

Basic

Skills

Robust

Requirements: 1 CON

For every point you have in CON you can ignore the effects of one stack of [poison] and/or [bleed]. You still have the status until it is removed.

Unstoppable

Requirements: 2 CON, {Robust}

You can ignore the effect (but not the damage) of up to CON injuries.

Coordination 1

Requirements: 1 SOC

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

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: 1 SP

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

Disguise

Requirements: 1 SOC

Cost: 1 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.

Dodge

Cost: 1 AP

+3 Defense for the rest of the round.

Mobility

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: 1 STR

Add this card to the table deck when initiative starts. Treat the card as 1 AP that can only be spent on attacks costing 2 or more AP. Any effects that affect AP cards affect this card.

Scheming

Requirements: 1 DEX

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.

Blitz

Requirements: 1 AGI

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

Pulling Punches

Requirements: 1 DEX

Cost: 1 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 DEX

Cost: 1 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

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

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 crit, remove the limb.

Large Weapon 1: [two-handed] Proficiency

Requirements: 2 STR

Cost: 1 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: 1 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: 1 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 2

Cost: 1 SP

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

Sharpshooter

Requirements: 1 PER

Cost: 1 SP

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

Trick Shot

Requirements: 1 PER

Cost: 1 SP

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

Shield Training

Cost: 1 SP

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

Shield Bash

Cost: 1 SP

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

Grappling 1: Rasslin’

Requirements: AGI 2, STR 2

Cost: 1 SP

+2 to Grapple checks.

Grappling 2: Hold

Requirements: AGI 2, STR 2, Wrestling 1

Cost: 1 SP

If you're successfully grappling a humanoid in your size category or lower, get +4 to subsequent grapple checks. If you're successfully grappling a non-humanoid in your size category, +3 to subsequent grapple checks. Otherwise, if you're successfully grappling, +2 to subsequent grapple checks.

Wrestling 2: Cruisin' for a Snoozin'

Requirements: AGI 2, STR 2, Wrestling 1

Cost: 1 SP

Can only be performed on something that can be choked (has a neck, not wearing armor that covers their neck completely, TTYDM). Spend 2 AP while grappling. If you can hold the grapple for 2 more rounds the grappled creature is unconscious for 1d12 minutes.

Dual Wielding 1: Ambidextrous

Requirements: AGI 1

Cost: 1 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, STR 1, Dual Wielding 1

Cost: 1 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.

Charge

Requirements: 1 STR

Cost: 1 SP

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

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 hilted weapon that uses AGI or DEX 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 or DEX. 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".

Weapons

Adze

Tags: one-handed, shafted, bladed

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, shafted, bladed

Requirements: 1 STR

Speed: 2

To-Hit: +STR

d10 [Severing]

Encumbrance: 2

Boar Sword

Tags: hilted two-handed, reach

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, hilted, bladed, reach: close, stealth

Speed: 1⇒1⇒2

To-Hit: +DEX

1 [P], 2 [Severing]

Encumbrance: 1/3

Butcher's Cleaver

Tags: one-handed, hilted, bladed, reach: close, stealth

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: hilted, one-handed

Speed: 2

To-Hit: +STR

3 [B]

Bonk.

Encumbrance: 1

Cutter Mattock

Tags: two-handed, shafted, heavy

Requirements: 1 STR

Speed: 2⇒3

To-Hit: +STR

4 [Severing]

Encumbrance: 2

Dagger

Tags: one-handed, hilted, bladed, reach: close, stealth

Speed: 1

To-Hit: +DEX

2 [P], 1 [S]

Encumbrance: 1/3

Estoc

Tags: hilted, 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, hilted, bladed

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, shafted

Requirements: 3 STR

Speed: 3

To-Hit: +2*STR

2d6+STR

Inflict 1 [stun]

BONK.

Gleaming Sabre

Tags: one-handed, hilted, bladed

Requirements: 2 DEX

Speed: 1⇒1⇒2

To-Hit: +AGI

3 [Slicing]

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: shafted, 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: hilted, two-handed, bladed

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, hilted, bladed

Speed: 1⇒2

To-Hit: +STR

d4 [Severing], 2 [P]

A broad, unrefined sword for hacking through enemies.

Encumbrance: 1

Javelin

Tags: one-handed, shafted

Requirements: 1 AGI

Speed: 1⇒2

To-Hit: +AGI

d4 [P] Can be thrown for 2 AP, +PER To-Hit, d4 [P], range: 5+STR

Encumbrance: 1/3

Long Tooth

Tags: one-handed, hilted, bladed, reach: close, stealth

Speed: 1⇒1⇒2

To-Hit: +DEX

2 [P]

Ignore 2 Armor. 1 crit damage on crit.

A narrow bladeless rondel dagger, a long spike with a reinforced point.

Encumbrance: 1/3

Mace

Tags: shafted, 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, hilted, bladed

Speed: 1⇒2

To-Hit: +STR

d4 [S]

A simple tool for cutting down brush.

Encumbrance: 1

One Handed Spear

Tags: shafted, one-handed, reach: 2

Speed: 1⇒2

d4 [P]

A simple shaft with and a plain metal tip. Simple, reliable, effective.

Encumbrance: 1

Pickaxe

Tags: two-handed, shafted

Speed: 2⇒3

To-Hit: +STR

4 [Picking]

Encumbrance: 2

Pitchfork

Tags: shafted, 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, bladed, 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, hilted, bladed

Speed: 1⇒2

To-Hit: +AGI

d4 [P] or [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].