

# Basic

## Skills

### 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

**Requirements:** 1 DEX

**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 DEX

**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:** DEX 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, DEX 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.

## **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.

## **Dodge**

**Cost:** 3 SP

Spend 1 AP. +3 Defense for the rest of the round.

## **Mobility**

**Cost:** 10 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:** 1 STR

**Cost:** 10 SP

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

**Cost:** 10 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.

## **Blitz**

**Requirements:** 1 AGI

**Cost:** 10 SP

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.

## **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].