either deck with their abilities.

Coordination 2

Requirements: 2 SOC

Cost: 2 SP

If you have separated your team's deck you can also pay 1 AP out of the deck at any time to rearrange the cards in your team's table deck.

Deception

Requirements: 1 SOC

Cost: 4 SP

+2 to SOCIAL checks when lying. You can buy this skill twice.

Disguise

Requirements: 1 SOC

Cost: 4 SP

You can create disguises. Roll a check +3 to set a DC for your disguise, you can create a disguise for another person this way. When using a disguise you get +3 to SOCIAL or STEALTH rolls relevant to your use of the disguise.

Pulling Punches

Cost: 2 SP

You can also choose to do non-lethal damage if the damage type is (B). Before you attack you can set a maximum damage for the attack to deal.

Draw!

Requirements: 1 AGI

Cost: 3 SP

You may ignore weapon switching costs if you either switch [one-handed] weapons or draw a [one-handed] weapon and immediately attempt an attack.

Butchery I

Requirements: 1 STR

Cost: 5 SP

When you roll matching dice with a [Severing] weapon, do 1 crit damage and apply an [injury] that disables one of the enemy's limbs.

Butchery II

Requirements: 3 STR, Butchery I

Cost: 5 SP

Replaces Butchery I. When you roll a half crit with a [Severing] weapon, do 1 crit damage and apply an [injury] that disables one of the enemy's limbs. On full crit, remove the limb.

Large Weapon 1: [two-handed] Proficiency

Requirements: 2 STR

Cost: 5 SP

Treat your Strength as 1 higher (for weapon related rolls) when wielding two handed weapons.

Large Weapon 2: Sweep

Requirements: {Large Weapon 1}, STR 2

Cost: 5 SP

When you perform a non-(P) melee attack with a [two-handed] weapon or a weapon with [reach], you can treat it as an attack against two adjacent enemies that you can hit. Roll only once, resolve the attack separately for each enemy. You can spend an extra 1 AP and attack up to four adjacent enemies in the same way.

Large Weapon 2: Giant Weapon Proficiency

Requirements: {Large Weapon 1}

Cost: 5 SP

Treat your Strength as 1 higher (for weapon related rolls) when wielding a weapon with the [giant] tag.

Large Weapon 2: Giant Weapon Efficiency

Requirements: {Large Weapon 2}, AGI 1

Cost: 10 SP

When you land a hit with a [giant] weapon, gain 1 Temp AP.

Sharpshooter

Requirements: 1 PER

Cost: 7 SP

When making [ranged] attacks, treat your PERCEPTION as 1 higher.

Trick Shot

Requirements: 1 PER

Cost: 4 SP

+2 To-Hit when using "Called Shot" with a [ranged] attack.

Shield Training

Cost: 3 SP

Raise your DEFENSE by 2 against melee attacks and by 3 against ranged attacks when using a shield.

Shield Bash

Cost: 4 SP

You can attack with a shield as +STR to hit, 1 Damage B. Knock the enemy prone on a half crit.

Dual Wielding 1: Ambidextrous

Requirements: AGI 1

Cost: 5 SP

You can attack with your offhand as well as you attack with your main hand. Track the costs from attacks with either hand separately.

Dual Wielding 2: Simultaneous Attack

Requirements: AGI 1, Dual Wielding 1

Cost: 5 SP

Once per turn, you can attack with both of your weapons at the same time spending 1 less AP than you would to do the attacks separately. Perform the attacks as normal otherwise.

Improved Interrupt

Requirements: 1 AGI

Cost: 8 SP

When you use an [interrupt] flip a coin. If heads, you do not have to pay the 1 AP cost for interrupting.

Improved Dodge

Requirements: 1 AGI

Cost: 5 SP

You can spend 1 AP to raise your DEFENSE by your AGI for the rest of the round, minimum +2. You can do this at any point except after an attack against you has already been rolled. You cannot do this if you are wearing [bulky] armor.

Running on Empty

Requirements: 0 AGI

Cost: 8 SP

Gain +1 DEFENSE as long as you have less than 2 total AP.

Reflex

Requirements: 1 AGI

Cost: 15 SP

The first time someone attacks you and misses in a round, gain 1 temp AP that you must use immediately or lose.

Dead Sprint

Requirements: 1 AGI

Cost: 10 SP

You can move three times your speed in a straight line.

Opportunism

Requirements: 0 AGI

Cost: 10 SP

When someone you can currently hit with a melee attack moves, you can act just before them. If you choose to attack, the attack is AP cheaper. If you hit, they only move 1 space. You can only use Opportunism three times per round.

Slippery

Requirements: 1 AGI

Cost: 5 SP

When someone tries to take any action that would interrupt your movement, as in {Opportunism} or {Defensive Stance} they get disadvantage. If anyone tries to grapple you, they get disadvantage. You get advantage when taking an action that moves you through the space of a hostile character.

Fancy Footwork

Requirements: 2 AGI

Cost: 7 SP

You can move 1 space everytime you attack.

Grappling Adept

Requirements: 0 STR

Cost: 10 SP

+2 to grapple checks. If you are being grappled, you can spend 1 AP to perform a grapple check. If you succeed, you are the one grappling and your opponent is being grappled.

Grappling Expert

Requirements: 0 STR, {Grappling Adept}

Cost: 20 SP

+4 to grapple checks. All Grappling skills cost 1 AP to perform. You can grapple opponents one size category larger than you. Treat your STR as +2 while you are grappling your opponent (does not apply to grapple checks).

Throw

Requirements: {Grappling Adept}

Cost: 4 SP

You can perform a Throw while grappling or being grappled unless you or your target is [prone]. Spend 2 AP. Perform a STR check. If you succeed, Throw your target STR spaces, up to 3 spaces. Your target lands [prone].

Takedown

Requirements: {Grappling Adept}

Cost: 4 SP

Using Takedown costs 2 AP. You can take a move action when you use it. Make a [range: close] attack, if you succeed, the target is knocked prone and you are grappling them. You are treated as by everyone except your target.

Slam

Requirements: {Grappling Adept}

Cost: 4 SP

You can perform a Slam while grappling unless you or your target is [prone]. Spend 2 AP. Deal 1d4 (B). You are still grappling your target. Your target is [prone].

Chokehold

Requirements: {Grappling Adept}

Cost: 4 SP

You must be grappling your target and your target must be [prone] for you to perform a Chokehold. Spend 2 AP to initiate a Chokehold. The target can try to break out of the grapple while you are performing the Chokehold. You cannot do anything else while performing the Chokehold. The Chokehold costs 2 AP to maintain every turn. On the start of the third round in the Chokehold, the target becomes [unconscious] for 1d12 minutes. The Chokehold ends if you take damage from any non-unarmed attack. Chokehold cannot be performed on a target wearing a full helmet, or has a gaseous form, doesn't have a neck, etc.

Submission

Requirements: {Grappling Adept}

Cost: 4 SP

You must be grappling your target and your target must be [prone] for you to perform a Submission. Spend 2 AP to initiate a Submission. Perform a STR check. If you succeed, choose which limb to injure. For humanoids you can injure an arm or leg. Injuring an arm means the target has disadvantage when trying to do anything with that arm for an hour, injuring a leg lowers the targets movement speed by 2.

Control

Requirements: {Grappling Adept}

Cost: 2 SP

You must be grappling your target and your target must be [prone] for you to use Control. Spend 2 AP to initiate Control. The target has disadvantage when attempting to end or reverse the grapple. You cannot do anything else while maintaining Control. Control costs 2 AP to maintain every turn.

Unstoppable

Requirements: 1 STR

Cost: 9 SP

Ignore the effects of a number of [stun], [injury], [poison], and [bleed] status effects up to your STR in the order that you receive the statuses. The statuses must still be treated or resolve themselves, you just ignore their effects.

Jackassery

Requirements: 0 STR

Cost: 7 SP

Take half damage from falling. Take half damage when you choose to jump through glass windows, run through burning buildings, or do other things that are wildly unsafe.

Hard to Kill

Requirements: 1 STR, 1 WIL

Cost: 10 SP

When you would be killed or downed by less damage than your total standard health (not your current standard health), flip a coin. If it comes up heads, you stay standing with 1 crit health.

Clobber

Requirements: 1 STR

Cost: 5 SP

Take disadvantage on an attack that costs at least 2 AP. Add your STR to the damage if it hits.

Hearty

Cost: 9 SP

Get +1:+3 max health. You can take this skill once for every point of STR you have.

Charge

Cost: 5 SP

Pay 1 AP. Move double your movement speed in a straight line. You must move at least two spaces. Once you reach an enemy, you may perform an attack, paying AP as usual. Before you roll your attack you can choose to add your STR to the damage or to your attack roll. If you are entering a STR contest of some kind, add your STR to your roll.

Indefatigable

Requirements: 1 WIL

Cost: 8 SP

When you would take a point of [exhaustion], flip a coin. On heads, don't.

Adrenaline

Requirements: 1 WIL

Cost: 5 SP

Don't suffer the penalties of [exhaustion] incurred during initiative until initiative ends. You can't take more stacks of [exhaustion] this way than what it would take to cause you to fall [unconscious].

Heroic Effort

Requirements: 0 WIL

Cost: 5 SP

Take 1 [exhaustion]. Get advantage on your next check.

Tenacity

Requirements: 0 WIL

Cost: 5 SP

Take 1 [exhaustion]. Reroll any damage, check, or contest die.

Strain

Requirements: 0 WIL

Cost: 5 SP

Take 1 [exhaustion]. Get 1 Temp AP.

Wild Conjecture

Requirements: 1 PER

Cost: 8 SP

First, specify a question. Next, the GM flips a coin in secret. Finally, the GM tells you what insane theory your character concocted by combining the information available to them with a liberal dose of moon logic. Your character wholeheartedly believes this theory.

If the GM got a heads on the coin flip, you get a theory that is on the right track, maybe even totally correct (at least, in it's conclusions). If the GM got tails, you receive a theory that is as astoundingly incorrect as it is completely unhelpful. You can only use this skill on a question once. Once you use Wild Conjecture, you have to rest before you can use it again.

You have what could be charitably described as an "unorthodox" relationship with reason. The impressive leaps of logic you are able to perform allow you to reach conclusions that lesser thinkers would never even begin to consider. Even more impressively, sometimes you're correct!

Before you take this skill, establish with the GM how you want to receive the theory. The GM could, in secret, give you a series of "beats" to hit or facts to include along with a conclusion. Then, you roleplay and improvise the connecting tissue of the theory. Alternatively, the GM just tells you the theory. You could do something else entirely. The GM could just drop an earth shattering revelation that has a 50% chance of being false. If you're the GM and a player uses Wild Conjecture on a question they have insufficient information to even begin answering and they get heads, get creative. Give them some little tidbit related to the answer, push them down the right track, confuse them.

Of course your theory has a 50% chance of being right, it's either right or it's wrong! That's basic statistics!

Keen

Requirements: 1 PER

Cost: 4 SP

+2 when using your PER to watch for specific and brief events. You can use this to watch for a positive or negative reaction when you give another character new information, or you can watch to see if another character will try to draw a weapon, allowing you to draw yours first. Keen allows you not only to react quickly, but to anticipate actions and act first. Add +2 to your passive resistance to stealth and pickpocketing.

You are able to focus your perception to a razor's edge, catching the briefest movement. You're like a poker player spotting the telltale dilation of pupils as a card is dealt, or a watchman high on a tower watching for movement below. When you know what you are looking for, it's almost as if time slows down for you for just a moment.

Rumination

Requirements: 0 PER

Cost: 11 SP

Flip a coin. On a heads, all of the puzzle pieces you have snap into place, you know where to look, you know what you're missing, you see the path to the answer. On a tails you get cryptic hints, symbols, hunches, impressions. If you get a heads but you don't have enough information, you get particularly useful hints, symbols, hunches, impressions.

You cannot use Rumination during initiative. You cannot use Rumination on the same question twice. You cannot do anything complex or time sensitive while using Rumination. Once you use Rumination, you have to rest before you can use it again. You can use Rumination any time you can take a moment just to think.

You deeply ponder a question. You turn what you have seen and heard over in your mind, without judgement or bias. You dredge up minute details from your memory that may have, at the time, slipped past your conscious awareness. You approach your problem from all angles, crafting and discarding theories. You are fishing for an epiphany, a sudden flash of realization.

For GMs: This can be a difficult skill to work with! When a character uses this skill, they only get information that they have already seen or information that they “could” have seen. Give out new information sparingly with this ability! New pieces of information should be very small. Maybe a look from another character that didn’t seem like anything at the time, but is strange or out of place in hindsight. If a player has so much information the answer is staring them in the face and they get heads, at least try to give them the information slowly so they have a chance to figure it out, maybe text it to them separately so they can present their eureka moment to the rest of the party themselves.

This ability allows GMs to arrange the information in front of players usefully, discard some things, and focus on others. This ability is more straightforwardly useful on heads, but more interesting on tails. Tails gives the player another puzzle piece, an impression, a symbol, a hunch they can’t make sense of but can’t quite shake.

Reading Lips

Requirements: 1 PER

Cost: 5 SP

You can read the lips of characters whose faces you can see clearly.

Weapons

Adze

Tags: one-handed, pole

Speed: 2

To-Hit: +STR

d4-1 Severing

On half-crit the adze gets stuck in the target. Removing it costs 1 AP and does 1 crit damage.

A simple tool with a flat blade perpendicular to the handle. Meant for cutting and shaping wood.

Encumbrance: 1

Battleaxe

Tags: two-handed, pole

Requirements: 1 STR

Speed: 2

To-Hit: +STR

d10 Severing

Encumbrance: 2

Black Shotel

Tags: one-handed, hilt

Requirements: 1 AGI

Speed: 1

To-Hit: +AGI

d4 Picking, d4 Severing

A shining black sword with a crescent shaped blade.

Boar Sword

Tags: hilt, two-handed, reach: 2

Requirements: 1 AGI, 1 STR

Speed: 1->2

To-Hit: +AGI

d4 P

Inflict 1 [bleed]

A reinforced thrusting sword with a broad wavy tip. The sword creates deep, wide, uneven wounds.

Encumbrance: 1

Bushman's Kukri

Tags: one-handed, hilt, reach: close

Speed: 1->1->2

To-Hit: +AGI

1 P, 2 Severing

Encumbrance: 1/3

Butcher's Cleaver

Tags: one-handed, hilt, reach: close

Requirements: 1 STR

Speed: 1->1->2

To-Hit: +STR

2 Severing

Inflict 1 [bleed] on crit.

A heavy, crude cleaver of black pocked metal.

Encumbrance: 1/3

Crude Club

Tags: hilt, one-handed

Speed: 2

To-Hit: +STR

3 B

Bonk.

Encumbrance: 1

Cutter Mattock

Tags: two-handed, pole, heavy

Requirements: 1 STR

Speed: 2->3

To-Hit: +STR

4 Severing

Encumbrance: 2

Dagger

Tags: one-handed, hilt, reach: close

Speed: 1

To-Hit: +AGI

2 P, 1 S

Encumbrance: 1/3

Estoc

Tags: hilt, two-handed, reach: 2

Requirements: 1 AGI

Speed: 1->1->2

To-Hit: +AGI

3 P

Ignore 3 armor.

A specialized thrusting sword, reinforced, narrow, edgless, and long.

Encumbrance: 1

Falx

Tags: one-handed, hilt

Speed: 1->2

To-Hit: +AGI

1 P + 2 Severing

A sword adapted from a sickle. The blade curves forward, the point facing the enemy.

Giant Club

Tags: two-handed, giant, pole

Requirements: 3 STR

Speed: 3

To-Hit: +2STR

2d6+STR

Inflict 1 [stun]

BONK.*

Gleaming Sabre

Tags: one-handed, hilt

Requirements: 2 AGI

Speed: 1->1->2

To-Hit: +AGI

3 Slicing, 2 P

Inflict 1 [bleed] on crit.

The fine pale blade curves back gracefully. The sword is deceptively light in the hand, it is thin and fickle.

Goedendag!

Tags: pole, two-handed, reach: 2

Requirements: 2 STR

Speed: 2

To-Hit: +STR

d4+STR B, d4+STR P

Ignore 2 armor.

A broad heavy shaft with a large iron spike mounted on the end. A heavy club-spear hybrid. Friendly.

Encumbrance: 2

Greatsword

Tags: hilt, two-handed

Requirements: 1 AGI, 2 STR

Speed: 1->2

To-Hit: +AGI +STR

d6 P, d6 S

Robust Edge: increase number of low rolls required to lose [sharpened] buff by 2

Why settle for a merely good sword?

Encumbrance: 1

Heavy Cutlass

Tags: one-handed, hilt

Speed: 1->2

To-Hit: +STR

d4 Severing, 2 P

A broad, unrefined sword for hacking through enemies.

Encumbrance: 1

Javelin

Tags: one-handed, pole

Requirements: 1 AGI

Speed: 1->2

To-Hit: +AGI

d4 P

Can be thrown for 2 AP, +PER To-Hit range: 5+STR

Encumbrance: 1/3

Long Tooth

Tags: one-handed, hilt, reach: close

Speed: 1->1->2

To-Hit: +AGI

2 P

Ignore 2 Armor. 1 crit damage on crit.

A narrow and bladeless rondel dagger.

Encumbrance: 1/3

Mace

Tags: pole, one-handed

Requirements: 1 STR

Speed: 2

To-Hit: +STR

3 B

Ignore 3 armor

A heavy flanged head on the end of a short shaft.

Encumbrance: 1

Machete

Tags: one-handed, hilt

Speed: 1->2

To-Hit: +STR

d4 S

A simple tool for cutting down brush.

Encumbrance: 1

One Handed Spear

Tags: pole, one-handed, reach: 2

Speed: 1->2

d4 P

A simple, reliable, and effective weapon for a common footsoldier.

Encumbrance: 1

Pickaxe

Tags: two-handed, pole

Speed: 2->3

To-Hit: +STR

4 Picking

Encumbrance: 2

Pitchfork

Tags: pole, two-handed, reach: 2

Speed: 1->2

To-Hit: +AGI

3 P

If your attack check exceeds the enemy's passive STR you can send them back 1 space.

Encumbrance: 1

Rhomphaia

Tags: two-handed, reach: 2

Requirements: 1 STR

Speed: 1->2

To-Hit: +AGI

2 P + 2 Severing, 3 P

The long blade curves aggressively toward the enemy like a shining claw.

Encumbrance: 1

Simple Shortsword

Tags: one-handed, hilt

Speed: 1->2

To-Hit: +AGI

d4 P, d4 S

An unadorned straight sword. A simple and reliable weapon.

Encumbrance: 1

Items

Bag of Salt

Worth {1d12}*10f.

Bandage

Spend 2 AP. Remove 1 [bleed]. Bandages can be improvised out of any cloth.

A roll of clean cloth.

Frame Bag

Max encumbrance: 8+STR. [encumbered] threshold: 2+STR.

Rucksack

Max encumbrance: 6 + STR, [encumbered] threshold: 3 + STR.

Salorbrious

For 6 turns, gain 1 SALT every turn.

A smooth waxed sphere of pure SALT, it feels heavy in the hand. It's just enough to kill a man.

Scout's Bag

Max encumbrance: 4 + STR.

Simple Whetstone

Apply [sharpened] to a [bladed] weapon, takes 30 minutes to apply. The weapon ignores 1 armor. Lose [sharpened] when you crit fail.

A large flat stone bearing faded inscriptions.

Sling Bag

Can be worn with another bag. Max encumbrance: 3. This bag can be switched from being worn on your front or back for 1 AP. Searching and grabbing something from this bag is 5 AP.

Stick Bag

Can be carried while wearing another bag. Stick must be held with one hand. Max encumbrance: 2 + STR.

Tall Salted Peter

Gain 3 SALT.

A long clay vial filled with salt suspended in a dark brown oil and continuously swirling and glittering.

Variigoshlovr Root

Use costs 1 AP. Remove 1 [bleed].