Changelog:

LATEXified Revision of December 29, 2016

- 4/14/2015, K06.0:Changed " An example may be gaining the Bane of 'Wanted" to :gaining the 'Wanted' Bane:
- 4/14/2015, K06.0: In progress of adding *s to boons & banes that can be taken multiple separate times
- 4/14/2015, K06.0: Removed extra spaces at the end of Boon & Bane names; about half of them had one
- 4/14/2015, K13.0: Added the following line to the last bullet point of Stun and also bolded all instances of Stun in that section on Stun. "The Character sustaining the Stun chooses which maneuvers to subtract from."
- 4/14/2015 K06.0: Added the following line to the Bloodthirsty boon: (and only Red/Red)
- 4/14/2015 K06.0 Under the Natural Leader Boon, I removed the word "Social" from you gain +2 to your Social score.
- 4/14/2015 K06.0 Added a clause to Prodigious boons clarifying that they only have an effect during character creation.
- 4/14/2015 K06.0 Added a clause to Prodigious Strength clarifying that it does cost 15 and not 10.
- 4/14/2015 K06.0 Clarified Tall 2's effects on initiative
- 4/14/2015 K06.0 Capitalized the Iron, Steel, and Stone under True Grit
- 4/14/2015 K06.0 Under Bad Reputation Bane, changed For example, while intimidating some yokels. to While intimidating some yokels, for example.
- 4/14/2015 K06.0 Made changes to the Blind bane. Blind characters can no longer take the Good Eyes Boon; Blind characters treat all light levels as Evenly Lit; and Blind characters roll for MP as well as CP. Standardized all its wording to say Blind Characters rather than "Blind individual" and capitalized the 'C' in 'Character' in the Boon.
- 4/14/2015 K06.0 Reduced Braggart WIL RS from 3 to 2.
- 4/14/2015 K06.0: Changes to Brain Damage Bane: Renamed the Head Trauma table to Brain Damage Capitalized all instances of "Int" to "INT" under Brain Damage Added The result is the effect of the Bane.to the level 2 Brain Damage bane Changed a great amount of the Bane's wording Altered the Brain Damage table's results for 4 - 7 Wrote an Example for Brain Damage in use
- 4/14/2015 K13.0: Corrected the spelling of character under Knockout: [Optional]: If a character is knocked out.
- 4/14/2015 K13.0: Also in the Knockout section, corrected "etc" to "etc."" and capitalized the M and B in "Brain Damage (Minor) Bane"
- 4/14/2015 K13.0: Changed the Knockout title to be underlined, and removed its colon and an extra blank space
- 4/14/2015 K13.0: Changed Stability to be underlined
- 4/14/2015 K13.0: Changed Falling Onto Slopes to be un-bolded and italicized, to be consistent with Septic Infections as a "sub-section" of sorts
- 4/14/2015 K13.0: Changed Electricity Damage to be underlined and renamed it Electrical Damage to be consistent with its text, which calls it Electrical Damage
- 4/14/2015 K13.0: Removed the commas after table 8.7 and table 8.8 before listing the tables' titles. They were out of place and inconsistent with other table names, like table 8.6.
- 4/14/2015 K13.0: Changed Cold Damage to be underlined
- 4/14/2015 K13.0: Changed Infection to be underlined
- 4/14/2015 K13.0: Added to Blood Loss that a Brain Damage check made after passing out from bloodloss is done with the reduced TOU score: Note that when the character passes out, the TOU vs. 2 RS to avoid Brain Damage is done with their newly-modified TOU. (See Knockout, below.) Changed HLT reaches 1 to HLT reaches 1 or lower Changed HLT reaches 0 to HLT reaches 0 or below Changed table 8.1 Blood Loss to be un-italicized, bolded, and on the left side of the table, consistent with tables seen in the Boons & Banes chapter. Changed table 8.1 to be more precise in its rows & columns and added spaces at the end to fill out the page
- 4/15/2015 K08.0: Replaced the abnormal Social Class and Wealth calculations with: Combine the two costs, and divide the result by 2, rounding up. Note that this is how it was in 1.9.3. Further added the line For their potentially unbalancing nature, all abnormal Social Class and Wealth combinations are subject to GM approval. Changed the Abnormal Social Class and Wealth Combinations table appropriately. Moved the spacing between the table and the large word Wealth to keep all the Wealth parts on the same page.
- 4/15/2015 K13.0: Changed the word "make" to "pass" in "they must make a TOU vs 2 RS test": Whenever a character is knocked out, they must pass a TOU vs. 2 RS test, or gain the Brain Damage (Minor) Bane

- 4/15/2015 K06.0: Finished heavy changes to the Brain Damage boon.
- 4/15/2015 K06.0: Changed "theoretically" to "in theory" under Broken Limb/Appendage
- 4/15/2015 K06.0: Replaced all instances of Sincerity with Subterfuge.
- 4/15/2015 K06.0: Changed Craven's costs to -7/-15 and their effects to RS 2 and RS 4.
- 4/15/2015 K06.0: Changed each instance of is determined with to counts in the Debt bane.
- 4/15/2015 K06.0: Corrected Fat to say it affects HLT, not END
- 4/15/2015 K06.0: Reduced Hothead RSes to 2 and 1
- 4/15/2015 K06.0: Fixed the wording in Lasting Pain from "Target Zone Area" to "Hit Location".
- 4/16/2015 K10.1: Changed Wording on Arm Parry's Special.
- 4/24/2015 K9.6: Added Weak Points to Burdinadin Armor
- 4/29/2015 K10.1: Removed Trip Maneuver both from section and table.
- 4/29/2015 K10: Removed Superior Trip references in Proficiencies.
- 4/29/2015 K6: Added Tireless Lobster to Boons & Banes both in section and table.
- 5/31/2015 K09: Mirror Plates now protect Chest and Belly both.
- 6/9/2015 K06: Changed Retinue and Follower rules and Costs
- 6/9/2015 K09: Changed Weapon Guard values, added descriptions
- 6/11/2015 K05: Changes to Zells, Paladins and Ohanedin. References to Prodigious removed.
- 6/11/2015 K02: Modifications to Character Creation Chart
- 6/11/2015 K04: Attributes changed to a scaling Point Buy system
- 6/24/2015: Black Bill added "Moonspear"
- 6/24/2015: Khyber Knife added to Daggers, Curved Dagger removed.
- 7/7/2015: Shields Reworked, both stats and Durability section.
- 7/7/2015: Minor changes to Fatigue penalty in Void, Closing Void, and Flee.
- 7/7/2015: BLANKET changes to Polearms.
- 7/7/2015: Defensive Disarm removed.
- 7/7/2015: Disarm 2+BS difficulty changed to BS.
- 7/8/2015: Yataghan Change
- 7/22/2015: In the Talent Grapple: Use Weapon and Trip no longer exist, other references to them in Talents have been removed.
- 7/22/2015: Good Form and Special Move now use same terminology.
- 7/25/2015: Missile Penalty Table added under Shoot Maneuver.
- 7/31/2015: Yet more changes to weapons. Just supplant all the old tables with these.
- 7/31/2015: Burdinadin Prosthetic section now mentions that Prosthetics are "Hard."
- 7/31/2015: Section added saying that weapons mounted in Prosthetics now have to be drawn before they can be used.
- 7/31/2015: Bow proficiency now has Superior Shoot at Tier 1 instead of Tier 2.
- 7/31/2015: Strength Caps now offer diminishing Returns (Melee Weapons section.)
- 7/31/2015: Slowpoke is now only usable when literally using a Spear or Polearm.
- 7/31/2015: Shield AV counts as Hard.
- 7/31/2015: Guard AV for Weapons counts as Hard.
- 7/31/2015: Burgonet and Great Helm changed. Weight and Perception Penalty reduced.
- 7/31/2015: Whirlwind Defense now restores 2 CP after successful Parry.
- 7/31/2015: Modifications to Rideby Attack (Lanyard/chain rules added)
- 7/31/2015: Feint now imposes a TN penalty to defender unless he pays 2 CP.
- 7/31/2015: Gun damage changed (ammo types do more AP, guns do less damage)
- 7/31/2015: can now hide behind your own horse (you coward)
- 7/31/2015: Unarmed Wounds now heal in Days instead of Months.
- 7/31/2015: Shot gets -3 Load
- 7/31/2015: Hilt Push now has a "Tie" clause.

- 7/31/2015: Arm Parry moved to Tier 1 in Dagger, Superior Clinch added to Tier 2 in Dagger.
- 7/31/2015: Lanyard added to misc. equipment
- 7/31/2015: Shield-Breaker Talent buffed
- 7/31/2015: It was on purpose! Talent requirements changed to WIT 6.
- 7/31/2015: TZMs re-added to Combat Section.
- 7/31/2015: Noble School now has a Missile Weapon option.
- 7/31/2015: War Cleaver got Heavy Weapon.
- 7/31/2015: Several New Talents Added
- 7/31/2015: Anima and Laminar Weight Values decreased.
- 7/31/2015: Armored Skirts Re-Added.
- 8/1/2015: Shield Bind now has a Superior version, added to Maneuvers and Proficiencies.

Song of Swords Beta 1.9.9

(MICRO UPDATE)

FROM

Opaque Studios

This book is dedicated to Daniel Paris.

If you can think of anyone else we didn't name, write it in. We even left a space.

Contents

Chapter 1

Introduction

Foreword

It's been a long time, now, since that first appearance back in 2012. We've gone through three names, a dozen updates, two hundred threads, and hundreds of thousands of posts. Oceans of blood have been spilled in the countless fechts fought in this game's testing. Our little reservation on the internet should be marked forever by a mountain of human skulls.

To put it simply, it's been a long road and we've come a long way.

And now we are here. This, the release of a new version. This will mark our first (nearly) complete version of Song of Swords to be released in many months. There have been many great and significant additions to the game, and numerous systems have been added to the core rules, which hitherto have been separate documents. This is, at least for now, the definitive Song of Swords.

So here it is – enjoy it. God knows you've been waiting long enough. This page is looking a bit empty, so I'm going to stick some Kipling in here.

As it will be in the future, it was at the birth of Man
There are only four things certain since Social Progress began.
That the Dog returns to his Vomit and the Sow returns to her Mire,
And the burnt Fool's bandaged finger goes wabbling back to the Fire;

And that after this is accomplished, and the brave new world begins
When all men are paid for existing and no man must pay for his sins,
As surely as Water will wet us, as surely as Fire will burn,
The Gods of the Copybook Headings with terror and slaughter return!

-**Rudyard Kipling**, *The Gods of the Copybook Headings*

1.1 What is Song of Swords?

Mago laughed despite himself as he vaulted the barricade. The routing nomads were scrambling to reform in their makeshift wagon fort. Mago landed before a man struggling with the match of his arquebus. The man looked up. With an exultant whoop, Mago drew his saber and cut the man's right arm off at the elbow in the same motion. The limb fell, its fingers still holding the powder-horn, and Mago walked past, pushing the man out of his way just as he began to scream at the stump of his own arm. A lancer approached, and Mago wove out of the way of the polearm, two-stepped forward, and snapped out with a cut that caught fingers between blade and haft, cleaving all of the digits from the spearman's forward hand. He barked aloud in wordless triumph, and swept in to hammer aside a high blow from another swordsman. Grasping his foe by the collar, Mago saw his face. Little more than a child, brown eyes wide, mouth moving in wordless fear. Mago blinked, and then caved the boy's head in with three terrible blows from the spiked pommel of his sword. He threw the corpse away, and flung himself into the melee, as his brothers closed the net. The slaughter was absolute, men who had raided and pillaged Dacian land for years died on their knees, begging for Dacian mercy.

Mago brought his sword down, cleaving a pleading nomad's head down through to the teeth. He wrenched his sword free and flung his arms wide. There were no more left to kill. The Fighting Volkodavs howled in triumph on a mountain of corpses. A gunshot rang out. Mago heard someone scream. The voice sounded familiar.

*Then he hit the ground. White-hot pain erupted from his upper thigh, where the bullet had struck him in the back. He realized that he was screaming, and all at once it hit him. The cold mud in his hair, on his face. The clawing agony in his leg. He knew that he would live, somehow. Limping for life, but alive. He forced open his eyes, through the tears of pain, and scanned the perimeter for the source. **Who?** He tried to breathe through gritted teeth, pain and fury foaming in his mouth. **Who shot me? I must know.** He felt a tooth crack as his eyes settled on the source of his ruin.*

The one-armed man, pale from loss of blood and fading fast, grinned over the smoking barrel of his arquebus.

Song of Swords is a historical and fantasy tabletop role-playing game that puts its emphasis on realism. It's a game about intense life and death conflicts, adventure with peril around every corner, deep stories, involved characters, and no holds barred combat.

Song of Swords isn't a game with hit points or ablative health. Here, injuries are devastating, debilitating, and dead-serious affairs. Even blows that don't kill immediately can kill with blood loss or infection from sloppy treatment. Survivors may suffer limps, lameness and even crippling disability. You will need sharp wits, thick armor, quick feet, great martial skill, or a combination of several of them, to survive.

You decide your characters' goals, and through the Arc Points system, your character grows by progressing toward these goals, in addition to those chosen by the Gamemaster to give structure to the game's narrative. Violence may be a means to an end, but its danger means that you must pick your battles wisely, instead of charging headfirst into every combat situation.

These elements combine to create a game in which the heroism of the characters is genuinely heroic. When even one slip-up can mean dismemberment or death, it takes real courage to face danger, and courage is what heroes are made of. This isn't a game for the faint of heart.

Whether you fancy a campaign as 15th century Englishmen fighting in France under Henry V, or a desperate last stand against the Mongols in Hungary, Song of Swords can provide your historical role- playing experience. Perhaps you're more interested in fighting Grues in the hideous depths of the Kaselreich, or fighting Goblins in the brutal tunnels of Cross Way beneath the iron hills of Dace. Again, we've got you covered. Welcome to Song of Swords.

1.2 What is a Roleplaying Game?

A roleplaying game like Song of Swords is a game in which the players assume the 'roles' of their characters and go on adventures with them, using their combined imagination. One player, the 'Gamemaster' or GM, is in charge of running the game, playing the minor characters (Non-Player Characters, or NPCs) and guiding the players in their adventures.

To add tension and fun to the game, dice are rolled to decide the outcome of certain events like combat, dangerous acrobatics, stealth, and so on. As characters survive their adventures and overcome obstacles, they grow, becoming more capable and skilled.

The rules in this book are here to help make sure everyone has a fun role-playing experience, the Song of Swords way. Remember, the goal here is to have fun!

1.3 Basic Mechanics Explained

Song of Swords works on a simple dice Pool system, using only 10-sided dice, or d10s. Remember, whenever rolling is required, it will always be d10s that you will roll. Whenever there is a situation in which a character must accomplish a task that has some chance of failure, or that is reliant upon his own abilities for degree of success or failure, this is done through rolling dice.

1.3.1 Basics of the Dice Pool

Rolls are simple affairs. You have a number of dice (a 'Pool') that you roll against a 'Target Number' or 'TN.' Each die in the pool that surpasses this TN is a Success. Most rolls will have 'Required Successes,' or 'RS,' meaning the number of Successes necessary for the rolling character to win or succeed the test. And that's it–it's as simple as that. This kind of roll is called a 'Check.'

Basic Check

A basic Check is where a character rolls a Pool, decided by one of their Attributes or Skills or some other factor, against an RS. The TN for these checks is always 7. The RS is decided by the GM, who analyzes the situation and the rules, and decides the appropriate RS according to the rules or his own judgement.

Attribute Checks usually use a single Attribute as the Pool. So, a Strength Check at RS 3 would involve a character rolling a number of dice equal to their Strength at TN 7. If they got 3 or more Successes they would succeed the Check.

Skill Checks use a character's Attribute plus the appropriate Skill's Skill Level to determine the Pool. Skills are detailed in their own Chapter, but the principle for rolling them is exactly the same as with Attribute Checks. Determine the RS, roll at TN 7, count the successes. Skill Checks and Attribute Checks are two kinds of basic Checks that follow these rules.

> *Soot Macross, one of the infamous Macross Sisters, is trying to climb a 30-foot tall fortress wall escape capture. The GM tells her player to roll a Climbing check. Soot's Pool for the check is her*

Mobility (which is 10) plus her Climbing Skill (which is 4). She rolls 14 dice, of which 5 roll equal to or over 7, meaning she got 5 Successes.

The GM decides that since the inside of the wall is rough and covered in possible handholds, the RS is only 1 per 10 feet. Since the walls are 30 feet high, Soot's roll of 5 was more than sufficient to get her to the top.

But climbing down the other side is another question entirely. . .

Opposed Rolls

An Opposed Roll is when two characters roll against each other. In Opposed Rolls, there is usually not an RS. Instead, the character who gets more successes is victorious in whatever sort of contest they are engaging in.

So if two characters are arm-wrestling, and the GM decides this is best represented as an Opposed Strength Roll, they would both roll their Strength at TN 7, and whichever of them got more successes would win.

In the event of a tie in successes in an Opposed Roll, either the two characters are evenly matched (if such a thing is plausible in the situation) or they must roll again to break the tie. The GM must decide which is more appropriate given the situation.

Richard and Dutch are having a drinking contest. The GM decides that this should be an Opposed Health Roll. The two characters roll Health at TN 7. Richard gets more successes, so the GM rules that he outdrinks his friend and wins the contest.

Non-Standard TNs: For most of the game, TNs are always 7. However, in a few instances, particularly in combat, there are different TNs for things like weapons and certain combat maneuvers.

As a result, this book will always list what the TN for a test is. However, if in any event you see a Check without a listed TN, assume that that TN is 7.

Rounding: In any situation in which a number would be divided, such as determining Compound Attributes or the weight of a character's equipment, always round down unless specifically told not to, such as when using the Abnormal Class/Wealth Combinations special rule, or when calculating asymmetrical armor weights. Otherwise, always round down!

Chapter 2

Character Creation

"It is thus the beauty of Genosism that its means are its ends. Under such a system there can be no confusion as to the right course of action, no contrivance of the ends justifying the means, because you are not pursuing an objective the route to which must be interpreted, but exercising a lifelong discipline the very practice of which is its own purpose."

-**Pontifatrix Lea I**, Annotations on The Solar Scriptures, Xth Edition

Song of Swords is a game about characters; those controlled by the players are called Player Characters (PCs), while the rest are controlled by the Gamemaster (GM), and are called Non-Player Characters (NPCs). In order to ensure a fun and balanced game for everyone, all characters are created using a system called Character Creation. That is, all PCs and NPCs are created using the steps in this chapter.

In Character Creation, the GM establishes whether the campaign will be a fantasy or historical campaign, and sets the power level of the campaign (Campaign Power), which allows players to balance their characters relative to one another.

Characters are built using Player Creation Points (PCP) which are spent on different aspects of characters, called Categories, which includes their Attributes, Skills, Proficiencies, and so on. The amount of PCP a character has to spend at Character Creation is based on the Campaign Power.

2.1 How to Create a Character

Here's a step-by-step guide to making a character in Song of Swords. It might be a bit tricky at first, but once you understand the steps it's actually very simple.

Step 1: Set the Campaign Power The GM will set the Campaign Power and explain the theme of the campaign. The Campaign Power will determine how many PCP you have available to make your character, as well as the maximum PCP you can invest in any one Category. PCP are the building blocks of your character during this process, so the more of them you have, the more powerful your character will be. Refer to Table 2.1, below, for a guide on Campaign Power.

Step 2: Develop Your Character Concept Decide what kind of character you are making. Your character is your avatar for interacting with the game world, and the nature of the character you create will dramatically change your roleplaying experience. When deciding on a character concept, it's a good idea to factor in what the GM has said the campaign might be like and what the other players are building. Players should communicate with one another to coordinate Character Creation, either to create a group with fun dynamics, prior relationships, or complementary and conflicting personalities. This makes for a more engaging group dynamic when play begins!

Step 3: Spend PCP on Categories Now, divide your PCP between the Categories outlined in Table XX below. There are six mandatory Categories, plus one optional one, Magic. You do not have to put any points into Magic, but all other Categories must have at least 1 PCP put into them. For more detail on these Categories, and what your PCP investment will mean, refer to their respective chapters.

- Race: Your character's birth race. Different races have dramatically different abilities.

- Attributes: Your character's base physical and mental ability scores. Having strong Attributes makes a character more capable in general.

- Skills: Your character's level of aptitude in various disciplines. Skills are very important for being able to do things both inside and outside of combat.

- Proficiencies: Your character's proficiency in fighting.

- Social Class and Wealth: Your character's standing in the world, and also the amount of money your character starts with. For good reference, a knight's full kit of plate armor, a good helmet, a middle of the road warhorse, a sword, a dagger and a lance would cost over 14 gp. By contrast, a regular footman's kit, including a padded jack, jack chains, a skullcap, and a spear, shield and dagger would cost less than 1 gp.

- Magic: Not included in Beta.

- Boons and Banes: Your character's various traits, quirks and flaws.

Step 4: Buy Equipment and Supplies The resources your character has at their disposal will have a great impact on your campaign. Be sure to equip your character with the items that they will need. The quality and number of items available to your character is largely affected by your character's Wealth. Refer to Chapter XX for more information about buying equipment and supplies.

Step 5: Review Your Character with the GM At this stage it is important to review your character with the GM. Your GM will check whether you have spent your PCP appropriately in each of the required Categories, and supplied your character with necessary equipment.

Step 6: Determine Arcs The next step of Character Creation is to determine your character's Arcs. Arcs represent your character's goals, drives and beliefs that guide them through life, especially during the campaign itself. These provide Arc Points, which are used to advance your character's Abilities and Skills. For more information on Arcs and Arc Points, go to Chapter XX.

Step 7: Name and Describe the Character Finally, give your character a name and describe them. Be mindful of the setting of the campaign, as well as your character's race, gender and social class when choosing a name. Perception is everything; a great name can evoke strong imagery, and how characters look and conduct themselves may influence how other characters and NPCs interact with them.

Once you have completed Step 7, you are ready to play!

2.2 Campaign Power

As explained above, the Campaign Power determines the type of campaign you will play, as well as the general potency of characters. In a campaign set at 'Gritty Power', players are limited in the amount of PCP they have available to spend. This means that characters tend to be more specialized and realistic, as they have less PCP to play with than, say, a 'Legendary Power' campaign. The following table explains the amount of PCP available for different levels of Campaign Power.

2.2.1 Player Creation Points

PCP are spent on Categories, which are outlined in their own chapters. The amount of PCP available to spend at Character Creation is determined by the Campaign Power, as is the maximum PCP per

Table 2.1: Campaign Power

Campaign Power	PCP	Max PCP per Category
Gritty Power (realistic, low-powered historical campaigns)	18	6
Low Power (realistic, medium-powered historical and fantasy campaigns)	22	7
Medium Power (heroic historical and fantasy campaigns)	26	8
High Power (high fantasy campaigns)	30	10
Legendary Power (epic fantasy)	34	10

Category allowed.

Table 2.2 below explains what your PCP investment will mean for your character. Each of the vertical columns represent a Category in Character Creation. The horizontal rows represent PCP investment. So, if you put 4 PCP into Race, you get Tier 3 Race options. If you put 3 PCP into Social Class and Wealth, your character is a Poor Freeman and starts with 3 gp. If you put 10 PCP into Attributes, you get 48 Attribute Points to spend on various Attributes.

Table 2.2: PCP Investment

PCP	Race	Attributes	Skills	Profs	Social Class/Wealth	Magic[1]	Boons and Banes
1	Tier 1	88	0	0	Slave/Nothing	5	-15
2	Tier 2	92	3	3	Peasant/(1 gp)	10	-10
3	-	96	6	6	Poor Freeman/(3 gp)	15	-5
4	Tier 3	108	9	9	Freeman/(5 gp, [1W])	20	0
5	-	124	12	12	High Freeman/(10 gp, [2W])	25	5
6	Tier 4[1]	140	15	15	Minor Noble/(100 gp, [3W])	30	10
7	-	160	18	18	Landed Noble/(250 gp, [6W])	35	15
8	Tier 5[1]	180	21	21	High Noble/(500 gp, [10W])	40	20
9	-	200	24	24	Royalty/(1000 gp, [15W])	45	25
10	-	224	27	27	High Royalty/(1500 gp, [20W])	50	30

General Rules for PCP Investment

You must invest at least 1 PCP in each Category (with the exception of Magic). Even historical campaigns must spend 1 PCP in the Race Category, even if the only option is a Human character.

As Table 2.1: Campaign Power explains, no Category can have more PCP devoted to it than the maximum allowed for the set Campaign Power. For example, if your Campaign Power is set at 'Gritty Power', you may not spend more than 6 PCP in any Category.

Chapter 3

Arc and Advancement

Characters grow over the course of every story. This chapter explains how your character advances their own story, as well as improve their Attributes, Skills, Proficiencies and other qualities during gameplay.

The advancement system in Song of Swords is called 'Arc', which represents your character's goals, drives and beliefs. By working towards these goals, following their drives, and adhering to their beliefs, your character will improve their Attributes, Skills, Proficiencies and other qualities, as well as progress their own storyline

Advancement is made through the expenditure of Arc Points, which is explained below.

What is Arc?

The Arc system is a mechanic within the game that tracks your character's goals, beliefs and motivations, and allows the GM to reward the character with Arc Points for acting according to those motivations. Arc Points can be spent to improve a character's Attributes, Skills, and Proficiencies and other qualities. Characters do not become stronger merely by killing enemies or winning fights, they become stronger by pursuing their goals, fighting for what they believe in, and for moving along their part in the story through action.

Generally, whenever a character accomplishes or indulges in one of their Arcs, they gain one or more Arc Points. For example, if a character's 'Glory Arc' is 'glory in battle,' and he acts gloriously in battle, then he should gain Arc Points. The number of Arc Points gained is at the GM's discretion, however Table XX, below, provides suggestions for the amount that should be rewarded.

For a several-hour session, the GM should aim to award about 4-6 Arc Points per character, so long as the players have been properly engaged.

There are five Arc Categories, each detailed below, along with how Arc Points are gained in them. Arc Points are recorded on the Character Sheet.

3.1 Arc Categories

3.1.1 Saga Arc

The Saga Arc is one shared by the entire group of PCs. It is either decided by the GM, or by the group as a whole, at the GM's discretion. It can also be shared by any group or organization, such as an entire Crusade sharing the 'Take Damascus' Saga Arc, however it is best used with a group of PCs unless that organization is integral to the plot or premise of the campaign.

The reward for pursuing a Saga is gradual, with a large payoff. Taking a significant step towards completing a Saga Arc, such as winning a major battle, defeating a major enemy, or overcoming a significant obstacle, should grant each character several Arc Points. Fulfilling the Saga Arc should gain the characters a large number of Arc Points, up to as many as 18.

Examples:

- 'Slay the dragon that destroyed our ancestors' kingdom and reclaim our legacy'

- 'Win Swiss independence from Austrian rule'

- 'Fight Prince John's tyranny until the return of the True King'

Suspending a Saga Arc

In cases where players are not working as a team, not a part of the same storyline, or acting in opposition to each other, the Saga Arc can be suspended or completely removed from the campaign.

3.1.2 Epic Arc

An Epic Arc is much like a Saga Arc in that it covers a wide-ranging, profoundly important goal, save for the fact that it applies only to the character taking it. Epic Arcs should be deeply personal to the character and be one of their driving forces in life.

Rewards for the Epic should be more frequently staged than Saga rewards, but the number of rewarded Arc Points should be fewer for their frequency.

Examples:

- 'Save my wife from slavers'

- 'Avenge my father's murder'

- 'Obtain enlightenment'

3.1.3 Belief Arc

The Belief Arc does not cover a specific storyline, but instead focuses on a core belief, concept, maxim, faith, oath, value, virtue or code that a character believes in, even if they don't actively live it. When acting in accordance with the Belief Arc, especially in the face of adversity, or when it causes a story or encounter to happen, the character is rewarded.

Many cultures have embraced very rigid codes of honor, not just on the field of battle, but in all areas of life. All characters, in both historical and fantasy campaigns, can make good use of this Arc by picking their culture's code of honor, or one of their own devising.

Belief Arcs differ from other Arcs in that they can cover a broad variety of concepts, principles and motivations. In essence, any concept that a character would be willing to fight for, not for direct gain, but simply out of principle, may be a Belief Arc.

Examples:

- 'Islam'

- 'Christianity'

- 'The gods and glory of Rome'

- 'The honor of my family'

- 'The pursuit of knowledge'

3.1.4 Glory Arc

The Glory Arc has no strict storyline or goal save for the acquisition of glory, defined here as praise, renown, honor or fame by common consent for accomplishing daring and dangerous deeds. Arc Points are typically rewarded for doing anything wildly impressive, such as surviving perilous situations like deadly combat or outrunning a massive boulder — any feat of success when the odds are stacked against the character.

In considering Glory, Arc Points may be awarded in a number of situations, such as winning a fight against someone objectively 'better,' winning against multiple people, accomplishing a difficult skill test, or rolling particularly well on any pool roll or test. The character is also encouraged to define what their own version of Glory is, such as behaving honorably, earning adoration and fame, or triumphing over their peers, for which the GM should offer more Arc Points.

Examples:

- 'Gaining glory in battle'

- 'Protecting the weak'

- 'Helping the poor and the sick'

- 'Performing surgical miracles'

- 'Making great discoveries'

- 'Earning fame'

3.1.5 Flaw Arc

Only Humans have access to the Flaw Arc, because of their racial characteristic, The Human Condition.

A Flaw Arc represents a character's impulses that lead them contrary to their goals. Heroic characters often have great flaws or weaknesses of character, and these weaknesses provide part of the character's narrative that is indispensable to their growth. Flaw Arcs are chosen at Character Creation, and may be altered in the event of the Flaw being resolved, or being rendered somehow superfluous to the character.

A Flaw is indulged when it actively complicates a character's larger endeavors.

Examples:

- 'Debilitating vices (alcoholism, etc)'

- 'Prejudices that lead characters to trouble (racism, religious radicalism, nationalism, etc)'

- 'Conflicting character motivations (divided loyalties between two kingdoms, conflicting oaths, religious loyalties contrary to goals, etc)'

So, a character's list of Arc Categories and their descriptions might read something like this, if the character were a brave Tigurnian freedom fighter, trying to free his homeland from the clutches of the Kaselreich.

Table 3.1: Arc Point Format

Arc Category	Description
Saga	Defeat the Kasels and save Tigurnia
Epic	Defeat the Kasel army led by The Red Duke
Belief	Ruvian Genosism (Religion)
Glory	Feats of daring for the Homeland
Flaw	Quick to trust

3.2   Awarding Arc Points

Arc Points are awarded by the GM when a player has acted in accordance with any of their Arcs, and can be awarded either at the moment of successful accordance or at the end of the gaming session, at the GM's discretion. There is no limit to the amount of Arc Points a player may earn in a session, or that a GM may distribute, though some moderation is advised. A very well-played session should run at about 4-6 Arc Points to each player.

Awarding the correct amount of Arc Points can be tricky. Table XX provides guidelines to a fair amount of Arc Points to distribute per character, per session, however there may be reasons to award more or less than this suggestion. Some characters will focus on Arcs that they enjoy, or otherwise want to see through to completion, warranting extra Arc Points. GMs may want to give more Arc Points to players who go the extra mile and through active participation, help progress and enrich the experience of the session. On the other hand, GMs may wish to refrain from rewarding players who mess around the entire session and do not play the game at all. These are simply guidelines, however; each group is truly different. It can be helpful to compare Arc Points to an action movie. Each different Arc represents a motivation for a character, whether they know it or not at the beginning. Each Arc can be an important scene in the session, with Belief reflecting the characters' convictions, Glory representing the action scenes that drive the narrative forward, and Saga being progress for the over-arching plot, with Epic being what drove them into the plot in the first place.

The amount of Arc characters have spent is a direct correlation to how powerful they are, and players should keep track of the amount of Arc they spend on their Character Sheet. It is important for the GM to consider how much Arc characters have spent when planning future encounters with increasingly more powerful opponents. Saga and Epic Arcs have higher caps as they are representative of greater plot points and should be rewarded more substantially, albeit obtaining the goals of these Arcs should be more difficult as well. Generally, any great advancement towards the goals of the Saga and Epic Arcs should be worthy of being rewarded, though the amount should be tempered with the effort put in, level of roleplaying, success in rolls, and finally just how much was done in obtaining the goals. Final completion of a Saga or Epic Arc should award the character with as many as 18 Arc Points.

Table 3.2: Awarding Arc Points

Arc Category	Arc Points Awarded Per Session
Saga	0-6 18 (upon completion of Arc)
Epic	0-6 18 (upon completion of Arc)
Belief	0-4
Glory	0-4
Flaw	0-2

3.2.1   Arcs Ending and Changing

It is fully expected that Arcs will be finished or changed throughout the course of play. Should a character be successful enough to complete their Saga or their Epic Arc, they are allowed to find new ones. If a character has adequate reason to change their Saga or Epic mid-session, they are fully welcome to. However, if there is no compelling reason for a player to change either Arc, and it is simply because they want to, then at the GM's discretion the player should not be allowed to gain Arc Points for the new Arc until the next session.

3.2.2   Character Advancement

At any time, including during combat, characters can spend Arc Points to upgrade elements of their character. Arc Points spent this way are removed from the character's total, and the upgrades (unless otherwise specified by the GM or the rules) take effect immediately.

   Refer to the chapters on Attributes (chapter 4), Skills (chapter 7), Proficiencies (chapter 17), and Boons and Banes (chapter 6) for more information on how to advance these by spending Arc Points.

Chapter 4

Attributes

Table 4.1: Attributes at Character Creation

Attribute Level	Arc Cost
1	-
2	4
3	8
4	(Human Average) 12
5	16
6	20
7	24
8	28
9	34
10 (Human Maximum)	40
11	46
12	52
13 (Mortal Maximum)	58

Attributes refer to your character's raw physical and mental abilities, which affect all learned Skills, Proficiencies, as well as movement and general adventuring. These are the base components of a character's makeup: their strength, their perceptiveness, their agility of body and mind.

There are eight core Attributes, being Strength, Agility, Health, Endurance, Willpower, Wit, Intelligence and Perception. Characters also have six Compound Attributes, which are made using combinations of core Attributes, as they are used for tasks that would logically require the use of more than one core Attribute. The Compound Attributes are Adroitness, Mobility, Carry, Toughness, Charisma and Grit.

Attributes can be affected by Race, Skills, Proficiencies, as well as Boons and Banes. It is a good idea to understand what Attributes will be useful to your character, and factor in how your Attributes can be modified during play.

That sounds like a lot of attributes to worry about! Well don't worry, follow along and it'll be simpler than you know. Not all characters will need to worry about all of these Attributes. Some may focus on Strength, where others may focus on Agility. Attributes are the core tools of your character's body and mind, so don't be afraid to start sculpting!

4.1 Character Creation

When creating a character, all Attributes start at 1. You receive a number of Temporary Arc Points indicated on Table 2.2 regarding PCP Investment in chapter 2, and may spend them to upgrade your Attributes as-per Advancing with Arc. The higher an Attribute is at the start, the more Arc it costs. To simplify this, here is a table with the total cost of upgrading an Attribute from 1 at Character Creation. When determining starting Attributes, remember that no character can have an Attribute lower than 1 at Character Creation. This includes racial modifiers; you may not build a character whose Attributes would be lowered below 1 by racial modifiers or any other factors.

The normal limit for any Attribute at Character Creation is 8. Races that have a bonus or penalty

Table 4.2: Arc Cost of Attributes

Attribute Level	Arc Cost
1	-
2	4
3	4
4 (Human Average)	4
5	4
6	4
7	4
8	4
9	6
10 (Human Maximum)	6
11	6
12	6
13 (Mortal Maximum)	6

to an Attribute also change their limit for that Attribute by an amount equal to their bonus or penalty, positive or negative.

Zells have a +2 bonus to PER. Therefore, the PER limit for Zells is 10 at Character Creation.

Goblins have a -2 penalty to STR. Therefore, a Goblin's maximum STR is 6 at Character Creation.

4.2   Advancing with Arc

During play, your character can advance their Attributes by spending Arc Points (refer to chapter 3 for more information on Arc).

Each Attribute must be at least 1 at Character Creation. Every level gained thereafter requires a certain amount of Arc Points.

Each level must be gained sequentially. To have your character's PER increase from level 7 to level 10, you must pay a total of 16 Arc Points (4 for level 8 + 6 for level 9 + 6 for level 10).

Note that only core Attributes can be advanced using Arc, as Compound Attributes will increase naturally as core Attributes increase. The Compound Attribute of Grit advances separately, however, and is further detailed under its description.

Non-Human Races and Attribute Maximums

Humans max out their Attribute stats at 10, but what about races who have bonuses to their Attributes? A character with a racial bonus to an Attribute can raise that Attribute to 10 plus the bonus amount, at the costs detailed in Table 4.1

4.3   Core Attributes

Strength (STR)

Strength is a character's ability to apply force, whether that be lifting a cart off a trapped child or smashing someone's head in with a warhammer. This covers your character's full body strength, not just how many phone books he can rip in half. Strength influences many physical activities that are based on force and strength, but also determines the base damage inflicted by melee weapons in combat.

Strength contributes to the Toughness and Mobility Compound Attributes.

Agility (AGI)

Agility refers to your character's physical and manual dexterity. Agility's domain includes acrobatics, balancing, and other acts of flexibility. It is an important Attribute in combat, as well as in various physical activities and skills.

Agility contributes to the Adroitness and Mobility Compound Attributes.

Endurance (END)

Endurance determines your character's stamina and ability to cope with physical strain and exertion. Endurance is a combination of qualities, including cardiovascular development, which contributes to your character being able to continue strenuous activity for extended time frames. Endurance also factors into how well your character can handle Blood Loss and governs certain Skills.

Endurance contributes to the Toughness, Carry and Mobility Compound Attributes.

Health (HLT)

Health represents your character's raw constitution, physical robustness, resistance to disease and infection, and general state of well-being. When injuries are sustained, having higher Health makes wounds easier to recover from.

Health contributes to the Toughness Compound Attribute.

Willpower (WIL)

Willpower governs your character's force of will, determination, and strength of personality. It allows your character the ability to focus through distraction, control their emotions, and resist pain, intoxication, and other (sometimes magical) influences. It is also a core component in a strong personality and thus factors heavily into human interactions. Plus, Willpower reduces the sum total of Pain from all Wounds.

Willpower contributes to the Charisma Compound Attribute, and is also used in the Magic system.

Wit (WIT)

Wit is the speed and flexibility of the mind. The Attribute determines your character's skill in improvisation, and ability to cope with rapid bursts of information and activity without being overwhelmed. From telling jokes to dueling with swords, Wit is important for many activities, especially certain Skills, and is one of the Attributes that no hero should be without.

Wit contributes to the Adroitness and Charisma Compound Attributes.

Intelligence (INT)

Intelligence references your character's ability to collate, process, recall and connect information in a logical manner. It doesn't speak to how 'smart' your character sounds or acts, but rather how good he is at truly understanding concepts and analyzing facts. Intelligence is required primarily in engineering, architecture, linguistics, and sciences, where thinking fast isn't as important as thinking clearly and meticulously. Intelligence also aids in analyzing ideas for contradictions or inconsistencies. The Attribute determines your character's ability to examine and retain information, and also to apply logical processes to facts.

Intelligence is used extensively in the Skill and Magic systems.

Perception (PER)

Perception determines your character's awareness of their surroundings, which includes visual, audible, and even olfactory (smell) awareness. Perception is important, as it allows your character to spot ambushes and gauge distances. It is the basis of many Skills, and also plays a major role when using ranged weapons. In addition, Perception allows characters to read the expressions of others, spotting miniscule movements and cues, which allows greater control over social interactions with other people.

Perception contributes to the Charisma Compound Attribute.

4.4 Compound Attributes

Compound Attributes are made from an average or aggregate of multiple core Attributes. These Attributes are determined after Character Creation is completed, and factor in your character's core Attributes as well as any penalties or bonuses related to Race or Boons and Banes.

Adroitness (ADR): $\frac{\text{AGI}+\text{WIT}}{2}$

Adroitness measures your character's physical articulation, speed, and mental alacrity. It represents their reflexes and their coordination between mind and body. Adroitness is obviously very important in fighting, as it contributes directly to your character's CP, but it also helps them avoid being tripped, knocked over, thrown from rocking horses, flung over the sides of ships, and other things that can be avoided with a combination of quick thinking and action.

Mobility (MOB): ($\frac{STR+AGI+END}{2}$)

Running, jumping, climbing: these are all determined by Mobility. Your character can move a number of yards equal to his Mobility each Round during combat, or run twice that number, or faster with certain Skills and armor enhancements.

Carry (CAR): $(END \times 2)$

Carry determines how much weight in armor, equipment, and other inventory your character can lug around before being encumbered. See Chapter XX for more details.

Toughness (TOU): ($\frac{STR+END+HLT}{3}$)

Toughness refers to how resilient your character is to harm. It represents thickness of skin, hardness of bone, and layers of callous and scar tissue. Toughness reduces the amount of damage your character takes when they are attacked.

Charisma (CHA): ($\frac{WIL+PER+WIT}{2}$)

Charisma determines how well your character interacts with other characters. It's their animal magnetism, their ability to read people and appeal to other's emotions, or 'get' them. Charisma also influences your character's ability to hide their own emotions, or to express themselves in an impassioned manner; it is used in social interactions of all sorts. Charisma is an important Attribute in the Magic system.

Grit: ($\frac{WIL}{2}$)

Grit is a character's accumulated resistance to pain, fear, and the shock of injury. Grit reduces the total Pain a character has accumulated. (see chapter 22). Characters with high Grit can continue fighting through terrible injuries, and keep calm in the face of unspeakable horror. Many people acquire high Grit by surviving combat, slaying foes, and enduring injuries.

    Your character's starting Grit is determined by their WIL score, but unlike the other Compound Attributes, it is not tied to WIL afterwards. Increasing WIL after Character Creation has no effect on Grit, nor can it be purchased with Arc Points. Instead, as detailed below, Grit increases through experience. As your character is confronted with violence, injury, bloodshed and terror, they have the chance to increase their Grit scores.

4.5   How to Increase Grit

When your character experiences, witnesses or perpetrates an action above their Grit level, the GM may decide that they should make a Grit test. This is a **WIL** check with RS equal to the difference

between the character's current Grit and the level of severity of the experience (as determined on the chart below) to a maximum RS of 3.

Table 4.3: Grit Advancement

Grit	Description	Example Advancement Threshold
0	Totally innocent and inexperienced. Average child.	Hurting someone's feelings, or having one's feelings hurt.
1	Sensitive, sheltered, still learning about the basics of social interaction. Average young person.	Physically hurting someone else (even accidentally), being hurt oneself.
2	Mature person with an understanding of the way the world works. Average adult.	Being confronted with death.
3	Worldly person with experience in the darker elements of society.	Witnessing violent death.
4	Tough person, fully aware of the grim nature of life, no longer fazed by the unrelenting wickedness of the world they live in.	Killing somebody.
5	Hardened person, now capable of facing the harshness of life head-on.	Killing several people.
6	Jaded individual, increasingly callous to both enduring and witnessing pain.	Witnessing violence and death in a large scale.
7	Callous and unfeeling, this person's empathy is buried deep down to shield them from the pain of enduring hardship and witnessing it in others.	Killing or facilitating the killing of large numbers of people.
8	Empty inside, this person has locked away their feelings so long they've almost completely lost touch with them.	Perpetrating genocide, mass torture, or surviving the same.
9	At this point this person is no longer technically sane. This level of indifference to pain and suffering, both of the self and others, is a mental illness.	Witnessing everything you have ever cared for be destroyed.
10	Almost completely inured to fear and pain. Totally fearless.	Destroying everything you have ever cared for with your own hands.

Success: Character gains 1 Grit. Failure: Character does not gain a point of Grit.

Chapter 5

Races

"In the beginning, there was nothing. Then came He Who Came First, and The Twelve Great Old Ones. They created the cosmos, and then departed. As Steward of this world they left Genosus, God of Light, Life, and Justice, to illuminate all, and transform it according to His will."

–Genosian Creation Myth, *The Solar Scriptures*

"In the beginning, there was no light. Then came He Who Came First, and The Twelve Great Old Ones. They illuminated the cosmos, and saw it empty. They departed, but to bring beauty to this barren world, they left Bocanadessia, Goddess of Love, Life, and Beauty, to preside over all in her majesty."

–Dessian Creation Myth, *The Moonsong*

/Remembering Now/Time of Starting/Predating/Memory/Story/Holocaust/Comes To Pass/
/Bubbles Together/Bubbles Sorted/Bubbles Purposeful/Attributed To/The Seven/Family/Together
/To This Place/Many Hands/Arriving Loudly/Holocaust/Perfect World/Burned Away/Accident
/The Seven/Burned Shadows/Ropes and Sails/Nightmare/Prison/Eternity/Construct

–Zellish Creation Myth, Burdinadin Translation Attempt

Character Creation

The fantasy setting of Song of Swords has a number of playable races, however historical campaigns may use only Humans. Not all races are created equal, and some possess powers, abilities, weaknesses or qualities that set them apart from (and thus worth more or less than) Humans. The amount of PCP devoted to a character's Race score determines which races are available. As abilities and traits made available by choosing a Race are Boons and Banes of a kind, they can be recorded in the Boons and Banes section of the Character Sheet, however racial modifiers do not affect the purchasing of Boons and Banes at Character Creation. The number of PCP placed into the Race section determines what 'tier' of races are available for the character, as shown in Table 5.1 below.

Table 5.1: Race Tiers

PCP	Tier	Races
1	Tier 1	Human, Goblin
2	Tier 2	Dwarf, Zell
4	Tier 3	Burdinadin, Ohanedin
6	Tier 4	Orredin
8	Tier 5	Star Vampire, Sarturi Chosen, Genosian Paladin, Dessian Silver Guard, Paleolithic Elf

Historical Campaigns and Race

All characters in a historical campaign will, naturally, be Human (at least until the aliens figure out how to use wi-fi), so assume that all historical characters automatically spend 1 PCP in Race.

5.1 Humans, Dwarves and Goblins

5.1.1 Humans

> *"Humans pursue death with zeal because they know their mortality. Deep down, they do not want to live long enough to die."*
>
> –**Nikephoros**, Helian Philosopher

> *"My arms are tired, my feet are cold; I wish I were at home eating boar."*
>
> –**Sir Wilhelm the Strong**, Beleaguered Knight

Overview

Human beings, also called the Race of Men, the Hostoadin, and a host of other names and monikers, are the most populous and widespread race in the Tattered Realms, rivaled only by the Zells, and potentially the Goblins.

Humanity is a flexible race, and one that builds communities naturally. Humans form nomadic tribes and pastoral communities as easily as they form city-states and great empires. There does not seem to be an environment which they favor over any other; from burning deserts to frozen tundras, lush valleys to desolate wastelands – anywhere men can live, men do live.

The Human tendency to build communities brings with it a sense of tribalism that often turns them against one another, and thus war is the one constant of Human civilization. Yet, so too have they contributed universally to art, philosophy, science and religious wisdom. The Human race is one of infinite potential, both for civilization and debauchery.

Appearance

Human height varies depending on climate, diet and social conditions, but at this time the average man is about 5'6" and 160 lbs, while the average woman is 5'4", weighing about 120 lbs. Human beings come in many pigments and colorations, though all are descended from common ancestors and are ultimately similar.

Human beings are young adults by 16 years of age, middle-aged by 40 and elderly by 60, give or take a few years depending on constitution and lifestyle. Infant mortality is high, but in most societies, if a child can survive his first six years, he is likely to live until a ripe age.

Racial Abilities and Characteristics

Attribute Modifiers: None

Willing to Learn — Humans are flexible creatures by nature, and learning is something most can do very quickly, particularly when instructed. Many of the other races, having the mindset of immortality, or simply lacking this flexibility of mind, take to structured teaching less well, and require more practice to reach the same level of competence. This particularly shines in the arts of battle, which the Human mind adopts easy. When purchasing Schools, Human characters reduce the cost of each Proficiency Core added to the School by 1.

The Human Condition — Human beings live short, brutal lives by the standards of the elder races. Moreso than any other race, Humans are characterized by their ability to overcome their own weaknesses. Only Humans may benefit from the Flaw Arc.

Culture and Society

There is no single unified Human culture. The diaspora of humanity across Mundus has created an enormous field of differing cultures and civilizations, which vary dramatically from each other. No blanket statement can be said about Human cultures, except that they predominantly consist of Humans.

Ecology

XXX

5.1.2 Goblins

> *"Do you see those wretched creatures, slinking in the dark? Once upon a time, they too had hopes and dreams, and built great empires to challenge the gods. From mud and grime they came, to mud and grime we returned them. Take this lesson to heart. Human."*
> –**Petraclius Volkanius**, *Helian Dux*

> *"The best seasoning is hunger."*
> –**King Rudger the Reclaimer**, Goblin ruler to his young prince

Overview

The Goblins are a crafty, slight, subterranean race, driven into the deep places of the world in eras long past by other races invading their homelands and defeating them in battle. Now the Goblins live brutish and violent lives in the deep places, struggling for survival against the terrors of the dark, and occasionally slipping away to the surface, to seek better lives among their historic enemies.

Appearance

Goblins are physically slight, and have thin, downy hair on their heads. They can have alarmingly large eyes due to their environment, and can see in the dark with great precision. The average Goblin stands at 3'5", and weighs 50 lbs. Their eyes are large and lack whites and irises, being entirely pupillary. Their hair is usually white or pale yellow, but is sometimes red or a ruddy brown. Their skin tends to range from a fishbelly-white to a darker green tinge. Exposure to the sun darkens them as it tans Humans, turning them a darker green. It is rumored that if Goblins are well-fed and long-lived, some may begin to grow horns.

Racial Abilities and Characteristics

Attribute Modifiers: -2 STR, +1 AGI, +1 PER

Regeneration   Goblins can recover from any injury that is not fatal. Lost limbs, eyes, and so on, regrow after twice the Healing Time of the wound has elapsed. As such, Goblins cannot take Banes that they would heal from, like Severed Limb, at Character Creation.

Small   -2 Reach, -1 MOB

Sneaky   Goblins are naturally cautious and swift creatures. They gain +1 bonus dice to the Stealth Skill, and are always considered trained in that skill.

Scarce Environment   Goblins only have to eat half as much as other races in order to survive.

Tight Spot   Goblins are very short, but also highly flexible and double-jointed. They can fit through any space large enough for their small heads to pass through.

See in Darkness   Goblins can see in Pitch Black, Poorly Lit and Dimly Lit as though it were Evenly Lit.

Photophobia   When in Brightly Lit, Goblins count as being in Poorly Lit. When in Evenly Lit, Goblins count as being in Dimly Lit. Blinding is still Blinding.

Culture and Society

The Goblins live in the deep places, in the vast volcanic tunnels beneath the surface. In these scarce, dark places the Goblins form tight-knit tribes and communities where survival is a daily struggle, and there is no room for waste or rivalry.

The males live in the outer cordon of war-camps and outposts, protecting the inner villages from the predation of hostile subterranean beasts, while females and the young dwell in the inner lands, scraping a living from the stones, and crafting weapons, armor, food, and supplies for their beleaguered defenders.

Goblin leadership tends to be split between the inner (female) and the outer (male) halves of each tribe, and traditionally only the greatest warriors of each generation are allowed to breed, producing new generations to waste their lives in defense of the nest.

Goblins are suicidally courageous, but fear sunlight more than death. Only the bravest and most determined of raiders will venture above ground to seek supplies, loot, or even allies on the surface world.

Goblin religion is simple and practical. They have no concept of gods, an afterlife (the thought is horrifying to them, as life is grotesque enough without the added dread of being unable to die), or divinity. They do understand sacredness, however, and hold sacred the idea of continuation through transformation of the body into other forms. Thus, even the beasts which consume the Goblins are, in a way, sacred, because they are composed of Goblins. Even dirt can be sacred as it may someday be a Goblin.

However, taking the place of evil, hell, and dark gods in the Goblin religion are very real demons called 'the Horned Ones,' depicted as terrible lanky figures with sharp protrusions jutting from their heads in artwork and myth. They are known to hunt and kill Goblins, however not as part of the natural cycle of death and rebirth, but instead as part of something profane, terminal, and unnatural. Some of the Horned Ones are infamous, and have elaborate mythos attached to them, with fanciful names like Sharphorror, Paindeath, Killsfast, Toothcutter, and Circlebreaker.

Ecology

The Goblins have spent millennia struggling to survive in one of the most hostile and barren environments conceivable. Their diet largely consists of algae, roots, insects, and the flesh of beasts hideous beyond imagining. They have no particular aversion to cannibalism, and often ritually eat their own dead, both as celebration of their fallen comrades, and to take their nutrients back into the community.

Due to this harsh diet, Goblins can digest truly foul substances and still glean nutrition from them. Famously, on the surface, they can actually sustain themselves largely on the nutrient-rich earth of farmland, simply shoveling it into their mouths as a Human would pottage.

Goblins reach maturity within three years, but rarely live longer than 10, due to their extreme environment and consequent malnutrition. Legends state that a Goblin with ample food and free of the threat of predation can live as long, or longer, than Humans.

5.1.3 Dwarves

> *"The stone has called us for an eternity, It rings unceasingly behind the ears, It calls in a voice that can be ignored, But only just, and not forever."*
>
> –**Kordi Sticcor**, Dwarvish Engineer-Poet

"Dwarvish social behavior is more consistent with that of carpenter ants than of men or Din. Their appearance is a trick. The smiling face on a cobra's hood."
—**Igone Zorezai**, Burdinadin Writer & Researcher, *'Encyclopedia Subterrania, Dwarves & Star-Nosed Moles'*, Library of Glade Lagu

Overview

The Dwarves, or Fedarshin (as they are called by the Din), are a race of short, sturdily-built folk who live primarily underground in isolated strongholds typically called forts, or holds. The Dwarves do not fit in on Mundus. They have a compulsive urge to dig, to scrape away dirt and to strike the earth, and seek out something in the deep. They combat these urges with obligation. Dwarves value anything that can keep them focused on life, even if the call of the depths are never far from their mind.

Dwarves also know, instinctively, when the moment of their death by age will be, down to the second.

They do not know how, or where, but they know when. Many Dwarves, upon reaching an old age and knowing their time has come, will finally indulge in one final dig, heading down to die in the deep, as so many have done before.

Appearance

Dwarves stand about 4'10" tall, with black or brown hair, often braided with metals and stone insignias woven in. Their compact, stocky frames weigh about as much as Humans who stand a foot or more taller. Females are almost exactly the same height, however lack beards and have softer (if still very sturdy) facial features. Dwarves can see in the dark. They are hardy, and very resistant to injury, toxin, and hardship, and are famous for their capacity for drink. They are also long-lived, although not immortal, and after reaching adulthood at about 20 years, many live to the very old age of 200. Interestingly, Dwarves never become decrepit, they simply persist in a sort of middle age until dropping dead.

Racial Abilities and Characteristics

Attribute Modifiers: +2 END, +1 HLT

Short and Stout   -1 Reach, -2 MOB

Robust Immunities   -1 to Infection Chance against all wounds, +2 to Blood Loss rolls.

See in Shadow   When in low-light conditions, Dwarves treat each stage of Lighting as one step less severe on the table, because of their excellent eyesight in the dark (i.e. Pitch Black becomes Poorly Lit, Poorly Lit becomes Dimly Lit, and Dimly Lit becomes Evenly Lit). However, they cannot see colors when in the dark.

Prodigious Livers   Dwarves gain a +6 to their effective HLT when rolling to resist toxins (poisons, alcohol, general toxins) that are ingested, and a +2 to their effective HLT against poisoned arrows, weapons or other toxins that enter the body through injury.

The Call of the Deep   Dwarves get +4 to any roll involving digging downwards. A Dwarf must make a WIL roll at RS 5 to stop himself from digging once he has begun. A Dwarf who is currently under the influence of alcohol reduces the RS to 1.

Hammer of Industry   Dwarves always get one extra die in each step of crafting the roll in. (Not in Beta)

Culture and Society

Dwarvish culture varies greatly depending on the Hold in question. However, most Dwarvish communities are close-knit, with individual clans within the Hold each having a hereditary occupation, jealously guarding their secrets from others while endlessly perfecting their techniques. Contact with outsiders is greatly restricted, and trade with the general public is often divided into two groups: the 'outer' market, where strangers and poor traders deal at inflated prices, and the 'inner' market, where trusted merchants are allowed to see the real stock without price-gouging.

It is not uncommon for three generations of merchants to deal with a clan of Dwarves before being granted trust (usually in the form of a tattoo by the Hold's inkweaver that grants access to the inner bazaar). Dwarven goods are of obscenely high quality, but increasingly, their exquisite craftsmanship has begun to meet competition, both from the Burdinadin's precision engineering, and the raw mass production power of Human production houses.

The Dwarvish system of writing, which is written as dots in three columns going downwards, was born of their primary means of identification in the dark tunnels, where facial features are hard to discern. Thick beards (or necklaces, for women) with elaborate braids studded with beads, clever knots and medals, allowed individuals to recognize each other by 'reading' them. Many Dwarves of status take great pride in their elaborate, dignified beards, while those who leave the Holds typically cease the practice, after realizing that nobody can read their beards except Dwarves, or else increase the practice and flatter themselves by braiding their beards ostentatiously, perhaps for that very same reason.

Internally, each Hold is ruled by an anonymous King, who sits upon a stone throne in the deepest heart of the Hold, and wears the Hold's ancestral mask. The King chooses his own successor through merit, and the death of the King is never announced — officially, most Dwarf Holds have only ever had one King. Instead, each new King is called a 'Mood,' such that King Ulric may have had the Mood of Economic Reform, the Mood of Innovation, the Mood of the Rat War, and the Mood of Decadent Feasting over the course of several centuries.

Dwarves have a deep, overriding urge to dig. Those who tear themselves away from the underground eventually lose this urge, but for most Dwarves it is a constant presence in their minds. If they begin to dig, Dwarves find that it is difficult to stop, and if left to their own devices, most would simply dig until they died of thirst in the deep, hammering ever downwards in an ecstasy of picking.

The Dwarves know this as 'The Call,' and they consider it a natural thing. Most of them combat it with alcohol, as a drunk Dwarf becomes temporarily deaf to The Call. A common strategy for ambitious miners is to carry two canteens, one with water, and one with strong turnip-wine or dark ale. After the water runs out, the Dwarf will quickly become intoxicated enough to realize that he's out of supplies, and return to the surface.

Of course, this is a dangerous technique, given Dwarven alcohol resistance, and also given the carelessness of drunken miners, so the foreman and overseers of Dwarvish dig operations usually drink enough to keep the edge off at all times, so that they can spot anyone who has spilled his drink, or watered down their ale too much to pull themselves away from the pick.

Ecology

The Dwarvish diet is very similar to that of Humans, with a few exceptions. Dwarves can ingest extremely toxic substances without fear, and their diet includes many things that would be outright poisonous to Humans or Din. Dwarves are also highly resistant to the effects of alcohol, and have had to develop singularly strong mixes to achieve the same effect as Humans get from softer drinks. Because the Dwarvish eye is much more optimized for tracking the outline of shapes than it is for discerning fine details within those shapes, Dwarves have trouble identifying people by their facial features.

Dwarves mate for life, and rarely seek a second mate if separated from the first by death or misfortune.

5.2 Din

The Din, or Elves, are a category of humanoids characterized by their possession of 'The Focus.' The Focus is a sort of practice, aversion, taboo or belief that grants the Din immortality so long as it is held to, as well as certain other powers or abilities, based on the sub-race of Din.

The Din themselves often quarrel over what precisely constitutes a Din. The Ohanedin, for example, maintain that Humans are also Din (they call them the Hostoadin) because of their ability to Ascend, which they consider a form of Focus. The Burdinadin, by contrast, do not believe that the Zells or the Ohanedin are Din at all, because both receive their immortality from higher powers, rather than from within. The Orredin believe that the Goblins are a degenerate and fallen form of Din that has forgotten its Focus (and thus, justify by precedent that the Orredin themselves are an ascended superior race, while the rest are merely average).

Whatever the truth of the matter, for the purposes of Races, any race with a Focus can be considered Din, and remain ageless so long as they practice their Focus. They are also susceptible to any effects, magic, and so on that specifies an effect against Din.

In terms of appearance, the Din as a whole are generally similar to Humans, but are usually marked by slightly tapered ears (though this varies between the modest and delicate ears of the Orredin, and the grand, some would say obnoxiously large ears of Zells). The features of Humans (for those Din who hold that the Humans can be counted among them) are simply a logical continuation down from the Orredin.

Focus

Din are ageless beings and hold a kind of immortality as long as their Focus is maintained. Each Din has a different Focus, which provides them with certain attributes and skills.

Zells   The Zellish Focus is called 'The Dream,' which grants them immortality so long as they are part of The Dream. A seafaring race, the Zells need to be members of a crew to be part of The Dream. Zells have a strong bond with one another, and have telepathic links with their crew members.

Burdinadin   The Focus for Burdinadin is rather unclear. The 'Iron Elves,' as they are also called, only know that while they are within the sanctuary of their Iron Glade, or otherwise shielded when venturing outside the Glade, they are protected from spiritual contamination, and maintain their Focus.

Ohanedin   The Ohanedin are feared, yet honorable race. Their Focus has three main principles, which ensures their immortality and agelessness. First, they must never clothe themselves in metal, they must never betray an oath freely given, and never eat meat from animals that cannot speak.

Orredin   —   [Not Released]

Paleolithic Elf   —   [Not Released]

5.2.1   Zells

> *"Quatschte blöde an die Zelle, kriegste schnell ne Maulschelle"*
> «If you talk tough to a Zell, you should expect your face to swell»
>
> –Sessonian Folk Saying (Rhyming Translation)

> *"My race sailed these waters before yours crawled out of them."*
>
> –**Rade Sark**, Admiral-Prince of the Sea of Eyes

Overview

The Zells, or Zellish Elves, or Sugaardin, are a race of humanoids who favor a maritime existence, and are telepathically bonded to their crews, as well as to the living ships on which they sail, called Zellislava. They are immortal, so long as they are on the sea and part of a crew, and so most Zells avoid land when possible. Zells also have a strange attunement to the supernatural, drawing the attention of powerful spirits and even deities more easily than other races.

The Zells have ruled the seas of Mundus for countless eons, and can be found in every maritime role, from mercenary to merchant. Though at heart they are not as warlike a people as Humans are, the Zells have proven that on the high seas they have no equals, and certain groups of them are highly militant.

Appearance

Zells resemble Humans, but it would be difficult to mistake the two. Their ears are long and tapered, and grow longer with age; truly ancient Zells having ears in excess of a foot in length. The average Zell of both genders stands at about 5'10". Males tend to weigh about 150 lbs, and females slightly less.

The 'classic Zell,' the stock from which most of them derive, is fair skinned, with straight black hair, black eyes, and an aquiline nose. However, most Zells have some Human ancestry, and so show diverse traits much as Humans do. Zellish men can grow full beards, something that most Din cannot do, and some of the Zellish ethnic groups place great importance in the growing of mustaches and beards.

Racial Abilities and Characteristics

Attribute Modifiers: +1 AGI, +2 PER

Elvish Agelessness   —   Elves reach physical maturity by the age of 20, much like Humans do. However, after that, their bodies' aging process halts, so long as they retain their Focus. Each breed of Din has a different Focus.

Focus   —   Like all members of the Din, the Zells have a focus that allows them to remain Ageless. The focus for Zells is 'The Dream.' As long as a Zell is a member of a Dream, the Zell does not age significantly past physical maturity. This effect does not stop the Zell's ears from growing longer over time. Zells who leave their Dream begin to age normally. Zells lose Focus when they set foot on land, but they can stave off the effects of aging by drinking salt walter from the sea. As long as they have a steady supply of sea water and are still part of a Dream, they can retain their immortality indefinitely.

Zellish Dream   —   The Dream is a sort of psychic connection that occurs between Zells. It is a form of semi-voluntary communal bonding, the trigger for which is a kind of vessel on open water. When it takes root, the Zells begin to share thoughts, become aware of each others' well-being and feelings, and perhaps more importantly, begin to hear the thoughts of the ship itself, which is naturally drawn into the bond. The Dream allows Zells to communicate nonverbally over a distance of about a mile, and to communicate instructions to their ship (assuming it is a Zellislava). Being a member of a Dream is the requirement for their Focus.

Becoming part of a Dream requires that two or more Zells spend about a week as the sole occupants of a vessel or ship. Even a rowboat will do. Importantly, these Zells must at least agree on which of The Seven Gods of Chaos has primacy. They do not need to be of the same tribe or hold the same beliefs. Even Zells who were raised on land with no contact with other Zells can form crews by fulfilling these requirements. Additionally, Zells that are not part of a Dream may be incorporated into a Dream by spending a similar amount of time on the ship with its crew.

Zellislava   —   Any ship that serves as the 'founding' vessel for a Zellish Dream (i.e. the rowboat that Zells spend a week on to merge their consciousnesses) becomes a Zellislava immediately. Alternatively, if a pre-established Dream of Zells make up the primary crew of a vessel of any size for about a year,

that ship will gradually become a Zellislava over that period. The Zellislava itself will be aligned to the member of The Seven Gods of Chaos that the Zellish crew worship. A Zellislava is a living ship that gradually grows and expands from the framework of its original body, increasing evermore in sophistication and complexity, and eventually gaining moving components.

Friends in Deep Places Zells in open water, either at sea, on inland oceans or large lakes, have the peculiar ability to vanish into the depths, and reappear at the nearest shore. This involves them emptying their lungs, losing consciousness, and sinking into the deep. Through a barely understood force (believed by the Zells to be the machinations of their gods) the Zell will emerge anywhere from a few hours to a month later on the nearest coast, feeling reasonably well-rested, but hungry and sore. Everything on their person, including objects held in all but the most airtight containers, will be thoroughly soaked.

Additionally, anything that a Zell personally drops into the ocean, intentionally or unintentionally, can be recovered during the Zell's time in the deep, but this requires a WIL roll with an RS of at least 3, and possibly more if the item is very heavy. Objects too large or heavy to be carried by one person cannot be recovered.

If a Zell is somehow prevented from sinking while attempting to use this ability, they do not vanish and reappear, but they also do not reawaken until either released into the deep, at which point the ability takes effect as normal, or until they are pulled up to the surface, at which time they awaken, confused and disoriented. Regardless of the status of their Focus, a Zell does not age while in this state, and fish and other animals will not eat or even touch a Zell who is in this sort of stasis. Theoretically a Zell could spend centuries submerged in this manner...

The Zellish Touch Zells always add their PER to Missile rolls involving any weapon with circular components. If they use the Aim Maneuver, they may add their PER again. Weapons that 'count' for this rule include Zellish wheelbows, wheellock firearms, throwing disks like frisbees, circular sawblades, chakrams, and so on.

Echolocation A Zell's ears are much more sensitive than that of a Human, and because they do not speak often in their native environment, they are less likely to filter out echoes that would otherwise prove highly confusing in regular speech. The result is that they have the ability to echolocate, that is, by making small noises that reverberate off of far surfaces, they have a sense of where objects are, even in complete darkness.

So long as conditions are relatively quiet, a Zell can treat even Pitch Dark Lighting as Poorly Lit for the purposes of movement, and even shooting. If the target of such a missile attack has made a loud or audible noise (even a bow or crossbow shooting is sufficient) then this improves to Dimly Lit. Poorly Lit reduces MP by 75%, Dimly Lit reduces MP by 50%.

The range of this ability is generally 10 yards per point of PER the Zell has.

Racial Glossophobia Zells have very keen senses of hearing, and this actually proves a disadvantage when communicating verbally, because the echoes of both their own and other voices makes it very difficult to pick out small details like words and inflections. As such, Zells often seem awkward, are prone to pausing in conversation to 'sift' through the words they have just heard, and also tend to prefer talking either very softly, or very loudly, with little room in between. Zells suffer a -4 pool penalty to CHA related tests involving communicating with others verbally. This does not apply for Intimidation checks.

Race of Sailors Zells gain a +2 racial pool bonus to Sailing tests. This bonus increases to +4 if the boat being operated is a Zellislava. This bonus decreases to -2 if the boat being operated is a Zellislava of a Chaos God hostile to the Zell in question.

Resistance to Disease Zells cannot contract some diseases, including any transmitted by insects or rats, and some vitamin deficiencies, like scurvy. They are also curiously immune to botulism, though it does upset their stomachs.

Strange Tastes Zells suffer a -2 penalty to PER to detect poison (or anything else) in food or drink, because they have a dulled sense of taste. However, they may survive drinking seawater, and cannot suffer nausea from smells or tastes, no matter how vile.

Culture and Society

The Zells as a race do not have a well-organized society. They live primarily on the sea in independent ships, each with their own small community and goals. These ships belong to tribes, of which there are 42, but these tribes do not have any sort of permanent leadership above the individual ship level. Instead, tribes have a 'creed,' which is decided upon every hundred years in a great meeting, in which all ships of the tribe gather together (if able), and hold talks about any possible changes to their creed. If a captain or his crew breaks the creed, and it is discovered, punishment is usually meted out quickly, according to the creed, by the rest of the tribe.

The actual culture and values of the Zells vary dramatically along tribal lines, but a constant is the worship of The Seven, who are believed to be the source of The Dream, and who are venerated almost universally by seabound Zells. Each tribe has a 'primarch,' or a member of The Seven whom they believe is first among equals, and whom they believe to share a special relationship. Another constant in Zellish culture are wheels. Particularly wheels that spin or turn seem to hold great significance to Zells, even if they cannot articulate why exactly they do. Their religious services always involve wheels or rings of some sort, and The Seven are even portrayed as being spokes on a great wheel, in some tribes. Even weaponry is often made involving rings or wheels: throwing disks with razor edges, bows with the strings threaded through multiple wheels, and the occasional sword with rings attached to the spine. Thus far, the Zells haven't figured out how to make a sword that looks like a ring, preferring to use their Zellish Sabers, although it's only a matter of time.

Many Zells have simply been assimilated into Human culture (usually because their ancestors couldn't afford a ship). These people are not generally much different from regular Humans, though they tend to be taciturn, as the natural aversion to words stays with them. The fixation with circles also seems to be somewhat deeper than merely cultural, as Zells, regardless of their background or upbringing, tend to favor rings, wheels, and other circular designs in art and craft. It is unclear if this fixation with rings is due to the Seven's association with the 'Brass Wheel,' or if The Seven's association with rings is due to the Zells' worship of them.

Zells are stereotyped by humans as being highly promiscuous and uninhibited. This is mostly because the ones humans meet tend to be sailors getting drunk before heading back out to sea, but it is generally true that Zells think less of romance and relationships than humans do. Children are usually kept by (or left with) the mother. This is considered the normal state of affairs among Zells–it is very unusual for a Zell to actually know his father's name, those who do will often adopt it and the suffix "-vic" as their surname. So a Zell named Boris whose father's name was Mark would be called Boris

Markovic. Having such a name is as close to "nobility" as it gets in Zellish society.

Ecology

Zells are social animals. In their natural state, they exist in tight-knit groups that live, travel, fight, eat, and generally act together as one. The Zellish diet does not differ much from that of Humankind, though their sense of taste is far less acute, and Zells are poor at discerning tastes unless they are very strong. This has led to most of their food being extremely pungent. They also drink (mostly) salt water, which would be fatal for most other races. Zells treasure the taste of fresh water, and believe it helps with the digestion.

Most Elves are resistant to disease, but Zells in particular have adapted immunities to a few conditions that are commonly the bane of sailors. They cannot contract scurvy, and their skin, blood, and bodily oils are highly toxic to insects of all sorts, making infections from mosquitoes, lice or fleas unlikely.

Zells do not mate for life, and in fact have great difficulty feeling attraction for those that inhabit a Dream with them. They are prone to short relationships in passing, either with their own kind, other Din, or Humans, and the offspring are almost always Zells, regardless of the mate.

How to Roleplay a Zell When playing a Zell, remember that while you're probably a sailor (unless you're a land-born Zell) you're not a human sailor. Zells are taciturn, they don't like talking too much, they dislike loud noises like shouting, and they prefer to show rather than tell. Aside from that, they can be very human, they enjoy the same things more or less, but they tend to take a longer view on things. Zells love the sea, they love contemplation, solitude, and the company of close friends. For a Zell, the only truly close friends are those in the Dream. Friends outside of this psychic link–especially humans–may be liked, even loved, but they will never truly be "in" like a Zell's crewmates are. As a Zell, you're a hard worker, a brave seaman, and a true comrade. You don't weigh in your opinion unless you're sure of what you're saying, and generally you'd rather be sure of what's going on before any decision is made. You might feel that

you are superior to humans because of your immortality, (and also because their ears remind you of children) but Zells and humans have been living together for a long time, and there's also a certain brotherhood there–you're probably part human yourself, after all. Male Names: Vlad, Rade, Boris, Akula, Olaf, Taviye, Dusan, Slavomir, Bozemir, Radovan, Arkan Female Names: Kasatka, Dahaka, Shahaka, Moloko, Rahoko, Draguna, Natalya, Tamara, Dusica

5.2.2 Burdinadin

"I've been inside of an Iron Glade. The construction is admirable, though lacking in aesthetics. They bathe in rooms full of steam. Their halls are lit by panels of glowing glass, and the great towers stretch as far underground as above, but there is no personal element. It was not a home, it was an emergency shelter. A bolthole. A temporary solution become terribly permanent." Zoph Escher, Lord of Kar-Ischil 'On Elves', Report to The Hurtsickle Society

"If we thought death was a way out, we would have built gibbets, not Glades." Skillithingtorix Amljatijakove, Burdinadin Radical 'No Way Out', Master Thesis, Lagu University of Natural Philosophy

Overview

The Burdinadin, or 'Iron Elves,' are a race of intellectuals and shut-ins who have sealed themselves away from the outer world within the great Iron Glades, huge metallic fortresses that shield them from the impurities of the outside. They are gifted scientists, in large part because the same quasi-magical senses that made the outside world so intimidating to them can also be turned inwards, to analyze the subtle mechanics of natural law around them.

Appearance

The Burdinadin range from chestnut-skinned to fair, and tend to have pale hair and green or red eyes. They rarely stand over 5'6", and tend to hover between 100 and 140 lbs. Females are not noticeably shorter than males, but tend to be slighter of figure.

Racial Abilities and Characteristics

Attribute Modifiers: +1 INT, +1 AGI

Elvish Agelessness Elves reach physical maturity by the age of 20, much like Humans do. However, after that, their bodies' aging process halts, so long as they retain their Focus. Each breed of Din has a different Focus.

Focus The Burdinadin do not currently know what their Focus is, but so long as they are within the Iron Glades or properly shielded while outside, they retain their Elvish Agelessness.

Natural Philosophy So long as the Burdinadin is not suffering Pain from spirit contamination (see Sterile Soul below) a Burdinadin may make a special Education test to discern the function, purpose, composition, and/or mechanics of any object, device or technology. For this test, the Burdinadin adds PER to INT. This kind of check is omni-sensory, utilizing sight, smell, touch, hearing, and even taste.

If the Burdinadin is allowed to disassemble and play with the subject manually, a +4 bonus is gained to the Education test.

When used in this way, Natural Philosophy requires time to study the object determined by the RS of the test. See the table below.

After a successful use of this ability to analyze something, any Craft rolls made to improve, redesign, copy, forge, disable or otherwise take advantage of this knowledge gain a bonus equal to the Bonus Successes from the Natural Philosophy roll. The same object can be analyzed multiple times, but the Craft bonus does not stack, only the highest number of BS is used.

There is a cost to using this power. Every hour that is spent using Natural Philosophy, the Burdinadin must make a WIL test at RS 1, +1 per hour they have already been using the ability. If they fail, they attract the attention of That Which Stares Back, and begin suffering spirit contamination, as when the Burdinadin is outside and unshielded. Once this begins, the Burdinadin cannot break free of the trance, and thus the spirit contamination, until they make a WIL test at RS 1, +1 per hour since That Which Stares Back has fixed its gaze upon them.

Table XX Natural Philosophy Test RS Time Required Example Subject 1 Less than a second Mace 2 10 Seconds Lever 3 1 minute Mousetrap 4 10 minutes Crossbow 5 1 hour Matchlock 6 12 hours Pocket Watch 7 1 day Steam Engine 8 1 week 1960s Supercomputer 9 6 weeks Nuclear Submarine 10+ x10 per RS in months Alcubierre Drive

The Stains of Time The Burdinadin can see trails of causality through the air before them when in tense situations, much as Humans see strange patterns on the insides of their eyelids after looking at bright lights. Unlike the Human visions, which are thoroughly ignorable traces of dying cells on the cornea, the Burdinadin's visions are glimpses of the future, brought forth by their ability to gaze into the interior mechanics of the universe's functions.

So long as a Burdinadin is not suffering from spirit contamination (see Sterile Soul below) and is not suffering more than Light Encumbrance, the TN of all Void and Parry maneuvers is reduced by 1.

Additionally, The Stains of Time allows Burdinadin to Void or Parry missile attacks from firearms.

Sterile Soul The Burdinadin cannot handle contact with the outside world, and all of its spirit contamination, without proper shielding. If a Burdinadin is ever forced to leave the Iron Glade without a protective suit or other means of protection, he will suffer 1 Pain per hour from spirit contamination. If the Pain suffered exceeds the Burdinadin's combined HLT and WIL score, he must pass an RS 3 WIL check each hour or die, as his nervous system is systematically dismantled by aggressive spirits.

If the Burdinadin finds shelter in a sterile location, or is moved to a safe place after suffering Pain in this way, the Pain will fade at a rate of 1 Pain per 1 week spent in the sterile location.

For faster contamination cleansing methods, and for protective suits and items, see Chapter XX.

Burdinadin Armory Special access to Burdinadin equipment. More information can be found in Chapter XX.

Culture and Society

The Burdinadin live almost exclusively in the Iron Glades, which were built to shield them from the spiritual contaminations of the outside world. Having learned to retain their sanity in such claustrophobic environments, the Burdinadin combine gregariousness and privacy, and greatly value their personal space, often retreating into seclusion for weeks or months at a time to ponder over problems, or come to terms with personal dilemmas. Their society recognizes and respects this withdrawal, but expects conformity and reservation in public. The result is a highly dignified society, with extreme standards of decency, conduct, and morality in public, but provides that anything is permissible in private.

The Burdinadin cannot perform meaningful agriculture inside the Iron Glades, and so they trade for food and materials with the outside world, often trading back cheap steel, mass-produced goods, and wondrous inventions for bored kings.

Burdinadin are known for their introversion and being slow to befriend and slower still to trust. Romantic relationships are rare amongst them (too much time, too much money, more interesting things to do–like researching beetle phenotypes!) to the point that many Glades institute a severe bachelor's tax to extort their citizens into producing offspring. Despite that, once they've got them, Burdinadin are very dedicated parents.

Ecology

The Burdinadin have relatively tame dietary quirks compared to Humans. They do have difficulties digesting milk (having almost no evolutionary history of domesticated cattle), and are especially susceptible to food poisoning from meat near spoiling. Most Burdinadin eat a largely vegetarian diet, with meat being eaten fresh, or not at all.

Burdinadin don't usually mate for life, though many have reoccuring relationships with the same individual over a long period of time. Pregnancies last about 12 months. They can breed with Humans and other Din, though the offspring are generally of the mother's race, except for Zells, with whom they almost invariably produce Zells.

How to Roleplay a Burdinadin   When playing a Burdinadin, remember that you grew up in a highly ordered and enclosed environment, where your primary mission in life was maintaining that environment. You've been conditioned since you were a child to have a keen attention to detail, to live an orderly and methodical life, and to pursue your work–whatever it may be, from soldiery to research– with unparalleled dedication and ambition. If your job is maintaining the air-circulation units of your Glade, then your every waking moment will be spent furiously struggling to maintain, improve and perfect that unit. If your job is killing people, then you will spend every waking moment of your life straining to be as good of a killer as you can be. As a Burdinadin, you're smart, fast-talking, fact-obsessed, and a bit naive. Metaphors and analogies tend to go over your head, you take things literally and you present things literally. You're not opposed to ideas about magic, gods, souls or whatever–after all, what is the Void if not a realm beyond this one? But you'd rather explain things with hard data than speculation and philosophy. As a Burdinadin, you might be a bit awkward around people in a non-work setting. You have hobbies that you know inside and out, but what're the odds anyone you're going to meet is as into whittling as you are? Not very. You might not see humans, or even other Din, as being equal to you. They're irrational, illogical, they don't care about facts the way Burdinadin do, they get too wrapped up in emotionalism and nonsense. Maybe you think of them like animals just running off of instinct, or maybe you admire them for their ability to let go of details and "go with the flow."

5.2.3   Ohanedin

"The Ohanedin hate bows, did you know that? We all think of those feisty wood-elves with their bows, but they hate 'em. It's Zells what like bows. The stick-eaters don't like bows, 'cause you've got to be far away to use 'em. Can't enjoy it that way." Sir Roger Westridge, Knight of the Green Brotherhood

> *"This isn't your land, infidel."*
>
>   –**Zoga Ganix**, Ohanedin Ranger, *'The Slaughter at Occi'* (Attributed)

Overview

The Ohanedin are an Elvish race of fiercely individualistic and independent tribesmen from the northern hills, cliffs and forests of Iber. They treasure their freedom and their way of life, and fight ruthlessly

and without restraint to defend their ancestral homes. They are rightly feared by all who neighbor them, and are often (rightly) accused of the cannibalism, Human sacrifice, and depraved tortures that befall those who trespass into their lands without license.

Conversely, they are also known for their nobility, iron-bound senses of honor, and undying loyalty to those who win their friendship, and many leave their hilly homelands to seek employment in the retinues of noble families. Some Ohanedin have acted as retainers, bodyguards and teachers for ten generations of the same noble Human family. Their word is their bond — more literally than any Human could hope to understand.

Appearance

Ohanedin are usually fair-skinned, with eyes ranging from brown to bright blue, and black, brown, or greenish-blonde hair. They are taller than their Burdinadin cousins, standing between 5'8" and 6'0" on average, and weighing about 140 lbs. Females are not much smaller than males, but the difference is noticeable.

Racial Abilities and Characteristics

Attribute Modifiers: +1 STR, +2 AGI, +1 PER

Elvish Agelessness   Elves reach physical maturity by the age of 20, much like Humans do. However, after that, their bodies' aging process halts, so long as they retain their Focus. Each breed of Din has a different Focus.

Focus   To preserve their immortality, Ohanedin must obey the mandates of their patron spirits. Never clothing themselves in metal (metal weapons are acceptable, as long as the Ohanedin doesn't actually have to touch the metal part), never betraying an oath freely given, and never eating meat from animals that cannot speak are the three basic prerequisites, however many have significantly more. Due to the complexity of the Ohanedin Focus, it is broken down into its individual qualities below.

An Ohanedin that breaks the laws of consumption (eating the flesh of an animal that cannot speak) will violently regurgitate its meal, and will lose access to Natural Awareness and Rules of Nature for the next 24 hours.

Metallophobia   Ohanedin have a particularly rigid Focus, particularly when it comes to metal. Wearing metal covering the torso inflicts 8 Pain on an Ohanedin for as long as it is worn. Wearing it on the head inflicts 10, whereas the limbs only inflict 4 each. Wielding a weapon made of metal inflicts no pain, unless that metal is part of the grip that must be touched. A wood grip can insulate an Ohanedin from this effect, but cloth, leather or similar materials do not.

Of course, the Ohanedin also age so long as metal is in contact with their flesh, as its Focus is being denied, and the Ohanedin cannot use his Natural Awareness or Rules of Nature powers either.

Injuries inflicted by metal weapons do not inflict additional pain, but any missile made of metal that has a Stuck chance inflicts 2 additional Pain on a successful Wound if the missile becomes Stuck.

Focus Oaths   An Ohanedin who gives his word freely is compelled to keep it, until such a time as he fulfils his promise, or the compact is broken by the other party. An Ohanedin who breaks his oath loses Focus for a year and a day, and is no longer immortal, and does not benefit from Natural Awareness or Rules of Nature. The Ohanedin does retain access to his Murderous Speed ability, and is also still vulnerable to Metallophobia. This period can be cut short if the individual to whom he made the broken oath names a penance for him that is deemed acceptable by the spirits (this is a fine art, and the rules are not clear to anyone, even the highest wisemen of the Ohanedin) which the guilty party then fulfils. A common penance is for the Ohanedin to cut off one of their own fingers, another is to serve the offended party for ten years.

Natural Awareness   An Ohanedin is automatically aware of any wounded or frightened life forms within 100 yards of it in any natural (non-urban) environment. This awareness is accurate to an area of about 10 yards, at which point it cannot pinpoint it any further. This ability does not work on other Ohanedin, or creatures with the Soulless descriptor. Ohanedin lose this ability if their Focus is lost.

Murderous Speed   Ohanedin have nearly perfect control of their bodies' movements. There are no nervous tics, no 'tells,' and no involuntary flinches. They move like spiders, from perfect stillness to rapid deliberate motion with no transition in between.

In the Orientation Declaration stage of Combat, Ohanedin do not have to declare which Orientation they are not throwing.

Additionally, Ohanedin gain a +2 racial bonus to any Stealth related roll.

The Feeling Disappears   The Ohanedin's spirit senses, much like their Burdinadin cousins, offer them an unusual insight into the world around them and an ability to sense events before they occur. Unlike the Burdinadin, however, the Ohanedin are not fettered by their need to avoid spirit contamination. To the contrary, it is through the spirits that this power is achieved.

As long as an Ohanedin currently has Focus, the TN of all Void and Parry maneuvers is reduced by 1.

Additionally, The Feeling Disappears allows an Ohanedin to Void or Parry missile attacks from firearms.

Rules of Nature   The Ohanedin have a delicate relationship with their patron spirits, and it is possible to offer up their own life-force for consumption in return for victory. This often results in blood forcing its way out of the eyes, ears, mouth and other orifices, but the sheer power granted in return is worth any sacrifice. An Ohanedin may choose, when declaring an attack that inflicts damage, to add their WIL score to the amount of damage dealt. If they do so, they suffer 1d10x2 Bleed as the attack resolves, whether or not the attack is successful at hitting and inflicting damage.

Culture and Society

The Ohanedin have one rule as a society. That rule is that no Din can be ruled except by consent. Their analogue to feudalism is a system of voluntary slavery, but it is not hereditary. Instead, individuals who excel are offered land and status in return for years of their life in service to powerful lords, during which time they gain experience, wealth, and connections.

As these arrangements are sealed by oaths to the spirits, which an Ohanedin cannot break without sacrificing his Focus, the arrangement is highly functional, as the power structures are simply incapable of betraying and plotting against themselves. This results in extremely bloody battles, where the Zaldunak (knights, or cavaliers) can be ordered to attack by their lords, and are unable to retreat until ordered to, or until their masters are killed. Ohanedin culture holds a certain reverence for these sort of oaths, and it is commonly believed that one can become a living god by holding to an oath long enough, and unconditionally enough. The Ohanedin religion venerates several of these entities, some of whom are very much alive and active, still acting to fulfil their oaths.

The Ohanedin have a very sophisticated and ironclad family unit that is the basis of their society. Men are less numerous than women in Ohanedin society (mostly because of violence) and as such, polygamy is considered normal among the upper classes, though the average Ohanedin will live a monogamous life. The Ohanedin take this sort of thing very seriously, and are utterly dedicated to their spouses. The oaths of marriage are the second strongest out of all of the many oaths, surpassed only by the

Ecology

The Ohanedin cannot consume the flesh of beasts that cannot speak; this is not just a religious conviction, but a biological one imposed upon them by the spirits, and they become violently ill if they consume animal flesh.

As such, they have complex dietary requirements, which they must supplement (when possible) with meat that they are allowed to eat... generally Human, or that of slain rivals or fallen friends of their own race. Certain mimicking birds are considered fair game as well, though these are generally scrawny and make for poor meals.

Blood, however, is considered perfectly fair game wherever it comes from. Thus, the most important component of the Ohanedin diet is a mixture of milk and cow blood, which they carefully extract from their cows without killing them.

Ohanedin pregnancies are similar to those of the Burdinadin, lasting 12 months and being relatively painless. Most interracial pairings follow the race of the mother, with the exception of Zells, who always produce Zells.

How to Roleplay an Ohanedin

When roleplaying an Ohanedin, remember that they are a very martial, very honest people. The Ohanedin may dissemble, they may even outright lie, but they try never to break agreements or promises, no matter how minor. For them, everything is about honor, obligation, and duty. Ohanedin

don't commit to things easily, since once committed to, breaking off an engagement is difficult indeed. As an Ohanedin, be straightforward, but don't commit to things unless you mean it. Be skeptical of everything, don't be lured into agreeing to something until you have all the facts. Be just to your comrades, and absolutely merciless to your enemies. Remember to praise the spirits–they're your friends after all–and be respectful to those who show you the same courtesy. You probably distrust humans. Humans are bad at keeping promises, they make six of them every minute and they break them just as quickly. That doesn't mean you hate them, but they're compulsive oathbreakers, and they cannot be trusted in the same way an Ohanedin can. Even other Din are like this, though less so. Be cautious around outsiders, but true to those who prove worthy of your trust.

5.2.4   Orredin

Overview

The Orredin are a powerful and ancient race of Din, often called Helians, or High Elves. From their floating city above the Broken Sea, they have ruled empires forgotten to man for eons. When humankind was still knapping spears from flint, the Orredin had already developed public sanitation, double-entry accounting, and several varieties of espresso. Their traditions of intellectualism, philosophy, engineering, medicine and sorcery are all ages-long, and there is surely no race of men or din more educated and sophisticated than they. Of course, these great powers make them very arrogant, and given that few Orredin have ever stepped down from their ivory towers, most of them are in fact rather inexperienced in temporal affairs, and their extensive knowledge is not (as many of them believe) an actual substitute for experience and practice.

Though beings of terrible power and intellect, Orredin who venture forth on adventures and expeditions often find themselves rudely awakened to the hardships of everyday life–and those who survive are greatly strengthened by the revelation.

Appearance

The Orredin are otherworldly and dignified creatures. Humanoid, with short but delicately pointed ears and refined features. They are not very tall compared to the other Dinnic races. The men stand at about 5'6, the women several inches shorter. Most have fair skin and hair. Their eyes are distinct for their uniformly purple hue–a product of their connection to the Warrens, the primal source of Sorcerous Energy. Orredin cannot grow full beards, though some can muster goatees or thin mustaches.

Racial Abilities and Characteristics

Attribute Modifiers: +2 Intelligence, +2 Willpower, -2 Health, -1 Strength Always have Beautiful Minor (can buy Beautiful Major at difference in cost)

Focus: Like all Din, the Orredin have a Focus which allows them to remain ageless and immortal. The Orredin focus is to simply be in a Warren with 50 or more Sorcerous Flow. The Flow can be utilized by devices or spells, so long as it is there, any Orredin in that Warren has Focus. Alternatively, consuming

(usually drinking a solution of) about a teaspoon of powdered magestone (typically costing 10 gp) will satisfy an Orredin's Focus for a year.

Apotheosis: Orredin have a special pool of points called Gnosis. Each point of Gnosis is a point of extra Flow that an Orredin has available to him regardless of what Warren they are in. Gnosis moves with the Orredin, and can be used, occupied etc. just like normal Flow, except that it can only be used by the Orredin himself. Gnosis can also be spent to activate Bloodline Abilities. Doing this temporarily "spends" the Gnosis points, which cannot be used for Flow or other purposes until they return. Gnosis regenerates (up to the Orredin's Gnosis Cap) at a rate of 1 Gnosis per [30-Willpower] minutes. An Orredin starts with 1 Gnosis, and can increase their Gnosis cap in the following ways:

- An Orredin may spend 15 Arc Points to increase his Gnosis Cap by 1. Only 5 Gnosis can be gained in this manner.

- Consuming (usually drinking a solution of) two and a half tablespoons (about 100 gp worth) of Magestone will increase an Orredin's Maximum Gnosis by 1. Only 5 Gnosis can be gained in this manner.

- Absorbing energy from certain ancient relics, powerful artifacts and rare devices will increase an Orredin's Maximum Gnosis by 1. Only 10 Gnosis can be gained in this manner.

- The last way to increase Gnosis is to keep calm and Sieg Dion.

The Godhead is a Spring: Every Orredin is at least a Minor Sorcerer, and is considered to have X points in the Magic Category devoted to Sorcery. The level can be increased with additional expenditure in the Magic Category at Character Creation.

From it flows Everything: Each Orredin in a Sorcerous Warren increases the Flow value of that Warren by 2, and of all adjacent Warrens by 1.

And then returns once more, and so is like a Spring: All Orredin have a Bloodline Power that can be selected from the list below. Additional powers can be purchased in the Magic category at Character Creation. These are just examples. Confer with your GM about personalized Bloodline Powers that may fit your character better.

Bloodline Powers

Killing Glare [X+1] The Orredin can emit thin, visible beams of energy from his eyes that can shear through almost any material like a hot knife through butter. Activate this ability with Gnosis [X+1]. When Activated, the Orredin may shoot lasers out of their eyes. These lasers are treated as a Shooting Missile Weapon capable of Rapid Fire (with no limit except MP) with the following Profile:

There is no "Eye Lasers" Proficiency. For the purposes of Missile Pool, Killing Glare uses Perception instead of Proficiency. Aiming is possible, and adds Perception a second time. Bracing is not possible

Table 5.2: Killing Glare

Weapon Name	Weapon Type	Range	Missile TN	Damage	Special
Killing Glare	Elf Laser	20	4	(WIP+X)c	Flaming 3

with Killing Glare. Other Orredin may simply deflect the ability harmlessly by spending Gnosis equal to X. Sometimes, Killing Glare will manifest itself as a beam emitted from the mouth or a hand.

Kneel! [X] When activating this ability, the Orredin may issue a command, generally no longer than two or three words, directed at a living being. That being must make a Willpower test at RS equal to 2+(X/2) or do its best to obey the command. If the command is dangerous or potentially suicidal, the target gains a bonus of +3 to its Willpower test. If the command is overtly suicidal ("Die" is a valid command, causing the target's heart to stop) the target doubles its Willpower for the purposes of the test. Kneel! is only binding for about ten seconds (5 Rounds in combat) after which the effects wear off. Multiple targets may be selected for Kneel! At a cost of +2 Gnosis per target. This ability does not work on other Orredin.

Majesty [X] The Orredin may produce light, an aura of majesty and power, and create unearthly music, noises or whispers around them at will. It become very difficult to argue with, contradict, or even disagree with an Orredin in this state, much less to attack one. When activating this ability, the Orredin's Charisma doubles for a number of minutes equal to X. Any attempt to attack the Orredin suffers a reduction in CP/MP for the Maneuver equal to the Orredin's doubled Charisma score. If the Orredin makes any attack himself, or runs away (quickly, slowly backing away is fine) panics, is hurt, etc., the effect is immediately shattered. This ability does not work on other Orredin.

Purple Vortex [X] The Orredin can stare into his opponent's eyes, and enter a state of mutual hypnosis during which he can exert subtle control over his opponent. This is useful in things like dancing or debate or darts, but it is perhaps most useful in combat. In Combat, after all Actions have been declared but before they are resolved, if the Orredin can look into an opponent's eyes clearly (a closed helmet would prevent this, or being blind, shutting one's eyes, etc) an Orredin may activate this ability by spending X Gnosis. Roll a Willpower Contest between the Orredin and the target. Success: Treat X amount of dice as if they had rolled successes on an unresolved maneuver this action This ability can be negated by other Orredin by spending Gnosis equal to X.

Culture and Society

The Orredin primarily live in the flying city of Helion, where their race has endured since the cataclysm that destroyed their empire millennia ago. Their numbers were sorely reduced in the disaster, and most of them were related to each other. Keenly aware of the dangers of inbreeding, the Orredin enacted a centuries-long Eugenics program, aimed at gradually assimilating fresh blood into the genepool, and restoring their numbers. To find proper candidates, human and Dinnic mercenaries from across the land are hired and sent on suicidal missions, tested for courage, physical perfection and other attributes, and engaged in gladiatorial combat. Only the finest are adopted into the Orredin's fine society, the rest are maimed or perish. Despite these dangers, the supply of mercenaries hungry for glory, wealth and the Orredins' favor never runs dry.

The Orredin themselves are a fastidious, tasteful and clean people. Their cities are magnificent

triumphs of exquisite city-planning, peerless architectural genius, and almost utopian excess. What sorcery and good administration cannot accomplish, the endless legions of slaves who toil beneath the city can. Helion, the mighty capital, is the largest and most glorious city in the world, and it is itself only a hundredth of what it used to be, the rest having fallen into the sea below during the cataclysm that destroyed the old Empire. Orredin society is complex, revolving around public offices, familial politics, favors and obligations, and an ironclad yet unspoken set of social conventions that dominate every interaction. For the Orredin, status and advantage is all there is. The lower ranking ones, those who either could not or would not play "The Great Game," often spend their days plying artisinal trades or other noble activities. Those who climb the ladder are often involved in labyrinthine plots spanning hundreds of years and dozens of kingdoms, manipulating events across the mortal realm to bring them some small advantage at home. Others are involved in the Purple Guard's machinations, taking a personal interest in the potential future of the Orredin race.

A few–very few–reject all of this, and leave Helion. Exiles either by choice or by law are very rare, and such individuals are often assumed to be involved in some scheme so important that it necessitated leaving Helion, something most Orredin have difficulty imagining in the first place. Sometimes this stereotype is true. Other times the exile's mystique is the entire reason they enter exile. Still other times it is neither. Orredin too can feel the pull of curiosity, and the lust for adventure. The world as it looks from Helion is small and trivial, like a game board with kingdoms and nations for pieces, but every so often an Orredin starts to wonder if it is not worth investigating the realm of ants and pawns for themselves.

Ecology

Orredin have very delicate constitutions, and their stomachs cannot tolerate any sort of turbulence without making them unpleasantly ill. The Orredin diet favors honey, olives, fruits, nuts, wine, pure white bread made of good wheat, vinegar, and sometimes fish. When meat is eaten, birds and fowl are preferred, with red meat only being served in small portions, often carefully prepared and seasoned for digestive purposes. Like most Din, the Orredin have a very high tolerance for alcohol, and they prefer drinking wine instead of water, for the purposes of sanitation. They are lactose intolerant, and cannot drink milk or eat cheese. However, they are very fond of coffee, which they prepare with almond-milk and drink constantly. Many believe that the Orredin do not require sleep, like Zells–this is not true, most of them are simply too caffeinated to close their eyes more than once or twice a week. The withdrawal symptoms of centuries of caffeine addiction do not bear thinking about, and as such the Orredin are very particular about maintaining a steady supply of coffee beans from Kedoua and Karthack. Wars that have killed millions of people have been fought over the coffee supply.

Orredin women can birth a child once every twelve years, with a gestation period of thirty six months. As a result, replenishment of their population is extremely slow, and every child is an enormous investment of time and resources, made more complicated by the fact that most Orredin alive today are related to one another, and fear of inbreeding has made most of them bachelors. Interracial pairings always produce a non-Orredin, but it has been found that after four or five generations of controlled breeding, the Orredin characteristics can be made to present themselves once again. A program exists to select humans of sufficiently excellent stock to be inducted and married into Orredin society. Though their lifespans are short, their offspring make up the vanguard of a new generation of Orredin, each the product of hundreds of years of controlled breeding.

How to Roleplay an Orredin

When roleplaying an Orredin, remember that they are an enormously privileged and educated people, used to civilization and sophisticated society. Even the poorest and most despondent Orredin who grew up in Helion will be used to a life of plenty and leisure. For many, adventuring, or even venturing down from Helion, is an awful and draining experience that they would much rather avoid. Some are adventurous and take to this "life in the rough" with gusto, others tolerate it, and settle for occasionally escaping into a cup of coffee or a fine meal. They are also obsessively cleanly. Orredin have delicate constitutions and are frightened of illness. They would bathe multiple times per day if they could.

As an Orredin, you are smart, you know better (and if you don't, it's only because things are so uncivilized down here) and frankly, you are better than just about everyone else. You won't just say it casually, but humans, dwarves, even other din, they're all inferior to you. Deep down, that's been bored into you from childhood, and compared to the glory of Helion, most things you see on the surface just confirm it. You might not be a jerk about it, but when push comes to shove, it's one of the cornerstones of your cultural worldview.

Male Names: Diomedes, Benedictus, Alexander, Volkanius, Kelkotattius, Heracles, Damocles

Female Names: Camilla, Phyrne, Gorgo, Hydna, Anyte, Hipparchia

5.2.5 Star Vampire

Overview

XXX

Appearance

XXX

Racial Abilities and Characteristics

Attribute Modifiers: XXX XXX XXX

Culture and Society

XXX

Ecology

XXX

5.2.6   Paleolithic Elf

Overview

XXX

Appearance

XXX

Racial Abilities and Characteristics

Attribute Modifiers: XXX XXX XXX

Culture and Society

XXX

Ecology

XXX

5.3   Ascended Humans

Ascended Humans, or 'Ascendants' are Human beings who have returned from death changed. Their faith, dedication and willpower in life was such that they were able to achieve a sort of reincarnation, returned to the mortal realm through the patronage of a deity. Ascendants are the immortal servants of their patrons, returned to see the will of their god done. No other race besides Humans can Ascend, and this has been the subject of many serious inquiries as to the nature of Humankind relative to the other races. The Orredin, for example, resolutely believe that the Ascendants are proof that Humans are actually Din, and that their Focus is dying. Whatever the case, the Ascendants exist. They are proof that there is something in the Human spirit more powerful than death.

There are several varieties of Ascendant, each will be described in detail below, but they also all share some basic traits.

Bonuses   All Attribute caps are fixed at 10.

Touched by the Source

Ascended Humans can never truly die, so long as their faith is maintained. An Ascendant's body can be destroyed or killed just like that of a regular Human, but after a certain amount of time it will inevitably be reborn. The exact time frame and method of this varies depending on the type of Ascendant, and whether certain conditions have been met. Ascendants never return into a situation in which they would immediately be killed or captured, unless they (or their divine patron) wills it. The Ascendant also has no say whatsoever in whether or not they are reincarnated; once the contract is signed, it's for eternity.

Sarturi Chosen

After a number of years equal to 1,000 minus one year for every Human that the Sarturi Chosen killed in his most recent 'life,' the Sarturi Chosen will return. If a great battle or massacre occurs that sheds great quantities of Human blood, the Chosen will emerge from one such pool, as though it were of much greater depth, and strike once more into the world of the living.

Genosian Paladin

After a number of years equal to 1,000 minus one year for every point of Divinity that the Genosian Paladin either had in reserve, or had spent within 24 hours of his death, the Paladin will return through the Solar Gate on Mt. Genosus.

Dessian Silver Guard

After a number of years equal to 1,000 minus one year for each Human Adherent the Silver Guard had at the time of death, the Silver Guard will be reborn to Dessia in the Black Citadel of Kar-Karthack.

   Additionally, Ascended Humans do not age.

Divine Power

Ascendants power their abilities using Divinity, a sort of mystical energy they gain by performing their duties. Each type of Ascendant has different means to acquire Divinity.

   If an Ascendant's Divinity is exhausted (i.e. they run out of Divinity, depleting to 0 or below) the Ascendant 'Falls.' A Fallen Ascendant immediately disintegrates from the mortal realm, as their bodies are sustained by Divinity. If an Ascendant's Fall occurs for reasons that their patron deity would approve of, they will return as normal. However, if the Fall was incurred through misbehavior, sheer stupidity, or incompetence, they may neglect to reincarnate the Ascendant.

   All Ascended Humans have Divinity equal to their WIL score at Character Creation, or when returning from death.

5.3.1 Genosian Paladin

"God is Justice."

–**Mirza Kovac**, Genosian Paladin

Overview

The Paladins are the agents of the Indefatigable Sun, the deity called Genosus. Genosus is a god of labor, industry, dignity, and order, and his churches are well-integrated into the societies of countries where they have large followings. The Genosian Paladins are the direct servants of Genosus. It is said that the afterlife given to Genosus' followers is an eternity on the Solar Ziggurat, a mighty spiritual construction that is always being expanded so as to house the souls of more and more followers. The Paladins are those whose willpower, industry, and commitment to good works are so great that they are able to scale the Ziggurat and reach the Solar Gate — a stable portal between Genosus' sacred realm and the mortal world — and then cross over. There they are given new flesh, and act as Genosus' living agents on Mundus. Paladins have tremendous powers both to destroy and to heal; they are terrible foes to face in war, and mighty allies to have in peace. They are most commonly used to hunt witches, heretics, abominations and infidels who threaten the Genosian way of life, but occasionally they offer counsel to rulers, heal the sick or wounded, and even provide direction for great labor projects.

Appearance

Paladins generally look more or less the way they did in life, although their time on the Solar Ziggurat tends to bronze those who had lighter skin, and they retain that tan indefinitely. Even albinos who become Paladins find that they can no longer suffer sunburns. In direct sunlight, a Paladin's head always seems to have a glow to it, like a corona of light, which marks them clearly as agents of Genosus. Aside from this, Paladins can look more or less like any other person, though it has been noticed that no Paladin has ever been returned to life with any sort of physical defect that would threaten their effectiveness. In Genosus' mercy he repairs such flaws by hand before delivering them back to life.

Racial Abilities and Characteristics

Attribute Modifiers: None

Genosian Ideal Paladins cannot have begin play with any sort of Bane that would physically cripple them such as scars, missing limbs, old wounds, lasting pain, lost eyes, brain damage, and so on (though being tall or short, fat or skinny is acceptable). These Banes can be gained during play, but cannot normally occur at Character Creation. At the GM's discretion, a Paladin may have acquired an injury during his career after emerging from the gate, and so may have one or more of these Banes, but the cost of the Bane is halved for the purposes of B&B points, but for the purposes of Healing (Paladin ability, explained below) or other requirements, the cost of the Bane counts as normal.

Paladins cannot be Complete Monsters, because they must have a Faith Arc in order for them to become Ascendants.

Glory, Amen   Paladins gain Divinity in the following ways:

- Successfully using Judgement to destroy something evil gains the Paladin between 1 and 10 Divinity depending on seriousness of a threat, with 1 being a petty arsonist, and 10 being an Elder Dragon that was bent on consuming the world.

- Spending a full day engaging in honest labor gains the Paladin 1 Divinity.

- Organizing the honest labor of good Genosians (or potential converts) for a full day gains the Paladin between 1 and 3 Divinity.

- If an infidel genuinely converts to Genosism because of the Paladin's words or actions, he gains 1 Divinity.

- Killing any sort of infidel, heretic or apostate whose has deliberately set themselves against Mighty Genosus, his people, or his church(es) gains the Paladin between 1 and 5

Divinity depending on the severity of their crimes (1 being a peasant who abandoned the faith out of frustration, 5 being a prominent priest who defected to Chaos Worship or worse).

Judgement   A Paladin can channel the power of Genosus through any weapon—even his own hands—to strike the enemies of his God with terrible vengeance. When a Paladin performs a melee maneuver that inflicts damage (such as Swing and Thrust, though Shoot and Melee Shoot do not count) he may also declare that he is performing Judgement.

If the attack hits, in addition to any damage from the attack itself, Judgement inflicts a Fire Damage state not just on the Hit Location, but on all Hit Locations in the Target Zone. So, if a Paladin uses Judgement and strikes an opponent, aiming for the Lower Arm (Target Zone), and hits the victim on the Hand (Hit Location), the victim's Elbow, Forearm and Hand all erupt into flames.

Judgement's Fire Damage is X/TN 5, 3 rounds. X is the Paladin's WIL score.

However, Judgement will not work on just any target. The target must be one who is an enemy of Genosus and Genosism, who has somehow threatened, wronged, or attacked Genosians... or someone who has mocked Genosus, Genosian teachings, or the divine works of Genosus. In short, it must be someone Genosus would want dead. How they feel about or view themselves, or how they justify their actions, has no bearing on the effect of Judgement.

If Judgement is performed on an innocent person, not only does the attack not inflict Fire Damage, but the Paladin loses 3 Divinity immediately.

If a target struck by Judgement perishes as a result of the attack (either the fire or the raw damage) the Paladin gains an amount of Divinity based on how great of a threat the victim was (see Glory, Amen for more details). This is generally between 1 and 10, with 1 being a common criminal, and 10 being a threat to the entirety of Genosism.

Shield of Dawn   Paladins are protected by the will of Genosus, the Indefatigable Sun. This extends to the point that missiles flung at them seem to be slowed by the very light itself.

Paladins gain AV versus Missiles and Explosions (this counts as Cover AV) of all varieties so long as they are in contact with light. The amount of AV they gain depends on the intensity of the light they are exposed to.

Table 5.3: Shield of Dawn AV

Light Intensity	AV vs Missiles
Faint luminescence (certain mushrooms, fireflies, the barest light of dying coals)	1
Moonlight or Firelight	2
Overcast day, intense artificial light, Paladin's own radiance	3
Direct sunlight	4
Direct sunlight within a minute of having used the Judgement ability	5

If there is no light to be had, the Paladin can spend 1 Divinity to produce radiance of their own for a span of about ten seconds. If this is used in conjunction with existing light worth 10 or more AV, it improves the AV granted by Shield of Dawn by 2.

Healing   A Paladin can use Divinity to work the miracle of healing on the wounded or the sick. They can even, in extreme cases, restore destroyed limbs, cure blindness, and even madness.

Spending 1 Divinity per level of the Wound will heal, over the course of a few seconds (in combat, one Round per one level of the Wound) and halt the bleeding until it is healed. The Paladin must remain in contact with the wounded party for this entire time. The Wound is not reduced over time, but is entirely removed when the healing process is complete.

A Paladin can heal himself at double this speed (one Round per two levels of the Wound) and can continue taking other actions as he does so. A Paladin's Healing Touch is doubly effective against Burn Wounds, with each point of Divinity curing two Wound levels.

A Paladin can cure most diseases with 1 to 3 Divinity (1 being a cold or flu, and 3 being The Red Death) by praying for several moments, and then slapping the subject on the side of the head. If it doesn't hurt, it doesn't count.

Injuries that involve a Bane (a lost eye, a severed limb, a crippled limb, brain damage, and so on) are more difficult to repair. The Paladin must spend several moments collecting himself (as long as a minute in some cases) and then strike the subject with his hand, and shout. At this point, both the Paladin AND the subject need to 'buy off' the injury Bane. The Paladin must spend an amount of Divinity equal to the cost of the Bane, whereas the subject must spend Arc Points (hey, miracles don't work themselves—you need faith!). If either party doesn't have enough points to do it, the Paladin will be able to tell before actually performing the ritual.

If successful, limbs regrow instantly (the new flesh tends to have a golden hue to it, and is numb and difficult to use for about an hour) eyes regrow, bones reset themselves, scarred lungs become pink and new, madness fades, and brains restore themselves from damage.

Wrath of God   Judgement isn't a power fueled by Divinity. It is a fountain of Divinity. Performing their duty to judge the wicked and the depraved is one of the chief sources of a Paladin's power. But

it is one thing to merely punish the wicked, and quite another to bring their sinfulness to Genosus' attention, and to let him deal with it in his own way.

Wrath of God creates an explosion centered on the Paladin. This explosion will not harm the Paladin himself, or individuals that he explicitly doesn't want to injure, but it will harm everything else around him, animate or inanimate. Wrath of God automatically consumes all of a Paladin's Divinity except for one point.

The explosion caused by Wrath of God has a Radius of 1 yard and a Power of 1 per point of Divinity spent in this way. This is Bludgeoning Damage, and also inflicts Fire Damage of 3/TN 5 that burns for 3 rounds to any Hit Location that suffers damage from the explosion. The Fire Damage can be avoided if a character benefits from enough cover that a Hit Location's damage from the explosion itself is reduced to 0, in which case that Hit Location suffers no Fire Damage either.

Individuals killed or enemies destroyed by Wrath of God can never give a Paladin Divinity. Essentially, it doesn't count as the Paladin killing them. It's Genosus doing the heavy lifting for once.

A Paladin with 12 Divinity uses Wrath of God. He creates an explosion 22 yards in diameter, centered on him, with 11 Power. One poor man is within 11 feet of him, and so suffers 11 damage, minus his TOU and AV, for a total of 7, scattered across him on the Random Missile Hit Table. He suffers several Level 1 and 2 Wounds, and one serious Level 3 Wound on the chest. However, each of these locations is also lit on fire, suffering additional Fire damage for 3 Rounds.

I See You   Paladins do not have any special ability to tell if someone is an infidel or a heretic just by looking at them. However, a Paladin can 'Mark' any living thing that he would be able to use Judgement on as an enemy of Genosus. This involves touching the target in any way—even just a light brush in passing will do—and willing it to be so.

When this is done, the Paladin must spend 1 Divinity, and assign a 'name' to the target. It doesn't have to be the thing's real name, but as long as the Paladin associates that name with it, it is enough. From then on, whenever ANY Paladin thinks of the name assigned to this marked target while concentrating, they will feel a pulling sensation in the direction that the target is, varying in strength depending on distance.

Two targets cannot share a name. If a Paladin attempts to use a name that is already taken, it doesn't stick. Of course, once a target has been destroyed, its name is up for grabs again.

The marked subject may not be initially aware of this effect, but just as the Paladin feels a tugging sensation towards his target, the target will itself become aware of the Paladin. Sometimes this manifests in the same way it does for the Paladin—a tugging sensation on the ear or tongue—other times it manifests as phantasmal sounds. Generally this effect is disturbing, and even if they don't realize that it signifies a Paladin's coming, the marked individual will generally be aware that something bad is on its way.

Examples include:

- The creaking of chains that grows louder and more frantic as the Paladin approaches.

- The beating of drums and chanting, growing more furious as the Paladin approaches.

- A tugging sensation on the tongue, and whispers that intensify as the Paladin approaches.

- A pleasant tune in the distance that grows more distorted and ominous as the Paladin approaches.

Culture and Society

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5.3.2 Dessian Silver Guard

Bocanadessia's hand is long,
It stretches like mist from the sea,
Around it flesh chills and puckers,
But souls are saved by ivory touch.
–*'Karthack is Eternal'*, National Epic of Karthack

Overview

The Silver Guard are Ascendants born of the living god Bocanadessia, the reincarnated souls of her finest servants, changed by the unearthly moonlit path they traveled in death to rejoin the living. The Silver Guard have very personal relationships with their mother goddess, and take orders from her directly through the Lunar Song. They are the living will of Bocanadessia, and when they leave the great fortress that is their home, it is often to travel for years enacting the will of the divine. To this end they have powerful abilities both to protect themselves from harm, and also to benefit those who commit themselves to the worship of Bocanadessia.

Each Silver Guard is a sort of miniature deity in Dessian culture, demigods that deserve worship in their own right. Most Dessians are 'Adherents' of a Silver Guard, and pray to Bocanadessia through the conduit that is the Silver Guard. This is, in fact, the source of the Silver Guards' power—each follower they mark as their own allots them a greater share of the Divinity supplied to them from above each month. Some of the Silver Guard act as warriors, generals, and even assassins. Others act as spymasters, administrators, and coordinators. All are feared and respected, even by those who pay no homage to Bocanadessia.

Appearance

Silver Guards look much like the people they were in life. Their flesh and eyes are usually the same color (occasionally they are born albinoid, with an ivory white complexion), but their hair is always straight and bleached of all pigment, with rare exceptions. They are often beautiful and fine to look upon. The Silver Guard share a kind of 'family resemblance', that is undoubtedly the result of their divine heritage; each have minor differences from their original looks, and seem to share physical traits.

Racial Abilities and Characteristics

Attribute Modifiers: XXX

Perfect   Silver Guards cannot begin play with any sort of Bane that would physically cripple them, such as scars, missing limbs, old wounds, lasting pain, lost eyes, brain damage, and so on. These Banes may be gained during play, but cannot normally occur at Character Creation. At the GM's discretion, a Silver Guard may have acquired an injury during his career after emerging into this world, and so may have one or more of these Banes, but the cost of the Bane is halved for the purposes of B&B Points, although for the purpose of buying off Banes, they are counted at the standard cost.

Silver Guards, like Paladins, cannot be Complete Monsters, because they must have a Faith Arc in order for them to become Ascendants.

Additionally, unlike Paladins, Silver Guards cannot take any sort of Bane that would render them unattractive. They are chosen specifically for their looks. They cannot take the Skinny, Fat, or Ugly Banes.

The Moon Also Rises   Silver Guards gain Divinity in the following ways:

- Completing a task set for the Silver Guard by Bocanadessia or her Song grants between 1-5 Divinity, depending on the importance or difficulty of the task (1 being a minor task or a daily function, 5 being a great service to Dessianism as a whole).

- Slaying or defeating any enemy of Sacred Karthack or Bocanadessia herself grants a Silver Guard between 1-5 Divinity, depending on the severity of the threat (1 being a minor foe, 5 being a mortal enemy of Bocanadessia).

- Each Adherent a Silver Guard has grants him 1 Divinity per month, on the night of the Eclipse.

- Marking an Adherent grants a Silver Guard 1 Divinity immediately.

Moonstrike   When a Silver Guard performs a melee maneuver that inflicts damage (such as Swing and Thrust, though Shoot and Melee Shoot do not count) he can declare that attack to be a Moonstrike.

If the Moonstrike inflicts a Wound of any sort, the attack also inflicts Cold Damage (equal to the Silver Guard's WIL score) to the attack's Hit Location.

In addition, the Silver Guard may spend any amount of Divinity. Each point of Divinity spent has the following effects:

- The victim suffers 1 point of Cold Damage randomly allocated on the body.

- The victim loses the ability to benefit from one of his Arcs for one month, or until any Silver Guard grants him Succor. This can stack.

- The Silver Guard regains 1 CP.

If the target of this ability is another Ascendant, they can negate (or reduce the effects of) Moonstrike by spending Divinity of their own, on a 1-for-1 basis.

The White Fog A Silver Guard may choose to passively drain the heat out of an area around himself, and to cause a mist to envelop the area, reducing visibility by one light stage. If there are multiple Silver Guards and their fields of White Fog overlap, visibility is reduced by one light stage per field overlapping. Silver Guards and their Adherents can see through this fog clearly, though they cannot normally see in the dark. Additionally, within this area, the ambient temperature drops by one stage. As before, if there are multiple Silver Guards creating fields of White Fog, the effects combine. Light sources still function in the White Fog, but the range that the light carries is halved, and weak flames, like candles, may be extinguished.

Table 5.4: Conditions for the White Fog

Condition	Modifier
Daytime	-10 yards
Night	+10 yards
Extremely Hot	-20 yards
Hot	-10 yards
Cold	+30 yards
Extremely Cold	+50 yards
No Moisture	-10 yards
Some Moisture	+10 yards
Tons of Moisture (snow, rain, ocean)	+20 yards
Another Silver Guard is present	+10 yards each

Additionally, any Fire Damage inflicted in the White Fog has its duration reduced by 1 per overlapping field of White Fog, to a minimum of 1 round of burning.

Any missile attack or explosion that would effect a Silver Guard in the White Fog treats the White Fog as cover with an AV value equal to the Silver Guard's WIL, +1 per overlapping White Fog from other Silver Guards.

The size of the White Fog field depends on the current climate and time of day. By default, the area has a radius of 50 yards.

Moonlit Twostep The Silver Guard is not constrained by physical laws in the same way men are. They move with an unearthly grace, sometimes seeming to glide rather than walk, and in battle, they can briefly gain altitude and launch themselves like birds of prey down upon their enemies.

Silver Guards gain a +4 bonus to their MOB for the purposes of movement and for mobility maneuvers, as well as a +2 bonus to Skill and Attribute tests made to jump, climb, maneuver, or otherwise move. A Silver Guard may spend one Divinity to perform the Soaring Charge Maneuver in the first Action of combat if his Orientation is Red.

Soaring Charge [2+Encumbrance Penalty] Special: Silver Guard, Instant. Requirements: Be a Silver Guard. Use this Maneuver only if you threw Red. Maneuver: Declare an Attack as normal. However, you gain a +2 bonus to Initiative rolls made during this Action (this includes Red/Red tests) and a +2 bonus to any damage you inflict with Attack Maneuvers (except Melee Shoot) during this Action. Special: For the rest of the Round, your Defenses gain the following rule: "Failure: Enemy attack is not reduced by Successes from this maneuver, and hits with all Successes as BS."

Mark of the Moon A Silver Guard can 'Mark' an individual as an 'Adherent' if they are a true believer in Bocanadessia. This has no cost, and can be done to any willing individual who has a Faith Arc that venerates Bocanadessia, or who is willing to convert (the act of Marking instills a new and virtually unshakeable faith in the individual), and isn't a Complete Monster. Being a Complete

Monster prevents this ability from working. Marking an Adherent involves putting a hand on their head or face, and willing it to be so.

Marked Adherents gain a spectral imprint of a handprint and a moon (in the phase that it was in at the time the Adherent was Marked) that can only be seen by Ascended Humans. Paladins and Sarturi Chosen can see it as well.

Marked Adherents gain the following benefits so long as they remain true to their faith:

- They have a +2 bonus to their HLT for the purpose of resisting disease, poison, or blood loss.

- They can hear the Song of the Moon more clearly.

- They can be granted Succor by any Silver Guard.

- They gain double the normal amount of Arc Points for following their Faith.

The downsides, though, are noteworthy:

- If their Faith ever changes from the pure veneration of Bocanadessia, the Moon-mark on their face will explode. This will inflict Concussive Damage equal to the Silver Guard's WIL, to the part of the Adherent's body that the mark is on. This damage is not reduced by TOU or Armor, but if the Adherent's WIL is higher than the Silver Guard's, than the difference between the two scores is subtracted from the damage received. (i.e. if the Adherent has 8 WIL and the Silver Guard has 5 WIL, then the damage is reduced by 3, bringing it down from 5 to 2). If they somehow survive this, they are no longer an Adherent.

- If the Silver Guard who Marked the Adherent gives the Adherent an order, the Adherent must pass a WIL test at an RS equal to the Silver Guard's WIL in order to not obey it. This includes an order to, say, 'drop dead' or 'swallow that carving knife.'

- If the Silver Guard is killed violently, all of his Adherents must make a HLT test at RS 5 or die instantly. One Adherent at random may be spared from this fate per point of Divinity the Silver Guard had in his repository when he died (so, if a Silver Guard has 30 Adherents and 25 Divinity, and is crushed by a boulder, only 5 of his Adherents will have to make HLT tests).

Marking can be removed by other Ascendants without triggering the death of the Adherent. The Adherent doesn't need to be willing, but the Ascendant must spend 15 Divinity, and put their hand over the Mark. Then, a **WIL** contest is made between the other Ascendant and the Silver Guard who marked the Adherent. If the Ascendant is successful, the Adherent's Mark is removed. If their Faith was changed by the Marking, it is now changed back to what it originally was.

Forcible Marking   It is actually possible to forcibly turn someone into an Adherent, but this is a secret that most Silver Guards would rather not be revealed, and not many of them are capable of it to begin with; only the most powerful can do it.

This ability is not available to regular Silver Guards, but can be purchased for 50 Arc Points.

Performing it requires the expenditure of Divinity equal to the WIL of the victim, and an additional expenditure of X. The Silver Guard must successfully grasp the victim's face (trapping the head in a

grapple would work) before doing this. The Victim must make a **WIL** test at RS equal to X, or become an Adherent against his will, complete with faith in Bocanadessia. While generally the new Adherent will still remember, and be confused by the fact that they weren't an Adherent until a few moments ago, the use of Succor to drain away their negativity can keep them under control.

This ability cannot be used on characters with the Complete Monster Bane.

Succor   Silver Guards have the ability to grant healing to their Adherents (or the Adherents of other Silver Guards) through the use of Divinity. This is not as powerful as Paladin healing–the Silver Guard cannot instantly close wounds, nor can they regrow lost limbs, and it cannot be used on the Silver Guard himself, but it is much easier for the Silver Guard to do.

A Silver Guard can cure most diseases by praying over the kneeling or prostrate Adherent, and then laying a hand on the spectral brand they are marked with. This costs 0 Divinity if the disease is something non-fatal but merely unpleasant, and 1 Divinity if the disease is potentially or actively lethal.

Mental illnesses of all kinds (including hereditary ones that have no actual cure or treatment) can be removed with a touch. The Silver Guard only needs to spend 1 Divinity, but the Adherent must spend Arc Points equal to the cost of the Mental Illness Bane, 'buying it off.'

A Silver Guard may cause a physical injury to heal at double the normal speed by spending 1 Divinity per 2 levels of the Wound. Frostbite and other cold-related injuries can be cured immediately at no Divinity cost. The Infection Chance of such a Wound is reduced by 4.

Finally, for no Divinity cost, a Silver Guard can take away all negative thoughts, emotions, or painful memories away from an Adherent, by holding their head and willing it to be so. An ethereal white mist emerges from the Adherent's mouth and nose, and enters the Silver Guard. The Adherent will forget all of his negativity, while the Silver Guard will have to bear it himself. Silver Guards live with some of the most soul-crushingly horrific knowledge to begin with, the petty problems of a Human being, even a thousand Human beings, are so trivial that most Silver Guards wouldn't notice.

After about a month, the memories taken away will start to return, but can be relieved again through another Succor.

A Thousand Stars, One Moon   A Silver Guard can cause their Adherents to become stronger by spending Divinity. This allows

Silver Guards who are leaders in war to empower their armies–it also has domestic uses. Silver Guards can empower groups of farmers or laborers in a similar manner.

Each point of Divinity spent has the following effects. The effect lasts for 1 hour, at which time the Silver Guard must pay the cost again to sustain the effect.

- Increase one attribute by 1 point per point of Divinity spent. The Silver Guard may choose how these points are distributed.

- Increase Pain resistance by 1 per point of Divinity spent.

- Ignore 1 point of total Blood Loss per point of Divinity spent.

- Complete immunity to cold or cold-related damage for the full duration.

5.3.3 Sarturi Chosen

> *"Raiders, pirates, reavers, thieves. These things are not natural. The are the result of inequality. An unnatural state, where the humors of the land are out of balance. The poor take from the wealthy because they have no choice. They have no choice because the world is broken. We can fix it. All we need to do is adjust the balance. Balance the scales. Return to Sartur that which is His, and He will redistribute it fairly. And what is Sartur's, my brothers?"*
>
> –**Coavva the Black**, Sarturi Chosen, *'The Battle of the Red River'*

Overview

The Sarturi Chosen are the chosen servants of the Blood God, Sartur. Sartur is a little-understood deity in Vosca, and his followers are seen by most as little more than a depraved cult of demon-worshippers. The Chosen exemplify both this stereotype, and also the truth of their religion. Sartur is the God of Blood, and his religious tenets are essentially simple: if things are bad, it is because there is either too little, or too much blood in the land. Too much blood can be solved by shedding it into the ground, which is Sartur's domain. Too little blood can be solved by shedding it elsewhere, thus allowing Sartur to redistribute the blood to those more needy. The Sarturi believe that Vosca is suffering from a terrible imbalance of blood, hence the horrible conditions of the frozen north, and the decadence and wealth of the south. They believe that by killing enough people and animals in the south, they will be able to cure both the decadence and pettiness of the southern peoples, and the starvation and poverty of the northerners.

From their perspective, they are perfect altruists. They just happen to go about their philanthropic duty by murdering hundreds or thousands of people with axes.

Appearance

The Chosen are not changed in any way from their original forms before death. They look exactly like normal Humans. Of course, the huge majority of Sarturi Chosen were great warriors in life, and so tend to be robust and powerful stock.

Racial Abilities and Characteristics

Attribute Modifiers: None

Give unto Sartur...

The Chosen gains Divinity in the following ways:

- Killing people. Divinity equal to the slain character's HLT score per Human killed, unless they were: pregnant women, children, or those sworn to peace or poverty. Killing such a person (or even being party to their death) instead costs the Chosen 10 Divinity.

- Killing domesticated animals. 1 Divinity per 100 lbs that the animal weighs (animals lighter than 100 lbs provide no Divinity.)

- Making people bleed in combat. Every time anyone within 50 feet of a Sarturi fails a Blood Loss test from wounds inflicted by the Sarturi, the Sarturi gains Divinity equal to the number of HLT points lost.

- Being injured. A Sarturi who suffers any cutting or piercing wound in legitimate battle (practice or self-inflicted wounds don't count) gains Divinity equal to the Level of the Wound (this Divinity cannot be used to negate the Wound that provided it with the Not Today! ability).

- Suffering Blood Loss. If a Sarturi fails a Blood Loss test, he gains Divinity equal to 2x the HLT points lost.

From the Depths to the Soil   The Chosen have the ability to spend Divinity to enrich the soil and life of an area. This can cause the accelerated growth of plant life, the restoration of health to flora and fauna alike, and the elimination of pollution. At base, wherever a Chosen steps, dead plant matter quickly and visibly rejuvenates (if it's in season) and no animal kept in close proximity to a Chosen will ever grow sick.

By spending Divinity, the Sarturi can cause a larger area to burst into health and life. Any crops planted in this land will grow to their potential no matter what else happens, no animals raised and grazed on this land will grow sick or die except through external influence. Even the weather will be milder and better for crops and pastoralism here, even if it is horrible all around the area. The effect of this ability lasts for 1 month per Divinity spent–so a 1 Divinity expenditure improves 1 square yard for 1 month. A 5 Divinity expenditure improves 10,000 square yards for 5 months. Past 5 Divinity, the size of the area no longer increases, but the duration does. So 300 Divinity will improve a 10,000 square yard area for 300 months, or about 25 years.

Every time a member of a Sarturi Chosen's Band (see below) is killed, the Sarturi may activate this ability, centered on his dead companion, rather than himself, as though it had been activated with 1 Divinity. This has no cost.

Table 5.5: Area Affected by "From the Depths to the Soil"

Divinity	Area
1	1 square yard
2	10 square yards
3	100 square yards
4	1,000 square yards
5	10,000 square yards

A River of Blood   A Chosen may spend 4 Divinity to increase his STR and HLT by 1 each for a span of 10 Turns (or about 1 minute) at will. Repeated uses of this ability can increase the Chosen's STR and HLT by an amount up to his WIL score.

If inside an area under the effects of From the Depths to the Soil, the amount of STR and HLT gained through the use of this ability, and the maximum amount that can be gained, are both doubled.

Not Today! Sarturi Chosen are held together by more than muscle and sinew. When they sustain injuries, their flesh can be made to close immediately upon being sustained, and blood will visibly contract back into the body before the wound closes. The process is not even truly painful to them.

Any time a Chosen would sustain a Wound, they may instead spend 2 Divinity per level of the Wound to negate it immediately. They still suffer half the Stun, but none of the Pain of the Wound, and of course no Blood Loss.

If inside an area under the effects of From the Depths to the Soil, this ability costs 1 Divinity per level of the Wound instead of 2.

Band of Blood: Before a battle, any companion of the Chosen may don a bandana stained with the Chosen's blood. If they do so, they are considered part of that Chosen's 'Band' until the next time they remove the bandana.

A member of the Band gains the following bonuses:

- +1 bonus to all damage inflicted by weapons that inflict Cutting damage.

- Ignores the first 2 points of Pain suffered.

- Any time Blood Loss is inflicted or suffered, increase the amount of Blood Loss gained by 3.

Whenever a member of a Sarturi Chosen's Band is killed, all remaining members of the Band gain 1 CP, up to a maximum of their WIL for 24 hours. The Chosen gains 2 CP up to a maximum of 2x his WIL for 24 hours, and 1 Divinity.

If the Chosen is killed, every member of the Band will suffer 5 Blood Loss per Turn until they take off the bandanas.

Sartur Hungers!: Wounds just seem to want to bleed more when a Chosen is on the battlefield. To increase the Blood Loss of every Wound by 1, which every living thing within 10 yards of a Chosen suffers, the Chosen may spend 1 Divinity. This effect does not increase the Blood Loss of the Sarturi himself, and it cannot affect a specific Wound more than once.

No Hard Feelings: If a Sarturi Chosen is killed in battle, whoever struck the finishing blow gains a number of Faith Arc Points equal to the total Divinity the Sarturi has, plus the amount spent in the last 24 hours.

Culture and Society

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Chapter 6

Boons and Banes

Boons and Banes are qualities and quirks that affect characters in small but enduring ways. Boons are positive characteristics, such as ambidexterity, a knack for languages, or a particular aptitude for climbing. Banes, however, are negative characteristics, and include traits such as haemophilia, a prominent speech impediment, or a total inaptitude for swimming.

Boons and Banes are predominantly chosen at Character Creation, but during play characters can buy new Boons, buy off Banes or encounter situations that cause a character to gain one!

6.1 Character Creation

Every character must invest at least 1 PCP in Boons and Banes. There are advantages to spending more than this amount, however. Generally speaking, the more PCP you invest in Boons and Banes, the more Boons you are able to take.

Table 6.1 details the number of B&B Points your PCP investment will provide you.

Characters must start play at or above a zero (0) B&B Point score, and cannot start play with a negative B&B Point score. As an investment of 1 PCP means you have -15 B&B Points, this clearly poses a problem.

Taking Banes positively impacts your character's B&B Point score, with limited effect. After investing PCP into Boons and Banes, characters at a deficit of B&B Points must take Banes in order to buy off the debt. Once you have reached an even zero, the deficit is gone and there is no need to take more Banes.

Taking Boons negatively impacts your character's B&B Point score, and so it is necessary to have a surplus of B&B Points to take Boons. If you have invested enough PCP into Boons and Banes such that you have a surplus of B&B Points, then you may take as many Boons as you wish, so long as your B&B Points remain at or above zero.

Regardless of your PCP investment, however, *you may take only up to 15 additional B&B Points worth of Banes, after at least breaking even with zero B&B Points.* With these additional points, you are allowed to purchase a proportionate amount of Boons, if desired. You may continue to take Banes after these additional 15 B&B Points, however these Banes do not continue to positively impact your Character's B&B Point score.

Table 6.1: Boons and Banes Costs at Character Creation

PCP	B&B Points
1	-15
2	-10
3	-5
4	0
5	5
6	10
7	15
8	20
9	25
10	30

1-3 PCP Investment Investing 2 PCP will grant you -10 B&B Points, and taking the moderate Enemies Bane (at a value of 10 B&B Points) will ensure an even zero B&B Point score. At this point, you can begin play (with only one Bane), or opt to use up to 15 additional B&B Points' worth of Banes, allowing you to also take a number of Boons that leaves your B&B Point score at or above zero.

4-10 PCP Investment Investing 8 PCP will grant you 20 B&B Points, and taking the Prodigious Wit and Prodigious Strength Boons (at a value of 10 B&B Points each) will ensure an even zero B&B Point

score. At this point, you can begin play (with two Boons), or opt to use up to 15 additional B&B Points' worth of Banes, allowing you to also take a number of Boons that leaves your B&B Point score at or above zero.

6.2   Advancing with Arc

During play it is possible to add Boons by spending Arc Points (except those marked as 'Character Creation only'). Any Boons bought must have an in-game reason, for example, the Allies Boon cannot be bought unless the character does acquire powerful allies in game—allies cannot just spawn out of thin air.

It is typically difficult to lose Boons, however at the GM's discretion, certain events and situations may render Boons ineffective. An example may be when a character has the Boon 'Beautiful,' but during play, becomes severely disfigured and scarred. There is no cost involved in losing a Boon.

Most Banes are able to be removed by spending Arc Points (except those marked as 'Cannot be removed,' which are permanent).

Banes may be acquired during the course of play, through battle and other game developments. There is no cost involved in gaining a Bane, except those suffered through Wounds and unfortunate circumstance. An example may be gaining the 'Wanted' Bane by committing deeds that offend those in power.

A single Boon or Bane may typically be taken once, and many have multiple levels of purchase. Those marked with a * can be taken multiple times. For example, you can take Languages (1) multiple times to represent knowing multiple native languages, or you could take Old Wound multiple times to have Old Wounds on different parts of your body. Boons and Banes cannot stack on themselves: you cannot take Old Wound multiple times on the exact same part of your body, or take Prodigious Strength twice to raise your character creation attribute caps by 4.

Unless specified otherwise, a higher level of a Boon or Bane replaces the effects of its lower levels.

6.3   Boons List

Table 6.2: List of Boons

Boon	Description	B&B Point / Arc Point Cost
Allies*		1/5/10
Ambidextrous	Character Creation only	3
Animal Affinity		2/4/6
Beautiful		3/6
Berserker		6/12
Bloodthirsty		4
Brave		3
Contacts*		1/4/6/8
Direction Sense		3
Estate*	Character Creation only	10
Favor*		1-3
Famous		2-4
Folks Back Home		3/6/8
Follower*		15
Good Ears		3
Good Eyes		3
Good Nose		3
Hale and Hearty		2/4
Impressive Voice*		2
Known for Virtue		5
Languages*		1/2/3
Literate*		1
Natural Born Killer		6/12/18
Natural Leader		3
Retinue		5/10/15
Tireless Lobster	Fatigue Rules Only	6
Tall	Character Creation only	8/12
True Grit	Character Creation only	2/4/6
Rich	Character Creation only	1/3/5

6.4 Banes List

Table 6.3: List of Banes

Bane	Description	B&B Point / Arc Point Cost
Arrow Magnet		3
Bad Ears	Cannot be removed	2/4
Bad Eyes	Cannot be removed	4/6
Bad Reputation		3/6/9
Barren/Sterility	Cannot be removed	1/3
Blind	Cannot be removed	20
Braggart		3
Brain Damage*	Cannot be removed	4/8
Broken Limb/Appendage*	Cannot be removed	-
Complete Monster		10
Craven		7/15
Crippled Limb/Appendage*	Cannot be removed	8
Dead	Cannot be removed	100
Debt		2/4/8
Dependent	Cannot be removed	6/12
Dire Past	Cannot be removed	0
Enemies		3/10/15
Facial Deformity	Cannot be removed	2/4/8
Fat		5
Haemophilia	Cannot be removed	7
Hothead		3
Honorable		15
Lasting Pain	Cannot be removed	4/8
Mute	Cannot be removed	5/8
Oath		2 to 10
Old Wound	Cannot be removed	1
One-Eyed	Cannot be removed	10
Poor		4/6/8
Severed Limb/Appendage*	Cannot be removed	15
Sheltered		2/4/6
Short		8/15
Skinny		3
Technologically Impaired		5
Unhappily Married		1/2/3
Virtuous		10
Wanted		5/10/15

6.5 Boons

Allies — **(1/5/10)**

The Allies Boon represents a character's positive relationship with a powerful figure, organization, or group. At its lowest level, it could simply represent someone important or competent around town. At its highest, it should represent the attention and favor of kings. This Boon can be taken multiple times to gain multiple allies, and can be gained (or lost) in the course of play through player actions.

A character can appeal to one of their Allies for aid, but that is no guarantee that help will come, or that it will be sufficient for the task at hand. More often, Allies will be able to tie up loose ends, or swoop in to save a character's bacon when things get too hairy.

- 1: Minor local power. Crime boss, mayor, town sheriff, and so on.

- 5: Moderate regional power. Baron, trade tycoon, colonel in the army, and so on.

- 10: Major international power. King, powerful cardinal, the Pope, and so on.

Ambidextrous — **(3)**

Character Creation only

Ambidextrous characters are equally capable of using either hand well, and are not affected negatively by using a weapon or tool in their 'off' hand. Ambidextrous characters gain certain benefits when using two weapons, as detailed in the relevant Maneuvers and Proficiencies. In addition, if a character's arm is injured and they are forced to use their weapon in their 'off' hand, an Ambidextrous character suffers no penalties.

Animal Affinity — **(2/4/6)**

A character with this ability has an unusual affinity for animals.

- 2: Gain a +2 bonus to CHA when interacting with animals, and to Ride checks.

- 4: As above, and may select one type of domestic animal (i.e. dogs, cats, horses). These animals will always cooperate with you, within reason.

- 6: As above, and you may select one type of wild animal (i.e. wolves, cougars, bears). These animals will never attack you unprovoked, and may even come to your aid in certain situations.

Beautiful — **(3/6)**

You're pretty. Really pretty. A character with this Boon is easy on the eyes. This can take many forms, and while different cultures have greatly different standards of beauty, for the most part, this is a universal Boon. Beautiful people are generally treated better, as they make a good first impression.

- 2: You gain a +2 bonus to CHA when dealing with everyone, if your beauty is apparent. You gain a +4 bonus to CHA when dealing with characters who would find you sexually attractive.

4: You cause carriage crashes. You gain a +3 bonus to CHA when dealing with everyone, if your beauty is apparent. You gain a +6 bonus to CHA when dealing with characters who would find you sexually attractive. Beauty of this caliber often comes with unwanted attention.

Berserker — (6/12)

You are prone to flying into uncontrollable spells of bloodthirsty, shield-gnawing lunacy, during which you cannot be prevented from cleaving every head within arm's reach from its shoulders.

Berserk rages last for 3d10 Rounds. To come down from a berserk rage early, you must initiate a WIL test at RS 5. Success ends the Berserk Rage. This can be attempted once per Round.

How you enter a berserk rage varies depending on the level of this Boon, but the effects of going berserk are generally the same.

- You reduce all Pain by half.

- You ignore ALL Stun inflicted by Wounds, but not those inflicted by weapon effects.

- You ignore all effects of Exhaustion.

- You reduce the RS of Bleed tests by 2.

- You may not take any sort of Parrying or Blocking Action (you may still Void).

- You must attack the nearest active enemy, or, barring the presence of enemies, the nearest living creature.

After a character comes down from a berserk rage, all effects end, and they are immediately Exhausted, regardless of their END or current Encumbrance. If a Berserker's Blood Loss total is above 25 at this point, they must make a HLT check at RS 5 or drop dead instantly.

Characters that go into a berserk rage often may develop mental derangements over time, including depression, alcoholism, and schizophrenia.

- 6: Any frustration or irritation, physical pain, insult, or vexation requires that the character make a WIL check at RS 4 or fly into a berserk rage. He can voluntarily fly into such a rage at will, though only when not Exhausted, by taking a few seconds (one Round) to roar, gnaw upon their shield, and generally work themselves into a fury.

- 12: As above, however involuntarily entering a berserk rage requires a WIL check at RS 2. The character can voluntarily enter a berserk rage at will, though only when not Exhausted. In the case that a character enters a berserk rage as a result of an attack, any effects the Wound causes happen before the rage is entered.

Bloodthirsty — (4)

Your eagerness to join battle has stripped from you any form of hesitation or restraint when moving in for the kill. Whenever you take an Initiative test brought on by going Red/Red (and only Red/Red –

tests forced by maneuvers do NOT count) you gain +2 dice for that test. There is no limit to the number of times this can occur in combat.

Any character who faces you in combat will immediately become aware that you have this Boon unless you pass a Subterfuge vs PER contest.

Brave — (3)

You're courageous and firm of heart. Whenever you would need to make a WIL test vs Fear, you may choose instead to automatically pass the test. This does not apply to any Fear tests involving magic, however you gain +2 dice to your roll.

Contacts — (1/4/6/8)

You have access to a network of informants, friends of friends, cousins, and entire flocks of talkative little birds that you can call upon for information.

You can use Contacts to gain insight and intelligence on any subject you please. Usually this requires the expenditure of a few coins (rarely more than 2-3 sp per RS of the roll, see below), and may take anywhere from ten minutes to a week or so.

Roll your CHA at the TN decided by your level in this Boon, and if you meet the RS, you gain the information you need, with more BS supplying more information. The GM can set the RS from 1 (effortless) to 8 (world-shatteringly obscure). If there is absolutely no way that information can be gained through Contacts, it should be evident after the first roll.

- 1: TN 7: You know some guys.
- 4: TN 6: You know some guys who know some guys.
- 6: TN 5: You know some guys in every city and service in the country.
- 8: TN 4: You know everyone.

Direction Sense — (3)

You have an infallible sense of direction. Wherever you are, you can figure out which way is north. Your skill in this regard borders on the supernatural, and grants you a +4 to Navigation tests.

Estate — (10)
Character Creation only

You own lands, businesses, or other static wealth that provides you with a steady stream of income. Taking this Boon grants you an Asset worth 2 Wealth (see the Assets section of Chapter 5 for more details). This Boon can be taken multiple times, either to gain multiple Assets (each valued at 2 Wealth), or to combine them into a bigger, badder Asset.

You cannot acquire Assets with a Wealth value greater than the amount your Social Class granted you. That is, if you are a Lesser Noble, and start the game with 6 Wealth, you could take Estate a maximum of three times for 6 additional Wealth, for a total of 12, but no more.

Favor   —   (1/3)

Someone owes you a favor. You may take this Boon multiple times, and for each time you do, you gain an additional favor that you can 'call in' to get something done. Confer with the GM to see who could potentially owe your character one. Once a Favor is called in, the debt is settled. However, if things are still amicable, there's no reason why another exchange of favors couldn't be arranged.

- 1: Minor Favor. A serious favor from a regular man, or a trifling favor from someone of power ('let me hide in your house from the Baron's men,' or 'get me off of this larceny charge').

- 3: Major Favor. A serious favor from a powerful individual ('vouch for my innocence, your majesty').

Famous   —   (2/4)

People know you. Maybe you killed the Manticore of Marienburg, or saved a princess or something. Whatever the reason, you gain a bonus to CHA when dealing with people overawed by your star-power. This Boon has its drawbacks though—being recognizable makes it hard to hide, and harder still to get away with mischief.

- 2: +2 bonus to CHA, -2 to Disguise or Bluff rolls to avoid recognition.

- 4: +4 bonus to CHA, -4 to Disguise or Bluff rolls to avoid recognition.

Folks Back Home   —   (3/6/8)

You've got a family, a clan, a tribe or some other social group that you're part of that cares for you. You're probably away from them right now, but they're there, waiting for your return. The level of this Boon determines just how influential and wealthy these folks are, and how much they might be able to help in the event that you go to them for aid. Not having this Boon doesn't necessarily mean your character is an orphan or without family, just that the family is scattered, disunited, or otherwise unlikely to be able to provide cohesive aid.

- 3: Nobody important, but they're there.

- 6: Well to do, and somewhat influential.

- 8: Powerful, important people.

Follower   —   (10)

You've got a sidekick, a buddy, a comrade, a henchman, or a right-hand-man. Followers can be anything from unusually loyal mercenaries, to childhood friends, and spouses who aren't about to stand by while your character fights heretics, bandits and shoggoths without them.

A Follower is distinguished from Allies or a Retinue member in that the Follower is an actual character. Either you, or your GM, can write up the stats for the Follower (at the GM's discretion), usually

of a power level the same as or lower than their PC leader. In some situations, an existing NPC can be drafted as a Follower, at the GM's discretion.

Followers aren't directly under the player's control, in that they are still technically NPCs under the GM's purview, but there's nothing wrong with a player controlling a Follower while his character is injured or tied to an interrogator's chair somewhere.

If the current PC of the Follower dies, the Follower ceases to be a Follower. At the GM's discretion, the Follower may stay of their own volition, leave, or even become a PC under the control of the player whose character died.

Some guidelines for this Boon: it is not advised to let Followers take Follower, Retinue, or Contacts. It just makes things confusing. As well as this, don't let this Boon get out of control, and swell the group to double its original number. It is acceptable to limit characters taking this Boon, or of obtaining Followers altogether, see Optional Rules for more details. See the Followers and Retinue section in Optional Rules for more details.

Good Ears — **(3)**

You've got the ears of a fox. When making a PER check involving your auditory senses, you gain a bonus of +2 to the roll.

A character cannot have Good Ears at the same time as the Bad Ears Bane.

Good Eyes — **(3)**

You've got the eyes of a hawk. When making a PER check involving sight, you gain a bonus of +2 to the roll.

A character cannot have Good Eyes at the same time as the Bad Eyes Bane.

Good Nose — **(3)**

The nose knows. You've got an exceptionally good sense of smell. Whenever making a PER check of any sort, you gain a bonus of +1 to the roll. This does not work underwater, or in situations where an overpowering smell would mask everything around you. If you lose your nose, you lose this Boon.

Hale and Hearty — **(2/4)**

You're really healthy, and you rarely become sick or suffer from poorly-healed wounds.

- 2: You reduce the Infection Chance of injuries you suffer by 1. Your HLT for the purposes of resisting poison, disease and other ill effects (not Infection) is increased by 2.

- 4: You reduce the Infection Chance of injuries you suffer by 2. Your HLT for the purposes of resisting poison, disease and other ill effects (not Infection) is increased by 4.

Impressive Voice — (2)

You've got a characteristic tone to your voice that lets you influence people in certain ways. This comes in three varieties: Powerful, Grating, and Soothing. You can take this Boon up to three times to gain other voice qualities.

- Powerful: Your voice is strong, commanding, and intimidating. You gain a +2 bonus to Leadership and Intimidation.

- Grating: You have a sneering honk of a voice that can peel the skin straight from someone's bones with a single insult. You gain a +2 bonus to Ridicule rolls, and a +2 bonus to resisting them as well.

- Soothing: You have a pleasant voice, that can calm the heart and soothe the soul. You gain a +2 bonus to Diplomacy rolls with the intent to sooth, calm, or convince. You also gain a +4 bonus to any Perform tests that involve the voice (song, drama, and so on).

Known for Virtue — (5)

You are known as a paragon of virtue, a protector of the weak, a champion of justice, a practitioner of mercy, or a truly honorable man. Whether this is true is not important. Being Known for Virtue gives you a degree of moral authority over the virtuous. People will assume that you are working for the best, and when dealing with principled individuals, their favorable view of you grants you a +2 bonus to CHA for all social rolls, and these individuals will also be much more inclined to give you the benefit of the doubt if you're caught in a sticky situation.

If you ever gravely dishonor yourself or otherwise compromise your perceived moral high ground, you may lose this Boon, at the GM's discretion. For particularly egregious acts, you may even gain the Bad Reputation Bane.

Languages — (1/2/3)

You know how to speak languages other than your native tongue.

- 1: You know another native language. You may purchase this Boon multiple times during Character Creation, each time learning a new language.

- 2: You have a knack for languages. You know another native language, and you may purchase additional languages after Character Creation for 1 Arc Point each, assuming you have a month or so to practice.

- 3: You're a proper polyglot. You know a number of new languages equal to your INT+2. In addition, you automatically learn any language you are exposed to for more than a week by spending 1 Arc Point.

Literate — (1)

You know how to write using your own language. If you can speak another language, and it has the same alphabet or writing system, then you are likely able to understand and write in that language as well. This Boon can be taken multiple times to learn unfamiliar writing systems.

Natural Born Killer   —   (6/12/18)

You were born to kill. Maybe you just have an exceptional, intuitive understanding of violence, or maybe you just lack inhibitions that normal people have against striking hard, fast, and first. Either way, your killer instincts give you an edge over other fighters.

- 6: You gain +1 to your CP.

- 12: You gain +2 to your CP.

- 18: You gain +3 to your CP.

Natural Leader   —   (3)

Some people just have a knack for leadership. You're confident when dealing with other people, and your force of personality makes it easy for you to organize and lead groups of people. When making CHA- based rolls to lead others, either in a military setting or for some other purpose, you gain +2 to your score.

Retinue   —   (5/10/15)

(Note: You may only take this boon if your campaign is using the optional Followers and Retinue rules) You're a leader of men, and have a group of loyal followers who aid you in your endeavors. When you take this Boon, you gain a group of NPCs who act as your personal bodyguards, aids, or crew. The size of this group varies on the version of this Boon you buy. See the Followers and Retinue section in Optional Rules for more details.

- 5: You have a group of 10 Minions.

- 10: You have a group of 20 Minions and 2 Henchmen.

- 15: You have a group of 30 Minions and 3 Henchmen.

Tall   —   (8/12)
Character Creation only

You're a pretty big guy. For you, this means that you have an advantage in reach and stature over most people, which is especially useful in combat.

A character cannot have Tall at the same time as the Short Bane.

- 8: You're noticeably taller than most other people, around a head or so. You gain +1 to Initiative as you have a slightly longer reach and better vantage over your peers. You gain a +1 bonus to Charisma for the purposes of persuasion, intimidation and leadership.

- 12: You dwarf your peers, to the point you have to squeeze yourself through normal doorways. You gain +1 to the effective Reach of all weapons and unarmed Maneuvers you perform, and you gain a +2 bonus to Charisma for the purposes of persuasion, intimidation and leadership.

True Grit — **(2/4/6)**

Character Creation only. Whether by hard experience, early exposure to a grim, violent world, or some natural strength of character, you have an amazing resistance to fear, pain, and shock. Each level of True Grit awards you an additional starting point of Grit.

A character cannot have True Grit at the same time as the Sheltered Bane.

- 2: Will of Iron: +1 Grit

- 4: Nerves of Steel: +2 Grit

- 6: Heart of Stone: +3 Grit

Rich — **(1/3/5)**
Character Creation only

Money, dinero, shekels, cash, bank, the sinews of war, the wealth of nations! You've got an unusual amount of money for someone of your Social Class. This is cold cash, not Assets, and once you've spent it, it's gone.

- 1: Extra 10% of your base money

- 3: Extra 50% of your base money.

- 5: Extra 100% of your base money.

Tireless Lobster — **(6)**
Only for use with Optional Fatigue Rules You've gotten so used to wearing armor constantly that it's basically a second skin for you, and doesn't tire you out meaningfully anymore. Wearing armor for more than 4 hours no longer causes its Weight to increase by half, and sleeping in armor only increases its effective Weight by half, instead of doubling it.

6.6 Banes

Arrow Magnet — **(3)**

You've got a way with arrows. They just can't stay away from you. In any situation where someone would be targeted at random by missiles, you will be targeted first, and anyone making missile attacks gain a +1 dice bonus against you.

Bad Ears — **(2/4)**
Cannot be removed

You just don't have good hearing. Maybe you worked on a howitzer range, or maybe it's congenital.

2: You suffer a -2 to all PER checks involving hearing.

4: You're stone deaf. You suffer a -2 to all PER checks involving hearing, and if a check requires hearing, you can't roll at all. You can only understand people if you can see their mouths, or through sign language.

A character cannot have the Bad Ears Bane at the same time as the Good Ears Boon.

Bad Eyes — **(4/6)**
Cannot be removed

You don't see too well. Corrective eyeglasses may be available in your time period, but if not... well, maybe you shouldn't be the one carrying the blunderbuss.

4: You suffer a -2 to PER if not wearing glasses.

6: You suffer a -4 to PER if not wearing glasses, and a -2 to PER even if you are.

A character cannot have the Bad Eyes Bane at the same time as the Good Eyes Boon.

Bad Reputation — **(3/6/9)**

You aren't a popular fellow. Perhaps you're a member of an unsavory group that people generally mistrust, or maybe your personal deeds (real or attributed) have made you a pariah. Either way, folks are less likely to cooperate with you and may even try to hurt you if they take particular offense to you! Of course there will often be people who don't care about your reputation, and some may even approve!

In certain situations, the GM may choose to waive your penalty, or even turn it into a bonus. While intimidating some yokels, for example.

3: You're unpopular. You suffer a -2 to all social rolls made with people who disapprove of your reputation.

6: You're generally disliked. You suffer a -4 to all social rolls made with people who disapprove of your reputation.

9: You're nearly universally despised. You suffer a -6 to all social rolls made with people who disapprove of your reputation.

Barren/Sterility — **(1/3)**
Cannot be removed

You are incapable of producing offspring. Perhaps it is genetic, or perhaps you are a eunuch... or perhaps you had an unfortunate encounter with a low-flying halberd. This Bane is not unique to either gender.

1: Barren/Sterile. You're simply sterile. No children for you (or no more children, if you already have them). You may still feel sexual urges, depending on the nature of your condition.

3: Eunuch. You were made a eunuch before puberty (male only). This is a different situation from the above, as this has a serious effect on the development of young men. In addition to all of the obvious effects of the process and the sterility associated with it, you must also pay 2 additional Arc to level up STR or HLT. However, as a side effect, you gain a +2 bonus against all manner of Social rolls made with the intent to deceive, and a +2 bonus against Intimidation and Taunt attempts.

Blind — (20) Cannot be removed

You're stone fucking blind. This brings with it certain problems. While blind men have been known to fight, it is by no means easy, and few would recommend it.

Blind Characters cannot make sight-based PER checks, nor can they do anything that strictly requires the use of their eyes. However, they do gain a +2 bonus to PER checks involving sound, touch, and other senses to which they are naturally better attuned, due to their lack of sight. In combat, a Blind Character must make a PER check as part of declaring a Maneuver. The number of Successes on that check is the maximum number of CP or MP he can dedicate to that Maneuver. (This does not include Activation Costs, which are paid normally.) This check uses the other four senses, and benefits from the +2 bonus to PER checks mentioned above. Blind Characters treat all light levels as if they were Evenly Lit. Pages 202-203 A character cannot have Blind at the same time as the Good Eyes Boon or One-Eyed Bane.

Braggart — (3)

You've got a big mouth. You can't help but boast of your strength, intelligence, or achievements, and you also can't stand the notion of being shown up. Maybe your claims are baseless... maybe they aren't. Either way, you get yourself in trouble a lot, and you're incredibly easy to rile up.

You suffer a -2 WIL penalty to resist Ridicule rolls, and you must regularly relate your greatness to anyone who will listen. You can suppress your boastful urges for a few minutes when it's important by making a WIL test at RS 2.

Brain Damage
Cannot be removed

You've suffered an injury that has significantly damaged your brain. You suffer from decreased mental faculties, and possibly some neurological failures (tics, partial paralysis of limbs, and so on). As stated in chapter 22, whenever you are knocked out or pass out from Blood Loss or excessive Pain, you must pass a TOU vs. 2 RS test or you gain this Bane. Certain wounds may also give you this Bane.

When you gain Brain Damage, roll 1d10 on the Brain Damage Table and immediately suffer its effects.
Old Wounds typically develop on the head, neck or around the spine but it's possible that they may affect hands or joints (GM's choice). If you would gain a Bane you already have, instead increase the severity of that Bane, if you can. Otherwise ignore that particular effect.

For each instance of Brain Damage you currently suffer from, add +1 RS to all INT-based rolls. You no think so good after getting struck on the head too much.

Table 6.4: Brain Damage Table

Roll	Effect
1	Mild Concussion: This Bane fades in 1d10 days
2	Concussion: This Bane fades in 2d10 days
3	Severe Concussion: This Bane fades in 3d10 days
4	Gain Bad Eyes (or lose Good Eyes if you have it)
5	Gain Bad Ears (or lose Good Ears if you have it)
6	Gain Old Wound and Bad Ears (or lose Good Ears if you have it)
7	Gain Old Wound and One-Eyed (determine which eye randomly)
8	Gain Old Wound and Mute
9	Gain Old Wound and Lasting Pain
10	Gain Old Wound, Lasting Pain, and Blind

Broken Limb/Appendage
Cannot be removed

A broken limb is a serious injury, but with some time and rest, it'll be as good as new. Right? Well, in theory anyway. If a limb is used while broken, it may not heal properly, and repeated injuries to a wounded limb can permanently cripple it. A broken limb cannot be used for anything (wielding a sword, walking, and so on), until the Wound that caused it heals (a treated broken leg can be walked on with the aid of crutches, but at 1/4th of normal MOB, and no intense movement is possible).

You may not choose this Bane at Character Creation, and it cannot be bought off. The Wound must heal normally.

Complete Monster   —   (10)

Some people are cruel, petty or spiteful due to their poor upbringing, the rough environment they were exposed to, or an unpleasant childhood. Their insecurities manifest themselves in antisocial traits developed as coping mechanisms to deal with the pain these situations caused them.

Not you. You may have excuses, but they're not legitimate. You are wolf to man. Maybe you're crazy, or maybe you're just too sane. You view human social concessions as an idiotic charade, proof that the people around you are just machines, automatons with no real agency in their own behavior. You're the only real person. They're just puppets made out of meat. You can play the game, but your definition of winning and losing is much more practical. You win if you get what you want, you lose if you don't, and everyone else is just an tool to be used or an obstacle to be overcome in the pursuit of your desires.

You also have an uncontrollable urge to kick puppies and steal pies.

You gain a +2 bonus to Persuasion rolls, because of your superficial charm, and this remains as long as the true depth of your soulless evil remains unknown. It is possible to retain a good reputation with this Bane, if you're very clever, but anyone who realizes your true nature sees the depths of your monstrosity, and you gain a permanent -4 penalty to Social rolls against them, as well as losing your normal bonus to Persuasion against them. Characters may glimpse your true nature whenever you fail a Persuasion roll against them (context is everything, GM's discretion), but are much more likely to realize it if they witness you actually behave like a Complete Monster.

You also do not have a Belief Arc, and you cannot gain one unless this Bane is bought off. This Bane can be bought off, but only at double its purchasing cost ,A total of 20 Arc Points, and requires some sort of serious soul-searching epiphany.

A character cannot have Complete Monster at the same time as the Honorable and/or Virtuous Banes.

Craven — (7/15)

You're a coward. There's a difference between feeling fear, and being incapable of overcoming it. A coward cannot bring himself to confront any sort of danger head-on, and will often try to hide, avoid, or simply flee from any possible injury or harm to himself.

7: You suffer a -2 penalty to CP in any combat situation in which you do not have a decisive and obvious advantage. You must make a WIL test at RS 2 to bring yourself to confront any sort of danger. If you are injured by violence, you must make a WIL test at RS 4 or panic and try to escape.

15: You suffer a -4 penalty to CP in any combat situation in which you do not have a decisive and obvious advantage. You must make a WIL test at RS 4 to bring yourself to confront any sort of danger. If you are injured by violence, you must make a WIL test at RS 6 or panic and try to escape.

Craven cannot be taken with the Honorable Bane.

Crippled Limb/Appendage — (8)
Cannot be removed

A crippled limb is one that has suffered significant damage and has not been allowed to heal properly. As a result, it has lost most or all of its functionality, and is essentially dead weight, or close to it. Someone with a crippled leg is still better off than someone with no leg at all, but not by much.

The Crippled Limb can be used, but at severe penalties. Any Skill tests made that require the limb suffer a +4 to their RS. Attack or Defense Maneuvers made with the limb suffer a +3 to their TN. If the crippled limb is being used for locomotion (like a leg when walking, or an arm while climbing) MOB is reduced by half.

Dead — (100)
Cannot be removed

You are dead. You may take no Actions except the Decompose Maneuver.

Debt — (2/4/8)

You owe people money. The amount is significant, but you have some time to pay it off before bad things start happening.

In many cases, nobody can actually force you to repay your debts (particularly if you're an armed man with few, if any, solid assets and a horse), but moneylenders have long arms and longer memories, and a great incentive to either make you pay in gold, or in pounds of flesh, as an example to others. Characters that start with no money cannot take this Bane.

2: **Minor.** You owe an amount of money equal to the Wealth you have at the time of Character Creation, not including Assets. This is determined with Boons and Banes that modify Wealth and Assets.

4: **Moderate.** You owe an amount of money equal to half again your starting Wealth. This is determinedwith Boons and Banes that modify Wealth and Assets.

8: **Major.** You owe an amount of money equal to twice your starting Wealth, and starting Assets. This is determined with Boons and Banes that modify Wealth and Assets.

Dependent   —   (6/12)

Someone relies on you. Someone you can't leave behind. And if anything were to happen to them. . .

Your Dependant is an NPC created by you and the GM (confer with your GM during creation) who tags along with your character. The Dependant can't just be sent off–maybe you just can't bear to part with them, or they wouldn't be safe anywhere else, or you're protecting them from something nobody else can even be allowed to know about. Whatever the reason, the Dependant is a chink in your armor that must be defended at all costs.

6: Create a Follower with 4 less PCP than the PC's. They may not spend more than 4 PCP on Boons & Banes, may not be a Tier 5 Race, and should be of a PCP 4 Social Class or lower (Same or lower than the Player). The Dependant may gain Arc Points through their own Arcs, or however else the GM sees fit. Should the Dependant be in danger, you must roll a simple WIL test with RS of 2, or immediately rush to their defence. If the Dependant is injured, you have a -1 to all actions that does not involve saving, rescuing or healing your dependant. If your Dependant dies, and it is not your fault, you could have done nothing to intervene, or the Dependant themselves tried to save someone, then you must pay back your next 6 Arc Points as you slip into a depressed state. If you COULD have saved them, but failed due to being overwhelmed by enemies, failing a skill roll, or whatever other reason, then the next 12 Arc Points must be paid as a cost, and you could be in danger of receiving an Insanity.

12: Create a Follower with 8 less PCP than the PCs. They may not spend more than 2 PCP on Social Class, and may only put 1 PCP into Boons & Banes. They are restricted to half of the Bane holder's Proficiency PCP. The Dependant gains Arc Points at half the rate they normally would. Should the Dependant be in danger, you must make a WIL test with an RS of 4, or immediately rush to their aid. You cannot leave your Dependant behind anywhere, unless you make arrangements for their safety (A castle, with owner and guards friendly to the players counts, likewise does a tavern with lockable doors), even if this means you bring them into battle with you. If you must leave them behind anywhere that you cannot be sure is safe, or if you know they are in danger, you take a -2 to all actions that do not lead towards their rescue. If the Dependant should die for any reason, you must pay the next 10 Arc Points you gain as your world shatters around you. You have lost a very important part of your

world, and you may never recover. If, however, they die due to you a failure on your part, in a combat you are also taking part in, or because you failed a Skill roll that would have saved them, the next 20 Arc Points must be paid in cost, the GM is HIGHLY encouraged to provide you with an Insanity, or two, and you lose the ability to gain Arc Points from one of your Arcs for a period determined by your GM.

Special: If the GM allows it, you may, instead of taking the Arc Point hit, take a number of Banes that would represent your character's inability to process or cope with what has happened. The GM may decide these for you, or you may put forward a suggestion. This is a serious event in your character's life, and thus the Banes you take should represent this.

Dire Past — (0)
Cannot be removed

You've been through some serious stuff. Maybe you're a survivor of a terrible battle, or maybe you're a veteran of the Crusades. Maybe you spent your childhood as a cabin boy on a witch-hunter's ship, fighting infidels and blasphemous cults on the islands along the Barbary Coast. Maybe you were born in the dark, where others merely adopted it.

Write or explain a brief backstory for your character to the GM. He will choose (or design) several Banes for you, to represent the scars and looming shadows of your dark past (you are not awarded B&B Points for these Banes directly).

As you have survived your Dire Past, however, you gain 10 additional B&B Points to spend on Boons. These B&B Points do NOT count towards your maximum points from Banes.

GMs should not be lenient when choosing Banes to suit a character's Dire Past. Be vicious. Old Wounds, One-Eyed, Enemies, Bad Reputation... even things like Hothead, Honorable and Virtuous are appropriate to apply for this Bane. The character isn't just awarded 10 B&B Points, that's 10 Points in addition to what they can earn by taking Banes, make them work for it!

Enemies — (3/10/15)

You have some powerful enemies who mean to do you serious harm. They may just want to ruin you and crush your name, or perhaps they want to cut your head off and put it on a pike. Either way, they're willing to go out of their way—potentially FAR out of their way—to do it. The level of this Bane indicates just how serious an enemy you've made. Enemies can either be individuals of significant power, or entire organizations or countries.

3: Single, dangerous individual, small group or minor organization (rival merchant, local guild).

10: Single, powerful individual, large group or organization, regional authorities (Sheriff of Nottingham, the City Guard).

15: Incredibly powerful enemies with long arms, continent-spanning organizations (the Holy Roman Emperor, the Church, the Teutonic Order).

Facial Deformity — **(2/4/8)**
Cannot be removed

People remember your face, and not in a good way. An injury, disease, or birth defect has marred your looks, and you tend to draw attention from your peers. You may not buy off this Bane, barring some miraculous treatment or magic (at the GM's discretion).

2: You have a distinctive (though not particularly disfiguring) mark on your face. You suffer a -2 to checks to disguise yourself or lie about your identity, and people will have an easy time describing you. The mark is not significant enough to disturb people. Examples include Otto Skorzeny and Ernst Blofeld.

4: Your face has suffered serious injury or disfigurement. You suffer a -4 to checks to disguise yourself or lie about your identity, and people will have a very easy time describing you. In addition, you also suffer a -2 to the first Social checks you make with any person, as your first impressions are poor. Intimidation rolls are exempt from this penalty, and may (situationally) be enhanced. Examples include Sandor Clegane and Tycho Brahe (without prosthetic).

8: Your face is a horrific ruin, and people may have difficulty realizing that you are human, if they see you without warning. You suffer -6 to checks to disguise yourself or lie about your identity, and people will have an incredibly easy time describing you. In addition, you suffer a -4 to the first Social checks you make with any person, as your first impressions are poor, and continue to suffer -2 afterwards, as you simply make people uncomfortable (long-time friends and the particularly understanding might be exempt from these penalties). Intimidation rolls are exempt from this penalty, and may (situationally) be enhanced. Examples include Baldwin IV of Jerusalem and Joe Bonham.

Fat — **(5)**

You are rotund! A lot of folks have a bit of extra meat on them, but you look like you just caused a famine in England. Put the fork down, fatty!

You suffer a -2 to your HLT for the purposes of determining Fatigue, and a -2 to MOB. On the upside, you gain a +1 to Stability rolls.

Fat cannot be taken at the same time as the Skinny Bane.

Haemophilia — **(8)**
Cannot be removed

Haemophilia is a genetic disorder that impairs the body's ability to control blood clotting or coagulation, and the character's body has trouble stopping bleeding when any vessel is broken. This is an absolutely terrible condition to have.

Whenever you suffer any sort of Blood Loss, increase the amount of Bleed points you gain by 3. The RS for medical tests made to stop the bleeding are always increased by 2.

Hothead — **(3)**

'Someone get this hothead outta here!' You get angry easily, and you're prone to overreacting to perceived threats or insults. Whenever you feel threatened, insulted, or aggravated by somebody, or generally frustrated with a situation, you must make a WIL check at RS 2 or begin either a serious verbal or physical confrontation immediately.

If you are in a situation in which starting such a confrontation would clearly not solve anything (not even by venting your anger by smashing something), or would very obviously result in your own death, the WIL check is reduced to RS 1.

Honorable — **(15)**

You're genuinely honorable. You might not be a nice guy, you might not be a philanthropist, but you have a real sense of honor. Honor can't be bought, nor can it be awarded. Honor is fought for, acquired, and maintained with diligence. To never break one's word, freely given, to never violate certain rules, to treat others, and oneself, with respect. You've got this, and it is representative of real strength of character. However, those bound by honor can also be dragged down by it. Honorable behavior is not always smart behavior, and those who break their own codes of honor are lessened by it, as an essential part of themselves dies in the act.

Honorable characters gain a +2 bonus to resist subterfuge, intimidation, torture, and other means of prying information from them. Additionally, he gains a +1 bonus to all social checks made to persuade, reason with, or debate those who know the character to be honorable (this could be everyone, if the character is famous, or just those who know him well or have been impressed with his conduct).

However, a character with this Bane must always conduct himself in an honorable manner (discuss with your GM what 'honor' means for your character, establish the principles, and stick to them) or else suffer serious consequences.

A character who goes against his own principles loses this Bane, and must pay the next 10 Arc Points earned as a penalty, as his character works through the crisis of conscience brought on by the collapse of his worldview. At his discretion, the GM can waive this penalty if the character's collapse was not due to moral weakness so much as extreme circumstance. Honorable can also be purchased again (at the GM's discretion) after being lost, to represent the character regaining his principles for 2 Arc Points.

A character cannot have the Honorable Bane at the same time as the Complete Monster Bane.

Lasting Pain — **(4/8)**
Cannot be removed

You've got an injury that not only hasn't healed properly, but that causes you chronic or constant pain in the limb. You may learn to live with the pain, but it is never far from your mind.

Choose a Hit Location, such as hand, thigh, face, belly, and so on, which will be the location of the injury or defect that causes the Lasting Pain. If you acquire this Bane through an injury as detailed in chapter 22: Injury and Recovery, you do not get to choose the area.

4: Minor. It hurts, but not too much. Each day, roll 1d10. On a 1-8, you suffer 2 Pain throughout the day. Any injury to the area awakens this pain until the injury is fully healed.

8: Major. The pain can be crippling. Each day, roll 1d10. On a 1-9, you suffer 4 Pain throughout the day. Any injury to the area awakens this pain until the injury is fully healed.

Mute — (5/8)
Cannot be removed

You can't talk. Perhaps you've suffered a throat injury or had your tongue cut out. Perhaps you've been that way since birth, or maybe a disease ravaged your vocal chords. Either way, you cannot communicate verbally in a meaningful fashion.

5: You cannot form words, but you can cry out, shout, or otherwise make vocal sounds to, say, alert your sleeping friends that you are surrounded by giant spiders.

8: You can neither speak nor make any other vocal sounds, and must communicate entirely by writing or using sign language.

Oath — (2 to 10)

You've sworn a solemn oath, in good conscience and of your own accord. An Oath is a vow or obligation that a character has made, to himself, to others, or to God. This Bane assumes that the Oath in question was made honestly—simply taking an Oath and then breaking it casually when out of sight doesn't count.

If you ever break the Oath (setting aside mitigating circumstances, for example, breaking a Vow of Silence to warn a child of danger, or to inform the Pope of the assassin drawing up behind him) you must pay Arc Points as you earn them equal to twice the value of the Bane, as you struggle emotionally with your failure. You may choose to retain your Oath after these Arc Points have been paid, or to abandon it and lose this Bane at no further cost.

Oaths can be worth between 2 and 10 depending on the severity of the Oath being taken. An Oath of Fealty for a knight might be worth 2, since it's not something that would be hard for him to keep, whereas a Vow of Silence could be worth more, and a Vow of Pacifism could be worth as much as 10, depending on the character's background and premise. Consult with your GM to decide what an Oath should be worth. Generally, the harder it would be to keep, the more it should be worth.

Old Wound — (1)
Cannot be removed

You've suffered a severe injury that has never quite healed properly, and still pains you from time to time, and is particularly sensitive to further injury.

Choose a Hit Location (such as hand, thigh, face, belly, and so on), which will be the location of the Old Wound. If you acquire this Bane through an injury as detailed in chapter 22: Injury and Recovery, you do not get to choose the area.

Any attack that hits this location automatically inflicts Stun equal to a level 1 Wound to that area, ignoring all reductions, even if the attack inflicts no Wound.

If this Bane is bought off, its cost to remove it is 5, instead of the 1 suggested by its cost.

One-Eyed   —   (10)
Cannot be removed

You've lost an eye! Perhaps it was an accident, or through injury in combat, or maybe you were born with only one functional eye. Stuff happens. Either way, having one eye can be a disadvantage in combat and in daily life. One-Eyed people can learn to compensate for their lack of depth perception with simple tricks, however it is still difficult to gauge distances.

PER tests to spot things, gauge distances, and so on, suffer a +1 RS. You also suffer a -1 to your CP in combat, and a -2 to your MP when making ranged attacks, (though not for using missile weapons in melee, those use the CP penalty listed earlier).

If you buy off this Bane, you don't grow a new eye, but become so accustomed to only having one that you no longer suffer the penalties. You cannot remove the Bane, however the penalties don't apply anymore.

If somehow you acquire two One-Eyed Banes, then you regrettably lose both One-Eyed Banes, and gain the Blind Bane, unless you have more than two eyes (i.e. if you are a giant goliath spider possessed by the ghost of Black Hand Lee).

At Character Creation, you may take this Bane as a -2 Facial Deformity to represent the One-Eyed Bane you have 'bought off' before Character Creation. Do not apply penalties from One-Eyed, but other rules still take effect.

A character cannot have One-Eyed at the same time as the Blind Bane.

Poor   —   (4/6/8)

You're unusually poor for your class in society. You lack funds, perhaps because you or your ancestors made poor investments, without falling too far in social status. Either way, it's likely that you're still trying to claw your way back into relative affluence. Maybe it's even what motivates you.

   4: You start with half (50%) the Wealth of a normal character of your Social Class and Wealth level. You may only take this level of the Bane if your character is of Wealth level 2 or higher, or with GM's permission.

   6: You start with a quarter (25%) the Wealth of a normal character of your Social Class and Wealth level. You may only take this level of the Bane if your character is of Wealth level 3 or higher, or with GM's permission.

   8: You start with no money. You may only take this level of the Bane if your character is of Wealth level 4 or higher, or with GM's permission.

A character cannot have the Poor Bane at the same time as the Rich Boon.

Severed Limb/Appendage   —   (10/15/18)
Cannot be removed

You're missing an arm or a leg. This could be the whole arm or leg, or just the hand or foot, but the loss of the manipulator at the end is what's important.

If you choose this Bane at Character Creation, choose a limb affected by this Bane, and how much of the limb is missing. If you suffer this Bane because of an injury, then of course you have no say in where the limb has been lost.

10: The hand or foot has been lost.

15: The lower half of the limb has been lost (from the elbow or knee).

18: The full limb has been lost (from the shoulder or hip).

The penalty for having lost a limb is serious.

Hand: You cannot perform any task that requires both hands, or use any two-handed weapon. Gripped shields cannot be used (strapped shields can, at the GM's discretion, with minor modification). When Grappling, making a Slip attempt to prevent this arm from being Trapped or Pinned has a - 1 TN, unless you have a prosthetic, and Force attempts to untrap the limb are made at a -1 TN as well. Your Punches inflict -2 damage without a prosthetic.

Lower Arm (from the Elbow):   You cannot perform any task that requires both hands, or use any two-handed weapon. No shields of any kind can be used. All Weapon Maneuvers suffer a +1 Activation Cost because of your loss of balance. You may pay 5 Arc Points to remove the Activation Cost (representing your character getting used to the missing limb). You can no longer perform the Punch or Elbow Maneuvers without a prosthetic. All Grappling Maneuver TNs are increased by 1.

Full Arm (from the Upper Arm to Shoulder)   You cannot perform any task that requires both hands, or use any two-handed weapon. No shields of any kind can be used. All Weapon Maneuvers suffer a +2 Activation Cost because of your loss of balance. You may pay 8 Arc to remove the Activation Cost (representing your character getting used to the missing limb). All Grappling Maneuver TNs are increased by 2.

Missing both hands or arms prevents you from using any held weapons. It is still possible to Grapple unless you are missing both arms to the elbow or more, but the penalties are cumulative.

Foot (from the Foot or lower Shin)   You suffer a -2 penalty to MOB, and must make a Stability roll at RS 2 whenever moving faster than a slow limp (a quarter of normal speed) or fall. All Stability rolls forced upon you by other sources have their RS increased by 1. You suffer a CP penalty of 2 in combat in addition to these other penalties, and all Dodge Maneuvers have their TNs increased by 2.

Lower Leg (from the upper Shin to Knee) and Full Leg (from the Thigh to Hip)   You cannot walk except to possibly hop at a quarter of normal MOB. You must make a Stability test every turn you move like this at RS 3, or fall and be prone. All Stability rolls forced upon you by other sources have their RS increased by 2. You suffer a CP penalty of 4 in combat in addition to these other penalties, and all Dodge Maneuvers have a +2 Activation Cost, and their TNs increased by 2. A Crutch can allow you to move at half the normal MOB without a chance of falling, and reduce the CP penalty to 2, but

you cannot run, and a crutch precludes using a weapon on the lost-leg-side hand, and the use of 2H weapons. You cannot perform Knee or Kick maneuvers with your lost leg, and may only perform kicks with your remaining leg (if you have one) while prone, or with a crutch at +1 TN and +1 Activation Cost.

Full Leg (from the Thigh to Hip)   XXXXXXXX

If both legs are lost, movement is extremely difficult. MOB is reduced to an effective 1, running is not possible. Combat is unthinkable. You are permanently Prone, and can perform no Dodge Maneuvers.

If a severed limb is used without giving it time to heal, the user immediately gains 4 Shock and 1 Pain.

Prosthetics are available in Chapter 5.4 and will mitigate some of the issues with missing limbs.

Sheltered   —   (2/4/6)

For some reason, you aren't quite as used to the world as you should be. You're less hardened against the harshness of the world, and things tend to affect you more than your fellows. You start with less Grit than you normally would. You cannot reduce your Grit beyond 0.

2: Softy. -1 Grit.

4: Seriously Sheltered. -2 Grit.

6: You don't even know what color blood is. -3 Grit.

Cannot have the Sheltered Bane at the same time as the True Grit Boon.

Short   —   (8/15)

You're much shorter than normal for your race. This negatively affects your Reach and your MOB, but you also tire less easily, and you're a harder target for archers and other attackers with missiles.

8: You're about 20% shorter than the average person. You suffer -1 to both Reach and MOB, but you reduce your Exhaustion Rate by 1x (to a minimum of 1x) for the purposes of acquiring Fatigue. Missile Attacks reduce their MP against you by 1 (or their CP by 1, if they are made as Melee Maneuvers in close combat).

15: You're about 30% shorter than the average person, and quite possibly have some form of dwarfism. You suffer a -2 to both Reach and MOB, but you reduce your Exhaustion gain by 1x (to a minimum of 1x) for the purposes of acquiring Fatigue. Missile Attacks reduce their MP against you by 1 (or their CP by 1, if they are made as Melee Maneuvers in close combat). This is not cumulative with the minor version of Short.

A character can not have the Short Bane at the same time as the Tall Boon. Duh.

Skinny — **(3)**

You're thin as a rail, a regular beanpole, and unwholesomely thin! Italian grandmothers everywhere actively seek you out and attempt to feed you delicious pasta.

You suffer a -1 to your Stability rolls, and your effective CAR for determining Encumbrance is reduced by 1. However, your Exhaustion Rate is reduced by 1x (to a minimum of 1x) for the purposes of acquiring Fatigue.

A character cannot have the Skinny Bane at the same time as the Fat Bane.

Technologically Impaired — **(5)**

You lack a working knowledge of modern technology, and have great difficulty understanding how all these newfangled devices work. You may not have any Proficiency in a weapon considered modern, nor knowledge of or Skills pertaining to any sciences that are on the cutting edge.You may have outdated or obsolete expertise, though—confer with your GM.

If you want to acquire a new Proficiency involving a modern weapon, or to acquire Skills pertaining to modern technology, the first point or rank you buy in any of these Proficiencies or Skills costs double the normal amount of Arc Points, if you are learning it as part of a School.

If you're trying to acquire a new Proficiency without instruction, you must first spend twice the normal amount of Arc Points to begin a Proficiency, and then make an INT check at an RS determined by the complexity of the device (a hand-spanned crossbow being RS 2, a cranequin-spanned crossbow being RS 4, a wheellock musket being RS 5, and a Puckle gun being RS 6. The GM has the final say on what the RS for figuring out a weapon is. Some may be impossible without instruction). Success means that you manage to figure out the weapon sufficiently to take Proficiency in it. Failure means you still spend the Arc Points, but do not gain Proficiency in it. However, you may try again, this time with a cumulative -1 to the RS.

Unhappily Married — **(1/2/3)**

Your significant other doesn't like you very much, whether or not the feeling is mutual. They will go to lengths to make your life more difficult, and will generally be a pain in the neck. They can be eluded for a short time, but they always catch up to you in the end.

1: The spouse only makes a minor fuss, whether treating guests badly and bringing disgrace to your name or spreading rumors about you while you're out adventuring.

2: The spouse actively tries to disrupt your life in some way. The gravity of this torment depends on the Social Class and Wealth of the spouse—a disgruntled peasant wife might intentionally undercook your lunch, but your treacherous husband the Duke might humiliate you in court.

3: The spouse really has it out for you, and they have your in-laws to back them up. A poorer family might just regularly harangue you or work to make your life miserable. In noble courts, this sort of bitterness results in assassins with ropes hiding in your bedroom, and having to drink out of a hip flask at every meal.

Virtuous — **(10)**

You possess that greatest of weaknesses, the one flaw that has been the bane of more otherwise perfectly competent and ambitious heroes than any other: you are a genuinely moral, honest, and righteous person. Perhaps it's just in your nature, or perhaps you were just raised well. You've got a conscience, a desire to help people, and while you may not be a pacifist, you're no murderer, and you despise senseless violence, drawing the sword only when necessary. This isn't an easy way to live. Historically, paragons of morality were few and far between, and it has often been said that 'the good die young.'

If you ever act in an immoral, unnecessarily cruel or ruthless fashion, you must pay the next 10 Arc Points you earn, as you are wracked by your conscience. However, if you immediately act to try and make up for your moral transgression, by making amends with the wronged or through atonement to society or God, this loss is reduced to 5 Arc Points.

A character cannot have the Virtuous Bane at the same time as the Complete Monster Bane

Wanted — **(5/10/15)**

You're wanted by the law, either in your own country, or others. Believe it or not, even in the medieval era, people often acknowledged the criminals of other kingdoms. Often, but not always. Whomever you've committed a crime against, they're willing to go to lengths to retrieve you.

  5: Alive.

10: Dead.

15: Alive, and to be kept alive. For a long, long time.

Chapter 7

Skills

7.1 Skills

Skills represent a character's acquired knowledge and expertise in a wide variety of activities, from translating ancient scripture, to carving stone, and rigging the sails on a ship. The full list of Skills can be found in chapter 7: Skills.

At Character Creation, the number of Skill Points a character receives is determined by the PCP placed in the section, as well as a number of points equal to the character's INT. Buying Skills with these points works identically to buying them with Arc. These points can be spent freely on any Skill within the section, barring those the GM excludes from the campaign, and up to the maximum starting skill level. The maximum skill level attainable at Character Creation is equal to your Intelligence (INT) score.

Skills represent a character's acquired knowledge and abilities, including things like historical knowledge, surgical skill, and tracking. There are dozens of such skills, each detailed in the Skills section. Skills are leveled up by spending Skill Points on them.

The Skills chapter is one that represent most of a character's knowledge, expertise and abilities, especially in non-combat areas.

Skills are a system within the game that cover things like how well and far a character can jump or a character's knowledge of the history of a neighboring kingdom. Each skill comes into play in the form of a skill test, which uses a character's attributes and skill level to generate a pool against a static difficulty provided further in the book. Skills are used in "skill tests" where a character uses their skill pool to roll against the situation's difficulty (measured in required successes or RS) at a static Target Number (TN).

Skills are different from Proficiencies and other systems in that they typically do not often directly affect combat, but they are still very useful both in and out of combat. A knight has to know how to ride his horse, an assassin has to know how to blend into a crowd, and a hunter had better know how to live off the land.

Skills List:

- Athletics
- Chymistry — (Not in Beta)
- Climbing
- Cooking
- Crafting
- Drill — (Not in Beta)
- Engineering
- History
- Hunting
- Intimidate
- Navigation

- Observation
- Orate
- Perform
- Persuasion
- Politics
- Research
- Riding
- Sailing
- Stealth
- Strategy — (Not in Beta)
- Subterfuge
- Surgery
- Swimming
- Tactics — (Not in Beta)

Trained   No longer count as 'Untrained' when using the skill.

Teacher   Grants the character the ability to give another character one free level of the skill the teacher is proficient in. This ability may only be used once on a person for a single skill, and only a number of skills equal to the receiving character's INT may be trained this way total. Using this takes about a month of in-game time, give or take at the GM's discretion, and requires the location and materials needed to perform the trained skill. Multiple characters may be trained at the same time as long as their training starts at the same time and there are adequate resources and facilities.

Skill Level	Skill Pool	Skill Bonus	Arc Price
1	+1	Trained	1
2	+2	-	1
3	+3	-	1
4	+4	Teacher	1
5	+5	-	2
6	+6	-	2
7	+7	-	2
8	+8	-	3
9	+9	-	3
10	+10	Mastery	3

Table 7.1: Skills Overview

Mastery   Once per session, you may automatically succeed with 1/2 dice rolled for one Skill roll.

Skill Level   Each skill has a level (ranged from 1 to 10) decided by the character's investment of Skill Points (at character creation) or Arc (later game). The skill level gives the character dice equal to their skill level for skill tests, as well as other bonuses at various skill levels. Skills cost Arc to increase. Upon obtaining a level with a listed Skill Bonus, the character receives the stated bonus.

Skill Pool (SP)   A skill pool is a pool of dice used during a skill test. The pool is generated from the relevant Attribute at one die per Attribute value, added with dice equal to the character's skill level in the relevant skill. Only one attribute can be referenced per skill test; if the situation ever calls upon a different attribute, it becomes a second test. For instance, when using the Climb skill, the character might be called on to make both STR and END based tests.

TN   The Target Number (TN) for skill tests is 7. It is always 7. No force can change it from 7 to anything else. Anything that suggests that it is possible to change the Target Number for skill tests to a number other than 7 is a lie. Ignore those anythings.

Skill Tests   : There are many situations in the game in which a character's skills will be tested, such as trying to negotiate a hostile deal or simply leaping from one roof to another during a chase. Every test of a skill will state a required number of successes (RS) for the skill test to be successful. The character must roll their pool and get equal to or above the skill's target number (TN), and get equal to or more than the number of required successes (RS) for the test to be passed. Skills' tests have modifiers to the situation that affect the skill check's RS, such as trying to climb a wall slanted against the character or knowing the history of a foreign kingdom. If the number of RS is ever raised above the character's dice pool plus automatic successes the character might get from other factors, then the skill attempt immediately becomes impossible. Situational modifiers can lower RS as well, though it can never be lowered beneath 1. If there is a situation that a skill doesn't seem to cover, the GM should use their best judgement to create a test based on similar difficulties to the situation.

Untrained   If a character has no levels in a skill they are attempting to use, then they are considered unstrained in it. Some skills cannot be used if the character is untrained in them:

- Chymistry (Not in Beta)

- Crafting

- Engineering

- History

- Navigation

Leveling up Skills   Skills have a leveling system based on the amount of points spent in any given skill to increase it to the next level. Skill levels are bought simply by paying the Arc price.

Retrying Skill Attempts   For physical skills, they can be retried any amount of times, unless injuries or situation stops the character from doing so. For mental ones, such as History and Politics, a single check is allowed, any retries have to be done through the Research skill. For social skills, it's best to wait before trying again, as if tried again too soon, the target may not react positively, at the GM's discretion.

Encumbrance   The amount of gear worn can affect certain skills. There are five levels of Encumbrance: Unencumbered, Light, Medium, Heavy, and Overloaded.

7.1.1   Character Creation

At Character Creation, Skills can be purchased by spending Skill Points, given at an amount depending on the invested PCP plus an amount equal to the character's INT, by purchasing individual skills.

Encumbrance	Mobility Effect	Skill Penalty
Unencumbered	0	0
Light	-2	+1 RS
Medium	-4	+2 RS
Heavy	-6	+3 RS
Overloaded	-8	+4 RS

Table 7.2: Encumbrance Level

SIDENOTE: Skill Descriptions A Note to GMs: Though we endeavor to make the skill system as accurate as possible, the reality may be a situation makes more sense for a character to use their STR when doing something rather than their END. We provide the best examples we can, but it is your job to ensure what your players are doing is represented as accurately as possible.

7.2   Skill Descriptions

Athletics   —   (Various)

Athletics is the skill for moving, jumping, and performing other feats of physical prowess. Gymnastics, sprinting, jumping, and other classic physical activities fall within its purview. Different attributes may be used with Athletics depending on what the character is doing. Someone lifting weights, for example, will probably use STR, while a sprinter would use MOB. A long-distance or marathon runner would use END. Terrain will apply for running. Walking generally doesn't require an Athletics test, no matter the rigor.

Note: The fastest a mortal person can run is their MOB x4 in yards.

Table 7.3: Athletics

Action	Base Attribute vs. RS or other effects
Lifting	
Lifting 10×STR in lbs. above your head	STR vs. 1 RS

Table 7.3: Athletics

Action	Base Attribute vs. RS or other effects
Lifting more than 10×STR in lbs. above your head	+1 RS per 10×STR (to maximum of 50×)
Holding 10×STR in lbs. above your head	STR vs. 1 RS
Holding that same weight for more than 1 second	+1 RS per second held.

Sprinting	
Sprinting 2× your MOB (for up to 5 seconds)	MOB vs. 2 RS
Sprinting more than 2× your MOB (for up to 5 seconds)	+1 RS per 1× more (to maximum of 4)
Sprinting for longer than 5 seconds	+1 RS per 10 seconds of sprinting.
Encumbrance (+1 at Light, +4 at Overloaded)	+1 to +4 RS

Running	
Running $\frac{1}{4}$ mile without stopping.	No Test Required
Running a mile without stopping.	END vs. 2 RS
Running 5 miles without stopping.	END vs. 5 RS
Running an entire marathon without stopping. (26 mi.)	END vs. 8 RS

Jumping	
Vault a Waist Height Obstacle	AGI vs. 2 RS
Vault a Shoulder Height Obstacle	AGI vs. 3 RS
Vault a Reach Height Obstacle	AGI vs. 5 RS
Vault a Jumping Reach Height Obstacle	AGI vs. 6 RS
Jump Horizontally 1 yard	MOB vs. 1 RS
Jump Horizontally further than 1 yard	+2 RS per yard
No Running Start (for horizontal)	+2 RS
Jump Vertically 1 foot	MOB vs. 1 RS
Jump Vertically more than 1 foot	+2 RS per 1 foot
Encumbrance (+1 at Light, +4 at Overloaded)	+1 to +4 RS

Climbing — (END)

Climbing is the skill that lets characters scale mountains, cliffs, walls, and ropes. In some cases, climbing is easy: climbing a stable ladder that's at 90 degrees or less, or any dry, sticking, or bogged surface that's less than 40 degrees up is a simple climbing test. However, even a 10 degree surface will need at least be tough if it's covered in ice. Terrain can also be a huge factor when rolling Climbing tests. Failing by more than your character's Climbing skill requires a Stability test against an RS equal

to the initial check, with failing resulting in a fall.

To properly roll a climb test, *set the RS at the total distance that is to be climbed*, (1 RS per 10 feet) then apply the modifiers. Failure without falling can still get the person up the amount of successes, at the GM's discretion.

Table 7.4: Climbing

Action	Base Attribute vs. RS or other effects
Climbing with many hand-holds (rockwall, rigging, stable ladder, knotted rope)	END vs. 1 RS per 10 feet
Climbing with some hand-holds and support (swaying rigging, an unsecured ladder, or a knotless rope against a wall)	END vs. 2 RS per 10 feet
Climbing rigging flailing in the wind, a shaky, unstable ladder, or a free-hanging, knotless rope	END vs. 3 RS per 10 feet
Climbing with no handholds (requires tools)	END vs. 5 RS

Modifiers	Effects
Decent climbing tools (climbing picks, spiked boots)	-1 RS (when appropriate)
Fear (-1 Climbing away from something scary, +1 towards)	-1 to 1 RS
Wall Slanting (-4 helpful slant, -2 favorable slant, +2 difficult slant, +4 malicious slant)	-4 to +4 RS
Weather (Wet/Windy at +1, Soaked/Storming at +3)	+1 to +3 RS
Encumberance (+1 at Light, +4 at Overloaded)	+1 to +4 RS
Time (Rushed at +1 RS, Hastened at +3 RS)	+1 to +3 RS

Sidebar: Only apply the modifiers for situations that make sense. Climbing picks don't help that much with rope!

Cooking — (INT)

Cooking is an important skill in a world where most vegetables are grown in unsanitary conditions, and most water is unsafe to drink without boiling. The rise of urban civilization made this doubly important, as the water and ground pollution that comes along with large masses of people make the preparation of food essential. Some foods cannot be eaten at all without preparation–rice consumed without boiling, for example, cannot be properly digested. So in a way, cooking allows for inedible substances to be made edible, making it even more important in an environment where food may be scarce. Cooks require ingredients to make meals. For abstraction purposes, each meal takes about 1 lb of ingredients total per person fed (so 4 lbs for a basic 4 person meal) and needs at least 2 ingredients per level (a fine meal, for example, requires 6 different ingredients). For every ingredient needed that is missing, the RS increases by 1. If the chef is missing more than 3 ingredients, they cannot make a meal of that level and must make a lower-quality meal. The chef may opt to have up to 2 spices act as ingredients, but loses the bonus they would normally give. The meal requires at least one non-spice ingredient. Meals also require 30 minutes of prep time per level, with a lack of time or extra time giving penalties or bonuses accordingly. If the prep time is too short for the maximum RS, the meal cannot be made. A "Meal" is here assumed to be enough foor for 3-4 people at base.

Table 7.5: Cooking

Action	Base Attribute vs. RS or other effects
Preserving food	INT vs. 1 per lb
Make a poor meal	No Test Required
Make a good meal	INT vs. 2
Make a fine meal	INT vs. 3
Make a lavish meal	INT vs. 4
Hide poison in a meal	INT vs. 3+1 per extra dose
Make a poisonous food safe to eat	INT vs. 5 to 10 per lb, depending the food

Modifiers	Effects
Large Meal (10 people)	+1 RS
Banquet (30 people)	+2 RS
Massive Meal (100+ people)	+3 RS
Spices (-1 at Cheap, -3 at Expensive)	-1 to -3 RS)
Haste (Rushed at +1 RS, Hastened at +3 RS)	+1 to +3 RS
Leisure (Per extra hour, minimum RS 1)	-1 RS

Assistants take test at $\frac{1}{2}$ RS. They give $+\frac{1}{2}$ Successes, to a maximum of the main Cook's Skill Level.

Sidebar: Both making the meal and adding the poison to it are two separate checks.
Number of assistants that can be used is at the GM's discretion. Too many chefs spoils the soup!

Crafting — (INT)

Crafting is a general skill umbrella that covers hundreds of potential artisan disciplines. Upon taking the Crafting skill, a character should choose what exact sort of crafting the skill covers. A Shoemaker's skill is definitely different from a Clockmaker's. A character can have multiple Crafting skills, each in different disciplines, which are leveled separately. The examples in this list are mostly a general guide. GMs are encouraged to decide just how hard a particular test should be and what attribute to use, especially if it doesn't quite fit the examples given.

Table 7.6: Crafting

Action	Base Attribute vs. RS or other effects
Make a simple item (dagger, mace, staff or pole, lumber, chain, vest, horseshoes, wooden doll, sketch)	INT vs. 2 per item
Make a basic item (spear, shortbow, hand axe, gun barrel, maille vest, munitions cuirass, breeches, basic landscape, bottle)	INT vs. 3 per item
Make a complex item (longsword, greataxe, maille hauberk, light crossbow, cuirass, layered dress, jointed doll, decent portrait, cheap glass lens)	INT vs. 6 per item

| Make an advanced item (greatsword, fitted suit, gauntlets, high-quality painting, anatomical drawings, bulletproof cuirass, large glass pane) | INT vs. 10 per item |
| Make a great item (advanced weapon or armor with modifications, papal vestments, famous artwork, fine glass lens, precision watch gears) | INT vs. 15 per item |

Modifiers	Effects
Tools (Good Quality at -2, Poor Quality at +2)	-2 RS to +2 RS
Time (Rushed at +1 RS, Hastened at +3 RS)	+1 to +3 RS

Assistants take test at $\frac{1}{2}$ RS, they give $+\frac{1}{2}$ Successes, to a total of the assistant's skill level in the chosen skill, with Unskilled still equally 1.

Engineering   —   (INT)

Engineering is similar to Crafting, but with a more specific focus: Engineers plan and implement large works, like bridges, siege weapons, buildings, ships, etc. Essentially any construction task that would be physically impossible to do alone will fall under an Engineering Skill rather than a Crafting one. Even mediocre laborers can accomplish great things with a skilled engineer at their head, so the Engineering skill of the extra hands employed is not absolutely important (though it can't hurt). Many of the parts an Engineer will want to work with are on the market, but many more will need to be custom-made by the appropriate crafter, especially for more complex projects. Engineers would be smart to make friends with crafters or learn to craft for themselves lest they end up unable to make what they want or need. Like with crafting, the examples in this list are only a guide. The GM is free to use their own interpretation. The time it would take to construct these devices is also negotiable–in some cases, it could take years even with sufficient manpower.

Table 7.7: Engineering

Action	Base Attribute vs. RS or other effects
Make a simple item (hut, beam bridge, raft, dugout, roasting jack)	INT vs. 2 per item
Make a basic item (log cabin, sailboat, arch bridge, palisade)	INT vs. 3 per item
Make a complex item (two-story house, galley, rope bridge)	INT vs. 6 per item
Make an advanced item (mansion, castle wall, ship of the line)	INT vs. 8 per item
Make a great item (ironclad steamship, suspension bridge, skyscraper)	INT vs. 12 per item

Modifiers	Effects
Tools (Good Quality at -2, Poor Quality at +2)	-2 RS to +2 RS
Laborers (Extra Laborers at -2, No Laborers at +2)	-2 RS to +2 RS
Time (Rushed at +1 RS, Hastened at +3 RS)	+1 to +3 RS

History — (INT)

History is the record of events both human and natural as chronicled throughout the ages. History is a patchwork quilt of stories, accounts, perspectives and guesswork that makes up the understanding that the present has of the past. How closely history coincides with reality is always uncertain, but it provides the foundation, the context for understanding current events and is thus indispensable, even with its flaws. The History skill allows a character to have or gain knowledge of a past event, people, place, culture, etc. When a character encounters something which they might've heard about at some point in the past, or upon which an understanding of history might shed some light or special understanding, the GM may prompt them to make a History roll at an RS determined by the obscurity of the event and the resources available to the character.

Table 7.8: History

Action	Base Attribute vs. RS or other effects
Modifiers	Effects
Scale of Event (World-changing at -4, Major war/disaster at -2, Minor War/battle/treaty at 0, Small war/disaster at +2, Obscure Skirmish/story/treaty at +4, Forgotten war/legend/treaty at +6)	-4 RS to +6 RS
Time (Very Recent -2, Recent 0, Ancient History +4)	-2 RS to +4 RS
Location (Home at -3, Local at -2, Nation at -1, Foreign at +2, Far Away Land at +4, Literally a different world at +6)	-3 RS to +6 RS
Personal (Happened to me at -5 RS, Happened to Family/Friends at -2 RS	-5 RS to -2 RS)

Hunting — (Varies)

In Song of Swords, hunting has less to do with killing game and more to do with getting near it in the first place. Obviously, this includes tracking, but it also includes knowing how to hide your scent, how to control and entrap animals, and how to make and disguise simple traps to capture or kill game. Obviously, these skills aren't useful just for hunting animals. People have been referred to as 'the most dangerous game' for a reason, after all.

In most cases, a Hunting test will take only a few moments, with the exception of making Traps. Traps require ten minutes of uninterrupted work per RS on the skill test to make them.

Table 7.9: Hunting

Action	Base Attribute vs. RS or other effects
Tracking	
PER vs. 1 or Target's AGI/Stealth	
Animal size (1 being an elephant, Humans being a 2, 3 being a housecat, 5 being a single ant)	+1 to 5 RS
Flock size (0 being singular, 5 being a pack of wolves, 10 being army ants)	0 RS to -10 RS

| Age of tracks (0 being a few minutes old, 1 being a few hours, 5 being a day or more) | 0 RS to +5 RS |
| Target is bleeding | -1 RS per 5 Blood Loss on the target |

Trapping	
Constructing a simple trap (Pitfall, Snare)	INT vs. 2 RS
Constructing an intermediate trap (Punji Pit, tripwire and cage, Spiked branch traps)	INT vs. 4 RS
Constructing a complex trap (Tripwire triggered crossbow, falling cage, collapsing floor)	INT vs. 6 RS
Especially complex design (Needing a time delay at +1, an especially deadly Rube Goldberg machine +5)	+1 RS to +5 RS

Intimidate — (CHA)

The key skill of some bodyguards, a lot of bouncers, and pretty much every good gang enforcer or commissar, Intimidate is used to control people through fear. Naturally, any actions taken with Intimidate are going to be contested actions, usually against WIL.

The effects of successfully intimidation can vary greatly upon the situation, but the basic result is the target is much more likely to do what the intimidator wants.

Modifiers can affect either the Intimidator or the Intimidated, depending on who has the benefit. It's important to note that the table below is an example of how the particular situation can modify the Intimidate roll. Ultimately, it is up to the GM to confer bonuses and penalties based on the nature of the characters involved.

For Combat purposes, successfully Intimidating a character who doesn't have the Brave Boon removes their ability to declare Offensive either as what they are "not" going to Declare, or as what they are actually going to Declare, in the first round of Combat with the party that Intimidated them. In combat using the Intimidate skill counts as an action.

Example: Gizka intimidates Goofus, overcoming her short height with the double-barreled dragon pistol she has on the table. She beats Goofus's score, and immediately attacks. Goofus cannot declare that he isn't going Offensive, but he also can't go Offensive. So, he must declare that he is not going Cautious, leaving him only with Defensive. Gizka declares Offensive, and gives him both barrels.

Table 7.10: Intimidate

Action	Base Attribute vs. RS or other effects
Intimidate	CHA vs. RS at Target's WIL
Modifier	Effect
Opponent is in a situation where they can't defend themselves	-3 RS (does not stack with Injury)
Reputation (For being Tough at +1, Violent +2, Dangerous at +3)	+1 RS to +3 RS
Injury	-1 RS per wound level (of highest level wound, multiple wounds do not stack)

Loyalty (Pledged at +1, Fanatic at +3)	+1 RS to +3 RS
Will be hurt for divulging	+3 RS
In a position to harm a friend of the target	-1 RS
Given example of power (Show of Strength at -1, Harmed an ally/target at -2, killed an ally at -3)	-1 RS to -3 RS
Exploiting Fear (Minor Fear at -1, Major Phobia at -2)	-1 RS to -2 RS

Navigation   —   (PER)

Knowing how to get around is really important. It's easy enough to find your way around your own home, but unfamiliar streets can be a nightmare, especially if you can't read the street signs. Trekking through the wilderness is even worse, but at least the wilderness often has landmarks. The open seas rarely give you obvious clues as to where you are, and often, only the sun and the stars guide you. Clouds and fog can take everything away from you.

Table 7.11: Navigation

Action	Base Attribute vs. RS or other effects
Navigating a familiar area	No test required
Finding a notable location (a visible mountain, town hall, a major business on the main street or a port, a city connected by marked roads, a large river, etc.)	No test required
Finding a certain building on marked streets	PER vs. 2
Finding a clear path through a forest	PER vs. 4
Travelling through a new area, using the stars and sun to guide you	PER vs. 6
Sailing in the right direction on the open sea under an overcast night sky with a new moon	PER vs. 20

Observation   —   (PER, Opposed)

While anyone can look at something and see the gist of what's going on, a good Observer can notice little details that others might miss. They can spot the errors in a forgery, notice the lone person in a sea of people who's not moving the same way, or can see the glimmer of moonlight on the eye staring at them from a nearby bush. Cooks with particularly good Observation can tell which mulling spices were used in a cider or which breed of cattle their steak came from. A master smith can tell roughly the quality of a metal object by its heft, its color, and how it rings when hit against something.

Table 7.12: Observation

Action	Base Attribute vs. RS or other effects
Notice (Sight/Hearing)	PER vs. 1
Search Area	PER vs. 3
Finding a Needle in a Haystack	PER vs. 15
Notice Concealed/Hidden Weapon	PER vs. Stealth

Wake up from minor disturbance (slightly creaky floorboard, whistling wind, distant thunder)	PER vs. 3
Wake up from moderate disturbance (loudly squeaky door, nearby battle, far off shouting)	PER vs. 5
Listening in on Whispering	1 RS per foot of distance

Modifier	Effect
Lighting (Brightly at -1, Dimly at +1, Poorly at +3)	-1 RS to +3 RS
Notice/Search (Trying to be Seen at -1, Shortly there at +2, Poorly Hidden at +4, Small Movement/Object at +6, Well Hidden +9)	-1 RS to +9 RS
Hear through Barrier (Minor Disturbance at +1, Thick Wall at +2, Battle at +4)	+1 RS to +4 RS

Orate   —   (CHA)

Talking to a sea of people tends to be pretty intimidating. More-so if that sea of people are really angry. Orators, however, have a few tricks up their sleeve to make their message not just heard, but received well. A good Orator knows how to make a crowd sympathetic, whether by using propaganda, starting a chant to keep people from thinking, or in some cases just being sincere.

Table 7.13: Orate

Action	Base Attribute vs. RS or other effects
Convince hungry desperate angry peasants that "that guy!" is responsible for their woes...	CHA vs. 1
And that they should hang him!	CHA vs. 3
And his soldiers!	CHA vs. 5
And the senate!	CHA vs. 8
And the king!	CHA vs. 10
And make you King instead!	CHA vs. 20
Convince previously convinced hungry desperate angry peasants that you AREN'T responsible for their woes.	CHA vs. 6
Inspire people to act	CHA vs. 1
Stir angered people to violence	CHA vs. Average WIL
Diffuse Violence	CHA vs. Average WIL
Spread Word/Lies	CHA vs Average PER

Modifier	Effect
Disposition (Supportive at -2, Agreeable at -1, Disillusioned at +1, Hostile at +4)	-2 RS to +4 RS
Foreigner/Outsider	+2 RS
Reputation (Beloved at -2, Good at -1, Bad at +1, Horrible at +2)	-2 to +2 RS
Authority Figure (Lord/Ruler at -3, Respected Official at -2, Lowly Official at -1)	-3 RS to -1 RS

| Outsider, Lower Class, Inferior, etc. | +1 to 10 RS |
| Disposition of Crowd (Supportive at -2, Agreeable at -1, Disillusioned at +1, Hostile at +4) | -2 RS to +4 RS |

Perform — (Varies)

Singing, dancing, acting, storytelling, and playing instruments are all ways Performers have entertained people, likely since before recorded history. The Perform skill is used for many reasons: for some, personal accomplishment is all that matters, while others use it to entertain friends and family or to keep spirits up in rough situations. Still more seek fame, glory, money, or the eyes of powerful people. Perform is separated into different specialties, like Crafting is. Singing, dancing, acting, and storytelling are all individual specialties, while most musicians specialize in a particular instrument. They may, of course, try to play an instrument they are unfamiliar with if it is similar enough to their specialty (at the GM's discretion), but they will suffer a 1 or 2 die penalty as it's not quite what they're familiar with. Perform uses CHA unless a particular performance would do better with another attribute: for example, an extended solo for a brass or woodwind instrument might use END as the character cannot run out of breath, or a fast-paced or complicated dance might use AGI. Ad-libbing something is usually WIT. Perform's RS is generally related to the audience's expectations. A family watching a child's recital might only expect a bare success, while an actor performing for a theater full of nobles might be expected to get 6 or even more successes.

Table 7.14: Perform

Action	Base Attribute vs. RS or other effects
Can-Can with friends	CHA vs. 1
Belly dancing in a decent club	AGI vs. 3
Telling a riveting tale	CHA vs. 3
Ad-libbing Antony and Cleopatra from a quick description	WIT vs. 6
Moving Musical Performance worthy of Crowd	CHA vs. 8
Flyting	Opposed WIT test

Modifier	Effect
Disposition of Crowd (Supportive at -2, Agreeable at -1, Disillusioned at +1, Hostile at +4)	-2 RS to +4 RS

Persuasion — (Varies)

Where intimidation uses fear to control people, Persuasion uses trust. A good Persuader either uses their own inherent trustworthiness to convince people of something, or they find someone or something else that the person is willing to trust. Obviously, most of the time the Persuader will be using CHA, although sometimes INT will come into play, or even WIT if the Persuader truly needs to think fast. They will be opposed by the Target's own INT, WIT, or even an Observation or Research roll if the character is inclined to trust their own work over someone else's.

Table 7.15: Persuasion

Action	Base Attribute vs. RS or other effects
Persuade	CHA vs. RS at Target's WIL
Gather Information	CHA vs. 1

Modifier	Effect
Disposition (Supportive at -2, Agreeable at -1, Disillusioned at +1, Hostile at +4)	-2 RS to +4 RS
Scale of Knowledge (Common Knowledge at -4, Talked About at -2, Known by Few at +2, Guarded Secrets at +4)	-4 RS to +4 RS
Time (Very Recent -2, Recent 0, Ancient History +4)	-2 RS to +4 RS

Politics   —   (INT)

Politics is a character's knowledge of current events, from the local level to the national to all of the known world. It covers things from what nations are at war with each other, what nobles are courting others, and other, similar topics. If it makes sense for the character's background, it can also apply to knowledge in the criminal realm.

Table 7.16: Politics

Action	Base Attribute vs. RS or other effects
Know Current Events	INT vs. 1

Modifier	Effect
Time (Very Recent -2, Recent 0, Ancient History +4)	-2 RS to +4 RS
Location (Home at -3, Local at -2, Nation at -1, Foreign at +2, Far Away Land at +4, Literally a different world at +6)	-3 RS to +6 RS
Culture (Gossipy at -2, Distrustful at +1, Secretive at +2)	-2 RS to +2 RS
Scale of Knowledge (Common Knowledge at -4, Talked About at -2, Known by Few at +2, Guarded Secrets at +4)	-4 RS to +4 RS

Research   —   INT

Research is all about knowing how to find something out. Someone with low-level Research skill might know how to find an alphabetically filed document or how to use a table of contents. A talented Researcher can scan through a few dozen peer-reviewed journals in a few minutes to find that one obscure article someone wrote about a really rare bone condition.

Table 7.17: Research

Action	Base Attribute vs. RS or other effects
Commonly Known/Recent Information	INT vs. 1
Modifiers	RS Change

Materials (Well-Written at -1, Scattered Notes at +2, Poorly Understood at +4)	-1 RS to +4 RS
Scale of Knowledge (Common Knowledge at -4, Talked About at -2, Known by Few at +2, Guarded Secrets at +4)	-4 RS to +4 RS
Time (Very Recent -2, Recent 0, Ancient History +4)	-2 RS to +4 RS
Familiar Subject	-1 RS

Riding   —   Varies

Sitting on the back of another creature can be surprisingly hard. Riding is how good a character is at staying on top of his mount and leading or driving it accurately. It is a very important skill for cavalrymen and knights. Riding's uses are, for the most part, detailed in the Maneuvers section, or alongside information on different mounts.

Table 7.18: Riding

Action	Base Attribute vs. RS or other effects
Simple Trick (Jump, Kneel, Call, Sit)	ADR vs. 1
Difficult Trick (Sharp Turn, Dangerous Jump, Dangerous Charge)	ADR vs. 3
Calm	CHA vs. 3

Modifiers	RS Change
Untrained	+4 RS
Encumberance (+1 at Light, +4 at Overloaded)	+1 to +4 RS

Sailing   —   WIT

Ships are more than just weighing the anchor and hoisting the sails. Sailors are expected to know a variety of knots, which sails are used for what kinds of wind, how to sail upwind, and how to prepare a ship to weather the weather. Sailing is the skill used to operate all kinds of watercraft, from a rowboat to a ship of the line. This handles the physical acts of handling heavy rigging, moving cargo, steering from the helm, and rowing. This is a sailor's primary skill. The officers and captain of a ship usually have this skill to use in emergencies, so that they understand their own vessel, and because most of them were probably sailors before they were captains or officers, but most of their work is done with Navigation, Tactics, and Engineering, while their crew takes care of actually sailing the ship.

Table 7.19: Sailing

Action	Base Attribute vs. RS or other effects
Avoid Simple Obstacle	WIT vs. 1 RS
Prep to Sail	WIT vs. 1 RS
Traverse Hazard	WIT vs. 3 RS

Modifiers	RS Change
Crew (Skilled -2, Well-staffed, Understaffed at +1, Untrained at +3)	+1 RS to +3 RS

Weather (Windy at +1, Storming at +3, Massive Storm at +6)	+1 to +6 RS

Stealth — (AGI) Sneaking around is a good way to deal with one's problems, as long as one's problems have eyes and ears. Camouflage, a soft step, and an eye for shadowed areas help characters avoid detection. It is also used for hiding things. Stealth is made using AGI as an opposed check versus Observation or Hunting.

Table 7.20: Stealth

Action	Base Attribute vs. RS or other effects
Slinking without sound	AGI vs. Observation
Falling/Jumping without sound (max 10 feet)	AGI vs. Observation
Trailing without notice	AGI vs. Observation
Hiding with Concealment	AGI vs. Observation
Applying camouflage	2 RS
Concealing a weapon	vs. Observation

Modifiers	RS Change
Running	+4 RS
Distraction	-2 RS
Ground Material (soft at -1, loud at +1)	+1 RS
Encumberance (+1 at Light, +4 at Overloaded)	+1 to +4 RS

Subterfuge — (CHA)

Sometimes, it's not yourself or your possessions that need to be hidden. When you need to lie, bluff, or sometimes just to keep your mouth shut in the face of threats, torture or intoxication, Subterfuge is your skill. Subterfuge is made using CHA as an opposed check. The opposer uses any skill that would give them insight into the information being given, as determined by the GM. The player may default to $-\frac{1}{2}$ their Observation skill if they prefer.

Table 7.21: Subterfuge

Action	Base Attribute vs. RS or other effects
Lie	CHA vs. Observation
Present Fake Emotions	CHA vs. Observation

Modifier	Effect
Rehearsed	-1 RS
Believability (Very Believable at -2, Unbelieveable at +2, Near Impossible at +8)	-1 RS to +8 RS

Surgery — (Varies)

Doctors are well-respected members of society for good reason. Cleaning and bandaging a small cut is one thing, but precisely breaking the skull so that the brain doesn't get crushed by the blood filling it from a broken aneurysm without causing further damage is another.

Perform Surgery: A lengthy process generally requiring tools, the character can attempt to at the least patch up a wound. In order to stop a wound from Bleeding, and to reduce the Pain it causes, the Surgery skill must come into play. A Surgery check made at appropriate difficulty for wound level Treats the wound. Treated wounds have their Bloodloss reduced to 0 (unless reopened somehow), and their Pain reduced by half. Treated wounds begin healing immediately. Healing time depends on the character's maximum normal HLT, and the level of the wound. Once a Wound has fully healed, the Wound, and any remaining pain, are removed from the character.

Table 7.22: Surgery

Action	Base Attribute vs. RS or other effects
Perform Surgery	AGI vs. Wound Level
	Stops (Removes) Bloodloss and half of Pain.
	Test done per wound.
Diagnosing a Wound	INT vs. 2
Stopping Internal Bleeding	INT vs. 6
Autopsy	INT vs. 4
Amputation	AGI vs. 3
Remove Projectile	AGI vs. Wound Level
Staunching Blood Loss	INT vs. 1, -1 Bleed per success

Modifier	Effect
Projectile Size (Javelin at -2 RS, Bullet at +2 RS)	-2 RS to +2 RS
Tools (Good Quality at -2, Poor Quality at +2)	-2 RS to +2 RS
Unsuitable environment	+2 RS

Assistants take test at $\frac{1}{2}$ RS, they give $+-\frac{1}{2}$ Successes, to a total of the assistant's skill level in the chosen skill, or 1 if Unskilled.

Swimming   —   (Varies)

Most characters will be from land-bound races. Swimming is not an instinct: a character must learn to move through the water as easily as they move on land. Zells are naturally pretty good at this, but for most other people it can be difficult, especially with harsh waters or heavy equipment.

Table 7.23: Swimming

Action	Base Attribute vs. RS or other effects
Swimming in calm water	END vs. 1
Level 1 rapids	END vs. 2

Level 2 rapids	END vs. 3
Level 3 rapids	END vs. 4
Level 4 rapids	END vs. 5
Level 5 rapids	END vs. 6
Level 6 rapids	END vs. 10

Modifier	Effect
Encumberance (+1 at Light, +4 at Overloaded)	+1 to +4 RS
Arm/Leg unusable	+2 RS per limb
Weather (Windy at +1, Storming at +3, Massive Storm at +6)	+1 to +6 RS

When failed: Drowning — If the character is in danger of drowning, they must immediately make a swim check using their STR at an increasing difficulty. For each round they fail the strength check, their HLT is decreased by one until zero, where the character has drowned. The HLT lost from drowning is temporary and returns to the character once they are revived. All modifiers for swim tests apply. If a character makes a successful strength check, they can then make another normal swim check to make it the rest of the way. If they fail again, repeat the process. For Drowning, losing all of one's HLT represents the character passing out and not their immediate death; if the character is pulled from the water within 5 minutes, they can be revived by a Medical test at RS 3; revival attempts can be made up to the drowned character's total HLT score. If a character cannot be revived, they die. If the character is pulled out within 5 minutes plus half their normal HLT score, they can still be revived, but they must make a HLT check at RS 3 or gain the bane Brain Damage (major)

Table 7.24: Drowning

Check	Modifier
First STR Check	No modifier.
2nd STR Check	+1 RS, -1 HLT
3rd STR Check	+2 RS, -1 HLT
4th STR Check	+3 RS, -1 HLT
+...*	+...*

* Continue on in like fashion until the character makes a successful strength check, or until the character reaches 0 HLT.

Chapter 8

Social Class and Wealth

Every soldier who marches to war does so with the labors of a hundred other men and women on his back. His pistol was made in Vienna, the frog for his sword was crafted in York. The fur for his cap was hunted in Russia, the cowhide for his pack was herded in Scotland, his boots were cobbled in Normandy, his sword was made in Solingen, his halberd is Swiss, his breastplate is from Milan, his codpiece is from Flanders, and his booze is from Toulouse. Your characters need to be outfitted if they're going to survive an adventure. Outfitting costs money.

This chapter explains how the currency system of Song of Swords works, how your characters acquire Wealth and Assets to purchase equipment, and what their Social Class means for them.

8.1 Character Creation

A character's Social Class represents their standing in society, which determines the amount of Wealth available to them at base (this can be modified by the GM, as well as Boons and Banes), and what their privileges and obligations are within society.

At Character Creation, you need to invest at least 1 PCP in Social Class and Wealth. Your investment is very important to your character, as it will impact the amount of equipment and influence they may have at the start of play.

The Social Classes listed in Table 8.1 are generic; every culture will have different names for these rankings, often multiple for each one. Confer with your GM to decide what your character's Social Class means.

8.1.1 Social Class Benefits

Each Social Class has access to certain benefits, and you may choose several of them from the list associated with your character's Social Class, at no further cost. As Social Class benefits are Boons of a kind, they can be recorded in the Boons and Banes section of the Character Sheet, however Social Class benefits do not affect the purchasing of Boons and Banes at Character Creation. The benefits presented here are examples, and your GM may decide that some of these are inappropriate for your campaign, or that others should be added to the list. Confer with your GM about Social Class and its effects.

Table 8.1: Social Classes and Wealth

PCP	Social Class	Wealth
1	Slave	Nothing
2	Peasant	1 gp
3	Poor Freeman	3 gp
4	Freeman	5 gp, [1W]
5	High Freeman	10 gp, [2W]
6	Minor Noble	100 gp, [3W]
7	Landed Noble	250 gp, [6W]
8	High Noble	500 gp, [10W]
9	Royalty	1000 gp, [15W]
10	High Royalty	1500 gp, [20W]

8.1.2 Abnormal Social Class and Wealth Combinations

If your character concept involves being an unusually wealthy or poor member of your social class (say, a penniless errant prince, or an escaped prisoner who found huge wealth on a small island where he was told to search by his dying cellmate) then you can do so, using the following system:

Table 8.2: Social Class Benefits

Social Class	Boons
Slave	**Pick 1:** Hale and Hearty (2), Beautiful (2), Languages (1)
Peasant	**Pick 1:** Hale and Hearty (2), Folks Back Home (3)
Poor Freeman	**Pick 1:** Hale and Hearty (2), Folks Back Home (3), Literate (1)
Freeman	**Pick 2:** Hale and Hearty (2), Folks Back Home (3), Literate (1),
High Freeman	**Pick 2:** Folks Back Home (6), Literate (1), Languages (1), Contacts (1)
Minor Noble	**Pick 2:** Allies (5), Famous (2), Hale and Hearty (2), Literate (1), Languages (1), Contacts (1), Folks Back Home (6)
Landed Noble	**Pick 2:** Allies (5), Famous (3), Hale and Hearty (2), Literate (2), Languages (2), Contacts (1), Folks Back Home (6)
High Noble	**Pick 2:** Allies (5), Famous (4), Hale and Hearty (2), Literate (2), Languages (2), Contacts (4), Folks Back Home (6)
Royalty	**Pick 2:** Allies (10), Famous (4), Hale and Hearty (2), Literate (2), Languages (2), Contacts (4), Folks Back Home (6)
High Royalty	**Pick 3:** Allies (10), Famous (4), Hale and Hearty (2), Literate (3), Languages (3), Contacts (6), Folks Back Home (6)

Table 8.3: Abnormal Social Class and Wealth Combinations

Concept	Social Class	Wealth	PCP
Pauper Prince	Royalty – (8)	0 gp – (1)	5
Poor Knight	Minor Noble – (6)	5 gp [1W] – (4)	5
Incredibly Lucky Peasant	Peasant – (2)	100 gp [3W] – (6)	4
Janissary	Slave – (1)	10 gp [2W] – (5)	3

First, decide on the Social Class and Wealth you would like your character to have, and their individual PCP cost (for example, a Landed Noble Social Class [7] and the Wealth of a Peasant [2]). Combine the two costs, and divide the result by 2, rounding up. [This is the only time in the game in which you round up.] This is the total PCP cost for your character's Social Class and Wealth. You gain all of the benefits of your Social Class, and all of the benefits of your Wealth. Examples are provided in the following table. For their potentially unbalancing nature, all abnormal Social Class and Wealth combinations are subject to GM approval.

8.2   Wealth

In reality, currency is a tricky business, particularly when you're talking about multiple eras, kingdoms, languages and trade routes.

To keep things from becoming too labyrinthine, Song of Swords uses a generic wealth system, with each item assigned a value in a currency system based on the Carolingian Pound, a system developed by Charlemagne that was used in Europe for nearly 1,000 years in one form or another. This system is divided into three denominations of currency: Copper, Silver and Gold, representing (in English terms) the Denarius, the Shilling, and the Pound, the lattermost of which was worth (theoretically) a 'pound'

of silver.

This system may be familiar to players of other RPGs, which have drawn upon similar inspiration. We adopt it because of that familiarity, and because the bulk of materials priced in historical documents from Medieval Europe are either already in, or can be easily translated to the Carolignian system.

If you prefer a local currency for your campaign, fear not! Conversion tables for older, newer, or foreign currencies will be provided in upcoming Song of Swords Culture Expansions.

Table XX Currency Value Currency Worth Historical value 1 gold piece (gp) 20 sp 1 Pound 1 silver piece (sp) 12 cp 1 Shilling 1 copper piece (cp) A loaf of black bread 1 Denarius

Assets

Assets represent less tangible sources of wealth than simple piles of money. Most people, particularly the wealthy, keep most of their wealth in the form of lands, cattle, business and debt, rather than cold hard cash.

Assets come in three levels: Minor, Moderate and Major. You can buy Assets with money for 150% of their Liquidated Value, at Character Creation, or through the events of a campaign.

Table XX Assets Asset Level

Withdraw Amount

Liquidated Value

Example

Minor 20 sp 6gp (120sp) Small Farm, Small Business, Small Cattle Herd Moderate 40 sp 12gp (240sp) Large Farm, Respectable Business, Large Cattle Herd Major 60 sp 18gp (360sp) Huge Farm, Powerful Guild, Large Coaching House, Massive Cattle Herd, Bank

Once per session (or month, whichever comes first), a character can 'withdraw' Wealth from his assets, essentially picking up the profits for his personal use. This has no consequences, and assumes that enough of the funds have been cycled back into the Asset to keep it running.

A character can also liquify an asset in order to convert it directly into Wealth, permanently exhausting it, but extracting a large sum of cash from it. This removes the Asset from the character's control—or at least renders it null until it is revitalized through re-investment (the same as purchasing a new asset of the same value).

The act of withdrawing Wealth from an Asset generally takes from several hours to a month, depending on the distance from the place and the ease of having the money (or letters of credit) sent over. Liquefaction can take a longer or shorter period of time, at the GM's discretion.

In the above Table XX, the number in brackets is a character's Wealth, which can be used either to acquire additional money or assets, as detailed in Table XX, below. These can be purchased multiple times, and Wealth must be spent at Character Creation.

Table XX Wealth/Asset/Gold Chart Wealth Spent Asset Gained Gold Gained 1 Minor Asset 6 gp 2 Moderate Asset 12 gp 3 Major Asset 18 gp

Chapter 9

Equipment

"Imagine walking five hundred miles over the course of two weeks, carrying an arquebus, a bardiche, a stone of grain, another stone of water, ten pounds of shot, your own armor, your tent, whatever amenities you want for yourself, and your lord's favorite dog. In the rain. In winter. With dysentery. Alright, are you imagining that? Now imagine that as soon as you're done with that, you need to actually fight the enemy. You have a horse, but a senator's nephew is riding it. You're knee-deep in mud, and you've just been assigned a new recruit to train. He speaks four languages, none of which are yours, and has something to prove. Now he's drunk and arguing with your superiors, you haven't slept in thirty hours, you've just discovered that the fop nephew has broken your horse's leg in a gopher hole, and your gun's wheellock is broken. At that moment, the beating of war-drums echoes from the darkness. Someone screams, and a cannonball lands in your cooking fire, where you were drying your boots. Welcome to war. Enjoy your stay."

–**Mago Straddock**, Dacian Volkodav

Your character may be the most feared swordsman in the lands, but without his weapon, he is just and only a man—and probably a soon-to-be-dead man, at that.

Equipping your character is very important. Not only will they need a weapon (or five!), but they may also need armor, food and drink, transport, medical supplies, tools for survival, and even slaves. This chapter outlines all that you need to know about weaponry, armor, goods and services.

If you need to learn more about gold and Wealth, refer to chapter 8. Information on carrying your equipment and what that means for your character's Fatigue is explained in section 20.1: Exhaustion

Chapter 10

Melee Weapons

"Invincible Khan. We have exhausted our supply of arrows. We are out of water and the men are dying of thirst. We are running out of horses. The rats are without number. They give us no sleep and they may soon overtake us. We have killed many thousands but we require aid. Your loyal servant begs you for aid."

– Missive from **Noyan Tsubokai** (Deceased) to **Gunsukh Khan**

Intercepted by Bangle Guard riders near Pishka

Melee weapons are those intended for close-range and in hand-to-hand combat. Any character who expects to enter combat should carry a melee weapon.

Below you will find a full list of these weapons, as well as information on each of their qualities.

10.0.1   Which Weapon for Me?

Let's be serious. You probably flipped straight to the weapon section as soon as you found out there was one; everyone loves weapons! But you probably weren't expecting there to be this many. Song of Swords has over 150 weapons, many of which can be used in combination with shields, parrying daggers, or other weapons.

You may be thinking: 'So how am I supposed to pick a weapon?' Well, don't worry. That's what this little section is for.

First, remember that you're not limited to just one. A well-equipped warrior may carry a spear, a shield, a sword and a dagger, and expect to use any or all of them in combat. It's good to have options, and it's handy to have weapons of varying Reach, so that you never end up trying to fight at knife-range with a pike.

Here are some general tips for choosing a weapon:

Attack TN

Weapons with low Attack TNs (displayed in this chapter as 'Swing TN' and 'Thrust TN') are easier to hit with, and weapons with higher Attack TNs are harder to hit with. Remember, a TN of 8 means that statistically, you'll succeed with 3 out of every 10 dice you roll (8, 9, and 10) whereas a TN of 7 means you'll have an average of 4 Successes, a TN of 6 means 5 average Successes, and so on. Plan accordingly! BS carry directly into damage with most attacks.

Attack Damage

One of the counterpoints to TN is attack damage. Most weapons with good TNs do not inflict huge amounts of damage; typically, large and clunky weapons are harder to land hits with. Weapons with high damage modifiers can be more useful in some situations, particularly on the battlefield, so you can crack open enemy armor.

Defense TN / Guard

If you have a shield, your weapon's Defense TN isn't a huge priority, but if you're fighting with just the weapon, consider picking a weapon with a good Defense TN in order to parry attacks. Also remember that shields can be beaten away or even destroyed by the enemy; you don't want to be left out in the cold. The Guard value of the weapon is also important for protecting your weapon-hand, which is a popular target when left undefended.

Reach

Reach dictates the terms of engagement more than most other factors. Generally speaking, if two fighters of similar skill have mismatched Reach, the one with the longer Reach will win. This is not universally true, but it's a fair enough guideline that you should account for it. However, some weapons are so long that they become very clumsy when used in close combat, like pikes. Additionally, the longer your weapon, the more penalties you suffer if the enemy closes within your Reach. Consider keeping a sidearm of shorter Range alongside a weapon with longer Reach, or be prepared to close past an enemy's longer weapon with a short one of your own.

Special

The special rules of a weapon can completely change its uses. Always pay close attention to the 'special' section of the weapon, as Draw, Multi-Hit, Hook, and other special considerations can give you an edge over your enemies.

How Many Weapons?

You can carry multiple weapons! Don't think you have to limit yourself to just one. Also, be very careful to read the Proficiencies that each weapon uses, as some Proficiencies give access to good Maneuvers earlier than others!

10.0.2 Melee Weapon Characteristics

Weapon Name

The name of the weapon.

Weapon Type

The type of the weapon, and thus the Proficiency that it can be used with.

Hands

This specifies the number of hands required to use the weapon, either one (1H) or two (2H).

Table 10.1: Reach

Number	Stages of Reach		Example
1	Half-Arm	HA	Knee, Elbow, Grapple
2	Hand	H	Dagger, Punch
3	Short	S	Short Sword, Kick
4	Medium	M	Arming Sword
5	Long	L	Poleaxe, Longsword
6	Very Long	VL	Arming Spear
7	Extremely Long	EL	Halberd
8	Ludicrously Long	LL	Pike

Reach

The weapon's Reach, as Table 10.1 describes. Reach has important effects in combat, which are further explained in Chapter 10.

Swing

Swing represents the weapon's use for swinging attacks. The first number is the Swing TN, the number in parenthesis is the weapon's base damage modifier, and the type of damage (either cutting, piercing or bludgeoning) is represented by a letter (c, p or b, respectively).

Thrust

Thrust represents the weapon's use for thrusting attacks. The first number is the Thrust TN, the number in parenthesis is the weapon's base damage modifier, and the type of damage (either cutting, piercing or bludgeoning) is represented by a letter (c, p or b, respectively).

Defense / Guard

The first number represents the weapon's Defense TN, against which defenses that use the Parry TN are rolled. The number in parenthesis is the weapon's Guard value. The Guard value is applied as Hard AV against any attacks that hit the weapon-hand of the wielder while the weapon is being held normally. This AV layers with any actual armor worn on the weapon-hand. The kind of Guard it represents depends on the Guard value

0: No Guard (Shaska, khyber knife)

1: Small Guard (Katana, Smallsword)

2: Crossguard (Arming Sword, Messer, Falchion, Longsword)

3: Complex Guard (Rapier, Sidesword)

4: Basket Hilt (Schiavona, Heavy Backsword)

Note that only swords with Guard Value 2 (neither lower nor higher) can use the Murder-Strike Maneuver.

Special

The weapon's special qualities, which are further described in section 10.6

Weight

The weight of the weapon added to Encumbrance when sheathed, holstered or stored. When being held, a weapon has no Weight value.

Cost

The weapon's cost. May vary regionally.

Melee Weapons

10.1 Daggers

Table 10.2: Daggers

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Ballock Dagger	Dagger	1H	H	7(-1c)	6(+1p)	8(1)	Fluid Thrusts, Light Blade	0	5 cp
Baselard	Dagger	1H	S	6(+0c)	6(+0p)	7(1)	Fluid Thrusts	0	2 sp
Bowie Knife/Pishkan Toothpick	Dagger	1H	S	6(+0c)	6(+1p)	8(1)	-	0	10 cp
Cinquedea	Dagger, Sword	1H	S	6(+0c)	7(+2p)	8(0)	-	0	3 sp
Degan	Dagger, Sword	1H	S	6(-1c)	6(+1p)	7(0)	Fluid Thrusts, Light Blade	0	1 sp
Dirk	Dagger	1H	H	7(-1c)	6(+0p)	7(0)	Fluid Thrusts, Light Blade	0	4 cp

Table 10.2: Daggers

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Khyber Knife	Dagger, Sword	1H	S	7(+0c)	7(+1p)	7(0)	Draw 2, Thin Blade	0	10 cp
Knife (Large)	Dagger	1H	S	6(-1c)	6(+0p)	9(0)	Draw 1, Light Blade	0	7 cp
Knife (Small)	Dagger	1H	H	6(-2c)	6(-1p)	9(0)	Draw 1, Light Blade, Thin Blade	0	6 cp
Kukri	Dagger	1H	S	6(+1c)	7(+0p)	9(0)	Draw 2, Light Blade, Forward Swept	0	1 sp
Main Gauche	Dagger	1H	H	7(-1c)	7(+0p)	6(3)	Companion Weapon, Light Blade	0	3 sp
Misericorde	Dagger	1H	H	9(-2c)	5(-2p)	10(0)	Fluid Thrusts, Light Blade, Thin Blade	0	3 cp
Navaja	Dagger	1H	H	6(+0c)	7(-1p)	8(0)	Draw 2, Light Blade	0	6 cp
Poignard	Dagger	1H	H	6(-1c)	6(+0p)	8(1)	Fluid Thrusts, Light Blade, Thin Blade	0	6 cp
Pugio	Dagger	1H	H	7(-1c)	6(+1p)	7(0)	Light Blade, Spatulate Tip 2	0	6 cp
Puukko	Dagger	1H	H	6(-1c)	6(-0p)	9(0)	Fluid Thrusts, Light Blade	0	4 cp
Rondel Dagger	Dagger	1H	S	7(-1c)	6(+1p)	7(1)	Fluid Thrusts, Light Blade, Thin Blade	0	6 cp
Short Katzbalger	Dagger, Sword	1H	S	7(+0c)	7(+0p)	7(1)	Spatulate Tip 2	0	6 sp
Stiletto	Dagger	1H	H	7(-1c)	6(+0p)	8(1)	Fluid Thrusts, Light Blade, Thin Blade	0	8 cp

Table 10.2: Daggers

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Swordbreaker	Dagger	1H	S	6(-1c)	6(+0p)	7(1)	Companion Weapon, Parrying Teeth	0	1 sp
Tanto	Dagger	1H	H	7(+0c)	6(+0p)	8(1)	Draw 1, Light Blade, Thin Blade	0	3 sp

10.2 Swords

10.2.1 1H Swords

Table 10.3: One-Handed Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Wt	Cost
toprule									
Arming Sword (Early)	Sword	1H	M	7(+1c)	7(+0p)	7(1)	Draw 2, Spatulate Tip 2	0.5	1 gp
Arming Sword (Chivalric)	Sword	1H	M	7(+2c)	7(+0p)	7(2)	-	0.5	1 gp
Arming Sword (Late)	Sword	1H	M	7(+0c)	7(+2p)	7(2)	-	0.5	1 gp
Backsword (Standard)	Sword	1H	M	7(+1c)	7(+1p)	7(4)	-	0.5	1 gp
Backsword (Heavy)	Sword	1H	L	7(+2c)	8(+1p)	8(3)	-	0.5	25 sp
Bastard Sword*	Sword	1H	L	7(+0c)	7(+1p)	8(2)	Heavy Weapon	1	50 sp
Cinquedea	Dagger, Sword	1H	S	6(+0c)	7(+2p)	8(0)	-	0	3 sp
Claymore (Basket Hilted)	Sword	1H	M	7(+1c)	7(+0p)	7(4)	Tight Grip 2	0.5	1 gp
Cutlass	Sword	1H	S	7(+1c)	8(+0p)	7(3)	-	0.5	1 sp
Degan	Dagger, Sword	1H	S	6(-1c)	6(+1p)	7(0)	Fluid Thrusts, Light Blade	0	1 sp
Dussack	Sword	1H	S	7(+1c)	7(-1p)	7(3)	Draw 2, Tight Grip 1	0.5	1 sp

Table 10.3: One-Handed Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Wt	Cost
toprule									
Espada Ropera	Sword	1H	L	7(+0c)	7(+1p)	7(3)	-	0.5	25 sp
Falcata	Sword	1H	S	6(+1c)	8(-1p)	8(3)	Forward Swept	0.5	1 gp
Falchion	Sword	1H	M	7(+2c)	8(+0p)	8(2)	-	0.5	18 cp
Gladius	Sword	1H	S	7(+1c)	7(+1p)	7(0)	-	0	1 sp
Karthacki Dueling Sword	Sword	1H	M	6(-1b)	6(+0p)	7(0)	Fluid Thrusts, Light Blade, Thin Blade	0.5	10 sp
Katana*	Sword	1H	M	7(+1c)	8(+1p)	8(1)	Draw 3, Heavy Weapon	1	50 sp
Katzbalger	Sword	1H	S	7(+1c)	8(+0p)	7(2)	Spatulate Tip 2	0.5	4 sp
Katzbalger (Short)	Dagger, Sword	1H	S	7(+0c)	7(+0p)	7(1)	Spatulate Tip 2	0	6 sp
Khyber Knife	Dagger, Sword	1H	S	7(+0c)	7(+1p)	7(0)	Draw 2, Thin Blade	0	10 cp
Kilij	Sword	1H	M	7(+1c)	8(+0p)	7(2)	Draw 2, Cavalry Sword	0.5	30 sp
Koncerz	Sword	1H	VL	7(-2c)	8(+2p)	8(3)	AP Thrust 2, Couched Charge	0.5	25 sp
Khopesh	Sword, Blunt	1H	S	6(+1c)	9(-1p)	8(0)	Forward Swept, Hook	0.5	1 sp
Kriegsmesser*	Sword	1H	M	7(+1c)	8(+0p)	8(2)	Draw 2, Heavy Weapon	1	10 sp
Langes Messer	Sword	1H	M	7(+1c)	7(+0p)	8(2)	Draw 2	0.5	1 sp
Longsword*	Sword	1H	L	7(+1c)	7(+0p)	8(2)	Heavy Weapon	1	50 sp
Pallasch	Sword	1H	L	7(+1c)	8(+1p)	7(3)	Cavalry Sword	0.5	35 sp
Rapier	Sword	1H	L	6(-1c)	6(+0p)	7(3)	Fluid Thrusts, Thin Blade	0.5	30 sp
Saber (Early)	Sword	1H	M	7(+0c)	7(+0p)	8(1)	Draw 2, Cavalry Sword	0.5	10 sp
Saber (Hussar)	Sword	1H	M	7(+1c)	7(-1p)	7(3)	Draw 3, Cavalry Sword	0.5	25 sp

Table 10.3: One-Handed Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Wt	Cost
toprule									
Saber (Karabela)	Sword	1H	M	7(+0c)	8(-1p)	7(3)	Draw 4, Cavalry Sword	0.5	30 sp
Saber (Zellish)	Sword	1H	M	7(+1c)	8(+0p)	8(3)	Draw 2, Forward Swept	0.5	15 sp
Schiavona	Sword	1H	L	7(+0c)	7(+0p)	7(3)	Tight Grip 2	0.5	1 gp
Scimitar	Sword	1H	M	7(+0c)	7(-1p)	7(2)	Draw 2, Cavalry Sword	0.5	15 sp
Scythe-Sword	Sword	1H	S	7(+1c)	9(-1p)	8(1)	Draw 2, Forward Swept	0.5	16 cp
Shaska	Sword	1H	M	7(+0c)	7(+0p)	7(0)	Draw 2, Cavalry Sword	0.5	15 sp
Short Sword	Sword	1H	S	7(+0c)	6(+1p)	7(1)	-	0	1 sp
Sidesword	Sword	1H	L	7(+1c)	7(+1p)	7(3)	-	0.5	15 sp
Smallsword	Sword	1H	M	6(-2c)	6(+0p)	7(3)	Fluid Thrusts, Light Blade, Thin Blade	0.5	30 sp
Spadroon	Sword	1H	M	6(-1c)	6(+0p)	7(3)	Fluid Thrusts, Light Blade	0.5	30 sp
Tesshake	Sword	1H	S	7(+1c)	7(+0p)	8(3)	-	0.5	1 sp
Tulwar	Sword	1H	S	7(+0c)	7(-2p)	8(2)	Draw 4, Tight Grip 2, Cavalry Sword	0.5	25 sp
Urumi	Sword	1H	VL	7(+0c)	NA	9(1)	Chain 3, Draw 2	0	30 sp
Wakizashi	Sword	1H	S	7(+0c)	8(+0p)	7(1)	Draw 1	0	10 sp
War Cleaver	Sword	1H	M	7(+2c)	8(-1p)	8(0)	Heavy Weapon	0.5	6 cp
Yataghan	Sword	1H	S	7(+1c)	8(+0p)	7(0)	Forward Swept, Draw 1	0.5	10 sp

10.2.2   2H Swords

Table 10.4: Two-handed Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Wt	Cost
toprule Bastard Sword	Sword	2H	L	7(+1c)	7(+2p)	7(2)	Hand-Off, Heavy Weapon	1	50 sp
Claymore	Sword	2H	L	7(+2c)	7(+0p)	7(2)	Heavy Weapon	2	50 sp
Estoc	Sword	2H	L	8(+0b)	6(+2p)	7(2)	AP Thrust 1, Thin Blade, Fluid Thrusts	1	45 sp
Flammenschwert	Sword	2H	VL	7(+2c)	8(+3p)	7(3)	Draw 1, Crushing 1, Heavy Weapon	2	4 gp
Godenak	Sword	2H	M	7(+3c)	8(-1p)	8(0)	AP Swing 1, Heavy Weapon	1	2 sp
Grosses Messer	Sword	2H	L	7(+2c)	8(+0p)	8(1)	Draw 3, Heavy Weapon	2	1 gp
Katana	Sword	2H	M	7(+2c)	7(+1p)	7(1)	Draw 4, Hand-Off, Heavy Weapon	1	50 sp
Katzbalger (Large)	Sword	2H	L	7(+2c)	8(+0p)	7(2)	Spatulate Tip 2, Heavy Weapon	1	2 gp
Kriegsmesser	Sword	2H	M	7(+2c)	7(+0p)	7(2)	Draw 3, Hand-Off, Heavy Weapon	1	10 sp
Longsword	Sword	2H	L	7(+2c)	7(+1p)	7(2)	Hand-Off, Heavy Weapon	1	50 sp
Massive Godenak	Sword	2H	VL	7(+4c)	8(+0p)	8(0)	AP Swing 2, Heavy Weapon, Freakishly Large		
Montante	Sword	2H	VL	7(+2c)	7(+1p)	7(2)	Heavy Weapon	2	4 gp

Table 10.4: Two-handed Swords

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Wt	Cost
toprule									
No-Dachi	Sword	2H	L	7(+2c)	8(+0p)	8(1)	Draw 3, Heavy Weapon	1	3 gp
Swiss Saber (Schnepf)	Sword	2H	L	7(+1c)	7(+0p)	7(3)	Draw 3, Heavy Weapon	1	45 sp
Zweihander	Sword	2H	VL	7(+3c)	8(+2p)	7(2)	Heavy Weapon	2	75 sp
Zweihander (Grutte)	Sword	2H	EL	7(+4c)	8(+3p)	7(2)	Heavy Weapon, Freakishly Large	3	6 gp

10.3 Blunt

10.3.1 1H Blunt

Table 10.5: One-Handed Blunt Weapons

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Battleaxe*	Blunt	1H	M	7(+2c)	7(-2b)	9(0)	AP Swing 1, Hand-Off, Hook, Thrusting Slot, Shock 2, Swinging Slot	1	6 sp
Bar Mace	Blunt	1H	S	7(+1b)	7(-2b)	7(0)	AP Swing 1, Shock 1, Thrusting Slot	0	1 sp
Club (Short)/Truncheon	Blunt	1H	S	6(+0b)	7(-2b)	6(0)	Swinging Slot, Thrusting Slot	0	1 cp

Table 10.5: One-Handed Blunt Weapons

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Club (Medium)/Rod	Blunt	1H	M	7(+0b)	7(-1b)	6(0)	Swinging Slot, Thrusting Slot	0	1 cp
Double-Headed Flail	Blunt	1H	M	8(+1b)	8(-2b)	10(0)	Chain 1, Multi-Hit Swing 2, Shock 2	1	9 cp
Hand Axe/ Hatchet	Blunt	1H	S	7(+2c)	7(-2b)	8(0)	AP Swing 1, Hook, Shock 1, Swing Slot, Thrusting Slot	0	6 cp
Khopesh Sword,	Blunt	1H	S	6(+1c)	9(-1p)	8(0)	Forward Swept, Hook 0.	5	1 sp
Light Flail	Blunt	1H	M	7(+2b)	8(-2b)	9(0)	Chain 2, Shock 2	1	6 sp
Light Mace (Flanged)	Blunt	1H	S	7(+2b)	7(-2b)	7(0)	AP Swing 2, Crushing 1, Shock 2, Thrusting Slot	0	3 sp
Light Mace (Knobbed)	Blunt	1H	S	7(+2b)	7(-2b)	7(0)	AP Swing 1, Shock 2, Thrusting Slot	0	4 cp
Light Mace (Spiked)	Blunt	1H	S	7(+2b)	7(-2b)	7(0)	Bleed 2, Shock 2, Thrusting Slot	0	8 cp
Tabarzin*	Blunt	1H	L	7(+2c)	8(+0p)	9(0)	AP Swing 1, Hand-Off, Hook, Shock 1, Swinging Slot, Thrusting Slot	2	10 sp

Table 10.5: One-Handed Blunt Weapons

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Warhammer (Standard)	Blunt	1H	S	7(+2b)	7(-2b)	8(0)	AP Swing 1, Crushing 1, Reverse Slot, Shock 1, Thrusting Slot	0	6 cp
War Pick	Blunt	1H	S	7(+2p)	7(-2b)	8(0)	AP Swing 2, Hook, Reverse Slot, Thrusting Slot, Thin Blade	0	2 sp

1H Blunt Weapon Attachments

Arming Spike Blunt 1H - - (+0p) - Weapon Attachment (Thrust) 0 1 cp Reverse Blade Blunt 1H - 7(+1c) - - Weapon Attachment (Swing) 0 6 cp Reverse Hammer Blunt 1H - 7(+0b) - - AP Swing 1, Crushing 1, Shock 1, Weapon Attachment (Swing) 0 6 cp Reverse Spike Blunt 1H - 7(+0p) - - AP Swing 2, Hook, Weapon Attachment (Swing) 0 6 cp Weighted Chain Blunt 1H VL 8(+1b) - 8(0) Chain 3, Hook,Shock 2, Weapon Attachment (Swing) 1 6 cp

10.3.2 2H Blunt

Table 10.6: Two-Handed Blunt

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Battleaxe	Blunt	2H	M	7(+3c)	7(-2b)	8(0)	AP Swing 1, Hand-Off, Heavy Weapon, Hook, Thrusting Slot, Shock 2, Swinging Slot	1	6 sp

Table 10.6: Two-Handed Blunt

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Club (Large)	Blunt	2H	M	6(+1b)	7(-1b)	7(0)	Heavy Weapon, Shock 1, Swinging Slot, Thrusting Slot	1	3 cp
Dane Axe	Blunt	2H	L	7(+4c)	8(+0p)	8(0)	AP Swing 2, Crushing 2, Heavy Weapon, Hook, Shock 2, Swinging Slot, Thrusting Slot	2	7 sp
Goedendag	Blunt, Polearm	2H	L	7(+3b)	8(+2p)	8(0)	AP Swing 2, AP Thrust 2, Crushing 1, Heavy Weapon, Shock 2	2	1 sp
Gunstock Club	Blunt	2H	M	7(+2b)	7(-1b)	7(0)	AP Swing 1, Heavy Weapon, Shock 1, Swinging Slot	1	7 cp
Heavy Mace (Flanged)	Blunt	2H	M	7(+3b)	7(-2b)	7(0)	AP Swing 2, Crushing 2, Heavy Weapon, Shock 1	1	6 sp
Heavy Mace (Knobbed)	Blunt	2H	M	7(+3b)	7(-2b)	7(0)	AP Swing 1, Heavy Weapon, Shock 4	1	1 sp
Heavy Mace (Spiked)	Blunt	2H	M	7(+3b)	7(-2b)	7(0)	AP Swing 1, Bleed 3, Crushing 1, Heavy Weapon	1	2 sp

Table 10.6: Two-Handed Blunt

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Morningstar	Polearm, Blunt	2H	L	7(+3b)	8(+1p)	8(0)	AP Swing 2, Bleed 3, Heavy Weapon	5	1 sp
Poleaxe	Polearm, Spear, Blunt	2H	L	7(+2c)	7(+2p)	7(0)	AP Swing 1, AP Thrust 1, Heavy Weapon, Shock 2, Swinging Slot,Thin Blade	5	8 sp
Pole-Flail	Blunt, Polearm	2H	L	7(+2b)	7(-2b)	8(0)	AP Swing 2, Chain 2, Crushing 2, Heavy Weapon, Shock 2	2	2 sp
Tabarzin	Blunt	2H	L	7(+3c)	8(+0p)	8(0)	AP Swing 2, Hand-Off, Heavy Weapon, Hook, Shock 2, Swinging Slot, Thrusting Slot	2	10 sp
Warhammer (Heavy)	Blunt	2H	M	7(+2b)	7(-2b)	8(0)	AP Swing 1, Crushing 2, Heavy Weapon, Shock 2, Swinging Slot, Thrusting Slot	1	1 sp
War Maul	Blunt	2H	M	7(+3b)	8(-2b)	8(0)	AP Swing 1, Crushing 2, Heavy Weapon, Shock 4	2	2 sp

Table 10.6: Two-Handed Blunt

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Wood Axe	Blunt	2H	M	7(+2c)	8(-2b)	8(0)	AP Swing 1, Heavy Weapon, Hook, Shock 2	1	2 sp

2H Blunt Weapon Attachments

Table XX 2H Blunt Weapon Attachments Arming Spike Blunt 2H - - (+0p) - Weapon Attachment (Thrust) 0 1 cp Reverse Blade Blunt 2H - 7(+3c) - - Heavy Weapon, Weapon Attachment (Swing) 0 6 cp Reverse Hammer Blunt 2H - 7(+2b) - - AP Swing 1, Crushing 1, Heavy Weapon, Shock 1, Weapon Attachment (Swing) 0 6 cp Reverse Spike Blunt 2H - 7(+2p) - - AP Swing 2, Heavy Weapon, Hook, Weapon Attachment (Swing) 0 6 cp

10.4 Spears

Table X.X Spears

Table 10.7: List of Spears

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Ahlspiess	Polearm, Spear	2H	L	8(-1b)	7(+1p)	7(0)	AP Thrust 3,Thin Blade	5	4 sp
Fauchard	Polearm, Spear	2H	VL	7(+2c)	8(+1p)	7(0)	Forward Swept, Heavy Weapon, Swinging Slot,	4	1 sp
Ge (Chinese Dagger-Axe Halberd)	Polearm, Spear	2H	VL	7(+3p)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook,	5	1 sp
Half-Pike*	Spear	1H	L	8(-2c)	7(+1p)	8(0)	Fluid Thrusts	-	-
Half-Pike	Spear	2H	L	7(-1c)	6(+2p)	7(0)	Fluid Thrusts, Hand-Off	4	1 sp

Table 10.7: List of Spears

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Lance (Light)	Spear	1H	VL	10(-1c)	8(+2p)	10(0)	Couched Charge, Heavy Weapon	4	1 cp
Lance (Heavy)	Spear	1H	EL	10(-1c)	9(+3p)	10(0)	Couched Charge, Heavy Weapon	6	1 sp
Lance (Hollow)	Spear	1H	LL	10(-1c)	9(+3p)	10(0)	Couched Charge, Heavy Weapon	8	4 sp
Longstaff	Polearm, Spear	2H	EL	7(+0b)	7(-1b)	7(0)	Heavy Weapon	6	4 cp
Military Fork	Polearm, Spear	2H	VL	10(-1c)	7(+1p)	7(0)	Multi-Hit Thrust 2, Swinging Slot,	5	3 cp
Musket (Butt)	Spear	2H	H	7(+1b)	7(-1b)	8(0)	Heavy Weapon, Shock 2	0	-
Musket (Bayonet)	Spear	2H	L	9(-1c)	7(+2p)	8(0)	Heavy Weapon, Thin Blade	0	3 cp
Partisan	Polearm, Spear	2H	EL	8(+2c)	7(+3p)	7(0)	Fluid Thrusts,	5	10 sp
Pike	Spear	2H	LL	10(-2c)	8(+3p)	9(0)	Brace	6	1 sp
Poleaxe	Polearm, Spear, Blunt	2H	L	7(+2c)	7(+2p)	7(0)	AP Swing 1, AP Thrust 1, Heavy Weapon, Shock 2, Swinging Slot, Thin Blade	5	8 sp
Quarterstaff	Polearm, Spear	2H	VL	6(+0b)	6(-1b)	6(0)	Fluid Thrusts, Heavy Weapon	4	3 cp
Ranseur	Polearm, Spear	2H	EL	8(+0c)	7(+2p)	7(0)		5	1 sp

Table 10.7: List of Spears

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Spear (Arming)*	Spear	1H	VL	9(-1c)	7(+1p)	9(0)		4	6 cp
Spear (Arming)	Spear	2H	VL	7(+0c)	7(+2p)	7(0)	Fluid Thrusts, Hand-Off,	4	6 cp
Spear (Short)	Spear	1H	M	8(+0c)	7(+2p)	8(0)	Fluid Thrusts	0	3 cp
Spear (Standard)*	Spear	1H	EL	9(+0c)	7(+2p)	9(0)		4	8 cp
Spear (Standard)	Spear	2H	EL	8(+0c)	7(+3p)	8(0)	Fluid Thrusts, Hand-Off,	4	8 cp
Spetum	Polearm, Spear	2H	VL	8(+1c)	7(+2p)	7(0)	Fluid Thrusts,	4	2 sp
Swordstaff	Polearm, Spear	2H	EL	8(+3c)	7(+3p)	8(0)		8	3 sp
Trident*	Polearm, Spear	1H	L	10(-1c)	8(-1p)	9(0)	Multi-Hit Thrust 3,	4	5 cp
Trident	Polearm, Spear	2H	L	9(+0c)	7(+0p)	7(0)	Hand-Off, Multi-Hit Thrust 3,	4	5 cp
Yari (Jumonji)	Polearm, Spear	2H	VL	7(+2c)	7(+2p)	7(0)	Heavy Weapon,	4	2 sp
Yari (Bishamon)	Polearm, Spear	2H	VL	7(+3c)	7(+2p)	7(0)	AP Swing 1,	4	3 sp
Yari (Kata Kama)	Polearm, Spear	2H	VL	7(+2p/+2c)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook,	4	3 sp

10.4.1 Spear Weapon Attachments

Table XX Spear Weapon Attachments Reverse Blade Spear* - 7(+2c) - - Heavy Weapon, Weapon Attachment (Swing) 0 6 cp Reverse Hammer Spear* - 7(+1b) - - AP Swing 1, Crushing 1, Heavy Weapon, Shock 1, Weapon Attachment (Swing) 0 6 cp Reverse Spike Spear* - 7(+1p) - - AP Swing 2, Heavy Weapon, Hook, Weapon Attachment (Swing) 0 6 cp Weapon Queue Spear* 7(-2c) 7(+0p) 8(0) AP Swing 1,Thin Blade, Weapon Attachment (Thrust) 0 4 cp

*Use attached weapon's Weapon Proficiency or Hands

10.5   Polearms

Table 10.8: List of Polearms

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Ahlspiess	Polearm, Spear	2H	L	8(-1b)	7(+1p)	7(0)	AP Thrust 3,Thin Blade	5	4 sp
Bardiche	Polearm	2H	VL	7(+4c)	9(-1p)	8(0)	AP Swing 2, Crushing 2, Heavy Weapon, Shock 2, Swinging Slot	5	2 sp
Bec de Corbin	Polearm	2H	VL	7(+2p)	7(+2p)	7(0)	AP Swing 2, Heavy Weapon, Hook, Swinging Slot, Thin Blade	5	1 sp
Bill (Black)	Polearm	2H	VL	8(+3c)	7(+2p)	7(0)	AP Swing 1, Crushing 1, Heavy Weapon, Hook, Shock 2, Swinging Slot,	5	1 sp
Bill (Forest)	Polearm	2H	EL	8(+2c)	7(+2p)	8(0)	AP Swing 2, Crushing 1, Heavy Weapon, Hook, Shock 2, Swinging Slot,	5	1 sp
Falx	Polearm	2H	L	8(+3c)	10(-1p)	8(0)	AP Swing 2, Forward Swept, Heavy Weapon	4	1 sp

Table 10.8: List of Polearms

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule Fauchard	Polearm, Spear	2H	VL	7(+2c)	8(+1p)	7(0)	Forward Swept, Heavy Weapon, Swinging Slot,	4	1 sp
Ge (Chinese Dagger-Axe Halberd)	Polearm, Spear	2H	VL	7(+3p)	7(+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook,	5	1 sp
Glaive	Polearm	2H	VL	7(+2c)	8(+1p)	7(0)	Draw 2, Heavy Weapon, Swinging Slot,	5	3 sp
Guandao (Chinese Glaive)	Polearm	2H	VL	7(+2c)	8(+2p)	7(0)	AP Swing 1, Draw 2, Heavy Weapon,	5	5 sp
Halberd	Polearm	2H	VL	7(+3c)	8(+2p)	7(0)	AP Swing 2, Crushing 2, Heavy Weapon, Swinging Slot,	5	3 sp
Lochaber Axe	Polearm	2H	VL	7(+2c)	8(+1p)	8(0)	AP Swing 2, Heavy Weapon, Hook, Shock 2	5	2 sp
Longstaff	Polearm, Spear	2H	EL	7(+0b)	7(-1b)	7(0)	Heavy Weapon	6	4 cp
Lucerne Hammer	Polearm	2H	L	7(+2b)	7(+2p)	7(0)	Crushing 2, Shock 2, AP Thrust 1, Heavy Weapon, Swinging Slot, Thin Blade	5	8 sp

Table 10.8: List of Polearms

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
Military Fork	Polearm, Spear	2H	VL	10(-1c)	7(+1p)	7(0)	Multi-Hit Thrust 2, Swinging Slot,	5	3 cp
Morningstar	Polearm, Blunt	2H	L	7(+3b)	8(+1p)	8(0)	AP Swing 2, Bleed 3, Heavy Weapon	5	1 sp
Naginata	Polearm, Spear	2H	VL	7(+2c)	7(+1p)	7(0)	Draw 2, Fluid Thrusts	4	10 sp
Partisan	Polearm, Spear	2H	EL	8(+2c)	7(+3p)	7(0)	Fluid Thrusts,	5	10 sp
Pike	Spear	2H	LL	10(-2c)	8(+3p)	9(0)	Brace	6	1 sp
Poleaxe	Polearm, Spear, Blunt	2H	L	7(+2c)	7(+2p)	7(0)	AP Swing 1, AP Thrust 1, Heavy Weapon, Shock 2, Swinging Slot, Thin Blade	5	8 sp
Quarterstaff	Polearm, Spear	2H	VL	6(+0b)	6(-1b)	6(0)	Fluid Thrusts, Heavy Weapon	4	3 cp
Saber-Halberd	Polearm	2H	VL	7(+3c)	8(+0p)	7(0)	AP Swing 1, Crushing 1, Draw 2, Heavy Weapon, Swinging Slot	5	15 sp
Spetum	Polearm, Spear	2H	VL	8(+1c)	7(+2p)	7(0)	Fluid Thrusts	4	2 sp
Swordstaff	Polearm, Spear	2H	EL	8(+3c)	7(+3p)	8(0)		8	3 sp
Trident*	Polearm, Spear	1H	L	10(-1c)	8(-1p)	9(0)	Multi-Hit Thrust 3		
Trident	Polearm, Spear	2H	L	9(+0c)	7(+0p)	7(0)	Hand-Off, Multi-Hit Thrust 3	4	5 cp

Table 10.8: List of Polearms

Weapon Name	Weapon Type	Hands	Reach	Swing	Thrust	Defense (Guard)	Special	Weight	Cost
toprule									
War-Scythe	Polearm	2H	VL	7(+3c)	9(+0p)	8(0)	Forward Swept, Heavy Weapon,	4	4 cp
Yari (Jumonji)	Polearm, Spear	2H	VL	7(+2c)	7(+2p)	7(0)	Heavy Weapon,	4	2 sp
Yari (Bishamon)	Polearm, Spear	2H	VL	7(+3c)	7(+2p)	7(0)	AP Swing 1,	4	3 sp
Yari (Kata Kama)	Polearm, Spear	2H	VL	7(+2p/+2c)	7(0+2p)	7(0)	AP Swing 1, Heavy Weapon, Hook,	4	3 sp

10.5.1 Polearm Weapon Attachments

Table XX Spear Weapon Attachments Reverse Blade Polearm - - 7(+2c) - - Heavy Weapon, Weapon Attachment (Swing) 0 6 cp Reverse Hammer Polearm - - 7(+1b) - - AP Swing 1, Crushing 1, Heavy Weapon, Shock 1, Weapon Attachment (Swing) 0 6 cp Reverse Spike Polearm - - 7(+1p) - - AP Swing 2, Heavy Weapon, Hook, Weapon Attachment (Swing) 0 6 cp Weapon Queue Polearm -/- 7(-2c) 7(+0p) 8(0) AP Swing 1,Thin Blade, Weapon Attachment (Thrust) 0 4 cp

10.6 Special Qualities

AP Swing [X]   —   Armor Piercing Swing [X].

When making a Swinging attack against a Hit Location with Hard armor protection, this weapon Inflicts X additional damage against any Armor, up to the AV of the Armor.

AP Thrust [X]   —   Armor Piercing Thrust [X].

When making a Thrusting attack against a Hit Location with Hard armor protection, this weapon Inflicts X additional damage against any Armor, up to the AV of the Armor.

Bleed [X]   —   Any Swinging attack from this weapon that either inflicts a Wound, or fails to inflict a Wound by 2 or fewer damage, inflicts X Blood Loss.

Brace   —   When using this weapon, you gain 2 automatic additional successes on Initiative Tests made as a result of Offensive/Offensive Orientation.

Cavalry Sword — When making a Swing with Ride-By attack, this weapon's Draw value is increased by 1.

Chain [X] — Any attack made at Swing TN with this weapon ignores the first X successes of an enemy's Parry or Block defense, including Parrying and Blocking Maneuvers like Riposte or Arm Parry. Additionally, this weapon can neither engage in, nor be engaged in a Hilt Push of any sort.

Companion Weapon — When this weapon is used to make any sort of defensive Maneuver, one of the dice devoted automatically succeeds before rolling.

Couched Charge — When making a Lance Charge attack with this weapon, reduce its Thrusting TN by 2, and use the Horse's STR as the base for damage instead of your own.. However, your Reach is not increased by the Tall Boon. In addition, if a Lance Charge attack made by this weapon is Blocked, it carries through on the intended Target Zone anyway, as though it hit with 0 BS, and is reduced by the Shield's AV regardless of where it hit. If the total damage inflicted by an attack that takes advantage of Lance Charge exceeds the Durability of the weapon by 5 or more, then the weapon breaks immediately after the attack is made.

Crushing [X] — When this weapon successfully hits with a Swing attack on a Hit Location with any sort of Hard armor protection, reduce all AVs of the armor on that Hit Location by X. This is done after damage is resolved for this attack, and only affects future attacks. Only the highest AV armor on that location is reduced by Crushing. If that armor is reduced to AV 0 in all areas, then Crushing begins to affect lesser Hard armors beneath it.

Draw [X] — When making a Swinging attack that would inflict cutting damage with this weapon, inflict X additional cutting damage if you roll 3 or more BS. This special rule does not come into play if the target benefits from any sort of Hard armor on the Hit Location being hit.

Fluid Thrusts — This weapon can Feint from a Thrust.

Forward Swept — When this weapon is used in a Swing attack against which the target would receive an AV bonus, use the lower value between the armor's AVC and AVP. The Swing still inflicts cutting damage regardless of which AV is used.

Freakishly Large — This weapon is so massive that unless the character using it has either 9 STR or the greater Tall Boon, the TNs for the weapon are all increased by 1.

Hand-Off — This weapon can be wielded with one hand in addition to wielding with both hands. If used in this fashion, you may continue using it with its normal Proficiency, or with a 1H version of either Blunt or Sword proficiency (depending on the base type of the weapon). However, instead of using the normal profile of the weapon, use the 1H version of the weapon with an * next to it. Switching from 1H to 2H versions of a weapon can be done at the beginning of any Action (or in response to an injury) and requires no CP expenditure.

Heavy Weapon — When weapons with the Light Blade quality Parry Swinging attacks from this weapon, the Defense TN of the Light Blade is increased by 2, instead of 1.

Hook — This weapon can be used with the Hook Maneuver.

Light Blade — When Parrying Swinging attacks from any weapon that does not have this quality, this weapon's Defense TN is increased by 1. Against Heavy Weapons, this penalty increases to 2.

Multi-Hit [Y] [X] — When this weapon is used in a Y type (Swing or Thrust) attack that targets Hit Locations that successfully hits the target, instead of resolving one attack, X identical attacks of equal strength hit instead. Roll on the Target Zone as normal for the first hit. The second hit lands as though the roll had been one lower, the third hit as though the roll had been one higher, etc. Roll on the the same Target Zone to see where these additional attacks land.

Parrying Teeth — -1 Parry TN vs attacks made by Swords and Daggers.

Shock [X] — Any hit from this weapon inflicts additional Stun equal to the listed number.

Spatulate Tip [X] — When making a Thrusting attack that would inflict Piercing damage with this weapon, inflict X additional cutting damage if you roll 3 or more BS. This special rule does not come into play if the target benefits from any sort of Hard armor on the Hit Location being hit.

Swinging Slot — This weapon can have a Swinging Weapon Attachment added to its Swing profile. This does not replace the current Swing profile, but can be used instead of it when declaring a Maneuver.

Thin Blade — When making a Coup de Grace or Joint Thrust attack, this weapon's Thrust TN is decreased by 1. In addition, against mail armor this weapon gains AP Thrust 3. If the weapon has an AP Thrust quality, this replaces that value, it does not add to it.

Thrusting Slot — This weapon can have its Thrust profile replaced with a Thrusting Weapon Attachment.

Tight Grip [X] — When using the Power Attack option on a Swing attack, inflict X additional damage. When making a Stability Test to retain your weapon against a Disarm Maneuver or similar event, you may roll 2 additional dice.

Weapon Attachment — This weapon can be attached to any weapon with a Swinging Slot (for Reverse Weapons) or a Thrusting Slot (for Arming Spikes) and used instead of the weapon's basic swinging/thrusting profile. When using the Weapon Attachment, use its attack TN and Damage instead of the original where listed, use the original where no new number is listed, i.e., a Battleaxe with a Reverse Spike Weapon Attachment can make a Strike using the stats of a Reverse Spike instead of the stats of the Battleaxe.

10.7 Materials

Bronze

> -2 Durability
>
> +25% Cost

Iron

> -2 Durability
>
> -1 Damage of all types
>
> -25% Cost

Steel

> No change

Orichalcum

> Cannot break
>
> +1 Damage of all types
>
> +5,000% Cost + 5 gp
>
> Limited Supply (1)

Silversteel

> -2 Weight
>
> +2 Durability
>
> +1 Damage of Cutting and Piercing types
>
> +1,000% Cost + 1 gp
>
> Limited Supply (3)

Limited Supply — This material is in very limited supply. It is so rare that most characters, even the exceedingly wealthy cannot find enough to produce much equipment for themselves. At Character Creation, you may not take more individual items with the Limited Supply quality than the number listed in parenthesis without suffering an increase in cost. If you do take more items of that type, than all of them double in cost. You must also retroactively pay for those you have already taken.

10.8 Customization Options

Ridiculously Sharp — **(+50% Cost)**

This only applies to weapons that inflict cutting damage on hit. It can also be applied to the Reverse Blades of weapons.

Ridiculously Sharp weapons improve their Draw value by 1 (or gain Draw 1 if they do not already have Draw) the first time they inflict damage in a fight with a Swinging attack. Afterwards, they must be resharpened to regain this benefit.

Resharpening generally costs a copper piece, but can be done in about an hour with a wheel or stone. Orichalcum weapons never require re-sharpening, and Silversteel weapons can be used twice before they must be resharpened.

Bizarre Gimmick — **(+100% Cost)**

This customisation allows you to add hidden quirks to your weapon. Think hidden parrying hooks, a hollow blade containing an extendable point, a hollow grip filled with blinding dust, or a blade coated in a magnesium solution that can explode into blazing light for an instant.

Bizarre Gimmick worsens the weapon's best TN by 1 (if its TNs are all the same, worsen the attack TN that inflicts the most damage. If those are the same, reduce the Defense TN), but in return, the Maneuver for which the Gimmick was designed (which must be chosen at creation, with GM approval) gets a special bonus. Once per fight when performing the chosen Maneuver, you may increase your opponent's Defense TN against it by 2. It can also, optionally, give a weapon the special quality 'Hook' if that is the Maneuver chosen.

An additional downside is that professionals and experts tend to look down on this sort of tomfoolery.

Examples for Bizarre Gimmick:

- A spring-loaded sword whose blade juts out another six inches when a button is pressed. Affects Steal Initiative.

- Movable crossguard hooks that snap shut to help capture enemy weapons. Affects Disarm.

- Flip-out flukes that allow the weapon to hook and catch. Affects Hook. Gives the weapon the special quality Hook if it didn't already have it.

- A hollow grip filled with powder. Affects Blind Toss, and counts as something to 'throw.'

Custom Hilt (+50% Cost) A more advanced hilt that provides better protection to the hand. The weapon gains 2 points of Guard value.

Custom Grip (+50% Cost) A handgrip that corrects the form and facilitates a certain sort of strike. The weapon either gains Tight Grip 1 (or improves its current Tight Grip value by 1) or gains Draw 1 (or improves its current Draw value by 1). It is possible to buy this upgrade twice to give or upgrade both Tight Grip and Draw.

Exquisite Decoration — (+100-2,000% Cost)

The weapon is beautifully decorated with gemstones, reliefs, inlays, and other fineries. This has no effect on the weapon's usefulness in battle, but it may be impressive enough to provide circumstantial bonuses to social rolls involving glamor and grandeur.

Fine Forging (+50% Cost) The weapon's Durability increases by 3. You may take this up to three times, increasing the weapon's Durability by as much as 9 for a total 150% increase in cost.

Integrated Pistol (+100% Cost AND 1 gp) The weapon gains an Integrated Pistol as listed below. This pistol can be fired as a normal pistol. Alternatively, in the event that you use a Swinging or Thrusting attack that hits an enemy, 1 CP can be spent to make an immediate Melee Shoot attack on the target with BS from the Swing or Thrust. This shot always hits in the same Hit Location as the Swing or Thrust. Because of the bulk of the pistol, the weapon's best Attack TN is worsened by 1. If the Attack TNs are equal, you may choose which is worsened.

This customization can be taken multiple times to represent a revolver-type weapon, allowing the weapon to be fired multiple times before needing to be reloaded. Additional purchases do not worsen the weapon's Attack TNs further.

You may purchase a Firing Mechanism for the Integrated Pistol, if you are so inclined, otherwise it is assumed to use a flintlock.

The idea of designing a sword with a pistol built into it may sound like fantasy, but if so, it's the sort of fantasy that appealed to the medieval mind enough for them to give it a shot. Integrated pistols usually fire in-line with the blade, but a few are built into the crossguard, and fire forward from the hand like regular pistols. Either way, they're not very accurate and they tend to make the weapon more cumbersome. However, they can be a huge advantage at close range, or when closing with longer-ranged adversaries.

Table 10.9: Integrated Firearms

Weapon Name	Weapon Type	Range	Missile TN	Damage	Load	Ammunition
Integrated Pistol	Firearm	5	7	7p	12	Ball, Shot
Integrated Dragon	Firearm	2	6	7p	10	Ball, Shot

Chapter 11

Missile Weapons

"No person of Albish descent will bear or train with, or own the weapon called the Warbow or Longbow without special dispensation from his Lord. Any who violate this order shall tied to a post and speared." -Text of Krajini Bow Prohibition

Missile Weapon Characteristics

Weapon Name The name of the weapon.

Weapon Type The type of the weapon, and thus the Proficiency that it can be used with.

Range This is the distance in yards that a missile weapon can be used, and considered to be at "Short" range. Every multiple of this distance the weapon is used at past the first decreases the Missile Pool for Shoot or Fling by 1. See Missile Weapons in Combat in the Combat section for more details.

Missile TN This is the TN used when making a missile attack with this weapon.

Damage This is the power (before modification by arrowheads or Maneuvers/Talents) of an attack made by a missile weapon, as well as the damage type of the attack. The damage type of missile weapons is invariably piercing (p) damage.

Special The weapon's special qualities, which are further described in Table XX.

Weight This is the Weight of the weapon when it is being stored. When in use, a weapon's Weight is 0.

Cost This is the cost of the weapon.

Required STR Bow If a character does not have the Required STR of a bow, he cannot string it. If already strung, the bow can be used with inferior STR, but the Missile TN increases by 1, and damage dealt decreases by 1, per point of the character's STR beneath the Required STR.

Span Bows and throwing weapons can be drawn and fired in the same Action. However, crossbows need to be spanned, and firearms need to be loaded prior to firing (see Span - Crossbow, and Load - Firearm, respectively).

Crossbow This number determines how many Successes are required before the crossbow is spanned and ready to be fired. Reference this number with the Spanning Tool of the weapon, which determines the TN of these Successes, as well as whether they can be accumulated over Rounds, or only in one Round. The Reload Maneuver is used to Span crossbows.

Spanning Tool Crossbow This refers to the Spanning Tool that is used to span the crossbow. The Span TN is the minimum number required for Span Successes (see Span - Crossbow). Store Span refers to whether the Span Successes can be accumulated over Rounds, or only in one Round ('yes' for accumulating Successes, 'no' when all Successes must be gained in one Round).

Load Firearm This number determines how many Successes are required before the firearm is loaded and ready to be fired. Reference this number with the weapon's Loading Mechanism, which determines the TN of these Successes. Firearms universally accumulate Load Successes over Rounds, whereas crossbows may or may not allow that. The Reload Maneuver is used to Load firearms.

Loading Mechanism Firearm This refers to the Loading Mechanism that is used to load the firearm, and details the type of cartridge used, which greatly affects the ease of loading. The Load TN is the minimum number required for Load Successes (see Load - Firearm). The Ammunition Cost Modifier determines how much this Loading Mechanism affects the cost of ammunition. Brass cartridges would be more expensive than paper cartridges, for example.

Firing Mechanism Firearm The Firing Mechanism determines the types of Loading Mechanisms available for firearms. Firing Mechanisms may have Special qualities that greatly affect how your firearm operates.

Ammunition Bow, Crossbow and Firearm This outlines the type of ammunition that can be fired from the weapon. Ammunition must first be loaded before it can be fired. Ammunition may have Special qualities, which may make it more or less effective in certain circumstances.

Some missile weapons, and their projectiles, have a significant chance of becoming stuck in their victims. If a missile with a Catch Chance inflicts a Wound on a character, roll 1d10. If the result is equal to or under the Catch Chance, then the head of the missile becomes stuck in the Wound. This adds +4 Pain to the Wound, and increases its Infection Chance by 2 until it is removed.

If the stuck missile is not removed (Surgery Check RS 3), and the Wound heals with the missile (or its head, in the case of arrows) still stuck inside, then the character immediately gains either the minor or major Lasting Pain Bane in that area. The GM can decide on the level of Lasting Pain, or you can roll for it: 1-6 minor, 7-10 major.

Ammunition Capacity Firearm This specifies how many shots your firearm holds before it requires reloading. Ammunition Capacities have Special qualities which affects whether firearms can be fired with simultaneous Shots, and how firearms are reloaded.

Missile Weapons

Bows Explain how weapons are used/what is required for it.

Table X.X Bows Weapon Name Weapon Type Range Missile TN Damage Required STR Special Wt Cost Composite Horsebow Bow 25 7 5p 4 Cavalry Bow 3 0 6 sp Composite Warbow Bow 30 7 6p 5 Cavalry Bow 2 0.5 8 sp Horsebow Bow 20 7 4p 3 Cavalry Bow 3 0 2 sp Longbow Bow 25 7 5p 4 - 0.5 3 sp

Warbow Bow 30 7 6p 6 - 0.5 4 sp Zellish Wheelbow Bow 40 7 7p 5 - 3 5 gp

Ammunition

Table X.X Ammunition for Bows and Crossbows Ammunition Name Special Catch Chance Cost Barbed Broadhead Winged 2 10/10 4 sp/20 Bodkin +10 Range, Narrow 1/10 1 sp/20 Bludgeon/Stun Bludgeon, Shock 2, -5 Range 0/10 10 cp/20 Broadhead +1 Damage, Winged 2 5/10 2 sp/20 Fire Arrow -1 Damage, +1 Missile TN, -5 Range, Flaming 1 5/10 2 sp/20 Heavy Broadhead +2 Damage, Winged 2, -5 Range 5/10 3 sp/20 Lozenge-Head -5 Range, AP 2 2/10 2 sp/20 Swallowtail -1 Required STR, Winged 1 8/10 4 sp/20

Crossbows Explain how weapons are used/what is required for it.

Table X.X Crossbows Weapon Name Weapon Type

Range Missile TN

Damage Span Spanning Tool Wt Cost

Arbalest Crossbow 20 6 10p 25 Crank, Windlass 3 2 gp Hand Crossbow Crossbow 5 5 4p 2 Lever, Screw 0 5 sp Heavy Crossbow Crossbow 15 6 8p 10 Hand, Lever, Stirrup, Crank

2 1 gp

Hunting Crossbow Crossbow 10 6 7p 6 Hand, Lever, Stirrup 1 15 sp Light Crossbow Crossbow 10 6 6p 4 Lever 1 10 sp Manuballista/Samostrel Crossbow 25 10(7) 15p 40 Winch 5 5 gp   This weapon's Missile TN is 10 if it is fired while moving, standing normally, from a horse, and so on. In order to use TN 7, it must be Braced against the ground, a wall, on a stand or rest, and so on.

Ammunition Bows and Crossbows use the same ammunition. Refer to Table XX under Bow - Ammunition.

Spanning Tools

Table X.X Spanning Tools Spanning Tool Span TN Store Span Wt Cost Crank (Crannequin) TN 7 Yes 0 1 sp Hand TN 6 No 0 - Lever TN 5 No 0 5 cp Screw TN 8 Yes 0 1 sp Stirrup TN 4 No 1 5 cp Windlass TN 6 Yes 1 2 sp Winch TN 5 Yes 2 3 sp

Firearms Explain how weapons are used/what is required for it.

Table X.X Firearms Weapon Name Weapon Type Range Missile TN Damage Load Ammunition Wt Cost Arquebus Firearm 10 7 6p 20 Ball, Shot 1 12 sp Blunderbuss Firearm 3 6 6p 18 Ball, Heavy Shot 1 12 sp Deck Gun/Abus Gun Firearm 25 10(7)* 18p 50 Ball, Heavy Shot, Spike 10 100 sp Dragon Firearm 2 6 5p 10 Ball, Shot 0.5 18 sp Hand Bombard Firearm 8 8 12p 30 Ball, Shot, Spike 2 10 sp Hand Gonne Firearm 5 8 6p 20 Ball 1 8 sp Musket Firearm 15 7 8p 20 Ball, Shot, Buck and Ball 2 20 sp Pistol Firearm 5 7 5p 12 Ball, Shot 0 10 sp Rifle Firearm 20 7 10p 25 Ball, Rifle Ball 1 40 sp   This weapon's Missile TN is 10 if it is fired while moving, standing normally, from a horse, and so on. In order to use TN 7, it must be Braced against the ground, a wall, on a stand or rest, and so on.

Ammunition

Table X.X Ammunition for Firearms Ammunition Name Special Catch Chance Cost Ball AP 6 9/10 1 cp/10

Buck and Ball AP 4 (first hit only), Scatter 3/6 9/10 1 cp/10 Heavy Shot Scatter 8/6 9/10 3 cp/10 Rifle Ball AP 6, -1 Missile TN, -10 Load 8/10 6 cp/10 Shot Scatter 6/6, -3 Load 9/10 1 cp/10 Spike +2 Damage, -1 Missile TN, +3 Range, +10 Load 1/10 1 cp/Ea

Ammunition Capacity

Table X.X Ammunition Capacity Capacity Shots Special Wt Cost Double 2 Can be fired twice before reloading, or both barrels can be fired simultaneously. Declare a single Shot normally, resolve the second Shot with the same amount of dice as the first. Each attack hits and is resolved separately. Each chamber must be reloaded separately. This weapon can now use Rapid Shot.

- +50%

Single 1 Standard for most weapons. - - Magazine (X)

X+1 This weapon now has an internal magazine that chambers X rounds (plus the one loaded into the chamber already), and loads them into the weapon one at a time as they are fired. After firing a round, the next round can be fired without Reloading until all the rounds in the magazine have been fired. Each purchase of this Capacity increases X by 1, to a maximum of 15. When performing the Reload Maneuver, it is possible to reload more than 1 round into the magazine. If the successes rolled on the Reload are higher than the Load value of the weapon, then for each time the successes multiply the Load value, an additional round is loaded. (Example: A Dragon Pistol with a Magazine has a Load value of 10. If a highly capable shooter were to roll 20 successes on a Reload Action, then he could

reload 2 rounds into the gun at once!) This weapon can now Rapid Fire. This weapon can only load Brass or Paper Mache cartridges.

1 +2,000% base, +50% per X.

Multishot (X)

X+1 This weapon now has X additional rounds that fire simultaneously. Declare a single Shot normally, then resolve the other X with the same amount of dice as the first. Each attack hits and is resolved separately. However, any attack made with this weapon suffers an MP reduction equal to X due to increased recoil. Each chamber must be reloaded separately. Each purchase of this Capacity increases X by 1, to a maximum of 10. This weapon cannot use Rapid Shot, as the barrels do not fire sequentially.

0.5 +50%

Revolver (X)

X+1 Can be fired X additional times before reloading. Each chamber must be reloaded separately. Each purchase of this Capacity increases X by 1, to a maximum of 10. After the first purchase, additional purchases do not further increase the weapon's Weight. This weapon can now use Rapid Shot.

0.5 +100% per X

High Caliber (X)

- This modification changes the size and power of the weapon's ammunition instead of the weapon's capacity. This can be applied to any weapon, and if combined with other Ammunition Capacity options, affects all loads in the weapon. Weapon Damage is increased by X. Missile TN is increased by X.

0 +25%

Firing Mechanism

Table X.X Firearm Firing Mechanism Firing Mechanism

Special Loading Mechanism Cost

Caplock# -5 Load, -1 Missile TN, Requires a Percussion Cap for each Shot (Percussion Caps cost 1 cp each).

Manual, Paper Cartridge

1 gp

Firelock Must be touched off by hand to fire (+10 Load), Firearm Explodes on Critical Failure (as Light Hand Grenade)

Manual -

Flintlock Flint must be changed every 20 Shots, Flint Breaks on Critical Failure, Changing flint requires Load 5 Reload Action

Manual, Paper Cartridge

3 sp

Matchlock Fuse must be lit before being fired (+20 Load for the first Shot only), it won't work if wet, and burns 1 foot of match per hour if kept lit. Match is extinguished on Critical Failure (Matchcord costs 1 cp per foot)

Manual, Paper Cartridge

6 cp

Needlefire# -1 Missile TN, -8 Load Papier-Mâché Cartridge, Brass Cartridge

5 gp

Snaplock Flint must be changed every 10 Shots, Flint Breaks on Critical Failure, Changing flint requires Load 5 Reload Action

Manual, Paper Cartridge

2 sp

Wheellock -1 Missile TN, Wheel Breaks on Critical Failure Manual, Paper Cartridge

8 sp

These weapons are several centuries more advanced than the rest, and would not be available in any sort of medieval campaign.

Loading Mechanism

Table X.X Firearm Loading Mechanisms Loading Mechanism Load TN Ammunition Cost Modifier Brass Cartridge TN 3 1,000% Manual TN 8 100% Paper Cartridge TN 6 200% Papier-Mâché Cartridge TN 4 300%

Throwing Weapons Explain how weapons are used/what is required for it.

Table X.X Throwing Weapons Weapon Name Weapon Type Range Missile TN Damage Special Stuck Chance Wt Cost Axe Thrown 10 8 +3c/+1b - 5/10 - -

Chakram Thrown 15 7 +1c Winged 2 0/10 - 1 sp Club Thrown 10 7 +1b - 0/10 - - Hammer Thrown 10 7 +2b AP 1 0/10 - - Heavy Dart Thrown 20 8 +2p AP 1 6/10 0 1 sp Javelin (Heavy) Thrown 10 8 +3p AP 1 5/10 1 2 sp Javelin (Lead) Thrown 5 8 +4p AP 2, Shield Stick 10/10 1 3 sp Javelin (Light) Thrown 15 7 +2p - 5/10 0 1 sp Knife Thrown 5 8 +1p/+0c - 4/10 0 - Knife (Throwing) Thrown 10 7 +1p/+0c - 4/10 0 8 cp Metal Weight Thrown 10 7 +2b - 0/10 1 1 cp Pole-Sling Thrown 25 7 +3b - 0/10 2 5 cp Rock Thrown 15 7 +1b - 0/10 0 - Sling (Light) Thrown 15 7 +1b - 0/10 0 1 cp Sling (Long) Thrown 20 7 +2b - 0/10 0 2 cp Soliferrum Thrown 5 8 +3p AP 3, Shield Stick 8/10 1 4 sp Spear Thrown 10 7 +2p - 5/10 - - Sword Thrown 5 8 +3p - 8/10 - -

Special Qualities

Table X.X Missile Weapon Special Qualities Quality Effect AP [X] Armor Piercing [X]. Inflicts X additional damage against any Armor, up to the AV of the Armor. Has no effect on Armor with the Bulletproof quality. Bleed [X] Any Wounds inflicted by this missile cause X additional Bleeding damage. Bludgeon Inflicts Bludgeoning damage regardless of the weapon's damage type. Cavalry Bow [X]

This bow is easier to use while riding horseback. The penalty for shooting from horseback while moving (4 CP normally) is reduced by X for this weapon.

Flaming [X]

On hit inflicts X/TN 5 Burn for 3 Rounds to Hit Location.

Narrow This weapon gains AP 4 against armor with the Mail special quality.

Scatter [X/Y]

In addition to the primary Shot, which resolves normally, you automatically hit with a number of additional attacks equal to X (roll for Hit Location on the Random Missile Hit Table with each for a Shoot Maneuver, roll for Hit Location on appropriate Thrust Table for Melee Shot Maneuver) at Damage Y. Attacks that hit the same Hit Location combine their Damage before subtracting AV and TOU. Hard Armor without the Mail quality halves Scatter damage.

No special rules apply to these additional attacks unless they are listed after X/Y. Scattered attacks do not gain BS as damage.

Weapons with Scatter do not suffer the normal penalties for Range. Instead, each Range increment past the first reduces X by 1. Once X is 0, the next Range increment renders the weapon totally ineffective. It may be possible (GM's discretion) to hit multiple opponents with Scatter (see Scatterfire in the Combat chapter) Voids made against attacks with Scatter (if they can be made at all, i.e. with Stains of Time) have an additional Activation Cost equal to X.

Shield Stick

If a Fling attempt made by this missile is blocked, or if it hits an area protected by a shield's passive AV, it becomes 'stuck' in the shield. The shield's Block TN is increased by 2, and its Weight is increased by 2 as well. Removing the missile is very difficult, requiring several minutes of work that cannot be done in combat. Shock [X] Successful hit inflicts Stun equal to X. Winged [X]

When this weapon hits, it inflicts 1 bonus damage per X BS scored. This damage is not inflicted if the missile hits Hard armor. The Textile quality of armor is negated by a Winged missile.

Chapter 12

Prosthetics

"You are sure this will work, elf?"

"Yes, Herr Muts, it will work. I will admit that accommodating the socket for your musculature was difficult, we have never had such a well developed specimen on the table before, and we had to accommodate for the great strain you are likely to be placing on the limb. Many of the muscles have been re-anchored to the socket, though they won't really do anything except hold it in place. Additional support rods connect to the scapula and clavicle. You should notice an increased appetite as long as it is active...That is normal. When you want to disengage the limb, perhaps to sleep, simply envision a blue triangle in your mind's eye. To activate it, attempt to touch your thumb to little-finger on the mechanical hand, and that should re-engage it."

"Are you sure this isn't witchcraft?"

"Of course not. You're still human right down to the marrow of your... remaining bones."

"What about the special feature I requested?"

"Oh yes, let me go set up some targets..."

Prosthetics are artificial replacement limbs designed to restore some functionality to amputees. At their most basic, a prosthetic can be a simple stick, like the idiosyncratic 'peg leg' that everyone imagines pirates as sporting. At their most complex, they can be jointed mechanical replicas of the lost limb that can actually provide surprising functionality, even in combat.

If you are missing more than one part of a limb, you must take prosthetics for the pieces closer to the remaining arm before you take prosthetics for the extremities. That is, if you are missing your arm below the elbow, and you want to take a Clamp, you must first take an Extender.

Some notes with the following tables:

- Armor may not be worn over prosthetics unless otherwise specified.

- Damage does not stack between attacks.

- Location refers to the area the prosthetic is replacing.

- Prosthetics count as "Hard" armor for all purposes, including Draw, Armor Piercing effects, etc.

Table XX Arm Prosthetics Prosthetic Location Cost Effect Stick Any 8 cp The limb can punch or arm-parry as normal, but will break upon receiving 4 or more damage. May be armored. Extender Forearm 2 cp A hand prosthetic may be attached to this. 5 damage breaks the prosthetic. Hook Hand 5 sp Grappling suffers no penalties, but a Hook cannot hold a weapon, including a 1H or 2H weapon. Punch becomes a swing and does piercing damage. 6 damage breaks the prosthetic. Clamp Hand 10 sp Grappling suffers no penalties. A Clamp can hold either a 1H weapon, or be used in combination with a real hand to hold a 2H weapon. CP is reduced by 2 when using a Clamp in combat. Because of the locked design of the Clamp, Disarming or Beating a weapon held by a Clamp has a +2 Activation Cost. A successful disarm breaks the clamp, rendering it useless. 6 damage breaks the prosthetic. Weapon Hand/Forearm Weapon +10 sp

A 1H melee weapon, or a hand crossbow, pistol, or dragon, may be attached to the stump, and functions as the weapon would. If attached at the Forearm, decrease Range and Damage by 1 unless ranged. Ranged weapons must be fired using the other hand, or by the lost limb using a special mechanism costing 5 sp.

Articulated Hand

Hand 25 gp The hand functions as normal except for a +1 Activation Cost to Weapon Maneuvers when using it to hold a 1H weapon by itself. Wielding a 2H weapon with an Articulated Hand and a real hand incurs no penalty. Wielding a 2H weapon with two Articulated Hands incurs a +1 Activation Cost for all maneuvers. 3 damage breaks the prosthetic.

Armored Articulated Hand

Hand 75 gp The hand functions as normal except for a +1 Activation Cost on all maneuvers involving it. 8 damage breaks the prosthetic.

Burdinadin Prosthetic Hand

Hand 30 gp Functions like an Armored Hand until activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and the hand can do anything (such as write, manipulate fine objects, and press buttons) that a normal hand can do. Burdinadin Prosthetics can sustain 15 damage before being destroyed.

Burdinadin Prosthetic

Hand/Forearm 50 gp Functions like an Armored Hand until activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties

Forearm whatsoever, and the hand can do anything (such as write, manipulate fine objects, and press buttons) that a normal hand can do. Burdinadin Prosthetics can sustain 15 damage before being destroyed. Burdinadin Prosthetic Full Arm

Full Arm 80 gp Does not function unless activated. While Active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and the hand can do anything (such as write, manipulate fine objects, and press buttons) that a normal hand can do. Burdinadin Prosthetics can sustain 15 damage before being destroyed.

Table XX Leg Prosthetics Prosthetic Location Cost Effect Wood Foot Foot 10 cp

Allows you to move with -2 MOB. 5 damage breaks the prosthetic. May be armored. Pegleg Shin 1 sp Allows you to move with $-\frac{1}{4}$ MOB. 4 damage breaks the prosthetic. May be armored. Long Pegleg

Thigh/Shin 1 sp Allows you to move with $-\frac{1}{2}$ MOB. 4 damage breaks the prosthetic. May be armored. Cane Any 10 cp

Allows you to move with $-\frac{1}{2}$ MOB. Requires a free hand to use. May include a weapon of medium length or shorter (add the cost of the weapon). 5 damage breaks the cane.

Crutch Any 10 cp

Allows you to move with $\frac{1}{2}$ MOB, or normal MOB if two are used. Each requires a free arm to use. May be used as a Large Club with +1 to Range and all TNs. 5 damage breaks the crutch.

Burdinadin Prosthetic Foot

Foot 10 gp

Functions like a normal foot.

Burdinadin Prosthetic Lower Leg/Foot

Foot/Lower Leg

25 gp

Functions like a Pegleg unless activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and can do anything that a real leg can do (such as wiggle toes, tap dance, and C-walk). Burdinadin Prosthetics can sustain 15 damage before being destroyed.

Burdinadin Prosthetic Full Leg

Foot/Lower Leg/Upper Leg

50 gp

Functions like a Long Pegleg unless activated. While active, the limb reduces your END by 1 temporarily, but suffers NO penalties whatsoever, and can do anything that a real leg can do (such as wiggle toes, tap dance, and C-walk) Burdinadin Prosthetics can sustain 15 damage before being destroyed.

Burdinadin Prosthetics Do these sound like weird cybernetics?

That's because they are. The Burdinadin in the Tattered Realms have access to technologies that even we today have not quite matched because of their Natural Philosophy powers. Burdinadin limbs range from appearing smooth and realistic, to rugged and boxish. They are typically attached to sockets grafted to the

flesh of the wearer, so that they can be removed and replaced in the event of catastrophic damage, or for maintenance.

These limbs are powered by human body heat, and the sockets contain devices that essentially siphon caloric energy from the body to burn and use to power the limb. Much as a regular limb does, but far, far less efficiently. Wearers of these prosthetics are advised not to keep them active for long periods of time, as the siphoning of energy causes fatigue and hunger, and can eventually lead to malnutrition, and even death.

Any Burdinadin limb can have a weapon installed in it, to jut out from some angle and be used in violence, at an additional cost of 5 gp plus the cost of the weapon. Obviously the weapon would have to fit inside the limb. Inside a half limb you may fit the Pistol, Dragon, Hand Crossbow, any Melee weapon of Short or lower Reach, or a Buckler. You may additionally mount a Blunderbuss, Light

Crossbow, or Melee Weapon of Medium Reach or shorter inside a full limb. This weapon must be Drawn like any other weapon before it can be used, but counts as "readily available" for the purposes of Quickdraw.

Optional Fatigue Rules If you are using Fatigue rules to track character Exhaustion in combat, then instead of having activated Burdinadin Prosthetics reduce END, simply have them add 1 Fatigue per round per replaced limb. So a character with a prosthetic hand and a full prosthetic leg would add 2 Fatigue per round, whereas one with two prosthetic legs and a prosthetic forearm would add 3.

There are also Enhancements that can be attached to limbs to increase their performance, also detailed in the Burdinadin Armory.

Chapter 13

Shields

Shields are typically held in a fighter's off-hand, and are used to block, bind and bash in conjunction with a proper weapon held in the dominant hand.

Shields have a long history, and come in a huge variety of shapes and compositions.

13.0.1 Shield Characteristics

Shield Name The variety of shield. Some of these are generalizations, as dozens of different cultures may have had very minor permutations on the same shield design, but each called it something different.

Shield Bash TN/Damage This number determines how effectively a shield can be used to bash or otherwise actively disrupt an opponent, and the amount of additional Bludgeoning damage it does on strike. Spiked shields, when used this way, inflict Piercing instead of Bludgeoning damage. The Bash TN is used in XXXXXX, and similar Maneuvers.

Block TN This number determines how effectively a shield can be used to block, deflect, or otherwise thwart opponents. The Block TN is used in Block, and similar Maneuvers.

AV This determines the amount of passive AV applied to any body part covered by the shield when it is attacked. Certain effects can ignore shield AV or remove it temporarily from the body part. The AV stated is the same for all damage types. Shield AV counts as Hard.

Durability Durability refers to the shield's resistance to physical damage. If a shield suffers damage (from a Hew Maneuver, or similar source) equal to its Durability, it is destroyed. Each time a shield sustains a Hew attempt that does not destroy it, its Durability is permanently reduced by 2. Each time an attack of any sort that lands on a Shield's protected areas inflicts damage higher than the shield's Durability, Durability is permanently reduced by 1.

Coverage Coverage represents the Hit Locations that are covered by the shield. Much like armor, when a shield is carried on the arm, it provides AV equal to the amount listed in its AV column to the Hit Locations listed. All shield AV stacks with regular armor AV.

Weight This is the weight added to encumbrance as long as the shield is carried on the arm. When a shield is held on the back or belt, it does not add to effective weight.

Cost The cost of the shield.

Table 13.1: Shields

Shield Name	Bash TN	Block TN	AV	Dur.	Coverage	Wt.	Cost
Buckler	6(+0b)	7	8	15	Hand*, Forearm*	0	5 sp
Oval Shield	7(+1b)	7	6	10	Hand*, Forearm* Elbow, Upper Arm, Shoulders, Neck, Chest, Sides, Belly, Hips, Groin, Thighs	1	2 sp
Wooden Targe	7(+0b)	7	6	10	Hand, Forearm, Chest	0	10 cp
Wicker Targe	7(-2b)	7	4	6	7(-2b) 7 4 6 Hand, Forearm, Chest	0	0 2 cp
Rodela	8(+0b)	7	8	15	Hand, Forearm, Elbow, Upper Arm, Chest, Side	1	10 sp
Bulletproof Rodela/Round Shield	8(+1b)	7	10	20	7 10 20 Hand, Forearm, Elbow, Upper Arm, Chest, Side	2	2 30 sp
Heater Shield	8(+0b)	7	6	10	Hand, Forearm, Elbow, Upper Arm, Shoulder, Chest, Side, Belly, Hip, Groin, Thigh	1	1 sp
Kite Shield	9(+0b)	7	6	10	Hand, Forearm, Elbow, Upper Arm, Shoulder, Chest, Side, Belly, Hip, Groin, Thigh, Knee	2	2 sp
Large Round Shield	8(+0b)	7	6	10	Hands, Forearm, Elbow, Upper Arm, Shoulders, Neck, Chest, Sides, Belly, Hips, Groin, Thighs	1	1 sp
Scutum	7(+1b)	7	6	12	Hand*, Forearm* Elbow, Upper Arm, Shoulders, Neck, Chest, Sides, Belly, Hips, Groin, Thighs, Knees, Shins	2	5 sp
Round Shield	6(+0b)	7	6	8	Hand*, Forearm* Elbow, Upper Arm, Shoulders, Neck, Chest, Sides, Belly, Hips, Groin, Thighs	1	2 sp
Hand Pavise	9(+0b)	7	6	12	Hands, Forearm, Elbow, Upper Arm, Shoulders, Neck, Chest, Sides, Belly, Hips, Groin, Thighs, Knees, Shins	1	5 sp

*As long as this shield's AV is in effect, it applies its AV to both hands and forearms

Chapter 14

Armor

"If you have to choose one piece, get a helmet."

14.1   What Armor Should I Wear?

Before you proceed, there's something you should know. There are dozens and dozens of armor pieces and types in the section to follow. It's very easy to be overwhelmed by the sheer number of choices you're about to encounter.

Don't hyperventilate. Remain calm. If sifting through 150 armor pieces to custom-build your own outfit doesn't appeal to you, we've got your back. Before this chapter details the many armor components available to you, there are Pre-made Armor Sets that you can choose from. These are full suits of armor (not including helmets) complete with references for the total weight of the armor, how much it costs, what it protects and how well it protects it, as well as a description of the armor set.

You'll still have to pick a helmet, but that's just one list. [SIDEBAR] ARMORING TIPS

-Plate armor provides the highest protection, but many pieces have Weak Points that can be targeted by certain maneuvers. It's always smart to wear something beneath Plate. -Mail armor provides good coverage, but is weak against weapons with the Thin Blade quality. -Brigandine has no weaknesses, but is less protective against cutting than Mail or Plate. -Padded armor is very useful against missiles, particularly when combined with a heavier armor. Most armors should be worn with padding. -Some weapons can severely reduce the effectiveness of armor, but none can completely ignore it through sheer damage. It's always good to be armored. -Any protection is better than nothing. If you have an exposed point, the enemy WILL attack it. -Partial armor is not terribly useful in melee combat, but since missile attacks land randomly, it is useful if you expect to be shot at. -Don't do the Hollywood thing and not wear a helmet. The head is one of the easiest places to attack. -If you expect to be fighting on horseback, remember that leg armor's weight is negated while riding!

[END SIDEBAR]

14.1.1   Armor Value

The Armor Value, or 'AV' of a piece of armor, has three entries: against cutting damage (AVC), against piercing damage (AVP) and against bludgeoning damage (AVB).

When a character is attacked with a weapon and suffers damage, the armor adds its AV to his TOU for the purpose of resisting that damage. The AV used is obviously of the category of damage that is being suffered (either cutting, piercing or bludgeoning). So if an armor component has an AVC of 8, AVP 7 and AVB 6, and a character suffers a piercing attack to the area protected by this armor, then he benefits from 7 AV.

Cutting Through Armor (Optional Rule)

Some people may be bothered by the idea of Humans possessing the strength to seriously cleave through metal armor. It is certainly true that such feats are rare in history. Julius Caesar spoke of a soldier whose helmet and face were equally mangled by a Spanish saber, and William the Conqueror

was said to be able to cleave a man's helmet and head in half with one blow of his sword. Charles the Bold of Burgundy was also killed in this manner by a halberd. Japanese accounts also mentioned similar feats, and for a time there was a sort of sport built up around splitting helmets, called Kabutowari.

However, with the exception of rare events such as these, cleaving through helmets and other metal armors with swords and the like was simply not something that happened, and so encountering it regularly in Song of Swords may leave a bad taste in your mouth. If that is so, this optional rule is here to save the day!

Whenever a cutting weapon inflicts damage to an area protected by Hard armor, change it to bludgeoning damage, but still resolve it against the Cutting AV of the armor. At the GM's discretion, if the damage inflicted exceeds TOU+AV by 4 or more, it may cleave through the armor and inflict a cutting wound.

14.2 Armor Characteristics

Component Name

The name of the armor component.

AVC / AVP / AVB

The armor component's armor value against cutting, piercing and bludgeoning damage.

14.2.1 Layering Armor

Armor can be layered (worn over other armor) within reason, but the AVs do not normally layer, unless otherwise stated. However, layered armor always uses the highest AV of the layered pieces against any attack to that area. This is after factoring in Special Qualities like AP, Textile, Hard, Draw, Layer, and so on. Whichever Armor's AV is used to defend against an attack, only that Armor's Special Qualities (with the exception of Layer) are in play for the purposes of that Attack. In the event of a tied AV, the wearer of the armor may choose which Armor's AV to use. The qualities of that Armor are then in play, all others are ignored. Example 1: An attack with Saber is made on a body part armored with Quilt and Mail armor. The Quilt's AVC is only 2, whereas the Mail's AVC is 6. The Mail's AV is used, and so the Hard and Mail Qualities are also in play, while the Textile Quality is not. Example 2: An attack is made with an Ahlspiess against a body part armored with Plate Armor and Mail. The Plate Armor's AVP is 7, while the Mail's AVP is 4. The Plate Armor's AVP of 7 is increased to 8 by the Mail, and is used against the attack. The Ahlspiess's Thin Blade Quality is not used, since the armor it is targeting is Plate, but its AP Thrust of 3 is still in effect.

14.2.2 Underarmor

Realistically, no armor is worn on its own. Plate armor was usually worn with clothes specifically designed to pad the wearer from blows, and sometimes had loops to attach elements of the armor to

it, with the intention of better distributing the armor's weight. Mail was often worn with cloth backing to cushion impacts and to snag missiles with thin tips that penetrate through them. The components presented in this chapter assume the bare minimum amount of underarmor in order for the armor to function. Realistically, you will want to purchase quilt armor to accompany a great many armors in this section.

Coverage

The Coverage of an armor component details what Hit Locations the piece covers and provides AV to. Armor of the same and differing types can be layered, however unless they have the Layers Special Quality, multiple helmets cannot be worn simultaneously.

If an armor component's Coverage lists 'Full X,' with X being a limb (Arm, Leg), the Torso, or the Head, then every Hit Location on that section of the body is covered by the armor.

- Full Leg refers to the Thigh, Knee, Shin and Foot.

- Full Arm refers to the Shoulder, Upper Arm, Elbow, Forearm and Hand.

- Full Torso refers to the Chest, Side, Hip, and Belly.

- Full Head refers to the Upper Head, Lower Head, and Face.

- The Neck and Groin are never included in 'Full X' armor listings, and are not covered unless they are listed separately.

Further considerations to armor coverage include:

- All armor is considered symmetrical by default. The cost and weight of any Shoulder, Arm or Leg armor includes two pieces, one for each Shoulder, Arm, Leg, and so on.

- If only one piece of a symmetrical armor is worn, as in, one gauntlet or one pauldron, halve the Weight of that armor. This only applies when no matching armor (or Weight 0 armor) is being worn on the opposite side.

- If two different pieces of symmetrical armor are worn, as in, a gauntlet on one hand and a mail glove on the other, then the Weight of the armor is averaged between them (combine the Weight of the two armors, and then halve the result).

Half AV Coverage Some Hit Locations will be listed with this symbol: *. This means that the armor provides only half AV Coverage to that Hit Location.

Weak Spots Some Hit Locations will be listed with this symbol: ϕ. This indicates a weak spot in the armor. Weak spots can be targeted using the Joint-Thrust Maneuver.

Special The Special Qualities of an armor component note unusual and special effects of that armor, such as it layering with other armor in a unique way, providing unique armor bonuses against certain types of attacks, and influencing Encumbrance/Exhaustion differently than normal, and so on. These Special Qualities are detailed at the end of the chapter.

Weight Armor Weight measures the amount of subjective weight that wearing the armor imposes on the character, not its literal weight in pounds. Much as modern backpacks endeavor to distribute weight evenly between shoulders and hips, armor worn on the torso is much less encumbering than armor worn on limbs and extremities. Armor Weight across the character is added together, and used for determining their current Encumbrance. Don't forget that backpacks and other non-armor loads are also used in determining Encumbrance.

Perception Penalty Only helmets and other headgear have a penalty to PER (noted in the tables as PP). It is a penalty applied to PER so long as the helmet is being worn. This represents the helmet obscuring vision and limiting breathing. This penalty can sometimes be alleviated by raising or lowering the helmet's visor, as detailed in the helmet's Special Quality section, or the section of its visor if the visor is attached.

Cost This is the cost of the piece of armor. At the GM's discretion, this number can vary greatly depending on availability and the local economic climate. If a gigantic battle was fought in the fields outside of the city, and the markets are now flooded with the looted swords, armor and other goods of the dead, then it is quite reasonable for the cost of second-hand gear to have gone down significantly.

14.3 Pre-made Armor Sets

The following are pre-made sets of armor consisting of individual armor components from the options below. Each armor set specifies the components included, which details their individual AV values, Coverage, Special, Weight and Cost. A description of the set, including who would have worn it, when and where it is from, is also detailed.

You can easily modify these sets by removing or adding a component here and there. Be sure to factor in the new component's values, when you do. None of these pre-made armor sets come with helmets; you can choose your own from the lists below.

Full Plate Armor

This is full plate armor which would commonly be worn by knights, wealthy mercenaries and men at arms, as well as nobility. Some versions would have Pauldrons instead of Spaulders and Besagews, or a Bevor instead of a Gorget. Helmet not included.

Table 14.1: Full Plate Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Besagews	8	7	6	Shoulders (Thrust only), Upper Arm* (Thrust only)	Hard, When layered with Spaulders use Besagews value against Thrusts.	0.5	8 sp
Couters	8	7	6	Elbowϕ	Hard	1	5 sp
Cuirass	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp

Cuisses	8	7	6	Thigh	Hard	2	8 sp
Fauld	8	7	6	Groinϕ, Hipϕ, Thighsϕ	Hard, Layers 2 (Groin, Hip, Thighs)	1.5	10 sp
Gauntlets	8	7	6	Handϕ	Hard	2	5 sp
Gorget	8	7	6	Neck	Hard	1	10 sp
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Poleyns	8	7	6	Kneeϕ	Hard	1.5	5 sp
Quilted Shirt	2	3	4	Full Torso, Groin, Hip, Thighs	Textile	0	1 sp
Quilted Leggings	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Rerebraces	8	7	6	Upper Arm	Hard	1	5 sp
Sabatons	8	7	6	Foot	Hard	1.5	5 sp
Spaulders	8	7	6	Shoulderϕ, Upper Armϕ*	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	0.5	6 sp
Vambraces	8	7	6	Forearm	Hard	1	5 sp
TOTAL:						21.5 Wt	6 gp 19 sp 8 cp

Half-Plate Armor

Half-Plate Armor is that which covers about half of one's body in plate. This is the sort of armor popular amongst infantry (such as the Rodeleros of Spain and pikemen of various nations), and also that of mercenaries and noblemen who dislike the weight of heavier armor. Helmet not included.

Table 14.2: Half-Plate Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Cuirass	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
Fauld	8	7	6	Groinϕ, Hipϕ, Thighsϕ	Hard, Layers 2 (Groin, Hip, Thighs)	1.5	10 sp
Leather Boots	3	2	2	Feet	-	0	1 sp
Leather Leggings	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp

Reinforced Leather Gloves	4	3	3	Hand	-	0	2 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Spaulders	8	7	6	Shoulderϕ, Upper Armϕ*	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	0.5	6 sp
TOTAL:						5 Wt	3 gp 2 sp 11 cp

Plate and Mail Armor

This is an older sort of plate armor, where plate components are worn over a coat of mail, so that the gaps where the plate doesn't cover are still armored. Attacks that slip through gaps must still defeat the mail to injure the wearer. It is cheaper and lighter than Full Plate Armor, but it provides less comprehensive protection. Helmet not included.

Table 14.3: Plate and Mail Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt.	Cost
Couters	8	7	6	Elbow ϕ	Hard	1	5 sp
Cuirass	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Leather Leggings	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
Mail Boots	6	4	3	Feet	Hard, Layer 1, Mail	1	3 sp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Gloves/Mittens	6	4	3	Hand	Hard, Layer 1, Mail	0.5	3 sp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Poleyns	8	7	6	Kneeϕ	Hard	1.5	5 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp

TOTAL: 12.5 Wt   6 gp 5 sp 11 cp

Leather Outfit

Leather wasn't generally worn as armor. While leather clothing was common enough, and plenty of warriors wore gloves, jerkins and so forth, it wasn't really expected to protect the wearer from swords or spears. Rawhide, or thick leather like that used in buffcoats, however, could definitely thwart a sword-blow, and for a time, leather coats were issued to infantry and cavalrymen alike to wear as armor. This suit takes it a bit further, it's just a full suit of leather. It weighs virtually nothing, isn't that expensive, and it provides comprehensive, if minimal, protection to the whole body. Helmet not included, but why would you bother? Just buy a hat.

Table 14.4: Leather Outfit

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Leather Buffcoat	3	2	2	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	-	0	5 sp
Leather Boots	3	2	2	Feet	-	0	1 sp
Leather Gloves	3	2	2	Hand	-	0	1 sp
Leather Leggings	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
Leather Neck-Stock	3	2	2	Neck	-	0	8 cp
Leather Sleeves	3	2	2	Elbow, Forearm, Shoulder, Upper Arm	-	0	2 sp

TOTAL: 0 Wt   - gp 11 sp 8 cp

Lamellar Outfit

This armor is a full suit of lamellar, though it could pass just as easily for a full suit of scale. Lamellar is tough, and provides good protection against all damage types. The suit is actually very heavy, as one might expect a suit that uniformly covers and protects every inch of one's body beneath the neck. It provides excellent protection and does not require particularly advanced technology to produce. This general sort of armor, with small scales or squares of metal attached either to each other with lacing or to a backing (which is the chief difference between lamellar and scale) goes way back. Bronze Age warriors wore this sort of armor, as did certain Roman and Persian cavalrymen, as well as Medieval Chinese, Japanese and Korean warriors. The ubiquity of lamellar and scale armor even exceeds that of mail. Helmet not included.

Table 14.5: Lamellar Outfit

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost

Lamellar Boots	5	5	5	Feet	Hard		1.5	10 sp
Lamellar Coat	5	5	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard		3	3 gp
Lamellar Gloves/Mittens	5	5	5	Hand	Hard		1	3 sp
Lamellar Leggings	5	5	5	Groin, Hip, Knees, Shins, Thighs	Hard		3	12 sp
Lamellar Long Sleeves	5	5	5	Elbow, Forearm, Shoulder, Upper Arm	Hard		4	1 gp
TOTAL:						12.5 Wt	5 gp 5 sp - cp

Winged Hussar Armor

This is an example of the highly-varied armor worn by the Winged Hussars of Poland. In the Tattered Realms, a very similar armor might be worn by the Husaria of the Lendian Commonwealth, and also by the Pontifatrix Guard, who defend the Empress of Illegon. This is by no means a uniform; every Hussar was self-equipped, though there was a dominant fashion among them. This example armor provides good protection against missiles, swords, and even lances and bullets, while not impeding movement too much.

Table 14.6: Winged Hussar Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Cuirass	7	7	7	Belly, Chest, Side	Hard	3	48 sp
Anima Cuisses	7	7	7	Thigh	Hard	3	1 gp
Anima Greaves	7	7	7	Shin	Hard	2	1 gp
Anima Poleyns	7	7	7	Knee	Hard	2	10 sp
Anima Rerebraces	7	7	7	Upper Arm	Hard	1	1 gp
Anima Spaulders	7	7	7	Shoulder, Upper Armϕ*	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	2	1 gp
Gorget	8	7	6	Neck	Hard	1	10 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp

Vambraces	8	7	6	Forearm	Hard	1	5 sp
TOTAL:						15.5 Wt	7 gp 14 sp 11 cp

Krajini Footman's Uniform

The military of Krajina are known for being professional, disciplined, and fabulously dressed. These outfits are produced by the Guild of Tailors, Armorers and Hatmakers, and are magnificently decorated. The armor provides excellent protection against all sorts of attacks, but primarily focuses on defending the core of the body with layered brigandine and quilt armor. The limbs are protected with hidden jack chains on the inside of the surcoat, and the neck is protected with a thick and high collar of leather that also makes the wearer look more imposing. This armor does not include the standard-issue kettle helm, but you can buy one for yourself for 3 sp, a bargain at any price!

The officer's version of this armor doesn't have any protective improvements, but it costs twice as much and is obscenely fashionable.

Table 14.7: Krajini Footman's Uniform

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Brigandine Coat	5	6	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
Couters	8	7	6	Elbowϕ	Hard	1	5 sp
Jack Chains	6	0	3	Elbowϕ, Forearmϕ, Upper Armϕ	Hard, No AV against Thrust attacks of any damage type	0.5	1 sp
Leather Boots	3	2	2	Feet	-	0	1 sp
Leather Leggings	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
Leather Neck-Stock	3	2	2	Neck	-	0	8 cp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Reinforced Leather Gloves	4	3	3	Hand	-	0	2 sp
TOTAL:						5 Wt	3 gp 13 sp 7 cp

Table 14.8: DIS Uniform

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Leather Boots	3	2	2	Feet	-	0	1 sp
Mirror Plate	10	9	8	Chestϕ	Hard	1.5	1 gp
Quilted Leggings	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Reinforced Leather Gloves	4	3	3	Hand	-	0	2 sp
TOTAL:						2 Wt	1 gp 7 sp

Fighting Volkodav Outfit

The Fighting Volkodavs are a Dacian paramilitary organization formed by the Colonial Sich Authority to range the Steppe. Officially, their mission is to protect the colonies. Unofficially, their mission is to exterminate every living thing in the Steppe that isn't a Dacian. The Marju steppelanders have long been the enemy of Dace, and the Volkodavs were created to be the final resolution of the feud. The Volkodavs wear armor intended for long deployment. The heavy quilt keeps them warm on the freezing steppe, and combined with their chainmail coats, they are virtually immune to arrows. Just in case, though, many of them also wear a mirror plate on their chests. Volkodav armor is much cheaper than full suits of plate, and much lighter. In the highly mobile environment of the Infinite Steppe, this armor is invaluable. The Volkodavs wear special helmets, Zischagges, with a movable visor (made to resemble a "hounskull," a hound's skull, or dog's face) visor, and intimidating wolf fur crests. You can get one too, they're only 1 gp.

Table 14.9: Fighting Volkodav Outfit

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Heavy Quilted Coat	3	4	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	1	5 sp
Leather Boots	3	2	2	Feet	-	0	1 sp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp

Mirror Plate	10	9	8	Chestϕ	Hard	1.5	1 gp
Poleyns	8	7	6	Kneeϕ	Hard	1.5	5 sp
Quilted Leggings	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp

TOTAL:						9.5 Wt	4 gp 17 sp 8 cp

14.4 Armor Components

14.4.1 Head and Neck Armor

Optional Visors Any Helmet that does not cover the Face can be equipped with a visor, which can be chosen from the list below. The visor then becomes part of the helmet, applying AV and Coverage as normal. If a visor type covers more than the Face, it cannot be attached to any helmet that already covers any of those additional areas.

Movable Visors A visor can be opened or closed at will (in combat this requires an ADR test at RS 1, and 3 CP). When open, a visor ceases to provide any AV for the Hit Location, but also removes all PP and Weight penalties from the visor for as long as it is open. Closing a visor is much easier than opening one, and can be done with a sharp nod of the head (no ADR test, and only 1 CP while in combat). There is a darker side to this as well. Opening an enemy's visor during a grapple is easier than trying to pull off his helmet (see the Maneuvers section for more on grappling).

Optional Helmet Crests You may add an optional decorative crest to your helmet by paying an additional cost and adding the listed weight (if any) to the helmet.

Helmet Crests Component Name Crest Description Wt Cost

Identifying Large and visible crest or plume (like that of a Roman Centurion), which aids in troop identification. You gain a +1 bonus to Tactics or Strategy rolls made in combat. 0 1 gp

Intimidating Intimidating crests could be war-crests, horns, depict demonic imagery, or have a heightening effect, and so on. Opponents who have WIL lower than yours suffer a -1 penalty to their CP for the first Round of combat they fight with you unless they have the Brave Boon. If they are Craven, the -1 penalty will remain throughout combat, so long as the helmet is worn. 0 1 gp

Ruthlessly Fashionable These are magnificent paper maché or wooden crests, and possibly have mechanical movements. You gain a +1 bonus to Leadership rolls made in combat. 1 3 gp

14.4.2 Torso Armor

Table 14.10: Helmets

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
Armet	8	7	6	Full Head, Faceϕ, Neck	Restricts Breathing 2, Integrated Visor, Hard	4	-2	2 gp
Barbute	8	7	6	Faceϕ*, Lower Head, Upper Head	Hard	1	-1	10 sp
Bascinet	8	7	6	Lower Head, Upper Head	Hard, +1 AV vs Downward Swings, Can be worn with Great Helm for Layer 1 on Upper Head and Lower Head	1.5	0	12 sp
Burgonet	8	7	6	Lower Head, Upper Head	Hard, +1 AV vs Downward Swings	2	-1	10 sp
Close Helmet	8	7	6	Full Head, Faceϕ, Neck	Restricts Breathing 2, Integrated Visor, Hard	3.5	-1	3 gp
Closed Sallet	8	7	6	Faceϕ, Lower Head*, Upper Head	Hard, No AV on Face vs Upward Swings	2	-1	10 sp
Conical Helm	8	7	6	Upper Head	Hard, +2 AV vs Downward Swings 2	0	2	sp
Great Bascinet	8	7	6	Full Head, Faceϕ, Neck, Shoulder	Restricts Breathing 2, Integrated Visor, Hard	3.5	-2	15 sp
Great Helm	8	7	6	Full Head, Faceϕ, Neckϕ	Restricts Breathing 3, Hard, Can be worn with a Skullcap or Bascinet for Layer 1 on overlapping areas	5	-3	30 sp
Hat/Cap	1	1	1	Upper Head	-	0	0	1 cp
Kettle Helm	8	7	6	Lower Head*, Upper Head	Hard, No AV vs Upward Swings 0	0	3	sp
Lamellar Pot Helm	5	5	5	Lower Head, Upper Head	Hard	2	-1	8 sp
Leather Pot Helm	4	3	3	Lower Head, Upper Head	-	1	-1	10 cp
Leather Skullcap	4	3	3	Upper Head	-	0	0	6 cp
Morion	8	7	6	Lower Head*, Upper Head	Hard, +1 AV vs Downward Swings 1	0	1	2 sp
Open Sallet	8	7	6	Lower Head*, Upper Head	Hard	2	0	5 sp
Quilted Helmet	2	4	5	Lower Head, Upper Head	Textile	0	0	8 cp
Reinforced Roman Helm	8	7	6	Lower Head, Neck*, Shoulders*, Upper Head	Hard, +4 AV on Upper Head	2.5	0	1 gp
Roman Helm (Gallic Style)	8	7	6	Lower Head, Neck* Shoulders*, Upper Head,	Hard	2	0	15 sp
Skullcap	8	7	6	Upper Head	Hard, Can be worn with Great Helm for Layer 2 on Upper Head	0	0	1 sp
Stechhelm	10	9	8	Full Head, Neck	Restricts Breathing 3	8	-3	1 gp

Table 14.11: Visors

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
Bar-Nasel	4	2	1	Faceϕ	Hard, No AV vs Upward Swings	0	0	1 sp
Cage Visor	7	3	5	Faceϕ	Hard, Movable	1	0	5 sp
Falling Buff (Hinged Gorget)	8	7	6	Faceϕ, Neck	Restricts Breathing 2, Hard, Movable	2	-1	1 gp
Full Visor	8	7	6	Faceϕ	Restricts Breathing 2, Hard, Movable	1.5	-1	10 sp
Goggle Type	5	4	3	Faceϕ	Hard, No AV vs Upward Swings	0.5	-1	3 sp
Mail Ventail	6	4	3	Face	Layer 1, Hard	1	-1	2 sp
Tri-Bar Nasel	6	3	2	Faceϕ	Hard, No AV vs Upward Swings	0.5	0	3 sp

Table 14.12: Non-Helmet Head Protection

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
Cloth Mask/Scarf	1	1	1	Face, Lower Head	Textile	0	0	1 cp
Lamellar Ventail	5	5	5	Face, Neck	Hard	1.5	-1	2 sp
Mail Camail	6	4	3	Lower Head, Neck, Shoulders	Hard, Layer 1, Mail	1	0	4 sp
Mail Coif	6	4	3	Lower Head, Neck, Upper Head	Hard, Layer 1, Mail	1	0	2 sp
Mail Ventail	6	4	3	Face	Hard, Layer 1, Mail	1.5	-1	1 sp
Quilted Camail	2	3	4	Lower Head, Neck, Shoulders	Textile	0	0	8 cp
Quilted Coif	2	3	4	Lower Head, Neck, Upper Head	Textile	0	0	4 cp
Quilted Ventail	2	3	4	Face	Textile	0	-1	1 cp
Steel Facemask	8	7	6	Faceϕ	Restricts Breathing 1, Hard	2	-1	8 sp

Table 14.13: Neck Protection

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	PP	Cost
Bevor	8	7	6	Faceϕ*, Lower Head, Neck	Restricts Breathing 1, Hard	2	0	12 sp
Gorget	8	7	6	Neck	Hard	1	0	10 sp
Leather Neck-Stock	3	2	2	Neck	-	0	0	8 cp
Neck-Wrap (such as a Scarf)	1	1	1	Neck	Textile	0	0	1 cp
Reinforced Leather Neck-Stock	4	3	3	Neck	Hard	0	0	1 sp

Table 14.14: Plate Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Breastplate	8	7	6	Belly, Chest, Side	Hard	1.5	1 gp
Bulletproof Breastplate	10	9	8	Belly, Chest, Side	Bulletproof, Hard	3.5	2 gp
Bulletproof Cuirass	10	9	8	Belly, Chest, Lower Back, Side, Upper Back	Bulletproof, Hard	4.5	4 gp
Bulletproof Codpiece	10	9	8	Groin	Bulletproof, Hard	0.5	1 gp
Cuirass	8	7	6	Belly, Chest, Lower Back, Side, Upper Back	Hard	2.5	2 gp
Codpiece	8	7	6	Groin	Hard	0	5 sp
Fauld	8	7	6	Groinϕ, Hipϕ, Thighsϕ	Hard, Layers 2 (Groin, Hip, Thighs)	1.5	10 sp
Heartguard	8	7	6	Chestϕ	Hard	0	1 sp
Mirror Plate	10	9	8	Chestϕ	Hard	1.5	1 gp
Munitions Breastplate	7	6	5	Chest	Hard	2.5	10 sp
Munitions Cuirass	7	6	5	Bellyϕ, Chestϕ, Sideϕ	Hard	3.5	15 sp
Munitions Fauld	7	6	5	Groinϕ, Hipϕ, Thighsϕ	Hard, Layers 1 (Groin, Hip, Thighs)	2.5	10 sp
Plackart	8	7	6	Bellyϕ, Hipϕ, Sideϕ,	Hard, Layers 2 (Belly, Side)	0.5	1 gp

Table 14.15: Laminar Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Cuirass	7	7	7	Belly, Chest, Side	Hard	3	48 sp
Anima Fauld	7	7	7	Groinϕ, Hip, Thighsϕ	Hard	3	1 gp
Laminar Cuirass	8	7	5	Bellyϕ, Chestϕ, Sideϕ	Hard	3	1 gp
Segmented Tassets	8	7	5	Groin, Hip	Hard	3	12 sp

Table 14.16: Mail Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Brigandine Coat	5	6	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
Brigandine Shirt	5	6	4	Full Torso, Groin, Hip, Thighs	Hard	2	30 sp
Brigandine Vest	5	6	4	Full Torso	Hard	1	1 gp
Lamellar Coat	5	5	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard	3	3 gp
Lamellar Shirt	5	5	5	Full Torso, Groin, Hip, Thighs	Hard	2	2 gp
Lamellar Vest	5	5	5	Full Torso	Hard	1	1 gp
Mail Coat	6	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Hard, Layer 1, Mail	2.5	2 gp
Mail Shirt	6	4	3	Full Torso, Groin, Hip, Thighs	Hard, Layer 1, Mail	1.5	1 gp
Mail Vest	6	4	3	Full Torso	Hard, Layer 1, Mail	0.5	18 sp

Table 14.17: Textile Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Cloth Coat	1	1	1	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0	2 cp
Cloth Shirt/Vest	1	1	1	Full Torso, Groin, Hip, Thighs	Textile	0	1 cp
Heavy Quilted Coat	3	4	5	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	1	5 sp
Heavy Quilted Shirt	3	4	5	Full Torso, Groin, Hip, Thighs	Textile	0.5	3 sp
Heavy Quilted Vest	3	4	5	Full Torso	Textile	0	2 sp
Quilted Coat	2	3	4	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	Textile	0.5	17 cp
Quilted Shirt	2	3	4	Full Torso, Groin, Hip, Thighs	Textile	0	1 sp
Quilted Vest	2	3	4	Full Torso	Textile	0	5 cp

Table 14.18: Leather Torso Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Leather Buffcoat	3	2	2	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	-	0	5 sp
Leather Jack	3	2	2	Full Torso, Groin, Hip, Thighs	-	0	2 sp
Leather Lamellar Coat	3	4	3	Full Torso, Groin, Hip, Knees, Shoulders, Thighs	-	1	9 sp
Leather Lamellar Shirt	3	4	3	Full Torso, Groin, Hip, Thighs	-	0.5	6 sp
Leather Lamellar Vest	3	4	3	Full Torso	-	0	3 sp
Leather Vest	3	2	2	Full Torso	-	0	1 sp
Hardened Leather Breastplate	4	3	3	Belly, Chest, Side	-	0	5 sp
Hardened Leather Cuirass	4	3	3	Belly, Chest, Lower Back, Side, Upper Back	-	1	8 sp
Shagreen Greatcoat	4	3	3	Full Torso, Full Arms, Groin, Hip, Knees, Shins, Thighs	-	0	1 gp

Table 14.19: Plate Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Besagews	8	7	6	Shoulders (Thrust only), Upper Arm* (Thrust only)	Hard, When layered with Spaulders use Besagews value against Thrusts.	0.5	8 sp
Bulletproof Vambraces	10	9	8	Forearm	Bulletproof, Hard	2	1 gp
Couters	8	7	6	Elbowϕ	Hard	1	5 sp
Gauntlets	8	7	6	Handϕ	Hard	2	5 sp
Jack Chains	6	0	3	Elbowϕ, Forearmϕ, Upper Armϕ	Hard, No AV against Thrust attacks of any damage type	0.5	1 sp
Munitions Pauldrons	8	7	6	Shoulderϕ, Upper Armϕ	Hard	4	8 sp
Munitions Rerebraces	7	6	5	Upper Armϕ	Hard	3	2 sp
Munitions Spaulders	7	6	5	Shoulderϕ, Upper Armϕ*	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	1	4 sp
Munitions Vambraces	7	6	5	Forearmϕ	Hard	1.5	2 sp
Pauldrons	10	9	8	Shoulder, Upper Arm	Bulletproof, Hard	3	1 gp
Rerebraces	8	7	6	Upper Arm	Hard	1	5 sp
Spaulders	8	7	6	Shoulderϕ, Upper Armϕ*	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	0.5	6 sp
Vambraces	8	7	6	Forearm	Hard	1	5 sp

14.4.3   Arm Armor

Table 14.20: Laminar Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Pauldrons	7	7	7	Shoulder, Upper Arm	Hard	2	2 gp
Anima Rerebraces	7	7	7	Upper Arm	Hard	1	1 gp
Anima Spaulders	7	7	7	Shoulder, Upper Armϕ*	Hard, Provides half AV against Thrust attacks to the Shoulder and Upper Arm	2	1 gp
Anima Vambrace	7	7	7	Forearm	Hard	2	3 gp
Laminar Forearm Guard	8	7	5	Forearmϕ	Hard	2	3 sp
Laminar Elbow Joint	8	7	5	Elbowϕ	Hard	2	3 sp
Laminar Pauldrons	8	7	5	Shoulderϕ, Upper Armϕ	Hard	3	10 sp
Laminar Rerebrace	8	7	5	Upper Armϕ	Hard	1	3 sp

Table 14.21: Mail Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Brigandine Gloves/Mittens	5	6	4	Hand	Hard	1	3 sp
Brigandine Long Sleeves	5	6	4	Elbow, Forearm, Shoulder, Upper Arm	Hard	3	2 gp
Brigandine Short Sleeves	5	6	4	Shoulder, Upper Arm	Hard	2	14 sp
Lamellar Gloves/Mittens	5	5	5	Hand	Hard	1	3 sp
Lamellar Long Sleeves	5	5	5	Elbow, Forearm, Shoulder, Upper Arm	Hard	4	1 gp
Lamellar Short Sleeves	5	5	5	Shoulder, Upper Arm	Hard	2	12 sp
Mail Gloves/Mittens	6	4	3	Hand	Hard, Layer 1, Mail	0.5	3 sp
Mail Long Sleeves	6	4	3	Elbow, Forearm, Shoulder, Upper Arm	Hard, Layer 1, Mail	1.5	1 gp
Mail Short Sleeves	6	4	3	Shoulder, Upper Arm	Hard, Layer 1, Mail	0.5	12 sp

Table 14.22: Leather Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Hardened Leather Pauldrons	4	3	3	Shoulder, Upper Armϕ	-	0	5 sp
Hardened Leather Rerebraces	4	3	3	Upper Arm	-	0	3 sp
Hardened Leather Vambraces	4	3	3	Forearm	-	0	3 sp
Leather Gloves	3	2	2	Hand	-	0	1 sp
Leather Sleeves	3	2	2	Elbow, Forearm, Shoulder, Upper Arm	-	0	2 sp
Leather Lamellar Long Sleeves	3	4	3	Elbow, Forearm, Shoulder, Upper Arm	-	0	3 sp
Leather Lamellar Short Sleeves	3	4	3	Shoulder, Upper Arm	-	0	1 sp
Reinforced Leather Gloves	4	3	3	Hand	-	0	2 sp

Table 14.23: Textile Arm Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Cloth Gloves	1	1	1	Hand	Textile	0	1 cp
Cloth Long Sleeves	1	1	1	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	2 cp
Cloth Short Sleeves	1	1	1	Shoulder, Upper Arm	Textile	0	1 cp
Quilted Gloves	2	3	4	Hand	Textile	0	1 cp
Quilted Long Sleeves	2	3	4	Elbow, Forearm, Shoulder, Upper Arm	Textile	0	6 cp
Quilted Short Sleeves	2	3	4	Shoulder, Upper Arm	Textile	0	3 cp
Reinforced Quilted Gloves	4	4	5	Hand	Textile	0	1 sp

Table 14.24: Plate Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Bulletproof Cuisses	10	9	8	Thigh	Bulletproof, Hard	4	2 gp
Bulletproof Greaves	10	9	8	Shin	Bulletproof, Hard	2	2 gp
Bulletproof Poleyns	10	9	8	Knee	Bulletproof, Hard	2	1 gp
Cuisses	8	7	6	Thigh	Hard	2	8 sp
Greaves	8	7	6	Shin	Hard	1.5	6 sp
Munitions Cuisses	7	6	5	Thighϕ	Hard	3	4 sp
Munitions Greaves	7	6	5	Shinϕ	Hard	2	3 sp
Poleyns	8	7	6	Kneeϕ	Hard	1.5	5 sp
Sabatons	8	7	6	Foot	Hard	1.5	5 sp

Table 14.25: Laminar Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Anima Cuisses	7	7	7	Thigh	Hard	3	1 gp
Anima Greaves	7	7	7	Shin	Hard	2	1 gp
Anima Poleyns	7	7	7	Knee	Hard	2	10 sp
Laminar Boots	8	7	5	Foot	Hard	2	4 sp
Laminar Cuisses	8	7	5	Thigh	Hard	3	4 sp
Laminar Greaves	8	7	5	Shin	Hard	3	4 sp

14.4.4 Leg Armor

Table 14.26: Mail Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Brigandine Boots	5	6	4	Feet	Hard	1.5	8 sp
Brigandine Leggings	5	6	4	Groin, Hip, Knees, Shins, Thighs	Hard	3	10 sp
Lamellar Leggings	5	5	5	Groin, Hip, Knees, Shins, Thighs	Hard	3	12 sp
Lamellar Boots	5	5	5	Feet	Hard	1.5	10 sp
Mail Boots	6	4	3	Feet	Hard, Layer 1, Mail	1	3 sp
Mail Groin Gusset	6	4	3	Groin	Hard, Layer 1, Mail	0	3 sp
Mail Leggings	6	4	3	Groin, Hip, Knees, Shins, Thighs	Hard, Layer 1, Mail	2.5	8 sp

Table 14.27: Leather Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Leather Boots	3	2	2	Feet	-	0	1 sp
Leather Leggings	3	2	2	Groin, Hip, Knees, Shins, Thighs	-	0	2 sp
Hardened Leather Cuisses	4	3	3	Hip, Thighs	-	0	8 cp
Hardened Leather Greaves	4	3	3	Shins	-	0	1 sp
Hardened Leather Knee-Guards	4	3	3	Knee	-	0	6 cp
Leather Lamellar Cuisses	3	4	3	Hip, Thighs	-	0	3 sp
Leather Lamellar Greaves	3	4	3	Shins	-	0	3 sp

Table 14.28: Textile Leg Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Cloth Leggings	1	1	1	Groin, Hip, Knees, Shins, Thighs	Textile	0	1 cp
Quilted Leggings	2	3	4	Groin, Hip, Knees, Shins, Thighs	Textile	0	2 cp

Table 14.29: Horse Armor

Component Name	AVC	AVP	AVB	Coverage	Special	Wt	Cost
Brigandine Barding	5	6	4	Horse	-	8	20 gp
Caprisoning	2	4	5	Horse	Textile	1	5 sp
Hardened Leather Barding	4	3	3	Horse	-	3	1 gp
Lamellar Barding	5	5	5	Horse	-	8	15 gp
Mail Barding	6	4	3	Horse	-	8	10 gp
Plate Barding	8	7	6	Horse	-	12	30 gp

14.4.5   Horse Armor

14.5   Special Qualities

Hard   —   Armor with this quality is more resistant to certain weapon Special Qualities (such as Draw), and triggers certain effects with others. Otherwise, it has no effect

Mail   —   Armor with this quality consists of interlocking ringlets of metal, and triggers certain effects with other Special Qualities. Otherwise, it has no effect.

Layer [X]   —   If worn on the same Hit Location as another armor component with equal to or higher AVC, AVP, and/or AVB, this armor increases the appropriate AV on that area (or multiple, if multiple are higher) by X. Multiple instances of Layer do not combine if multiple armors with Layer overlap. Only the highest Layer value is used. Armor that benefits from the Textile Special Quality does benefit from Layer if its new AV is higher than the AV of the armor with Layer.

Textile   —   This armor has double AVP against non-firearm missile weapons. Double the AVP before adding inother bonuses like Layer. For the purposes of layering armor, double the AV of this armor before deciding whether or not to use it.

Bulletproof   —   Halves AP from missile weapons.

Restricts Breathing [X]   —   As long as this helmet is on, or the visor is down, add X to the multiplier for your current Fatigue Gain Modifier.

Materials

  Bronze

-2 AV from all sources

+25% Cost

Bronze

-2 AV from all sources

-25% Cost

Steel

No change

Orichalcum

Converts all cutting/piercing damage to bludgeoning, ignores crushing damage

Halves Shock effect from weapons

+4 Bludgeoning AV

Ignores AP Swing/Thrust X for Melee Weapons and AP X for Missile Weapons

 Does not ignore the AP Thrust bonus from weapons with Thin Blade if armor is mail

Negates all unarmed damage

+5,000% Cost

Silversteel

+2 AV from all sources

Armor has half normal Weight

+1,000% Cost

Chapter 15

Burdinadin Armory

"I have an idea."

–**Nikola Garrastazu** (Deceased), Head of Glade Apa Translocation Research Bureau

"Early experiments showed a suppressive effect on enemy personnel merely by activating the device, as the high and sustained rate of fire is a strong psychological challenge to the advancing enemy to commit to an assault. We have found that a sweepin g field of fire is superior to a penetrating 'deep' firing pattern, as it causes the full front ranks to hesitate, thus slowing the overall alacrity of the unit and allowing for longer sustained fire. At an estimated 200 rounds per minute with a range of nearly 500 yards thanks to the longer barrels and heavier platform, we speculate that two firing teams could repel a force of a thousand men with relative ease, and given terrain and proper defensive position, possibly as many as four or five times that number. Considerations include a lack of mobility and an inability to fire and advance, making the weapons most useful in a defensive capacity or as fire support for advancing troops. Additional research is required, pending another opportunity for field testing."

–**Boye Lagetsu**, Head of Glade Itsu Artillery Design Bureau

"Through a complex process involving rock salt, brimstone, purified alcohol and other chemicals, one can create a yellowish liquid that, once released from pressure, rapidly evaporates into a gas. It is inexpensive, easy to transport, and because it remains in liquid form for a time, could be used more creatively than the gas dispensers previously developed by the Lagu Design Bureau. For instance, flooding tunnels, or with the use of bonding agents controlling the evaporation process, ensuring that the targets do not detect and flee from the agent before it has time to take effect. The actual effects of this gas have a short onset time.

Here we have several silversalt imprints of various stages of the compound's effect on an exposed subject. ...I would remind the ethics committee that this weapon would probably never be used against actual people. It would be employed primarily against vermin, aggressive animals, and humans."

–**Xabi Beloki**, Zorezai Zaibatsu Senior Designer *'Brimstone Gas'* Development Grant Request, Glade Lagu Records

The Burdinadin's Natural Philosophy allows them the ability to produce many wondrous things; technology so far ahead of its time that most simply assume it to be magic. The closed nature of the Iron Glades guarantees that most of these devices never see the light of day, and that's how the Burdinadin like it. They rightly fear what would happen if humans reverse-engineered their equipment.

Burdinadin hardware isn't normally available to humans. They don't usually sell it, and they are very wary about even letting their trusted human allies use it. Most equipment is designed to destroy itself quickly without regular micro-maintenance, the sort of thing that only Burdinadin could perform. This way, if the hardware falls into non-Burdinadin hands, it will quickly become unusable.

Burdinadin Armor Burdinadin armor differs from the armors of other races and cultures in that it is not intended merely for protection from violence, but also as a proof against spirit contamination. They wear it to insulate themselves from the outside world, and to protect their vulnerable flesh from the predations of monsters from the Otherworld.

As such, Burdinadin armor has an 'Insulation' factor. As long as the Insulation is above a certain threshold, the Burdinadin is protected from contamination. The Burdinadin's HLT also factors into

this. Insulation is removed from armor by Crushing attacks. Each point of Crushing damage removes 1 point of Insulation.

Table X.X Required Insulation + HLT to Avoid Contamination Environment Insulation + HLT Sterile (Glade, Iron Tent, Deadzone) 0 Average (Outdoors, Old Mine, City) 10 High (Forest, Underwater, Temple, Magical Hotspot) 15 Extreme (Schwarzvald, The Spirit Realm) 20

Burdinadin Armor Words around creating your own armor set by mixing and matching components.

Table X.X Burdinadin Headgear Armor AVC AVP AVB Coverage Special Wt. PP Cost Burdinadin Helmet 10 9 8 Upper Head, Lower Head

Hard, Insulation 2, Augmentations (1)

3 -1 3gp

Burdinadin Respirator Mask

10 9 8 Faceϕ Hard, Insulation 2, Augmentations (1)

1 -1 1gp

Table X.X Burdinadin Plate Armor

Burdinadin 8 7 6 Elbowϕ Hard, Insulation 0 1 5 sp

Couters Burdinadin Cuirass

8 7 6 Belly, Chest, Lower Back, Side, Upper Back

Hard, Insulation 3, Augmentations (3)

2.5 2 gp

Burdinadin Cuisses

8 7 6 Thigh Hard, Insulation 1 2 8 sp

Burdinadin Fauld 8 7 6 Groinϕ, Hipϕ, Thighsϕ Hard, Insulation 0 1.5 10 sp Burdinadin Gauntlets

8 7 6 Handϕ Hard, Insulation 0, Augmentations (1)

2 5 sp

Burdinadin Gorget

8 7 6 Neck Hard, Insulation 0 1 10 sp

Burdinadin Greaves

8 7 6 Shin Hard, Insulation 0, Augmentations (1)

1.5 6 sp

Burdinadin Poleyns

8 7 6 Kneeϕ Hard, Insulation 0 1.5 5 sp

Burdinadin Rerebraces

8 7 6 Upper Arm Hard, Insulation 1, Augmentations (1)

1 5 sp

Burdinadin Sabatons

8 7 6 Foot Hard, Insulation 0, Augmentations (1)

1.5 5 sp

Burdinadin Pauldrons

10 9 8 Shoulder, Upper Arm Bulletproof, Hard, Insulation 1, Augmentations (1)

3 1 gp

Burdinadin Vambraces

8 7 6 Forearm Hard, Insulation 1 1 5 sp

Myrmidon Armor Myrmidon armor is a marvel of modern Burdinadin engineering, and far outclasses any other form of armor yet developed.

Myrmidons are heavy mechanized armor suits that are ridden in, rather than worn. The pilot primarily controls the armor with their mind, as well as levers and switches that connect directly to their spinal cords and skulls.

The armor suits themselves are bipedal monstrosities of steel and machine, often laden with weaponry and other equipment. Some are elaborately painted and decorated by their pilots with murals representing their deeds.

The Myrmidons are rare. Most Glades have only two or three of them, but each is a war machine capable of tearing dozens of armed men to pieces, and challenging all but the largest of monsters at range or in hand to hand combat.

[Myrmidon armor is beyond the scope of this Release]

Armor Augmentations Burdinadin armor often have Augmentation slots listed in their special qualities section, which specifies the number of Augmentations that the armor can be fitted with. These Augmentations are listed below, along with the details of their function and their additional costs.

Augmentation Name [Number of Augmentation slots required] Brief description of the Augmentation. Cost: X gp/sp/cp Fitted To: Torso/Arms/Legs/Helmet/Mask/Any (Pauldrons count as both Torso and Arms for the purposes of Augmentations)

—

Illumination [0] A magitek (or sometimes just tech) lighting device mounted to some part of the armor. It illuminates a roughly 60 degree arc (one sixth of an arc) in the direction the light is pointed, making it Evenly Lit for about 5 yards, and dimly lit for another 10 yards. Cost: 10 sp Fitted To: Any

Quick-Release [0] A system by which the entire armor (or components of it, specify which at time of installation) can be completely ejected from the wearer's person instantly. This can be done as a generic action in combat, and takes less than one second. Only the wearer can activate this system. The armor can be placed back on without issue. This device is useful for Burdinadin who fear they might need to quickly ditch their armor in some situation–say, falling into the ocean, or needing to flee across a bridge with a low weight threshold. Cost: 8 cp Fitted To: Any

Enhanced Strength [2 +1 per level of STR] Some Burdinadin suits utilize a system of strength-enhancing hydraulics, springs, and torsion devices to enhance the strength of the wearer. These systems are very expensive, and are usually reserved only for pioneer units or construction experts. Cost: 10 gp every +1 STR up to a maximum of +3 STR Fitted To: Torso, Arms

Note: You can mix and match Enhanced Strength, and Enhanced Endurance, treating the total number of enhancement levels cumulatively for the purposes of cost.

Enhanced Endurance [2 +1 per level of END] Designed to absorb shock, distribute weight to self-supporting elements of the armor, and to generally

reduce straight on the wearer's body, this suite of subsystems effectively improves Endurance by making the armor much easier to wear. This also prevents a Burdinadin from aggravating injuries through exertion–thus making Blood Loss Tests easier. Cost: 10 gp for every +1 END up to a maximum of +3 END Fitted To: Torso, Legs

Note: You can mix and match Enhanced Strength, and Enhanced Endurance, treating the total number of enhancement levels cumulatively for the purposes of cost.

Sensory Suite [1 for single, or 2 for full suite] Various tools, devices, and nifty tricks to enhance a Burdinadin's use of one or all of the senses. Cost: 10 sp for the effects of Good Ears, Good Eyes or Good Nose (effects stack for a character with the Boon), 3 gp for all 3 effects Fitted To: Helmet, Mask Fitted To: Any

Hemostatic Pressure System [1] The interior of the suit auto-inflates when damaged significantly, acting as a tourniquet to prevent blood loss. Activating the Hemostatic Pressure System reduces your current Bleed from any wounds in the area by 20 for the purposes of Blood Loss rolls. The Bleed is still there, and has to be treated separately, but will not contribute to your immediate Blood Loss. Cost: 5 gp Fitted To: Any

Hardened [1] Additional armoring and technology to seal up potential gaps in the armor through which attacks might penetrate. All Weak Points on this piece of Armor are removed, preventing Joint Thrust and Coup de Grace Maneuvers from functioning against them. Cost: 1 gp Fitted to: Any

Ablative Armor [1] Cheap plates designed to take the brunt of an attack by breaking, generally placed over the 'proper' armor. Adds 4 extra AV, which treats all attacks as having 2 more levels of Crushing than normal until it runs out. Damage to the Ablative Armor cannot be repaired; the ceramic plates must be replaced entirely. This augmentation can only be taken once for any piece of armor. Cost: 1 sp per Hit Location Fitted To: Any

Integrated Weapon [1 per weapon or 2 if melee weapon has greater Reach than Long] Choose one melee or missile weapon. It is now built into the suit, and can be drawn and utilized as though quickly and readily available (for the purposes of Quickdraw). The weapon's Weight is reduced by half if it is not currently being used. Cost: 1 gp plus the cost of the weapon

Fitted To: Arms, Torso, Legs

Integrated Tool System [1 per toolset] Include surgeon's tools, smith's tools or tradesman's tools in your armor. These have no weight and can be drawn for use at any time. Cost: 1 gp per toolset Fitted To: Arms

Independent Air Supply [2/1] A tank of oxygen that can be fed through the suit's mask (or through a mouthpiece if no mask is available) to allow breathing in environments with no or dangerous air. The

supply will last half an hour (additional air supplies can be acquired for 1 augmentation slot, adding another 30 minutes.) Cost: 5 gp Fitted To: Torso

Dark Vision [2] Using Magestone panels on the exterior of the helmet, radiation can be emitted into the dark that is visible through a specially treated visor. This allows the Burdinadin to treat any level of light as though it were 1 level brighter than normal. The visor is movable and usually takes a form similar to a knightly helmet's visor, or else a pair of goggles mounted on the forehead that can be temporarily removed. In direct sunlight, these goggles produce Blinding light, and cannot be used. The light of the sun also contains radiation much stronger than that emitted by Magestone. Any Crushing damage to the helmet has a significant chance (50%) of destroying this system. Cost: 3 gp Fitted To: Helmet

Mobility Enhancement [1] The suit is adapted for a specific environment, allowing it to traverse more quickly. This could be anything from a system of skates, motors and compressed air jets, to skis or climbing apparatus. The Augmentation increases the suit's MOB by X in certain environments, for example, a cave-adapted suit will not be able to use its equipment while trying to cross a field. A suit can be adapted for multiple environments. This Augmentation can be taken multiple times, each time increasing Mobility by 2 up to a maximum of 6. Example Environments: Snow, Desert, Caves, Water, Plains, Urban, Swamp, Jungle/Forest, Mountains, Hills Cost: 1 gp Fitted To: Torso, Legs, Arms

Self-Sealing [1] This collection of additional armor plating and reinforcement systems allows the user to retain the suit's properties of Insulation even if damaged by a Crushing attack. Cost: 2 sp Fitted To: Any

Helian Fire Caster [X] Named not because of its inventor, but due to the intense blue and purple flame that the Fire Caster burns. A small, cylindrical weapon is attached to the armor's left or right vambrace, either as a standalone unit, or connected to a tank somewhere on the person. It takes one Action to prepare the weapon to fire, but after that initial step, it can then be fired instead of a regular attack. It has a range of L, with no range penalties for shooting closer than L, and for each BS you have, you gain 1 Burn damage to a random Hit Location on your target. You may instead sweep the Fire Caster, using triple fuel, however you set the ground in front of you on fire at a range of M. Anyone that wishes to pass through it must pass an ADR test or immediately catch on fire. Cost: X gp/sp/cp Fitted To: Suit/Helmet/Any

Burdinadin Weapons Most Burdinadin weapons are eminently similar to human ones–if somewhat more advanced or refined in design. This can be adequately represented by applying Burdinadin Craftsmanship, as listed below, to regular weapons. However, there are certain weapons which are totally unique to the Burdinadin, which will be listed below.

Burdinadin Ukabilla The Ukabilla is a steel tube in which a complex system exists to ignore the fuse of a chemical rocket and shoot it out of one side towards the enemy. The Burdinadin developed these weapons to fill a gap in their weapons capabilities between stationary artillery pieces and personal firearms. The Ukabilla can fire a variety of rockets, each designed for a different purpose.

Weapon Name Weapon Type Range Missile TN Damage Load Ammunition Wt Cost Ukabilla Firearm 25 8 See Round 50 See Below 10 100 sp

Rocket Type Damage Special Cost Explosive 15p Explodes R:10 P:15 T:p/b 5 gp Canister Shot 12p Scatter 10/8, Explodes R: 10 P: 8 T:p 5 gp Armor Piercing 20p 5 gp

Burdinadin Lanzalamas The Lanzalamas is not actually that complex of a weapon, it has merely

been refined from its earlier designs (used by the Helians, mostly) using Burdinadin expertise. The weapon projects a jet of flammable liquid at the target, and sets it ablaze after it has left the hose. The momentum of the burning fluid

prevents it from "following" the stream back to the weapon and potentially causing an explosion, and the sophisticated pressure mechanism makes sure that that momentum is maintained until the weapon is out of fuel. The Lanzalamas is a unique weapon in that it does not inflict damage through force or impact, but rather by setting the target on fire. When using a Lanzalamas, do not inflict damage for Bonus Successes. Any target hit using the Lanzalamas is instead set on fire. The fire damage is Full Body (in certain situations the GM may decide otherwise) and is 5/TN5. The flame burns for 10 rounds, and even water will not extinguish it. Sand, mud, and clay can extinguish it. A Lanzalamas cannot be reloaded normally–the tank of fuel that accompanies must be refilled using special tools. It can be fired 10 separate times (Multi-Shots and similar things only count as a single firing) before it must be refilled. Taking Cover does not reduce the effect of this attack in any way, unless the cover is some sort of solid barrier with no permeation that would actually halt a jet of burning fuel.

Weapon Name Weapon Type Range Missile TN Damage Load Ammunition Wt Cost Lanzalamas Firearm 10 5 See Description - See Description 15 300 sp

Burdinadin Weapon Enhancements

REQUIRED Burdinadin Craftsmanship [+150%] The Burdinadin's Natural Philosophy ability allows them to inspect devices and materials on a level far deeper than anyone could do with their regular senses. This lets them find weaknesses in steel, or inadequacies in construction that would never be detected in a regular weapon until far too late. Burdinadin craftsmen use this ability to find and remove these weaknesses during construction. As a result, Burdinadin hardware is as close to flawless as it is possible to be. Burdinadin weapons have +9 Durability and Burdinadin firearms never break on a misfire. For swords and other melee weapons, this can be combined with Fine Forging. Cost: Weapon Cost + x1.5 Fitted To: Any

Burdinadin Craftsmanship is required before any other Burdinadin weapon enhancements can be added.

Electrified [+500%] (Melee only) An Electrified weapon is powered using a small copper turbine powered with a pull-string. Once activated, which can be done at the same as drawing or Quickdrawing a weapon, the weapon is Electrified for about ten seconds, or 5 Rounds. Any Maneuver that brings this weapon either in contact with the enemy (such as Strike or Thrust), or in contact with a metal weapon that the enemy is wielding (such as Parry), inflicts +4 Stun, regardless of whether or not the attack inflicts damage. This does not work against the Undead.

Cost: Weapon Cost + x5 Fitted To: Melee Weapon

Magestone Sight [10 gp] (Ranged Weapon only) A small lens or tube, marked with glowing crosshairs that are painted using a Magestone derivative. Mounted on the weapon, Magestone Sight provides a very visible and useful tool for aiming, even in low- light conditions. When making a shot that benefits from the Aim Maneuver, you gain an additional +2 bonus to the attack. Alternatively, this Enhancement is a piece of Magestone under a collimating lens and half-silvered mirror, making the Magestone appear to be, effectively, a dot on the horizon. The user may operate the gun as though they had already performed an Aim Maneuver. Cost: 10 gp Fitted To: Ranged Weapon

Chapter 16

Other Items

I feel there needs to be an introduction of sorts here. Why are we buying other items?

Everyday Items

Table XX Animals Item Notes Cost Chicken Annoying 5 cp Courser (battle horse) Fast 60 sp Cow Mercifully ignorant of the ways of the world 10 sp Donkey Plotting something 5 sp Friendly doge Much fur 1 cp Goat Will eat anything 8 cp Destrier (heavy warhorse) Thirsts for blood 100 sp Hunting falcon Ruthless towards rabbits 20 sp Ox Stubborn 12 sp Palfrey (riding horse) Noble 40 sp Pig Disgusting 3 sp

Sheep Fluffy 6 sp Tiger Fearfully symmetrical, not at all tame 15 gp Workhorse Feathering optional 15 sp

Table XX Clothing Item Notes Cost Work clothes Full outfit 1 cp Traveling cloak Single item 1 cp Urban attire Full outfit 1 sp Wealthy garment Full outfit 1 gp Noble dress Full outfit 5 gp Court attire Full outfit 10 gp Finery fit for a king Full outfit 20-50 gp Fine horse caparison Single item 10 gp Obscenely decadent horse ornamentation Single item 20-50 gp

Table XX Drink Item Unit Cost Ale/Beer Flagon 1 cp per 10 Ale/Beer Gallon 1-2 cp Brandy Flask 2 cp Cider Gallon 1 cp Mead Gallon 2 cp Rakia Flask 1 cp Waterskin Skin (1 Gallon) 1 cp (water not included) Wine Flagon 1 cp per 8 Wine Gallon 2-4 cp

Table XX Food Item Unit Cost

Traveling bread Brick 1 cp/10 Black bread Loaf 1 cp Brown bread Loaf 5 cp Fine white bread Loaf 10 cp Cheap meat (beef, pork, chicken) Pound 3 cp Cheese Pound 1 cp Common fish Pound 1 cp Expensive meat (swan, dormouse, giraffe, bork) Pound 1 sp Fruit Pound 1 cp Lavish banquet Per 10 people 5 sp Meal (poor) Per 1 person 1 cp Meal (good) Per 1 person 4 cp Meal (fine) Per 1 person 1 sp Meal (exquisite) Per 1 person 1 gp Vegetables Pound 1 cp Rare fish Pound 6 cp Week's rations Pound 4 cp Cheap grain (kesh, sorghum, rye) Pound 1 cp Regular grain (oats, barley, hops) Pound 3 cp Fine grain (wheat) Pound 5 cp

Table XX Torches and Illumination Item Unit Cost Candle (low quality) 5 items 2 cp Candle (high quality) 5 items 7 cp Torch 10 items 3 cp Lamp Per item 5 cp

Candle lantern Per item 9 cp Oil lantern Per item 1 sp Oil Pint 1 sp

Table XX Medical and Surgical Items Item Inclusions Cost Surgeon's tools Needles, blades, splints, tongs, pliers, tweezers, mirrors, prongs, clamps 15 sp Surgeon's kit (5 uses) Bandages, plasters, ointments, oils, select herbs. Enough to treat 5 serious injuries

5 sp

Surgeon's kit (1 use) Bandages, plasters, ointments, oils, select herbs. Enough to treat 1 serious injury

6 cp

Poultice Single use. Made from honey, bread, mercury, and the gods know what else Cannot be stored for long!

1 gp

Poultice (ingredients) All ingredients required to make a Poultice (See Skill [Insert Skill]) 10 sp Prescription remedy One month's supply for illness 1 cp to 1 gp Hired surgeon (cheap) 1 operation (Skill 3) 1 sp Hired surgeon (regular) 1 operation (Skill 6) 1 gp Hired surgeon (excellent)

1 operation (Skill 9) 10 gp

Table XX Miscellanea Item Unit Cost Anvil One, heavy 5 sp Farm implement (hoe, shovel, etc) One, handy 1 sp Flints (flintlock) 10, also good for lighting fires 1 cp Gunpowder Pound, good for about 50 shots from an arquebus 5 cp Light Hand Grenade One, throwable 1 sp Heavy Hand Grenade One, flingable 5 sp Incindiary Bomb One, careful now 4 sp Light Landmine One, watch your feet 1 gp Heavy Landmine One, do not drop 1 gp, 10 sp

Instrument (lute, drum, flute, horn) One, pleasant 1 sp to 10 gp Leather (cowskin) One, tanned 1 sp Lanyard for Weapon One, in color of choice 1 cp Matchcord 50 feet, you'll go through it quick 1 cp Musketballs/shot 10 balls/10 loads of shot 1 cp Paper One sheet, useful 4 cp Parchment One sheet, fancy 8 cp Rope 50 feet, useful 2 cp Smith's tools Set, anvil not included 4 sp Tinderbox One, rugged 3 cp Tradesman's tools Set, guild approved! 10 sp Whetstone One, dry 1 cp Woodsman's axe One, trusty 1 sp

Services

Table XX Services Item Duration Cost Guide (frontier) 1 day 6 cp Mercenary (poor) 1 week 1 sp Mercenary (mediocre) 1 week 3 sp Mercenary (good) 1 week 6 sp Mercenary (excellent) 1 week 1 gp Servant (domestic) 1 year 1 gp (including board) Ship (cog) 1 month 10 gp Ship (caravel) 1 month 25 gp Inn (poor) 1 night 1 cp/Person Inn (decent) 1 night 4 cp/Person

Inn (fine) 1 night 1 sp/Person Stabling (summer/temperate) 1 night 1 cp/horse Stabling (winter/cold) 1 night 3 cp/horse

Trade Goods

Table XX Textiles Item Unit Cost Canvas Yard 2 cp Linen Yard 6 cp Kersey Yard 3 cp Broadcloth Yard 20 cp Broadcloth (dyed) Yard 30-40 cp Broadcloth (scarlet) Yard 150 cp Silk (plain) Yard 100 cp Velvet (plain) Yard 180 cp Velvet (exquisite) Yard 280 cp

Table XX Spices Item Unit Cost Cyrv Pound 1 cp Pepper Pound 18 cp Ginger Pound 12 cp Cinnamon Pound 24 cp Cloves Pound 35 cp Salt Pound 12 cp Saffron Pound 182 cp Sugar Pound 16 cp

Karspice Pound 150 cp

Table XX Metals Item Unit Cost Copper Ingot: 7x3x2 inches, 11 lbs Ingot: 33 cp, Pound: 3 cp Tin Ingot: 7x3x2 inches, 9 lbs Ingot: 54 cp, Pound: 6 cp Iron Ingot: 7x3x2 inches, 10 lbs Ingot: 30 cp, Pound: 3 cp Silver Ingot: 7x3x2 inches, 14 lbs Ingot: 14 gp, Pound: 1 gp Gold Ingot: 7x3x2 inches, 27 lbs Ingot: 135 gp, Pound: 5 gp Bronze Ingot: 7x3x2 inches, 11 lbs Ingot: 55 cp, Pound: 5 cp Steel Ingot: 7x3x2 inches, 10 lbs Ingot: 50 cp, Pound: 5 cp Magestone Not available in ingots, stones are of varying sizes Stone: 50 gp Orichalcum Ingot: 7x3x2 inches, 11 lbs Ingot: 5500 gp, Pound: 500 gp

Table XX Goods Item Unit Cost Cotton Ton 30 gp Coffee Pound 1 sp Coffee (bulk) Ton 100 gp Cocoa Pound 10 cp Cocoa (bulk) Ton 80 gp Fine Rug Throw 5 gp Common tea Pound 1 sp Common tea (bulk) Ton 100 gp Fine tea Pound 1 gp Fine tea (bulk) Ton 2000 gp

Slaves Table XX Slaves Item Notes Cost Labor slave Oh, anyone with all their limbs will do. 1 gp House slave A house slave must be made of sharper, gentler stuff than a worker. 3 gp Educated slave A 'marsupial attendant,' always carrying around his notes in a pouch on his apron.

10 gp

Pit fighter/gladiator Why is it easier to train a vicious man than a vicious dog? 20 gp Exotic (feature) Strange, but alluring features and language. Cost x 2 Inferior race (feature) Goblins, ex-bandits. Cost / 2 Exotic race (feature) Non-Human race (Burdinadin, Zell, etc). Cost x 3 Especially loyal (feature) Conditioned to be loyal to the death. Cost x 1.5 Especially beautiful (feature)

Beauty isn't just about features, it's about habit, too. Cost x 2

Especially intelligent (feature)

Any idiot can learn to scribble on a tablet. True intelligence is rare. Cost x 2

Especially strong (feature) Ever move a piano up a staircase? Don't worry, you'll never have to. Cost x 2.5

Chapter 17

Proficiencies

> *"When I was in Illegon, I had an apprentice. I forget his name. A hundred times I showed him the right way to parry, and a hundred times he did it the wrong way. On the hundred and first time, I didn't hold back. Only in swordsmanship can a man lose an ear, but become a better listener."*
> -**Sarah Gizka**, *On Swords*

The Proficiency system allows characters to track their combat capabilities. An individual Proficiency determines skill in a broad classification of weapon (for example, 1H Sword, a 2H Sword, and so on), not simply how effective a character is at wielding certain instruments (such as a rapier, broadsword or mace). Proficiency levels directly affect a character's CP, allowing them to perform more deadly maneuvers, and also providing characters with Talents, which offer special bonuses to certain actions in combat.

Characters can take and level Proficiencies at Character Creation or during regular play.

17.1 Character Creation

When purchasing Proficiencies with PCP, you receive a number of Proficiency Points as indicated in Table 2.2 in chapter 2, and may then use those points to purchase and advance one or more Proficiencies.

Characters unlock Maneuver Tiers and Talents as they level their Proficiency. Maneuvers are certain techniques and moves that a character employs in combat (and are further detailed in chapter 18), and Talents are small bonuses which may be universal, or specific to a Proficiency (refer to Chapter XX).

Table 17.1 below indicates how many Proficiency Points are required to gain different Proficiency levels. As an example, a character whose Proficiency level is '2' will have unlocked Core Maneuvers for their chosen Proficiency and have access to a Novice Talent, and a character with a Proficiency level 10 can use Tier 2 Maneuvers and has access to up to three Journeyman Talents and two Novice Talents. A character has access to every Maneuver in his Tier, as well as in the Tiers below.

Table 17.1: Proficiency Progression

Proficiency Level	Maneuver Tiers Unlocked	Talents Unlocked (Not available to Missile Proficiencies)	Proficiency Point/Arc Point Cost
toprule 1	Core Maneuvers	-	1
2	-	Novice Talent	1
3	-	-	1
4	-	Novice Talent	1
5	Tier 1 Maneuvers	-	2
6	-	Journeyman Talent	2
7	-	-	2
8	-	Journeyman Talent	2
9	-	-	3
10	Tier 2 Maneuvers	Journeyman Talent	3
11	-	-	3
12	-	Master Talent	3

13	-	-	3
14	-	Master Talent	6
15	Mastery Maneuvers	-	6
16	-	-	6
17	-	-	6
18	-	-	8
19	-	-	10
20	???	???	10

Advancing with Arc

During play, your character can advance their Proficiencies and gain new Maneuvers and Talents by spending Arc Points (refer to Chapter XX for more information on Arc).

When you take a new Proficiency that you didn't purchase at Character Creation, simply pay the level 1 Arc Point cost (detailed in Table XX) and then note it on your Character Sheet.

To level a Proficiency from level 1 to level 5, you must purchase levels 2, 3, 4 and 5. Proficiency levels must be bought in order (you cannot buy only level 5 if you are currently level 1, but need to first buy levels 2, 3 and 4). Once you have spent the required Arc Points to level your Proficiency, note it on your Character Sheet.

Using Proficiencies

When in combat, a character determines their CP by combining their Proficiency level with their ADR. The question then is, which Proficiency should the character use?

A character must use a Proficiency of the type of weapon that they are holding.

If a character is holding a sword in their dominant hand, then they must use the 1H Sword Proficiency. If the sword is double-handed, then the Proficiency being used will almost always be 2H Sword. If the character is wielding a spear, then they must use the Spear Proficiency. There are a few exceptions to this, such as the Hand-Off rule for some 2H weapons that allows them to be wielded one-handed while still using the 2H Proficiency of their type.

- When Dual Wielding, a character must use the Proficiency for the weapon held in their dominant hand.

- If Ambidextrous and Dual Wielding, the character must decide which hand is being treated as dominant at the beginning of each Round.

- When unarmed, a character must either use Pugilism or Wrestling as their Proficiency.

- If a character is forced to use a different Proficiency, either by Grappling, Disarming, or other circumstances, they immediately gain or lose CP equal to the difference between their current Proficiency and the one being switched to. If they're the same level, then nothing is lost. This can result in a character being forced to use a Default from their current Proficiency, often to disastrous results. A character with CP reduced to 0 in this way is not subject to Overshock.

- If a character is eligible to use multiple Proficiencies (i.e. while wielding a 2H Sword in one hand using Hand-Off) they may not change between them except at the beginning of the Round.

- If a character draws a new weapon mid-action, say with Quickdraw, the new Proficiency is immediately applied.

Alternate Weapon Usage

Many weapons can be used in ways that differ from their primary usage. This includes wielding two weapons at once, one in each hand, and wielding certain two-handed swords in one hand. These have very simple rules for ease of use.

Proficiency Defaults If a character ends up wielding a weapon they are not familiar with, and has no appropriate Proficiency to use it with, they can instead 'Default' to one of their other Proficiencies at a slight penalty. When Defaulting, the character effectively gains a temporary Proficiency, which is a number of levels lower than the Proficiency being Defaulted from as illustrated in Table XX. When Defaulting, a character does not enjoys the benefits of any School bonuses. They can only use the CP and Maneuvers appropriate to the level of the Proficiency they are Defaulting to.

Bale has been disarmed of his sword (1H Sword), and must defend himself with only a hatchet (1H Blunt). He was never trained in the weapon's use, but he has an alright idea of how it works, and only suffers a -1 penalty with it (using a 1H Blunt weapon when Defaulting from 1H Sword). His 1H Sword level is 5, which allows him access to Tier 1 Maneuvers, but with the -1, his level in 1H Blunt is only 4, meaning he can only use Core Maneuvers. Bad luck Bale!

Table 4.2 Default Matrix

	Grappling	Pugilism	Dagger	1H Sword	1H Blunt	2H Blunt	2H Sword	Spear	Polearm
Grappling	0	-1	-1	-3	-3	-4	-4	-5	-5
Pugilism	-1	0	-1	-3	-3	-4	-4	-5	-5
Dagger	-1	-1	0	-1	-1	-3	-3	-4	-4
1H Sword	-3	-3	-1	0	-1	-3	-2	-4	-4
1H Blunt	-3	-3	-1	-1	0	-1	-3	-3	-3
2H Blunt	-4	-4	-3	-3	-1	0	-2	-3	-3
2H Sword	-4	-4	-3	-2	-3	-2	0	-3	-3
Spear	-5	-5	-4	-4	-3	-3	-3	0	-1
Polearm	-5	-5	-4	-4	-3	-3	-3	-1	0

Dual Wielding Dual Wielding involves using a weapon in each hand. This has come up many times throughout history and legend, and is often associated with exceptional skill or prodigious talent. In reality, two-weapon fighting was not merely the province of legendary swordsmen like Miyamoto Musashi, or Pal Kiniszi. Though fighting with two swords was very unusual, fighting with a sword and a smaller companion weapon, like a dagger, was not at all unusual at many points in history. References to double-rapier styles (the infamous 'Case of Rapiers') abound, though it was never taken as seriously as the more formal styles of dueling.

The chief advantage of using two weapons instead of a single weapon, or a weapon and a shield, is that the secondary weapon can be used to parry, trap, or bind the opponent's weapon, or make a counter-attack on its own. The disadvantages range from not having a shield to the awkwardness of using a large weapon in one's off-hand, or the inability to quickly grasp something with the free hand.

- When Dual Wielding, always use the Proficiency of the weapon in your primary hand (if you are Ambidextrous, you may choose which Proficiency you use) for terms of CP and available Maneuvers.

- Dual Wielding with a dagger or other weapon with Short Reach or less in the off-hand and a another weapon in the primary hand incurs no penalty.

- Dual Wielding with two larger weapons in each hand incurs a -2 penalty to CP, unless the character is Ambidextrous, in which case no penalty is suffered.

Hand-Off Weapons Certain weapons, while designed primarily to be used with two hands, could be wielded in one when the situation demanded it, most often as cavalry swords while mounted, where one hand is needed to control the reins.

To represent this, certain 2H weapons (generally swords) have an 'Hand-Off' rule, and a second profile that is 1H instead of 2H. Use the stats appropriate to the number of hands being used to hold the weapon.

Switching from the 2H grip of a sword to a 1H grip has no cost, and can be done at the beginning of any Action. Switching back, assuming the other hand is still free (and attached to the body), can be done the same way.

Schools

A School in Song of Swords is a group of Proficiencies that are all leveled up at once for a discounted cost. Schools cost more Arc Points for a character to take, but they're much cheaper to level up, thus allowing a character to have multiple high-level Proficiencies at a lower cost.

There are several different kinds of Schools, each with a different structure and unique benefits, as well as their own costs for buying in (either at Character Creation or afterwards) and leveling.

Becoming part of a School A character can be part of a School at Character Creation, or can form a School during gameplay, as long as they have access to the proper facilities or training. (Self-Taught schools require no teachers or infrastructure).

Buying into a School in order to gain its benefits is easy. The base cost in Arc of a School is listed in brackets in its Cost section. After this is paid, a number of Proficiencies can be selected and purchased at level 1 as part of the School. Each Proficiency added to a School must be paid for normally, though Humans, because of their racial characteristic Willing to Learn, purchase Proficiencies for 1 point instead of 2. Some Schools have an additional cost per Proficiency that must be paid to add one to the School. In the case of 'Primary' and 'Secondary' Proficiencies in Schools, these sometimes have different costs.

Once Proficiencies are chosen and paid for, the School is complete. All Proficiencies within the School are at level 1. Some Schools have bonuses or penalties for Primary or Secondary Proficiencies, listed in brackets (i.e. 1 Primary [0]) that alter the CP of the Proficiencies in question.

Tosca is part of a Self-Taught School, and he has the School at level 1. His Primary Proficiency is 1H Sword. His Secondary Proficiency is Wrestling.

Self-Taught Schools have Primary at 0, so his 1H Sword Proficiency's CP is 1 (1+0). Self-Taught Schools have Secondary at -1, so his Wrestling Proficiency's CP is actually 0 (1-1), meaning that while he has the School and access to Core Maneuvers, he does not get any CP from the Proficiency when he fights with it.

Leveling a School Once you've bought into a School, it levels just like any other proficiency, using the same number of points as individual proficiencies. The 'level' of the School is tracked independently. The individual proficiencies in the School are listed as '-1,' '0,' or '+1,' this being their level relative to the School's level, and representing the different focus that the School places on different weapons.

Gallant is part of a Self-Taught School that has 2H Sword at 0, Dagger at -1 and 1H Sword at 1. His School Level is 8, which means that he effectively has 2H Sword at 8 (8+0), Dagger at 7 (8-1) and 1H Sword at 9 (8+1).

School Types

Self-Taught You taught yourself–or learned through hard knocks–that it's better to have a few Jacks up your sleeve than one Ace. Self-Taught Schools tend to contain few weapons, and practitioners tend to develop bad habits, but at the same time they are also uniquely well-suited for picking up dirty tricks and thinking outside of the box.

Entry Requirements: Nothing. Who would you pay, yourself? Who Uses it: Criminals, peasants, militia without formal training, and bored eccentric nobles. What Weapons: Self-Taught Schools can involve any weapons, but tend to use swords and polearms used afoot, pugilism, wrestling, and perhaps a missile proficiency. Proficiencies: 1 Primary [0], 0-2 Secondary [-1] Bonuses: Gain Special Move for either Weapon Throw, Blind Toss, or Quickdraw (Special Move means that one time per opponent, you may use a Maneuver at -1 TN and no Activation Cost. You may never use your Special Move against an opponent after you've used it once–they're onto you). Penalties: When you reach a new Tier of Maneuvers (including Core Maneuvers) with any Proficiency within this School, you must pick two non-Universal Maneuvers that you can perform in or before that Tier. You suffer from Poor Form when using those Maneuvers with that Proficiency (Poor Form increases the Activation Cost of the Maneuver when used in combat by 1. An instance of Poor Form can be bought off for 1 Arc Point so that it no longer applies to that Maneuver). Cost: [0]+1 per Proficiency at adoption.

Noble Noble Schools exist to teach wealthy aristocrats and other interested, affluent parties how to conduct themselves in battle. Noble schools are expensive, and this means they can afford the best tutors to school their charges in how to properly murder their fellow men. The primary advantage of Noble Schools is the exquisite form and speed that comes from constant repetition, constant correction, and no shortage of training equipment. These assets come together to produce excellently practiced fighters with a great technical understanding of combat.

Entry Requirements: 5 gp upon entry. Additionally, each Tier costs 5 gp to 'unlock,' as a member of a Noble School must pay exorbitant dues to his school in order to gain access to their secrets (this also serves to keep poor people out on the street, where they belong). Who Uses it: Young aristocrats, the sons of very wealthy merchants, prodigious peasants allowed access because of natural talent. What Weapons: Noble Schools tend to include civilized upper-class weapons, like long swords, sabers, lances, rapiers, and perhaps some missile weapons like bows or crossbows. Pugilism and wrestling are generally beneath the dignity of these men, but sometimes are included if dueling in armor is in vogue. Proficiencies: 1-2 Primary [+2], 1-5 Secondary [+0] Bonuses: You automatically gain a Novice Talent for your Primary Proficiency at School level 1, a Journeyman Talent at level 5, and a Master Talent at level 10. You may also choose whether the Noble School you attended teaches Armored, Unarmored, or Missile fighting:

Armored: Your END counts as being 2 higher for the purposes of Carry. Unarmored: For each Primary Proficiency you have in the Noble School, you may choose an individual weapon or shield that is compatible with that Proficiency. When using that weapon or shield with that Proficiency, you reduce the Parry/Block TN of the weapon/shield by 1. Missile: When taking this School, Choose either Rapid Shot or Power Draw. You gain +2 MP whenever performing that Maneuver. Penalties: None. You're just superior. Cost: [2]+2 per Primary, +1 per Secondary

Soldier Soldier Schools emphasize quantity and practicality. These schools are intended to instruct large numbers of men on how to use a large variety of weapons, and to confront whatever situation they may be forced into on the battlefield. The methods used are often rough, with less focus on sparring

and more on the use of pells, training posts and courses to build strength and skill.

Entry Requirements: 10 sp upon entry, or 5 sp if the character served in an army, town guard, or militia. Who Uses it: Soldiers, mercenaries, civilian militia with training. What Weapons: Soldier Schools can include a broad array of weapons, including swords, daggers, spears, maces, axes, bows, crossbows, javelins and slings, and as well as these, almost certainly including wrestling in their regimen. Proficiencies: 3-9 Primary [+0] Bonuses: Tier 1 Maneuvers and Tier 2 Maneuvers cost 1 less for this School. Penalties: Mastery Maneuvers Tier costs 1 more for this School. Cost: [1]+1 per Proficiency at adoption.

Officer Officer Schools can be considered as more refined than a Soldier School, but lacking the finesse and prestige of a Noble School. Officers may not necessarily be of noble birth, but they have standards of dignity and decorum to uphold, while also expecting to get their hands dirty from time to time. Officer Schools teach the weapons of a gentleman as well as the weapons of war.

Entry Requirements: 1 gp upon entry. Additionally, each Tier costs 1 gp to 'unlock.' The officer's corps will generally try to dissuade the unmonied classes from advancing anywhere, but particularly in martial skill. Who Uses it: Officers, the sons of officers, martially-minded aristocrats, the sons of martially-minded aristocrats, janissaries. What Weapons: Officer Schools teach a mix of weapons of both martial and civilian bent, including missile and melee weapons. Many officers will expect to do their fighting mounted even if they command infantry units, and schools that cater to cavalry officers may focus on weapons like sabers, lances, horsebows, carbines, and so on. Proficiencies: 1-3 Primary [+1], 1-6 Secondary [+0] Bonuses: You automatically gain a Novice Talent for your Primary Proficiency at School level 1, a Journeyman Talent at level 5, and a Master Talent at level 10.

Penalties: None. Cost: [1]+2 per Primary at adoption, +1 per Secondary

Esoteric Esoteric Schools are those in which the chief aim is some intellectual or spiritual goal, where martial prowess and skill at arms is considered a contributor. Martial skill as a pathway to enlightenment, or some deeper understanding of the self, was not a new concept when the first words clawed their way from a human throat. The existential dread brought on by violence and the fear of death have been motivators for introspection since the first spear was knapped from flint. Esoteric Schools tend to be minimalistic with how they deal with actual violence, even brutish. The fighter himself must vanish into the technique, because it is the act of performing the technique perfectly that is relevant–not the fighter, not the enemy, not even the fight. A certain fearlessness, born of fatalism and discipline, is born of this sort of style, and it creates unnerving and skilled warriors who are difficult to read, and even more difficult to counter. Archery traditions in Esoteric Schools often involved controlled breathing and a holistic approach to aiming rather than a technical one, and are frequently practiced in conjunction with shouts or chants. Entry Requirements: 1/10th of starting Wealth at Character Creation. Esoteric Schools cannot be entered during regular play without the GM's approval. Who Uses It: Mystics, sword-sages, wandering duelists, Illuminati, and certain religious men. What Weapons: Esoteric Schools tend to focus on civilian weapons, simply because warfare is not usually their element. Swords are most common, but some may practice the quarterstaff, truncheon, spear, or even unarmed combat and wrestling if the culture is right. Bows and sometimes throwing weapons are common in Esoteric Schools, but it is EXTREMELY rare for to see crossbows or firearms included (+2 cost when adding to School) Proficiencies: 1-2 Primary [+1], 0-3 Secondary [+0] Bonuses: Any Advanced offensive or defensive maneuver made against you has a +2 Activation Cost. Missile Attacks made while benefiting from Aim may adjust the Hit Location by 1 automatically. Penalties: All Advanced offensive or defensive maneuvers you perform have +2 Activation Cost. Cost: [2]+2 per Primary, +1 per Secondary

Proficiency List These are the Proficiencies available to be taken either individually or as part of Schools. Each weapon may be able to be used with more than one Proficiency (e.g. certain pole weapons can be used with both the spear and polearm Proficiencies), so be sure to check which Proficiencies your character's favored weapons use.

Melee Proficiencies

Wrestling Grappling, wrestling, and throwing, both in unarmed and armed situations. Very useful in and out of armor, wrestling is one of the few ways to defeat a foe in armor without a heavy armor penetrating

weapon.

Wrestling has access to a great number of superior grappling Maneuvers.

Core Maneuvers Clinch [Superior] Upgrade one Clinch Maneuver to Superior

Tier 1 Maneuvers Upgrade one Clinch Maneuver to Superior Disarm [Superior]

Tier 2 Maneuvers All remaining Clinch Maneuvers gain Superior

Pugilism Fighting with fists, feet, knees, elbows, and so on. Pugilism is the striking component of unarmed combat, and focuses less on wrestling and grappling, and more on striking the opponent.

Pugilism has access to a great number of Superior Maneuvers.

Core Maneuvers Upgrade an Unarmed Maneuver to Superior (choose three: Kick, Straight Punch, Hook Punch, Elbow, Knee, Shoulder Charge) One-Two Punch

Tier 1 Maneuvers Upgrade an Unarmed Maneuver to Superior (choose one: Kick, Straight Punch, Hook Punch, Elbow, Knee, Shoulder Charge) Disarm [Superior] Arm Parry [Superior]

Tier 2 Maneuvers Upgrade an Unarmed Maneuver to Superior (choose one: Kick, Straight Punch, Hook Punch, Elbow, Knee, Shoulder Charge) Clinch [Superior]

Dagger Fighting with knives, daggers, and other short cutting and stabbing weapons. Certain daggers may tread the line between dagger and sword. Dagger fighting is useful both in a civilian and military setting–the dagger is often the last line of defense a fighter has, as well as being useful for finishing off grounded opponents. The weapon also has darker applications for assassins and murderers, as its size lends well to easy concealment. Stilettos, Rondel Daggers, Cinquedeas, and Misericordes are all useful daggers for various situations.

Using a dagger allows access to a combination of both armed and unarmed Maneuvers, making it highly versatile.

Core Maneuvers Deep Draw Cut

Pommel Strike

Tier 1 Maneuvers Dacian Rush Arm Parry [Superior] Pommel Strike [Superior] Disarm [Superior]

Tier 2 Maneuvers Clinch [Superior]

1H Sword The single-handed sword has always held a special place in warfare as the companion weapon of the professional soldier. As such, practice with the sword has always been associated with martial virtue and professionalism, from the ascendancy of the Roman Legion to the collapse

of Napoleon's Empire. The Gladius, the Arming Sword, the Rapier, Saber and Backsword, all carry a respectable legacy of violence.

1H Sword has access to many highly technical Maneuvers, as well as early access to many advanced Maneuvers, including Shield Maneuvers.

Core Maneuvers Pommel Strike

Tier 1 Maneuvers Shield Bind Deep Draw Cut Riposte Murder-Strike Half-Sword Quickdraw Shield Bash [Superior] Shield Beat [Superior] Pommel Strike [Superior] Simultaneous Parry/Attack

Tier 2 Maneuvers Beat [Superior]

Simultaneous Parry/Attack [Superior] Disarm [Superior] Hilt Push [Superior] Push Cut [Superior] Riposte [Superior] Shield Bind [Superior]

2H Sword: Two handed swords, though less common than their single-handed cousins throughout history, were frequently weapons of war intended for use in the thick of battle by elite troops. The Landsknechts with their Zweihanders were the defenders of battle standards and were also the bodyguards of generals. Spanish Montante manuals contain detailed plays for the fighting of many foes at once. The more modest Longsword, Bastard Sword and other similar weapons dominated the dueling scene in Europe for centuries as well.

2H Sword has access to many highly technical Maneuvers, as well as early access to many advanced Maneuvers.

Core Maneuvers Pommel Strike Simultaneous Parry/Attack Half-Sword Murder-Strike

Tier 1 Maneuvers Quickdraw Riposte Deep Draw Cut Hilt Push [Superior] Disarm [Superior] Pommel Strike [Superior] Simultaneous Parry/Attack [Superior] Shield Bash [Superior] Shield Beat [Superior]

Tier 2 Maneuvers Beat [Superior] Riposte [Superior] Break [Superior] Push Cut [Superior]

1H Blunt: Swords are all well and good, but sometimes you've just got to hit someone with an axe. Blunt weapons weren't always blunt–axes meant for war were actually thinner than wood-splitting axes, and were lighter and sharper. The end-heavy weighting of the weapons does lend them a similar technique. Warhammers, Maces, Battleaxes and Truncheons are more effective against armor than slashing weapons

like swords, and were useful tools against plate-armored adversaries.

1H Blunt has access to fewer Maneuvers than the Sword Proficiencies, but makes up for this with powerful versions of Maneuvers meant to destroy enemy armor, shields, and weapons, as well as Shield Maneuvers.

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Shield Bind Beat [Superior] Hook [Superior] Break [Superior] Hew [Superior] Shield Bash [Superior]

Tier 2 Maneuvers Riposte Disarm [Superior] Shield Beat [Superior] Shield Bind [Superior]

2H Blunt: Heavy blunt weapons hold a particular place in history, as both the tools of elite warriors and peasants alike. The Dane Axe was used by the Huscarl elite of Scandinavia and England, whereas the Pole-Flail was reportedly used by the peasant armies of the Hussites and the Belgians during their

various revolts. The Morningstar and Heavy Mace were often used by professional soldiers as late as the 16th Century. Cheaper than swords, but more effective against heavy armor, these were often the weapons of choice in the age of high chivalry.

2H Blunt has access to fewer Maneuvers than the Sword Proficiencies, but makes up for this with powerful versions of Maneuvers meant to destroy enemy armor, shields, and weapons.

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Beat [Superior] Shield Bind Hook [Superior] Break [Superior] Hew [Superior]

Tier 2 Maneuvers

Riposte Disarm [Superior]

Spear: Spears have always been ubiquitous weapons. Cheap, easy to make, and easy to train with, they were useful for every kind of soldier from the conscript to the professional, and remained the most common weapon for most of history, with only various swords coming anywhere close in terms of deployment. The Spear came in various lengths, from the handy Arming Spear to the extremely long Pike. Certain specialized versions, such as the Ahlspiess, were designed for duties for which the regular spear was unsuited, like penetrating plate.

Spear has access to many highly technical Maneuvers, just like Sword, but it lacks some of the destructive Maneuvers of the Polearm and Blunt.

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Riposte Simultaneous Parry/Attack Shield Bind Shield Bash [Superior] Shield Beat [Superior] Push Cut [Superior]

Tier 2 Maneuvers Simultaneous Parry/Attack [Superior] Riposte [Superior] Shield Bind [Superior]

Polearm: Fighting with Polearms is the most important skill for most soldiers. Polearms were present on battlefields the world over, but especially in the Medieval world. Polearms can thrust, smash through armor, hook foes off horses, and otherwise ruin anyone's day. The Halberd is the best known polearm, but the Bill, the Voulge, the Glaive and the Lucerne Hammer were equally common.

Polearm has access to a variety of useful Maneuvers, including a mixture of destructive and technical Maneuvers. It lacks Shield Maneuvers since most polearms were meant to be used two-handed.

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Riposte Hook [Superior]

Disarm [Superior] Hew [Superior] Break [Superior]

Tier 2 Maneuvers Simultaneous Parry/Attack

Missile Proficiencies

Missile Proficiencies work very similarly to Melee Proficiencies, but with a few small differences. Notably, Missile Proficiencies have no Defaults (see below, in Alternate Weapon Usage) or Talents available to them.

Bow

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Power Draw Shoot [Superior]

Tier 2 Maneuvers Rapid Shot [Superior] OR Power Draw [Superior]

Crossbow

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Aim [Superior] Shoot [Superior]

Tier 2 Maneuvers

Firearms

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Aim [Superior]

Shoot [Superior]

Throwing Weapons

Core Maneuvers Universal Maneuvers only

Tier 1 Maneuvers Fling [Superior]

Chapter 18

Maneuvers

Maneuvers are essentially 'moves' used in combat. They can range from parrying a blow to firing a pistol and swinging an axe. Most Maneuvers involve devoting CP dice to them, and then rolling these as an attack or a defense against an Opponent. Some have more subtle effects, like changing the way a weapon is held, distracting or blinding an Opponent, or maneuvering around them in combat.

Maneuvers are divided into simple categories based on what they do, and when they can be used. For example, Parry is a Defense Weapon Maneuver, because it involves parrying an attack with a weapon. A Lance Charge is an Attack Mounted Weapon Maneuver, since it involves a kind of attack that can only be performed when mounted with a weapon. Most Maneuvers will require the character be wielding an appropriate weapon, which is listed in the Requirements section of each Maneuver.

18.0.1 Gaining Maneuvers

Some Maneuvers are automatically gained at Character Creation, and are able to be used by all characters with any Proficiency. These Maneuvers are identified as 'Universal.'

Other Maneuvers, identified as 'Advanced' must be earned through leveling Proficiencies and unlocking Maneuver Tiers (refer to chapter 17 for more information). Advanced Maneuvers can only be used when a character is currently using a Proficiency with the Advanced Maneuver unlocked. That means, if your character is using a Bow, they cannot utilize the Advanced Maneuvers available to a 2H Blunt weapon, even if that Maneuver is unlocked.

18.0.2 Using Maneuvers

The Superior versions of Maneuvers are considered Advanced for all purposes.

Some Maneuvers, such as Grappling and Hilt Push, result in a special state in which additional Maneuvers become available. These are indicated by having the parent Maneuver's name before theirs (i.e. Hilt Push: Grapple, or Hilt Push: Lever-Down).

18.1 The Anatomy of a Maneuver

All Maneuvers follow this format:

MANEUVER NAME [Cost] Type: [This is the type of the maneuver, for reference to how it can be used. If the proficiency is tagged as 'Universal,' it can be used with any Proficiency. If it is tagged as 'Advanced' instead, the entry will also list which Proficiencies receive the Maneuver. Some Maneuvers are tagged as being 'Instant' and specify their base type, such as 'Swinging' or 'Thrusting.']

Requirements: [These are the requirements to perform the Maneuver.]

Maneuver: [This is the actual mechanic for performing the Maneuver.]

Success: [This is what happens in the Maneuver succeeds.]

Failure: [This is what happens if the Maneuver fails. If a Maneuver has no Failure listed, then it is simply 'Negated,' a generic failure that has no special effect.]

Special: [Additional mechanics, conditions and restrictions are explained here.]

Superior: [Some Maneuvers have 'Superior' versions that increase the effectiveness of the Maneuver, reduce its cost, or otherwise improve it. Using the Superior version of a Maneuver is optional, the lesser version can always be used. Superior Maneuvers count as the same Maneuver for the purposes of Poor Form, Good Form, and so on.]

Maneuver List The table below lists all Maneuvers by their Primary and Secondary roles (a Swing is an Attack using a Weapon). It also shows whether a Maneuver is Universal or Advanced (noted as 'U' and 'A'), as well as if the Maneuver has a Superior version ('S'). The cost of the Maneuver is shown, however it is always a good idea to read the full text of a Maneuver to understand how it is used and how much it will cost you to activate. Some Maneuvers are categorized by type, and certain types of Maneuvers may be affected by others, or Boons, Banes and Talents.

Maneuver	U	A	S	Primary	Secondary	Type	Cost
Beat	U		S	Attack	Weapon	Swinging	X
Break	U		S	Attack	Weapon	Swinging	X+2
Butt-Strike	U			Attack	Weapon	Swinging	X+2
Dacian Rush		A		Attack	Weapon	Thrusting	2+X+Y
Deep Draw Cut		A		Attack	Weapon	Swinging	0
Disarm (Attack)	U		S	Attack	Weapon	(Swinging, Punching)	X+1
Feint	U			Attack	Weapon	Instant	2+Variable
Half-Sword		A		Attack	Weapon	Instant	1
Hew	U		S	Attack	Weapon	Swinging	0
Hook	U		S	Attack	Weapon	(Swinging, Thrusting)	1
Joint Thrust	U			Attack	Weapon	Thrusting	X+2
Melee Shoot	U			Attack	Weapon	Thrusting	X+Variable
Murder-Strike		A		Attack	Weapon	Instant	2
Pommel Strike		A	S	Attack	Weapon	Thrusting	X
Push Cut	U		S	Attack	Weapon	Thrusting	X+1
Quickdraw	U			Attack	Weapon	Instant	1
Swing	U			Attack	Weapon	Swinging	X
Thrust	U			Attack	Weapon	Thrusting	X
Weapon Throw	U			Attack	Weapon	Thrusting	X+1
Clinch (Attack)	U		S	Attack	Unarmed	Grappling	X
Elbow	U		S	Attack	Unarmed	Unarmed	X
Headbutt	U			Attack	Unarmed	Unarmed	X+1
Hook Punch	U		S	Attack	Unarmed	(Unarmed, Punching)	X
Kick	U		S	Attack	Unarmed	Unarmed	X
Knee	U		S	Attack	Unarmed	Unarmed	X
One-Two Punch		A		Attack	Unarmed	(Unarmed, Punching)	X+2
Shoulder Charge	U			Attack	Unarmed	Unarmed	X
Straight Punch	U		S	Attack	Unarmed	(Unarmed, Punching)	X
Shield Bash	U		S	Attack	Shield	Bash	X
Shield Beat	U		S	Attack	Shield	Bash	X+2
Shield Feint	U			Attack	Shield	?????????????	1
Blind Toss	U			Attack	Special	?????????????	X+Variable
Strangle	U			Attack	Special	Clinching	X
Parry	U			Defense	Parry	Parrying	X
Quick Defense	U			Defense	Parry	Instant	2
Riposte		A	S	Defense	Parry	(Parrying, Instant)	X+2
Arm Parry	U		S	Defense	Unarmed	Parrying	X
Clinch (Defense)	?	?	?	Defense	Unarmed	Grappling	???
Missile Catch	U			Defense	Unarmed	?????????????	2+X
Block	U			Defense	Block	Blocking	X
Shield Bind		A		Defense	Block	Blocking	X+1
Total Block	U			Defense	Block	Blocking	X
Closing Void	U			Defense	Void	Void	X
Dart-Out	U			Defense	Void	Void	X+ENC
Flee	U			Defense	Void	Void	X+ENC
Take Cover	U			Defense	Void	Void	X+ENC
Void	U			Defense	Void	Void	X+ENC
Pass (Do Nothing)	U			Defense	Special	?????????????	0
Cleaving Blow	U			Cross Fighting	Attack	Swinging	2
Target Change	U			Cross Fighting	Attack	?????????????	1
Ally Defense	U			Cross Fighting	Defense	?????????????	2
Double Attack	U			Simultaneous	General	Attack	X+Y+1
Double Shot	U			Simultaneous	General	Attack	X+Y+2
Simultaneous Block/Attack	U			Simultaneous	General	(Blocking, Attack)	X+Y
Simultaneous Off-Hand Parry/Attack	U			Simultaneous	General	(Parrying, Attack)	X+Y+2
Simultaneous Parry/Attack		A	S	Simultaneous	General	(Parrying, Attack)	X+Y+2
Simultaneous Void/Attack	U			Simultaneous	General	(Void, Attack)	X+Y+2
Aim	U		S	Missile	General	?????????????	0
Braced Shot		A		Missile	Shooting	Shooting	???
Power-Draw		A	S	Missile	Shooting	Shooting	???
Rapid Shot	U		S	Missile	Shooting	Shooting	???
Reload	U			Missile	Shooting	????????????	???
Shoot	U		S	Missile	Shooting	Shooting	???
Double Fling	U		S	Missile	Throwing	Throwing	???
Fling	U		S	Missile	Throwing	Throwing	???
Grapple: Choke	U			Grapple	Advantage	????????????	X
Grapple: Coup de Grace	U			Grapple	Advantage	Thrusting	X+2
Grapple: Limb-Break	U		S	Grapple	Advantage	????????????	X

Pin U Grapple Advantage ???????????? X Grapple: Takedown U Grapple Advantage ???????????? X Grapple: Throw U S Grapple Advantage ???????????? X+2 Grapple: Trap U S Grapple Advantage ???????????? X Grapple: Slip U Grapple Disadvantage ???????????? X Grapple: Twist U Grapple Disadvantage ???????????? X Grapple: Bite U Grapple General Unarmed X+1 Grapple: Force U Grapple General ???????????? X+1 Grapple: Unarmed Attack ? ? ? Grapple General ???????????? ??? Grapple: Use Weapon ? ? ? Grapple General ???????????? ??? Hilt Push U S Hilt Push ??? Instant 2 Hilt Push: Butt-Strike U Hilt Push: Evasion U Hilt Push ??? ??? Hilt Push: Clinch U Hilt Push Advantage ??? Hilt Push: Half-Sword U Hilt Push Advantage ??? Hilt Push: Lever Down U Hilt Push Advantage 2+X Hilt Push: Pommel Strike U Hilt Push Advantage ??? Hilt Push: Slide-Cut U Hilt Push Advantage ??? Hilt Push: Slide-Thrust U Hilt Push Advantage ??? Hilt Push: Bind U Hilt Push Disadvantage ??? Hilt Push: Wind U Hilt Push Disadvantage ??? Hilt Push: Withdraw U Hilt Push Disadvantage ??? Obstruction U Mobility General ??? Outmaneuver U Mobility General Instant X+2+ENC Rapid Rise U Mobility General Instant 3+(ENC*2) Slip-About U Mobility General Instant X+ENC+Special Steal Initiative U Mobility General Instant X+Opponent PER Thread the Needle U Mobility General Instant X+Y+ENC Lance Charge U Mounted Attack X+2M̂ount Bite U Mounted Attack 2M̂ount Kick U Mounted Attack 2D̂isengage ? ? ? Mounted Defense ??? Lean U Mounted Defense Void X+ENCM̂ount Dodge U Mounted Defense Void 2R̂ide-By U Mounted Passing 2T̂rample U Mounted Passing 4D̂og Bite U Dog Attack X Savage U Dog Attack X Tackle U Dog Attack 2+X

≙ Check required. Refer to Maneuver details. U = Universal Maneuver A = Advanced Maneuver S = Superior Maneuver ENC = Encumbrance Penalty (presumably to CP).

18.2 Attack Maneuvers

Attack Maneuvers are generally (though not always) declared with Initiative (see chapter 21). These all involve some sort of attack aimed at an Opponent. Attack Maneuvers are divided into sub-categories, which when referenced should be denoted with Attack (i.e. an Unarmed Maneuver in this category is an Unarmed Attack, a Weapon Maneuver in this category is a Weapon Attack, etc.)

18.2.1 Weapon Attack Maneuvers

BEAT — [X]

Type: Universal, Swinging

Requirements: Have a weapon with a Swing TN. It must be the Round immediately after Orientation Declaration, and you must have declared Aggressive.

Maneuver: Swinging Weapon Attack at Swing TN of weapon, targeting Opponent weapon or shield with X dice. Halve all Reach costs for this Maneuver. For the purpose of Initiative tests involving this Maneuver, Reach costs are not factored into the Initiative roll.

Success: Opponent cannot use targeted weapon or shield to perform any action until Refresh. Opponent suffers [BS] Stun. This attack does not change the Reach of combat.

Superior: You may now declare this Maneuver in any Action immediately after Refresh if you have Initiative.

Vladock is having trouble getting past his opponent's spear. He declares a Beat with 8 dice. His opponent declares a Void with 7. Vladock gets 3 BS to his opponent's 2, and so beats aside his opponent's weapon and costs him 1 Stun. Vladock can now make an attack in the next Action without fear of being counter-attacked by the spear, since it cannot be used for anything. He'll still have to pay Range costs, but at least it's a safe bet instead of a dangerous move.

BREAK — [X+2]

Type: Universal, Swinging

Requirements: Have a weapon with a Swing TN. Opponent has a weapon.

Success: Opponent's weapon sustains damage equal to [STR+Weapon Swing Damage+BS]. If the amount of damage dealt equals or exceeds the damage threshold (listed below) for the targeted weapon, it breaks, and becomes useless except as a potential improvised weapon. At the GM's discretion, a spear or polearm may effectively become a quarterstaff after being broken, a wood-hafted blunt weapon might become a truncheon, and so on.

Special: This Maneuver ignores Reach modifiers. The user does not move to their weapon's Reach on a successful attack, but may if the Opponent's weapon is broken.

Superior: Break inflicts +2 additional damage.

Table 18.1: Weapon Damage Threshold

Weapon	Damage Threshold
Dagger	12
Light Blade Sword	15
Regular Sword	20
Wood-Hafted Blunt	10
Metal-Hafted Blunt	15
Spear/Polearm	10
Langetted/Reinforced Spear/Polearm	12

Hector is charging a pikeman with his zweihander. Rather than try to close the distance immediately to attack the man, Hector declares a Break against the man's weapon with 10 dice, paying 2 for activation. His opponent attempts a Void with 8 dice. Hector succeeds with 3 dice to 2, and inflicts 7+3+1 (strength+weapon+bonus successes) damage for a total of 11, breaking the pike, whose durability was 10. The Pikeman now has only a broken stick, and Hector can deal with him on more even terms.

BUTT-STRIKE — [X]

Type: Universal, Attack, Swinging

Requirements: Have a Polearm or Spear weapon, or a Sword being held Half-Swording.

Maneuver: Swinging Weapon Attack at Short Reach at Weapon Swing TN, aimed on Swing Table.

Success: Inflicts Bludgeoning damage equal to [STR+0+BS] to Hit Location.

Special: If this weapon has a metal cap of some sort on the weapon's reverse end (or if it is a sword being used) this attack inflicts +1 Bludgeoning damage. If Half-Swording the weapon being used for Butt-Strike, the weapon does not suffer the penalty to Swinging damage normally associated with Half-Swording.

[DACIAN RUSH — [2+X+Y]

Type: Advanced, Attack, Thrusting

Requirements: Have a Dagger. If Opponent declares a Quickdraw, you may treat this Maneuver as an Instant that occurs before their Quickdraw.

Maneuver: Unarmed Attack at Hand Reach with X at Hand Blind TN 7 vs Opponent PER at TN 7. If Opponent has declared a Quickdraw, it is delayed until after this Action is completed. Any defense declared against this Maneuver is not resolved against the Hand Blind, but against the Thrust to follow. Success [Hand Blind]: Opponent suffers [BS] Stun. If a Quickdraw was declared, it is cancelled. You may immediately roll a Thrust Attack with Y as normal. Any non-Weapon Defense against your Thrust Attack is resolved at +2 TN.

Failure [Hand Blind :] You may immediately roll a Thrust Attack with Y as normal.

Success [Thrust :] Resolve Thrust as normal.

Special [Rapid Thrust :] Weapons of Short Reach or Shorter only. If Thrust is successful, you may pay 1+X additional CP to make another Thrust with X dice as part of the same Action. Resolve Thrust as normal. The Opponent may use Quick Defense against this Maneuver.

Vlatko rushes out of concealment to assassinate a Marju Khan, who has just left the bathhouse in a robe. He has a Pishkan Toothpick as his weapon, and declares a Dacian Rush. Vlatko has 15 CP. The Khan has 20 normally, but this Action he is surprised, and has only 10. Vlatko declares a Dacian Rush with 2+6+7 dice. The Khan tries to Quickdraw his saber by spending 1 CP, so that he can Parry the Dacian's knife with 8 dice. First the Khan must roll his PER (5) versus Vlatko's 6 dice, both at TN 7. Vlatko succeeds by 1 BS, and in doing so inflicts 1 Stun, cancels the Khan's Quickdraw, and also his Parry, returning half of the dice spent (0 from Quickdraw, 4 from the Parry) to his pool. Stun reduces this to 3, meaning the Khan only has 4 CP left. Vlatko now resolves his Thrust with 7 dice, the Khan tries to use Quick Defense with an Arm Parry by spending 2 and then defending with his remaining 2 dice. However, this Arm Parry is made at +2 TN (TN 9 for Arm Parry) meaning the Khan is less than likely to succeed. Vlatko gets 4 successes, the Khan gets 0.

Vlatko inflicts STR+Weapon Damage+BS for 5+1+4 piercing damage to the Khan's TOU of 5 and the AV of his clothing (ruled to be 1) inflicting a level 4 piercing Wound to the Belly through the Khan's robe. The Khan takes more damage than he can handle, and fails his Overshock test, becoming prone. Both parties have 0 CP left. If Vlatko had a few more dice, he could declare a Rapid Thrust to stab the man again, but instead he'll just wait for the Refresh to finish the injured warlord off.

DEEP DRAW CUT — [0]

Type: Advanced, Attack, Swinging

Requirements: Wielding a weapon which inflicts Cutting damage on Swing.

Maneuver: Declare a Swing Attack as normal, but decrease the Reach of the weapon by one step (Medium to Short, Short to Hand, and so on) paying Reach costs for the new Reach if necessary. Reduce the number of BS needed to trigger Draw Cut with this Swing by 1.

Jerzy, who is fighting with brigands, and has been stabbed in the side, has just stolen Initiative, but he only has 4 remaining dice. His Hussar Saber has Draw 3, and he means to take advantage of it. He declares a Deep Draw Cut, moving his weapon to S Reach (convenient, as the fight is now at S Reach because of his stabbing) putting 4 dice on a Strike to the neck. He gets 2 successes, and thanks to Deep Draw Cut, that's enough to activate the Draw damage of his Hussar Saber. His Strength of 4, plus 1 for the weapon, plus 3 for the Draw, plus 2 for the BS equals 10 total damage. Jerzy scores a Level 5 Wound, and decapitates his foe. If he hadn't used Deep Draw Cut, he would've only inflicted 7 damage, which would've only been a level 2 Wound, and his opponent's attack might've gone through. . .

DISARM — [X+1]

Type: Universal, Attack, Swinging or Punching

Requirements: None

Maneuver: Swinging Weapon Attack at Weapon Reach at Parry TN, OR Punching Unarmed Attack at Hand Reach at Punch TN 6, targeting Opponent weapon.

Success: Opponent must make an AGI test with RS equal to BS. If this test is failed, the targeted weapon is removed from the Opponent's grasp, and either retained by you, dropped at your feet, or thrown several yards away at your discretion.

Special: If an Opponent's weapon is a 2H weapon, the Opponent gains a +1 bonus to his AGI test. If the weapon is connected to your character by some means (a lanyard or a chain, etc) the weapon is dropped, but can be retrieved as though Drawing the weapon, or Quickdraw.

Superior: When disarming an Opponent with a 2H weapon, they do not gain the normal +1 bonus to the stability test.

> *Dusan and Mirza are practicing their swordsmanship. Dusan has declared a Disarm with 6 dice, and Mirza has declared a Parry with 5. Dusan scores 3 successes to Mirza's 2. Mirza must now make an AGI test at RS 3 (2 base +1 for BS). He has 5 AGI, but only rolls 2 successes. He is disarmed, and his weapon is tossed some distance away. Mirza grins bitterly as he goes to retrieve his sword.*

FEINT — [2+Variable]

Type: Universal, Attack, Instant

Requirements: Activate after having declared a Swinging or Thrusting Maneuver, and after any other Maneuvers have been declared, but before any are resolved. You may only activate this Maneuver from a Thrusting Maneuver if the weapon being used has the Fluid Thrusts quality.

Maneuver: When activated, change either the type of the attack (to either a Swinging or Thrusting Maneuver) or (if the Maneuver targets an area) the Hit Location of the attack (Face to Chest, Chest to Upper Arm, etc.). You may elect to change both if applicable, but you must choose at least one. You may pay 2 dice to add 1 dice to this attack, as many times as you can afford. Additionally, your opponent suffers a +1 TN to any Defense made against this Attack unless he plays 2 CP.

HALF-SWORD — [1]

Type: Advanced, Instant

Requirements: Have any Sword without the Light Blade special rule.

Maneuver: This weapon is now Half-Swording. Reduce the Reach of your weapon by 1 stage, and reduce Swing damage by 2. If the weapon being used was 1H with Hand-Off, it is now 2H. If it was 2H, it remains 2H. When performing a Joint Thrust Maneuver while Half-Swording, your weapon counts as having the Thin Blade rule, if it did not previously, and the damage of the Joint Thrust is made at [Weapon Damage+STR+BS] instead of [Weapon Damage+Half STR+BS]. Additionally, Pommel Strike Maneuvers performed while Half-Swording inflict +1 damage. You may deactivate this Maneuver instantly and at no cost before an Action. The weapon immediately regains its original characteristics and loses all bonuses. This Maneuver can be activated instantly before declaring another Maneuver. This Maneuver cannot be activated and deactivated in the same Action.

Special: If the weapon being Half-Sworded has the Hand-Off quality, determine its Half-Sword attributes based on its 2H version, regardless of whether the Maneuver was activated from 1H or 2H mode.

HEW — [0]

Type: Universal, Attack, Swinging

Requirements: Have a weapon with a Swing TN.

Maneuver: Swinging Weapon Attack at Weapon Reach, at Weapon Swing TN targeting Opponent shield.

Success: Opponent takes [half BS] Stun. Opponent's shield then sustains damage equal to [STR+Weapon Damage+BS] against its Durability. If the damage equals or exceeds its Durability, the shield is destroyed. If it does not, the shield remains intact but permanently loses 2 Durability, weakening it to further Hews attempts.

Special: Blocking Maneuvers made to defend against this Maneuver are made at +1 TN.

Superior: If this Hew fails to destroy a shield it hits, it reduces that shield's Durability by an additional 1.

HOOK — [1]

Type: Universal, Attack, Swinging OR Thrusting

Requirements: Have a weapon with the Hook quality.

Maneuver: Swinging Weapon Attack at Weapon Reach at Weapon Swing TN, OR Thrusting Weapon Attack at Weapon Reach at Thrust TN, targeting Opponent shield or the Opponent.

Success: If targeting Opponent, Opponent takes [BS] Stun, and Opponent must make a stability roll at [2+BS] RS or be rendered Prone. If targeting Shield, Opponent cannot use his shield in the following Action, and must make an AGI roll at [2+BS] RS or lose shield altogether as it is dragged away.

Special: You cannot use Hook against a mounted Opponent unless the weapon being used is of L Reach or longer.

Superior: If targeting an Opponent on a mount, add BS to the number of feet that the character effectively falls after being pulled from saddle.

JOINT THRUST — [X+2]

Type: Universal, Attack, Thrusting

Requirements: Wielding a weapon with a Thrust value that inflicts piercing damage.

Maneuver: Thrusting Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN+1, aimed at Hit Location with the Weak Spot quality on Opponent armor.

Success: Inflicts piercing damage equal to [Weapon Thrust Damage+Half STR+BS] to chosen Weak Spot Hit Location. Do not roll on table. The damage from this attack is not reduced by AV from any armor which has a Weak Spot for the Hit Location that was targeted by this attack. All other AV protecting that area applies.

Special: When rolling an Initiative test to determine attack order while making a Joint Thrust, you may roll 1 additional die in the test. As listed in the Special Qualities section for weapons, those with Thin Blade reduce their Thrust TN by 1 when they perform this Maneuver (since Joint Thrust already worsens the Thrust TN of the weapon by 1, this simply means that the attack is made at Thrust TN.) This attack does not benefit from AP Thrust [X] unless there is Hard Armor on the Hit Location aside from that which is being ignored by this Maneuver, such as mail worn beneath the plate, in which case it does benefit from AP Thrust [X], and also from rules like Thin Blade's AP Thrust 3 vs mail.

MELEE SHOOT — [X+Variable]

Type: Universal, Attack, Thrusting

Requirements: Have a loaded/spanned Bow, Crossbow or Firearm ready in the hand, or declare this Maneuver with Quickdraw on a holstered/slung loaded Bow, Crossbow or Firearm.

Activation Cost: If weapon is already in hand and readied, 0. If weapon has just been drawn using Quickdraw this Action, 2.

Maneuver: Thrusting Weapon Attack with X not exceeding MP at current Combat Range OR Current Range with Missile TN of weapon, aimed on the Thrusting Attacks Table.

Success: Inflicts damage appropriate for a ranged attack with the weapon used, using BS from the roll as normal, but rolling on the Thrusting Attacks Table.

Special: If this attack is defended against with a Weapon Defense Maneuver, there is an additional Activation Cost to the defense equal to the Range difference between the character and the Opponent. If the Weapon Defense is successful, move to Defender's Weapon Reach. When rolling an Initiative test to determine attack order while making a Melee Shoot Maneuver, you may roll 1 additional die in the test.

MURDER-STRIKE — [2]

Type: Advanced, Instant

Requirements: Have a 1H or 2H Sword with base Guard Value 2 (custom modification bonuses don't count). Have two hands available to hold the weapon. This Maneuver can only be activated if you have used no other Maneuvers first.

Maneuver: When activated, roll ADR at 3 RS. This is instant, and does not resolve in Initiative. If successful, this Maneuver takes effect immediately, and you may declare another Maneuver this Action. If unsuccessful, this Maneuver takes effect at the end of the Action, and the weapon cannot be used for any other Maneuvers until then.

Success: This weapon is now Murder-Striking. Change the Swing damage to +1b if the weapon is 1H and +2b if the weapon is 2H. Change the Thrust damage to -2b. The weapon loses all special qualities and gains Shock 2 and Heavy Weapon instead. If the weapon was 1H, it is now 2H. If the weapon was Half- Swording, or if it was a 2H Sword held 1H through Hand-Off, revert it to its regular form before applying these changes.

Special: You may deactivate this Maneuver in an identical manner to activating it, returning the weapon to its normal stats.

POMMEL STRIKE — [X]

Type: Advanced, Attack, Thrusting

Requirements: Have a 1H or 2H Sword or any other weapon with a pommel.

Maneuver: Thrusting Weapon Attack at H Reach at Thrust TN 6, aimed on Thrusting Attack Table.

Success: Inflicts bludgeoning damage equal to [STR+0+BS] to Hit Location.

Superior: Pommel Strike also inflicts [2+BS] Stun upon hitting the Face or Upper Head.

Special: When rolling an Initiative test to determine attack order while making a Pommel Strike Maneuver, you may roll 1 additional die in the test. If you are Half-Swording when you resolve your Pommel Strike, add +1 to its damage, as explained in the Half-Sword maneuver.

PUSH CUT — [X+1]

Type: Universal, Attack, Thrusting

Requirements: You have a weapon with both a Thrust TN, and a Swing TN that inflicts cutting damage.

Maneuver: Thrusting Weapon Attack at Weapon Reach, rolled at Thrust TN, aimed on the Thrusting Attack Table.

Success: Inflicts cutting damage equal to [STR+Weapon Swing Damage-1+BS] to Hit Location.

Special: When rolling an Initiative test to determine attack order while making a Push Cut, you may roll 1 additional die in the test. This is identical to the bonus gained for the Thrust Maneuver. This attack does not apply AP Swing/Thrust, Crushing, or Shock effects. This attack inflicts Draw damage.

Superior: When performing a Push Cut, reduce the number of BS needed to trigger Draw by 1.

QUICKDRAW — [1]

Type: Universal, Instant

Requirements: Have a weapon that you want drawn, and have the capacity to draw it. This Maneuver can only be activated if no other Maneuvers have been used first.

Maneuver: When activated, roll ADR at 1 RS per Reach level of the weapon past H Reach. This is instant, and does not resolve in Initiative. H Reach weapons automatically succeed. Weapon with greater than L Reach cannot be Quickdrawn. The RS for Quickdrawing missile weapons of various sorts is listed in the table below. (If the missile weapon cannot be)

Success: You immediately draw the weapon, and may declare a Swing, Thrust or Parry Maneuver in this same Action. These Maneuvers must be made with the Quickdrawn weapon.

Special: If the weapon being Quickdrawn has the Draw special quality, reduces the RS to successfully Quickdraw it by 2.

Table 18.2: Missile Weapon Quickdraw RS

Missile Weapon	Quickdraw RS
Pistol	1
Dragon Pistol	2
Blunderbuss	3
Musket	4
Light Crossbow	3
Heavy Crossbow	4
Small Bow	4
Large Bow	6

SWING — [X]

Type: Universal, Swinging

Requirements: Wielding a weapon with a Swing TN.

Maneuver: Weapon Attack at Weapon Reach with X dice rolled at Swing TN, aimed on the Swinging Attack Table.

Success: Inflicts damage equal to [STR+Weapon Swing Damage+BS] to Hit Location. Damage is of weapon's Swing damage type.

Power Attack (1-2): When declaring a Swing, you may spend up to 2 CP to increase Swing damage by an amount equal to the number of CP spent.

THRUST — [X]

Type: Universal, Thrusting

Requirements: Wielding a weapon with a Thrust value.

Maneuver: Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN, aimed on the Thrusting Attack Table.

Success: Inflicts damage equal to [STR+Weapon Thrust Damage+BS] to Hit Location. Damage is of weapon's Thrust damage type.

Special: When rolling an Initiative test to determine attack order while making a Thrust, you may roll 1 additional die in the test.

Rapid Thrust: This may be used by weapons of S Reach or shorter only. If Thrust is successful, you may pay X+2 additional CP to make another Thrust with X dice as part of the same Action. Resolve Thrust as normal. The Opponent may only use Quick Defense against this Maneuver.

WEAPON THROW — [X+1]

Type: Universal, Attack, Thrusting

Requirements: Have a Throwing Weapon.

Maneuver: Thrusting Weapon Attack at current Combat Range with X dice at the Missile TN of the weapon aimed on Thrusting Attack Table. Weapon is thrown.

Success: Inflicts [STR+Weapon Missile Damage+BS] to Hit Location. Weapon may be embedded in target, or fallen nearby (see Catch Chance rules) This attack loses 1 damage per step of Range within the throwing weapon's Range value that the attack was made at.

Failure: In addition to having no effect, weapon has likely flown past target or is stuck in a shield.

Special: These attacks can be Parried at +2 Activation Cost, or Blocked/Voided as normal. When rolling an Initiative test to determine attack order while making a Weapon Throw, you may roll 1 additional die in the test.

> *Duke rushes into battle with a warhammer in either hand. He is faced by a foe with a spear who outreaches him by two yards. Duke declares Offensive, as do his opponent, meaning it is now do-or-die time. Rather than try to defend against his opponent's attack and strike at the same time, or win an Initiative test using only his S Reach, Duke declares a Weapon Throw with 8 dice. This lets him make the attack at the EL Reach of his Opponent's weapon so that he doesn't suffer any penalties, and he gains the +1 bonus to Initiative for the Maneuver's special quality.*
>
> *He rolls more successes than his Opponent, so he makes his attack with 8 dice, using the Missile TN of Hammers (7) and scores 3 successes. The hammer slams into the spearman's face, and he collapses into a heap.*

18.2.2 Unarmed Attack Maneuvers

CLINCH (ATTACK) — [X]

Type: Universal, Attack, Defense, Grappling

Requirements: Must have limbs.

Maneuver: Grappling Attack at HA Reach with X dice at Clinch TN 8.

Success: You and your Opponent are now Grappling. You regain CP equal to BS. As part of this action you may immediately declare and resolve a Grapple Advantage Maneuver. Your Opponent may only defend against this with a Quick Defense. If your Opponent has an unresolved Action that the Grapple precedes, first resolve this Grapple and its secondary Maneuver, then resolve the

Opponent's Action, if possible. Immediately upon entering the Grapple, but before declaring your Grapple Advantage Maneuver (this applies for both you and your Opponent) you must switch to (or Default to) your Wrestling Proficiency. If that would change your total CP from the Proficiency you had been using, add or subtract the difference from your current total. After this, gain CP equal to your STR+Miscellaneous bonuses. Your maximum CP is always increased by your STR+Miscellaneous bonuses while Grappling. The bonus is lost when the Clinch ends. Do not proceed with declaring and resolving any other Maneuvers until the Proficiency and STR+Miscellaneous changes to CP are made. As long as you are Grappling, the Reach between you and your opponent is locked at HA Reach. Normal Maneuvers can still be performed in the Grapple, but can be hindered by Trappings, or Pinnings. While Grappling, no Maneuver that would change the Reach of the combat does so, no Maneuver that would render one of those in the Grapple unable to be targeted by the other does so, and no Maneuver that would remove the character from combat does so. If, at the end of an Action, you are neither Trapping nor Pinning an Opponent's body part, the Grapple ends. By default, when the Grapple ends, the two characters remain at HA Reach.

Failure: If Parried or Blocked, you suffer a Swing, Thrust, or Shield Bash (depending on the Parrying/Blocking device, at the GM's discretion) to your arms (left 1-3, right 4-6), chest (7-8) or head (9- 10) without BS.

Superior: Clinch resolves at Clinch TN 7.

ELBOW   —   [X]

Type: Universal, Attack, Unarmed

Requirements: An arm with which to strike. This can be done while holding a weapon, at the GM's discretion.

Maneuver: Unarmed Attack at HA Reach with X dice at Elbow TN 7 to Target Zone on the Swinging or Thrusting Attack Table.

Success: Inflicts Unarmed Damage equal to [STR+0+BS] to Hit Location.

Failure: If Parried, suffer a Swing or Thrust (Opponent's choice, GM adjudicates) to Elbowing arm with dice equal to half of Defense successes from Parrying weapon.

Special: If elbow is armored in metal, add +1 to damage. If aiming an Elbow below the waist, Activation Cost increases by 1.

Superior: Your elbows now inflict an additional +2 damage.

Gallant has Pinned his opponent's arm, torso, and neck using the Grappling rules, and delivers a savage Elbow to his victim's head with 12 dice. He rolls 8 successes to the defenseless fool, and inflicts STR-2(4)+8 damage, for a total of 12!

HEADBUTT — [X+1]

Type: Universal, Attack, Unarmed

Requirements: None. No hands required.

Maneuver: Unarmed Attack at HA Reach with X dice at Headbutt TN 6 at either Face or Chest Target Zone on the Thrusting Attack Table.

Success: Inflicts Unarmed Damage equal to [STR-1+BS] to Hit Location. Target suffers [BS] Stun. Half of damage done minus BS is inflicted back on your upper head. You suffer [half BS] Stun.

Failure: If Parried, suffer a Swing or Thrust (opponent's choice, GM adjudicates) to Upper Head with dice equal to half of Defense successes from Parrying weapon. If Blocked, suffer a Shield Bash to Upper Head with dice equal to half of Defense successes from shield used.

Special: If head is protected with a helmet (chain coifs do not count) the Head receives no damage or stun back upon it from this attack, and the Headbutt instead inflicts [STR+0+BS] Damage.

HOOK PUNCH — [X]

Type: Universal, Attack, Unarmed, Punching

Requirements: Have a hand with which to strike. This can be done while holding a weapon, at GM's discretion.

Maneuver: Unarmed Attack at HA Reach with X dice at Punch TN 6 at Target Zone on the Swinging Attack Table.

Success: Inflicts Unarmed damage equal to [STR-1+BS] to Hit Location. Half of damage done minus BS is inflicted back on hand. If you strike a hard surface (metal armor, the upper head, a shield) you receive full damage back upon your hand.

Failure: If Parried, suffer a Swing or Thrust, (opponent's choice, GM adjudicates) to punching arm with dice equal to half of Defense successes from Parrying weapon or shield.

Special: If hand is armored in metal, or has brass knuckles/knuckledusters, add +2 to damage, and suffer no damage back upon hand. If you have Superior Hook Punch, you inflict +1 additional Shock as well. If aiming a Hook Punch below the waist, Activation Cost increases by 1.

Superior: Your punches now inflict an additional +1 damage, and inflict 2 Shock.

KICK — [X]

Type: Universal, Attack, Unarmed

Requirements: Have an available leg to Kick.

Maneuver: Unarmed Attack at S Reach with X dice at Kick TN 8 at Target Zone on the Thrusting or Swinging Attack Table.

Success: Inflicts Unarmed damage equal to [STR+0+BS] to Hit Location. Opponent must make a stability test at BS or be rendered Prone.

Failure: If Parried, suffer a Swing or Thrust (opponent's choice, GM adjudicates) to kicking leg with dice equal to half of Defense successes from Parrying weapon or shield.

Special: If aiming a Kick above the waist, Activation Cost increases by 1. If wearing sabatons or steel boots, add +1 to damage. When rolling an Initiative test to determine attack order while making a Thrusting Kick, you may roll 1 additional die in the test.

Whip Kick (1-2): When declaring a Swinging Kick,, you may spend up to 2 CP to increase Kick damage by an amount equal to the number of CP spent. If the Target is currently prone, a Thrusting kick inflicts an additional +2 damage.

Superior: Your Kicks now inflict an additional +2 damage.

> *Gaston has just discharged his blunderbuss into a dubious brigand, but he has no melee weapon with which to defend himself from yon brigand's comrade! He levels a Kick at the blaggard with 14 dice, and his attack succeeds with 3 BS. Gaston inflicts negligible damage to the brigandine armored brigand, but the Opponent must make an RS 3 stability test or be rendered prone. The brigand fails, and is flung backwards onto the ground, giving Gaston enough time to pour a fistfull of silverware down the barrel of his blunderbuss, and. . .*

KNEE — [X]

Type: Universal, Attack, Unarmed

Requirements: Have an available leg to Knee.

Maneuver: Unarmed Attack at HA Reach with X dice at Knee TN 7 at Target Zone on the Thrusting Attack Table.

Success: Inflicts Unarmed damage equal to [STR+1+BS] to Hit Location.

Failure: If Parried, suffer a Swing or Thrust (opponent's choice, GM adjudicates) to kneeing leg with dice equal to half of Defense successes from Parrying weapon or shield.

Special: If aiming a Knee above the waist, Activation Cost increases by 2 unless Knee is targeting Target Zone currently Trapped in a Clinch. If wearing metal knee-armor, add +1 to damage.

Superior: Your knees now inflict an additional +2 damage.

ONE-TWO PUNCH — [X+2]

Type: Advanced, Attack, Unarmed, Punching

Requirements: Have two hands with which to strike. This can be done while holding a weapon or weapons, at GM's discretion.

Maneuver: Activate this Maneuver after resolving a Hook Punch or a Straight Punch, Pay 2 CP, and immediately declare a second Maneuver of the same type as the previous to the same Target Zone as the first with X. X cannot be more than the dice devoted to the original Maneuver. This new Punch resolves in the same Action, at the same Initiative, as the first Punch. The Opponent's defense to the original Punch (if any) is used against this second Punch without rolling, at the same Successes as the original. The target may declare a Quick Defense to add dice to the original defense, but if this is done, all dice must be re-rolled at the new TN for Quick Defense.

Special: You may declare another One-Two Punch after resolving a One-Two Punch, but you must pay the costs again.

SHOULDER CHARGE — [X]

Type: Universal, Attack, Unarmed

Requirements: Be at Medium range or further to your target.

Maneuver: Unarmed Attack at HA Reach, at Shoulder Charge TN 6 at Target Zone on the Thrusting Attack Table.

Success: Inflicts Unarmed damage equal to [STR-1+BS], and [BS] Stun. Opponent must make a stability test at BS or be rendered prone.

Failure: If Parried, suffer a Swing or Thrust, (opponent's choice, GM adjudicates) to neck with dice equal to half of Defense successes from Parrying weapon or shield.

Special: If wearing pauldrons, spaulders, or other plate shoulder protection, add +1 damage.

STRAIGHT PUNCH — [X]

Type: Universal, Attack, Unarmed, Punching

Requirements: Have an available hand to Punch. This can be done while holding a weapon, at the GM's discretion.

Maneuver: Unarmed Attack at H Reach with X dice at Punch TN 5 at Target Zone on Thrusting Attack Table.

Success: Inflicts Unarmed damage equal to [STR-2+BS] to Hit Location. Half of damage done minus BS is inflicted back on hand. If you strike a hard surface (metal armor, the upper head, a shield) you receive full damage back upon your hand.

Failure: If Parried, suffer a Swing or Thrust, (opponent's choice, GM adjudicates) to punching arm with dice equal to half of Defense successes from Parrying weapon.

Special: If hand is armored in metal, or has brass knuckles/knuckledusters, add +2 to damage, and suffer no damage back upon hand. If you have Superior Straight Punch, you inflict +1 additional damage, and 1 additional Shock as well. When rolling an Initiative test to determine attack order while making a Straight Punch, you may roll 1 additional die in the test. If aiming a Straight Punch below the waist, Activation Cost increases by 1.

Superior: Your punches now inflict an additional +1 damage, and inflict 1 Shock.

18.2.3   Shield Attack Maneuvers

SHIELD BASH — [X]

Type: Universal, Attack, Bash

Requirements: Have a shield.

Maneuver: Bashing Shield Attack with X dice at H Reach at Shield Bash TN at Target Zone on Thrusting Attack Table.

Success: Inflicts bludgeoning damage equal to [STR+Shield Bash Damage+BS] to Hit Location.

Special: Weapon Defense Maneuvers made against a Shield Bash are made at +1 TN. Shield Bash cannot be performed as part of any Simultaneous Maneuver, Off-Hand Maneuver or Double Attack.

Superior: Successful Shield Bash additionally forces a stability test at [BS] RS or be knocked prone.

> *Dietrich, having just spit a Bohemian rebel on his sidesword, finds an officer in full armor approaching him from an unseen quarter. His sword won't be able to penetrate that armor, so he declares a Shield Bash to the face on the Hussite rascal with his rodela with 8 dice. The Hussite is in full armor, so his Void costs would be high. He attempts to Parry with 10 dice. Dietrich rolls 5 successes, while the Hussite rolls 5, but because Parry Successes are halved against Shield Bash, Dietrich succeeds with 5 BS, and inflicts 11 damage, inflicting a level 1 wound to the Hussite through his helmet. That might give him the leg-up he needs to take this guy down.*

SHIELD BEAT — [X+2]

Type: Universal, Attack, Bash

Requirements: Have a shield.

Maneuver: Bashing Shield Attack at Shield Bash TN targeting Opponent shield or weapon. Success (Shield): Target shield does not grant AV for this or the next Action, and cannot be used to Block for the next Action. You do not gain AV from your shield in the next Action. Success (Weapon): Target weapon cannot be used as part of any Maneuvers in the next Action. You cannot Block with your shield in the next Action. This does not change the Reach of combat.

Superior: By paying 2 additional CP, you may target both an Opponent's weapon and shield with this Maneuver with the same Shield Beat, and both effects occur if the Maneuver is successful.

SHIELD FEINT — [1]

Type: Universal, Attack

Requirements: Have a shield, make an attack with another weapon.

Maneuver: Spend Activation Cost to change declared attack from current one to a Shield Bash Maneuver, aimed at the same or a new location, using the same dice. Pay CP for Reach costs, if necessary. You may activate this Maneuver after an Opponent has declared a defense against your other attack.

> *Gallant declares a Swing with his arming sword to his Opponent's neck with 6 dice. His Opponent, who is well-armored, declares a Parry with 8 dice. Gallant activates Shield Feint, switching his Swing to a Shield Bash with 6 dice to the face. He has to pay an additional 2 dice for Reach, but his Opponent's defensive successes are halved, because of Parry's penalties against Shield Bash.*

18.2.4 Special Attack Maneuvers

BLIND TOSS — [X+Variable]

Type: Universal, Attack

Requirements: Have something to throw in-hand or within quick and easy reach (hat, scarf, cloak, sand, dirt, etc) must be at EL Reach or shorter.

Maneuver: Attack at TN 5, ignores all Reach modifiers.

Success: Opponent's ATN and DTN is increased by 1 per BS to a maximum of 10 until the end of the next Action phase.

Special: This Maneuver's Activation Cost is equal to X+half of the target's PER, +1 for each time you have used this Maneuver on that character before. This is not limited to one fight—every single time you use this Maneuver on a character, your Activation Cost for it increases by 1 against that character. This Maneuver cannot be used as part of any sort of Simultaneous Maneuver. If this man This Maneuver cannot be Parried, but may be Blocked or Voided. When rolling an Initiative test to determine attack order while making a Blind Toss, you may roll 3 additional dice in the test.

> *Gallant's saber has just been knocked out of his hand by his intrepid foe, Goofus. Desperate, and having just won the Initiative back with a Duck, Gallant flings a fistful of sand at his foe with 5 dice. Goofus ignores it, and tries to launch a Swing past it. Gallant scores 3 successes, moving Goofus's Swing TN to 10. Goofus scores no successes, having been caught in the face with a fistful of sand. He wipes the stuff from his eyes, and opens them, enraged, to the sight of Gallant pulling back the hammer of his raised pistol with a thumb. Alas, poor Goofus...*

STRANGLE — [X]

Type: Universal, Attack, Clinching

Requirements: Are behind an Opponent, either through stealth, Outmaneuver, and so on. Have two arms (hands optional), a wire/cord, some sort of bar, or any other potential strangling device.

Maneuver: Clinching Attack with X dice at Strangle TN 8.

Success: Immediately enter the Clinch, with your Opponent's head trapped, and resolve a Strangle Maneuver (using whatever tool you initiated the Strangle with) with BS as automatic successes. You may maintain the Strangle as normal in the coming rounds.

Special: If using a wire or a bar, Strangle TN is 7.

18.3 Defense Maneuvers

18.3.1 Parry Defense Maneuvers

DISARM (DEFENSE) — [X+2]

Type: Universal, Defense, Parrying

Requirements: Have a weapon, device or anything with a Defense TN.

Maneuver: Defense at X with Defense TN.

Success: Opponent attack negated. Opponent must make an AGI test with [2+BS] RS. If this test is failed, the targeted weapon is removed from the Opponent's grasp, and either retained by you, dropped at your feet, or thrown several yards away at your discretion.

Failure: Opponent attack is not reduced by Successes from this Maneuver, and hits with all Successes as BS.

PARRY — [X]

Type: Universal, Defense, Parrying

Requirements: Have a weapon, device or anything with a Defense TN.

Maneuver: Defense with X at Defense TN. If you are using this Maneuver without Initiative, declare it against an Opponent attack.

Success: Opponent attack negated. Gain Initiative if any BS are scored.

Special: You may only declare this Maneuver once per Action with a weapon. If you have two weapons, you may declare a Parry and an Off-Hand Parry simultaneously, against two separate attacks. Optional [Handguards]: If you successfully defend against a Swinging or Thrusting Weapon Attack Maneuver made by an Opponent, but do not have any BS, your opponent resolves a Swing or Thrust at 0 BS against the hand holding the weapon you used to Parry (if the weapon was two-handed, or if you are Half-Swording, roll odd/even to decide which hand is hit). The Guard value of the weapon reduces this damage as normal, unless you are Half-Swording, in which case the forward hand is not protected. The Parrying party still gains Initiative, and Reach does not change despite the attack being resolved. It counts in all ways as the Parrying party being successful, except that the extra hit to the hand resolves. Multi-Hit does not apply here.

QUICK DEFENSE — [2]

Type: Universal, Defense, Instant

Requirements: You may declare this Maneuver in response to having any attack declared at you, regardless of whether or not you have already declared Maneuvers for this Action. You must have some means of mounting a Defense available.

Maneuver: Declare any Defense Maneuver in response to the attack, paying for that Maneuver as normal, OR alter the X value of a Defense Maneuver you have already declared which has not yet resolved by adding CP to it on a 1 for 1 basis.

Special: You may declare any number of Quick Defenses in an Action, against any number of attacks. However, the Defensive Maneuvers chosen cannot be used more times than normally allowed.

Riposte — [2+X]

Advanced: 1H Sword, 2H Sword, Polearm, Spear, 1H Blunt, 2H Blunt

Requirement: Have a weapon with a Parry TN and a Strike or Cut TN.

Maneuver: Parry-Like Defense with X at Weapon Parry TN. If you are using this maneuver with Initiative, wait until characters without Initiative have declared their Defenses to declare the target of this defense. If nobody declares attacks against you, you can return the Defensive Dice to your Combat Pool. Then, resolve maneuvers at Initiative. If you are using this maneuver without Initiative, declare it against an enemy attack.

Success: Negates enemy attack and gains initiative. You may follow through Riposte next Action by declaring a Strike-Like or Thrust-Like Maneuver on enemy whose attack was negated by this maneuver. If you do so, your attack gains bonus dice equal to enemy successes on Countered attack. Superior Riposte: You may, in addition to a Strike or a Thrust, follow through Riposte with a Grapple, Half-Sword, or Hook (paid for normally) gaining bonus dice equal to enemy successes on the Countered attack as normal.

Special: You may only declare this maneuver once per Action with a weapon.

18.3.2   Unarmed Defense Maneuvers

ARM PARRY — [X]

Type: Universal, Defense, Parrying Requirement: Have a free arm that extends (at least) to the forearm (prosthetics can be used for this) with which to Parry. This arm can not be holding or wearing a shield.

Maneuver: Unarmed Defense with X at Arm Parry TN 7. If you are using this Maneuver without Initiative, declare it against an Opponent attack.

Success: Opponent Attack negated. If Opponent attack was a Swing or Thrust, or Swinging/Thrusting, it inflicts a Swing or Thrust to Parrying limb with 0 BS. Total damage is reduced by Arm Parry BS.

Failure: Opponent attack resolves with damage reduced by Successes. If Opponent attack was Swing or Thrust, or Swinging/Thrusting, it inflicts a Swing or Thrust to the lower arm Target Zone of the Parrying limb with 0 BS in addition to the Opponent's attack.

Special: If Arm Parry is used against an attack targeting the limb used for Arm Parry, the Arm Parry TN increases to 8.

Superior: Your Arm Parry TN is improved by 1, to a base TN of 6. If you Parry an Unarmed Attack that allows a return Strike/Thrust on Parry, use an Elbow instead. This Elbow does not benefit from the effects of Superior.

CLINCH (DEFENSE) — [??????] Refer to CLINCH (ATTACK), as the Maneuver is mechanically the same.

MISSILE CATCH — [2+X]

Type: Universal, Defense

Requirements: Either you or someone adjacent to you is being attacked with a thrown missile weapon, and you have at least one unused hand.

Maneuver: Defense at Catch TN 9 with X. If you are using this Maneuver without Initiative, declare it against an Opponent attack.

Success: Opponent missile attack is negated, AND you grab the missile out of the air, and can (if the weapon does not require some sort of throwing device) throw it back next Action, or simply discard it immediately.

Failure: If the missile was aimed at you, it hits, and catching limb also suffers a hit from the missile at half BS. If the missile was aimed at someone else, the attack simply resolves.

18.3.3   Block Defense Maneuvers

BLOCK   —   [X]

Type: Universal, Defense, Blocking

Requirements: A shield or other item with a Block TN.

Maneuver: Block with X dice at Block TN. If you are using this Maneuver without Initiative, declare it against an Opponent attack.

Success: Opponent attack negated.

Special: You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against.

SHIELD BIND   —   [X+1]

Type: Advanced, Defense, Blocking

Requirements: Have a shield, and Opponent is using weapon of M Reach or longer.

Maneuver: Blocking Defense at Block TN.

Success: Opponent attack negated. Attacking weapon cannot be used as part of any Maneuvers in the next Action. You cannot Block with your shield in the next Action.

Superior: When you successfully Shield Bind, you may advance a number of Reach steps towards your opponent up to BS.

TOTAL BLOCK   —   [Half Maximum CP]

Type: Universal, Defense, Blocking

Requirements: Have a Shield. Only usable in first Action of a Round. If it is First Action, only usable if you declared Defensive.

Maneuver: Enemy Attack resolves as normal. If attack causes damage (to body only, not weapon or shield) add Shield AV to defense of the area struck. Lower Shield Durability by opponent's successes.

Special: This Block cannot be used in conjunction with any sort of Simultaneous Attack/Defense. If you declare Total Block you cannot declare any attack during this Action for any reason.

18.3.4   Void Defense Maneuvers

CLOSING VOID   —   [X]

Type: Universal, Defense, Void

Requirements: None.

Maneuver: Void Defense at TN 8 with X.

Success: Opponent attack negated. You close a number of Reach steps equal to BS. You may choose to close fewer steps than your BS.

Failure: Opponent attack is not reduced by Successes from this Maneuver, and hits with all Successes as BS.

Special: You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against. Fatigue Rules Only: You may choose to gain [2+ENC Penalty] Fatigue when performing this Maneuver (multiply this as you would normal Fatigue!). If you do, the TN of the Maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, and so on) may reduce this further.

DART-OUT   —   [X+ENC Penalty]

Type: Universal, Defense, Void

Requirements: None.

Maneuver: Void Defense at TN 8 with X.

Success: Opponent attack negated. You retreat a number of Reach steps equal to BS, until you are at chosen Reach.

Failure: You must make a stability test at [1+Opponent BS] RS or become prone.

Special: If you increase the Reach between you and an Opponent to LL Reach, and still have BS left, and no additional enemies are targeting you who are closer than LL Reach or Outflanking, you may choose to leave the Bout. Fatigue Rules only: You may choose to gain [2+ENC Penalty] Fatigue when performing this Maneuver (multiply this as you would normal Fatigue!). If you do, the TN of the Maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, and so on) may reduce this further.

FLEE   —   [X+ENC Penalty]

Type: Universal, Defense, Void

Requirements: Have not declared an Attack in either this or the previous Action. If it is the first Round of the Bout, must have chosen Defensive Orientation.

Maneuver: Void Defense with X dice at TN 5. You may not declare more dice on this Maneuver than your current MOB.

Success: Opponent attack negated. You leave the Bout.

Special: If it is the first Round, and you have just declared Orientation, you cannot use this Maneuver unless you declared Defensive. You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against. Fatigue Rules Only: Performing this Action causes you to immediately gain [3+ENC Penalty] points of Fatigue (multiply this as you would normal Fatigue Gain!) that are applied immediately after the roll.

TAKE COVER — [X+ENC Penalty]

Type: Universal, Defense, Void

Requirements: The ability to move. This Maneuver can be used defensively against an Opponent attack, or passively to assume a defensive position against future attacks.

Maneuver: Void Defense with X at TN 5. Success [VS Maneuver]: You gain Cover AV+BS AV against Opponent missile attack (and all sub- attacks, for example, from multiple barrels, scatter, and so on) and retain it until you Break Cover. If Opponent attack does not defeat Cover AV, it is not considered to have hit you at all. Success [Passive]: You gain a full Cover AV (see combat rules for missiles in Chapter XX for details) equal to Cover AV+BS, and retain it until you Break Cover. Failure [VS Maneuver]: You do not gain Cover AV, but your Successes still reduce Opponent Successes.

Special: Take Cover immediately ends your actions. If there is nothing at all that you can use to Take Cover, you can instead hit the dirt, and gain the lowest Cover AV (0) on the table below. You become prone as a result of 'hitting the dirt,' and may become prone when Taking Cover behind other terrain, depending on context. If you are being targeted by multiple missile attacks, a Take Cover Maneuver applies against all of them, there is no additional cost, and the Maneuver must be declared only once. Apply the Take Cover roll individually to each separate attack. If Riding, you cannot Take Cover normally, but you can hide behind your horse. This is a Ride Test at RS 4, and if successful, the attack hits the horse instead of you (resolve an attack against the horse. If the attack is successful, resolve it against yourself as normal using the Cover AV of a horse as listed below.) Breaking Cover: When you cease to be prone or move out from behind the Cover, you lose the Cover AV bonus. At the GM's discretion, performing certain Maneuvers may also Break Cover (returning fire with a weapon that requires one to stand up, attacking an Opponent, and so on).

VOID — [X+ENC Penalty]

Type: Universal, Defense, Void

Requirements: None.

Table 18.3: AV of Cover

Cover Type	Cover AV
Tall grass/hit the dirt	0
Hiding behind Horse	Mount TOU+Mount AV
Fence	6
Wooden wall/tree	12
Piled dirt	18
Stone wall	24

Maneuver: Void Defense with X dice at TN 8.

Success: Opponent attack negated. You do not take Initiative with this Maneuver without 2 or more BS.

Special: You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against.

Fatigue Rules only: You may choose to gain [2+ENC Penalty] Fatigue when performing this Maneuver (multiply this as you would normal Fatigue!). If you do, the TN of the Maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, and so on) may reduce this further.

Gallant is being assaulted by a psychotic carpenter with a sledgehammer. The carpenter is making a Swing with 8 dice. Seeing an attack incoming, and having no weapon with which to Parry, he declares a Void with 7 dice. Not liking his odds, but noticing that he is unencumbered, Gallant elects to take 2 Fatigue and reduce the TN of his Void by 1. This gives him the edge he needs to avoid having his head smashed in.

18.3.5   Special Defense Maneuvers

PASS (DO NOTHING)   —   [None]

Type: Universal, Defense

Requirements: None. You may ALWAYS choose to Pass.

Maneuver: You do nothing this Action. As you are undergoing no activity, you count as idle for purposes of Fatigue, meaning you may actually regain your breath in this time. If you are attacked and choose to perform a Quick Defense, you do not gain the Fatigue bonus from this Maneuver.

18.4   Cross-Fighting Maneuvers

18.4.1   Attack Cross-Fighting Maneuvers

CLEAVING BLOW   —   [2]

Type: Universal, Attack, Swinging

Requirements: Wielding a weapon with a Swing TN, facing multiple opponents that are valid Opponents for you.

Maneuver: At any time that a Swing is successful and the requirements are met, you may pay the Cleaving Blow Activation Cost to immediately (as same Action) declare and resolve a Swing Maneuver against new Opponent with BS. If the new Opponent is at the same Reach as the previous Opponent, you do not need to pay Reach costs. If the Opponent is at a different Reach, you must pay the difference between the previous target and the new target's Reach. You may add additional dice to this Maneuver at a 2:1 ratio (2 CP spent for 1 CP added). You may continue doing this until you are out of CP, until you are out of potential targets, or until you have activated Cleaving Blow a number of times equal to the Reach value of your weapon (4 times for a M Reach weapon, 6 times for a VL Reach weapon, and so on).

TARGET CHANGE   —   [1]

Type: Universal, Attack

Requirements: Facing multiple Opponents that are valid targets for you.

Maneuver: Spend 1 to change target to a new valid Opponent immediately upon declaring this Maneuver. You may then declare Maneuvers normally against this new Opponent.

18.4.2   Defense Cross-Fighting Maneuvers

ALLY DEFENSE   —   [2]

Type: Universal, Defense

Requirements: Facing multiple Opponents that are valid targets for you, at least one of which is launching an attack that is directed at a character other than you.

Maneuver: Pay Activation Cost, and then declare a Defense Maneuver against Opponent's attack aimed at a character other than you. Resolve this defense normally. If you succeed in this defense, the Opponent may choose to target you.

18.5   Simultaneous Maneuvers

18.5.1   General Simultaneous Maneuvers

DOUBLE ATTACK   —   [X+Y+1]

Type: Universal, Attack

Requirements: Have two weapons.

Maneuver: Declare a Weapon Attack Maneuver with your primary hand weapon (X), and an off-hand Weapon Attack Maneuver with your off-hand weapon (Y). These Maneuvers resolve Simultaneously, and must be defended against separately.

Special: If a character has the Ambidextrous Boon, this Maneuver's Activation Cost is reduced to [X+Y.]

DOUBLE SHOT   —   [X+Y+2]

Type: Universal, Attack

Requirements: Have two single-handed shooting missile weapons (Firearm or Crossbow) that are loaded and ready to shoot.

Maneuver: Declare a Melee Shoot Maneuver with your primary-hand weapon (X) and your off-hand weapon (Y). These Maneuvers resolve simultaneously, and must be defended against separately.

Special: If a character has the Ambidextrous Boon, this Maneuver's Activation Cost is reduced to [X+Y+1]

SIMULTANEOUS BLOCK/ATTACK   —   [X+Y]

Type: Universal, Attack, Blocking

Requirements: Have both a shield and a weapon.

Maneuver: Declare a Weapon Attack Maneuver (X) and a Blocking Maneuver with your weapon and shield, dividing dice between the two. If you are using this Maneuver with Initiative, declare an Attack first, but wait until characters without Initiative have declared their Defenses to declare your Block. If nobody declares attacks against you, you can return the defense dice to your CP. If you are using this Maneuver without Initiative, declare your Block and your Attack at the same time, and resolve them at Initiative.

SIMULTANEOUS OFF-HAND PARRY/ATTACK   —   [X+Y+2]

Type: Universal, Attack, Parrying

Requirements: Have two arms with which to attack, weapons optional.

Maneuver: Declare a Weapon OR Unarmed Attack Maneuver (X) with one of your arms/weapons, and a Weapon OR Unarmed Parry Maneuver (Y) with the other arm/weapon. You may declare these in any combination. If you are using this Maneuver with Initiative, declare an Attack first, but wait until characters without Initiative have declared their Defenses to declare your Parry. If nobody declares attacks against you, you can return the defense dice to your CP, then, resolve Maneuvers at Initiative. If you are using this Maneuver without Initiative, declare your Parry and your Attack at the same time, and resolve them at Initiative.

Special: If a character has the Ambidextrous Boon, this Maneuver's Activation Cost is reduced to [X+Y].

SIMULTANEOUS PARRY/ATTACK — [X+Y+2]

Type: Advanced, Attack, Parrying

Requirements: Have a weapon.

Maneuver: Declare a Weapon Attack Maneuver (X) and a Parry Maneuver (Y) with the same weapon simultaneously, dividing CP between the two. If you are using this Maneuver with Initiative, declare an Attack first, but wait until characters without Initiative have declared their Defenses to declare your Parry. If nobody declares attacks against you, you can return the defense dice to your CP, then, resolve Maneuvers at Initiative. If you are using this Maneuver without Initiative, declare your Parry and your Attack at the same time, and resolve them at Initiative.

Superior "Masterstrike": If used without Initiative, you may add any BS from your Parry, if successful, to your Attack roll. If used with Initiative, and there is no attack incoming after Actions are declared, you may add up to half of the Parry dice you set aside to your Attack instead of returning them to your CP.

SIMULTANEOUS VOID/ATTACK — [X+Y+2]

Type: Universal, Attack, Void

Requirements: None.

Maneuver: Declare an Attack Maneuver (X) and a Void Manuever (Y), dividing dice between the two. If you are using this Maneuver with Initiative, declare an Attack first, but wait until characters without Initiative have declared their Defenses to declare your Parry. If nobody declares attacks against you, you can return the defense dice to your CP. Then, resolve Maneuvers at Initiative. If you are using this Maneuver without Initiative, declare your Parry and your Attack at the same time, and resolve them at Initiative.

18.6 Missile Maneuvers

Missile Maneuvers refer specifically to Maneuvers that can only be used in the Bystander Phase with missile weapons. Using missile weapons in close quarters or melee (that is, in a Bout) is covered by Maneuvers like Melee Shoot and Fling.

Only missile Proficiencies can have these Maneuvers, even if they are listed as Universal.

Remember, a character's MP is normally equal only to their Proficiency with the missile weapon, but can be increased with Talents, and with the Aim Maneuver below.

18.6.1 General Missile Maneuvers

AIM — [0]

Type: Universal, Missile

Requirements: Have missile weapon that is ready to shoot or fling.

Maneuver: Spend Action aiming at visible target. No roll is required, failure is only possible if you are interrupted by force, injury, or death.

Success: Next Action, if you take a Missile Attack with the weapon that is aimed at the target, you gain an Aim bonus equal to your PER to your MP for that attack.

Superior: Upon taking an Aim action, add 10 yards to the Range increments of your weapon.

18.6.2   Shooting Missile Maneuvers

BRACED SHOT   —   [???????]

Type: Advanced, Missile, Shooting

Requirements: Have a shooting weapon that can be fired from a rest, and a rest ready to be used. A portable gun rest can be used in conjunction with this action, but a fence, table, crenellation, mantlet, pavise, and so on, can be used if available. You cannot be running or riding a horse while using this Maneuver (there may be very circumstantial exceptions, at the GM's discretion).

Maneuver: Make a Shooting Missile Attack as detailed for that Maneuver, except that instead of making the attack with full MP, make the attack with full MP+PER, as though you had performed an Aim Maneuver in the previous Action. If you performed an Aim Maneuver in the previous Action, the effects are cumulative.

Special: This Maneuver cannot be made if you have moved in this phase, and it cannot be made at all on horseback or while mounted, barring unusual circumstances (you are riding an elephant, which has a carriage with a gun rest, or you are riding a camel with a harness-mounted musket on a pivot).

POWER DRAW   —   [???????]

Type: Advanced, Missile, Shooting

Requirements: Bows only. This Maneuver can only be used if your STR is at least 1 point higher than the Required STR of the bow being used.

Maneuver: Shooting Missile Attack with MP-2-1 per range increment at Missile TN.

Success: Inflicts Weapon Damage+Required STR+BS to Target Zone rolled on Missile Hit Table.

Special: You cannot perform this Maneuver while moving. This attack cannot be Parried. Only Block, Void, and Cover Maneuvers can be made against it. Before rolling this attack, you may spend up to 4 MP. If you do so, and the attack hits, you may modify your roll on the Missile Hit Table by a number up to the amount of MP spent in this manner. This is in addition to other sources

of Hit Table modification. Special [Din]: The Burdinadin racial characteristic 'The Stains of Time' and the Ohanedin characteristic 'The Feeling Disappears' allows them to Void and Parry attacks made by firearms. A Parry made against a firearm attack counts as a Break attempt against the parrying weapon with 0 BS. If the base damage is sufficient to destroy the weapon, it does so, and the attack hits the defender as normal.

Superior: If your target is within the first Range increment of your weapon, you may spend up to 2 MP before making the Power Draw to increase damage by an amount equal to MP spent.

RAPID SHOT — [???????]

Type: Universal, Missile, Shooting

Requirements: Have a bow, or a missile weapon with multiple 'shots' (any regular bow, double-barreled pistol, revolver, multi-prod crossbow, repeating crossbow).

Maneuver: When activating this Maneuver, you may declare multiple Shoot Maneuvers at once. You may aim these Maneuvers at multiple targets, or at a single target. Each shot after the first reduces your 'full MP' for all of them by 2. Resolve each shot separately, after all have been declared. You may not declare more Shoot Maneuvers than the number allowed by your weapon, or 5 in the case of bows.

Superior: Each shot after the first now reduces your total MP by 1 instead of 2.

RELOAD — [???????]

Type: Universal, Missile

Requirements: Have a shooting weapon that requires reloading (firearm or crossbow) that is unloaded. Have ammunition with which to reload it.

Maneuver: Roll [Weapon Proficiency+AGI] at TN determined by Loading Method.

Success: The weapon gains a number of Load Points or Span Points equal to Successes. If the weapon reaches its Load or Span requirement, it is now loaded and ready to be used.

Special: If moving while Reloading, the TN for this Maneuver is increased by 2. Weapons with the Cavalry Bow special quality do not reduce this penalty.

SHOOT — [???????]

Type: Universal, Missile, Shooting

Requirements: Have a Bow, Crossbow or Firearm that is ready to shoot or be loosed.

Maneuver: Shooting Missile Attack with MP-1 per Range increment at Missile TN.

Success: Inflicts Weapon Damage+BS to Hit Location rolled on Missile Hit Table.

Special: If you are Shooting while moving, reduce your MP by 4. If you are on horseback and your weapon has the Cavalry Bow special quality, this penalty can be alleviated as detailed. This attack cannot be Parried. Only Block, Void, and Cover Maneuvers can be made against it. Voids always gain a +2 penalty to Void TN versus Shoot. If the weapon being used is a firearm, then in addition to Parry, Block and Void Maneuvers cannot normally be made against it either (see Special [Din]). Before rolling this attack, you may spend up to 4 MP. If you do so, and the attack hits, you may modify your roll on the Missile Hit Table by a number up to the amount of MP spent in this manner. This is in addition to other sources of Hit Table modification.

Special [Din :] The Burdinadin racial characteristic 'The Stains of Time' and the Ohanedin characteristic 'The Feeling Disappears' allows them to Void and Parry attacks made by firearms. A Parry made against a firearm attack counts as a Break attempt against the parrying weapon with 0 BS. If the base damage is sufficient to destroy the weapon, it does so, and the attack hits the defender as normal.

Superior: When spending MP to adjust the Missile Hit Location of this Maneuver, you may modify your roll on the Missile Hit Table by an additional 1 space per 2 MP spent (i.e. if you spend 2 MP to modify your roll, you may change it by 3, instead of by 2).

Missile Attack Penalties

Table 18.4: Missile Attack Penalties

Slightly Obscured Visibility (gunsmoke, scattered people, light fog):	-2 MP
Mildly Obscured Visibility (thick smoke, crowd, light forest, fog):	-4 MP
Heavily Obscured Visibility (smokescreen, dense crowd, forest, dense fog):	-6 MP
Target is Moving Slowly (walking):	-2 MP
Target is Moving Quickly (running):	-4 MP
Target is Moving Very Quickly (sprinting):	-6 MP
Target is Moving Super Quickly (Horse Sprinting, Falling):	-8 MP
Target is Moving Towards/Away relative to Shooter:	-1 MP
Target is Moving Laterally relative to Shooter:	-2 MP
Target is Fighting someone in Melee:	-4 MP
Target is Figthing an Ally in Melee:	-6 MP

18.6.3 Throwing Missile Maneuvers

DOUBLE FLING — [???????]

Type: Universal, Missile, Throwing

Requirements: Have Throwing Weapons in either hand that are ready to be thrown. Slings cannot be used for this Maneuver. The weapons must be of the same general type (javelins, knives, hammers/axes, various rocks or lead weights, and so on).

Maneuver: Perform two Fling attacks, each with half MP-1-1 per Range increment at Missile TN. These Flings resolve as normal, but with the half-1 MP.

Special: If using this Maneuver when moving, reduce MP by 2.

Superior: If your target is within the first Range increment of your weapon, you may spend up to 2 MP to increase damage by 1 damage per MP spent.

FLING — [???????]

Type: Universal, Missile, Throwing

Requirements: Have a Throwing Weapon that is ready to be thrown.

Maneuver: Missile Attack with full MP-1 per Range increment at Missile TN.

Success: Inflicts [STR+Weapon Damage+BS] to Hit Location rolled on Missile Hit Table. This attack cannot be Parried. Only Block, Void, and Cover Maneuvers can be made against it. As this attack uses a Throwing Weapon (javelin, thrown sword, axe, hammer, spear, and so on) it can be countered with the Missile Catch Maneuver.

Special: If using this Maneuver when moving, reduce MP by 2.

Superior: If your target is within the first range increment of your weapon, you may spend up to 2 MP to increase damage by XX damage per MP spent.

18.7 Grapple Maneuvers

Any Maneuver Grapple with the Advantage tag may only be defended against using a Maneuver with the Disadvantage tag.

18.7.1 Advantage Grapple Maneuvers

GRAPPLING: CHOKE — [X]

Type: Universal, Grapple, Advantage

Requirements: Grappling, have Advantage, Opponent's head is Trapped or Pinned.

Maneuver: Grapple Attack at HA Range at Choke TN 7 with X dice.

Success: Opponent suffers [BS] Stun, and begins to suffocate. Each Action after the first, Choke can be 'maintained' in place of performing another action. Maintaining a Choke is the same as performing the Choke action, but at TN 6, against Opponent defense (if any). The Opponent takes 1 Pain every Action that Choke is maintained (not the Action it is initiated) along with the Stun. When a character's Pain from Choke becomes equal to his MOB score, he must make a WIL test each Action (at RS equal to 1 per point of Pain over the character's MOB score) or lose consciousness for 1d10 minutes. If a character is Choked into unconsciousness, they must make a HLT test at RS 2 or die from a crushed windpipe. Each Choke action after unconsciousness forces an additional test at +1 RS. If a character breaks the Choke and manages to get free, they lose 1 Pain for every 10 seconds they have to breathe without exertion but only to a maximum of the Pain inflicted by Choke.

Special: If a garrote, like a wire or cord, is used instead of bare hands or arms, the TN for Choke is 6, maintaining it is done at TN 5, and the Pain inflicted every Action that it is maintained is 2 instead of 1. If a character is garroted into unconsciousness, they must make a HLT test at RS 4 or die after going unconscious, from a crushed windpipe. Each Choke action after unconsciousness forces an additional test at +1 RS. If the neck is protected by plate armor like a gorget or bevor, the TN of Choke increases to TN 9, and maintaining it increases to TN 8. Garrotes cannot be used over characters with such protection.

GRAPPLING: COUP DE GRACE — [X+2]

Type: Universal, Grapple, Advantage, Thrusting

Requirements: Grappling, have Advantage, wielding a weapon of S Reach or shorter with an arm that is not Trapped, Pinned or Locked. This weapon must inflict piercing damage on the Thrust.

Maneuver: Thrusting Weapon Attack at Weapon Reach with X dice, at Thrust TN+1, aimed at Hit Location with the Weak Spot quality on Opponent armor.

Success: Inflicts piercing damage equal to [Weapon Thrust Damage+STR+BS] to CHOSEN Hit Location with the Weak Spot quality. Do not roll on table. The damage from this attack is not reduced by AV from any armor which has a Weak Spot for the Hit Location targeted by this attack. All other AV protecting that area apply. This attack does NOT suffer the increased Activation Cost for Ground Fighting.

Special: If the weapon being used is of S Reach or less, make this Attack at -1 TN. If the weapon being used has Thin Blade, make this Attack at -1 TN. It is possible to benefit from both S Reach and Thin Blade simultaneously when making this Attack.

GRAPPLING: LIMB-BREAK — [X]

Type: Universal, Grapple, Advantage

Requirements: Grappling, have Advantage, at least one of Opponent's body parts are Trapped.

Maneuver: Grapple Attack at HA Reach on Trapped body part at Break TN of body part with X dice (Arms: TN 6, Leg: TN 7, Neck: TN 7, Torso: TN 9).

Success: Inflict bludgeoning damage (not unarmed–bludgeoning!) equal to [STR-2+Half BS] to area chosen from list. This attack ignores all armor (Arms: Elbow, Forearm, Upper Arm, Shoulder; Neck: Neck, Lower Head; Leg: Knee, Foot, Shin, Thigh, Hip; Torso: Chest, Shoulder, Side, Belly, Hip, Lower Back, Upper Back).

Special: If the limb being targeted is Pinned, Break inflicts [STR-2+BS] instead of its original amount, making it more effective.

Superior: Break damage is increased by 2.

GRAPPLING: PIN — [X]

Type: Universal, Grapple, Advantage

Requirements: Grappling, have Advantage, at least one of Opponent's body parts is Trapped.

Maneuver: Grapple Attack at HA Reach on Trapped body part at Pin TN 8 with X dice.

Success: Target body part becomes Pinned. This is identical in effect to being Trapped, except that TNs increase by 2, instead of 1. Some Maneuvers have a special bonus if used against a Pinned body part. If the limb that is Pinned was being used in a Maneuver, then Pin also inflicts Shock equal to Double BS.

Special: If you suffer Overshock while you are Pinning body parts, and you fail your stability test, you release them.

GRAPPLING: TAKEDOWN — [X]

Type: Universal, Grapple, Advantage

Requirements: Grappling, have Advantage.

Maneuver: Grapple Attack at HA Reach at Takedown TN 8 with X dice.

Success: Grapple goes to ground. While on the ground, all Maneuvers have a +1 Activation Cost, and the fighter with Advantage gains a -1 bonus to all Maneuver TNs while retaining it.

GRAPPLING: THROW — [X+2]

Type: Universal, Grapple, Advantage

Requirements: Grappling, have Advantage.

Maneuver: Grapple Attack at HA Reach at Throw TN 7 with X dice.

Success: Opponent is rendered prone, and suffers falling damage as though falling a number of feet equal to (5+STR+BS)x2 onto whatever surface they are being thrown upon. (See falling damage in Chapter XX for more details). Grapple ends unless the Takedown Maneuver is used. If the Grapple ends, the Reach of combat is set to your choice of Reach from HA to L.

Special: If you have Pinned one of the target's body parts and successfully Throw the target, you may move the result on the Falling Table by 1 per body part Pinned. The +2 Activation Cost for throwing on the ground includes the penalty for being on the ground.

Superior: You may re-roll on the Falling Table to see where damage is inflicted.

GRAPPLING: TRAP — [X]

Type: Universal, Grapple, Advantage

Requirements: Grappling, have Advantage.

Maneuver: Grapple Attack at HA Reach at Trap TN 7 with X dice, targeting head, right arm, left arm, right leg, left leg, or torso.

Success: Body part targeted becomes Trapped. All TNs increase by 1 for the victim until it is released. No actions can be taken involving the Trapped body-part (except for Force, to try and free the limb, or defenses as appropriate) until it is released. If a weapon is being held in a Trapped limb, the weapon itself is also considered to be Trapped. If the Limb that is Trapped was being used in a Maneuver, then Trap also inflicts Shock equal to BS.

Special: If you suffer Overshock while you are Trapping body parts, and you fail your stability test, you release them.

Superior: Trap TN is reduced to 6.

18.7.2   Disadvantage Grapple Maneuvers

GRAPPLING: SLIP — [X]

Type: Universal, Grapple, Disadvantage

Requirements: Grappling.

Maneuver: Grapple Defense at Slip TN 6 with X dice.

Success: Opponent Maneuver negated, you gain Advantage.

Special: If fight is on the ground when performing a successful Slip, you may spend 2 CP after success to attempt to stand (MOB test at terrain difficulty, opponent can oppose by spending 2 CP). Success moves the Clinch to standing position. If BS exceed 2, you may pay 2 CP to end Clinch, and return both characters to regular combat. If the fight is on the ground, both characters are Prone.

GRAPPLING: TWIST — [X]

Type: Universal, Grapple, Disadvantage

Requirements: Grappling.

Maneuver: Grapple Defense at Twist TN 7 with X dice.

Success: Opponent Maneuver negated, you gain Advantage, you gain CP equal to BS for the next Maneuver.

Special: If fight is on the ground when performing a successful Twist, you may automatically move to standing position. If successful, you may end Clinch, and return both characters to regular combat at HA Reach. If the fight is on the ground, both characters are Prone.

18.7.3   General Grapple Maneuvers

GRAPPLING: BITE — [X+1]

Type: Universal, Grapple, Unarmed

Requirements: Grappling. Must have teeth. Cannot have a visor or other armor covering the face. No hands required. You do not need to have Advantage to perform this Maneuver, but it resolves after the character with Advantage's Maneuver.

Maneuver: Unarmed Attack at HA Reach with X dice at Bite TN 8 at Target Zone on the Thrusting Attack Table (must aim for head, neck, arm, or any Trapped body part).

Success: Inflicts cutting damage equal to [Half STR+Half BS] to Hit Location.

Special: Wounds inflicted by Bite have +3 Infection Chance. If Hit Location is protected by Hard armor, you suffer Shock equal to Half of the total damage inflicted on the target. If Bite is used consecutively between two Actions, you may choose to have it automatically hit the same location, this time rolling at TN 6, to represent the biter latching on and savaging with his teeth. This attack does not suffer the increased Activation Cost for ground fighting.

GRAPPLING: FORCE — [X+1]

Type: Universal, Grapple

Requirements: Grappling, have one body part currently Trapped or Pinned. You do not need to have Advantage to perform this Maneuver, but it resolves after the character with Advantage's Maneuver, and may not undo a Trap or Pin implemented by that Maneuver.

Maneuver: Select one of your body parts that is currently Trapped or Pinned. Grappling Attack at HA Reach at Force TN 7 (if Trapped) or Force TN 8 (if Pinned) with X dice.

Success: Body part is no longer Trapped or Pinned.

Special: This Maneuver does not increase this TN any further for Traps or Pins than is detailed in this Maneuver, and is immune to the normal cumulative +1 TNs.

GRAPPLING: UNARMED ATTACK — [??????]

Type: XXXXXXXX

Requirements: XXXXXXXX

Maneuver: XXXXXXXX

Success: XXXXXXXX

Special: XXXXXXXX

GRAPPLING: USE WEAPON — [??????]

Type: XXXXXXXX

Requirements: XXXXXXXX

Maneuver: XXXXXXXX

Success: XXXXXXXX

Special: XXXXXXXX

18.8   Hilt Push Maneuvers

18.8.1   Advantage Hilt Push Maneuvers

HILT PUSH — [2]

Type: Universal, Instant

Requirements: Activate Hilt Push under any of the following circumstances, in descending order of priority. If your opponent does not declare a Hilt Push when they have a higher priority "trigger" for this maneuver, you may then do so.

- You have just successfully defended against a Weapon Attack with a Parry Maneuver and both the weapon being used and the weapon used to parry are within 2 Reach Stages or fewer of each other.
- Your Weapon Attack has just been defeated by a Parry Maneuver and both the weapon being used and the weapon used to parry are within 2 Reach Stages or fewer of each other.

Maneuver: Both of the weapons involved immediately enter the Hilt Push. While in the Hilt Push, a weapon cannot be used for any normal maneuvers, it can only perform Maneuvers with the Push tag. However, you may use other Maneuvers that do not involve the weapon in the Hilt Push.

- -Hilt Push Maneuvers cannot be defended against by non-Hilt Push Maneuvers, and vice-versa.

- -While in the Hilt Push, if the Reach of Combat would ever become longer than the Reach of the longest weapon in the Push, it does not. Instead, it stays at the that Reach.
- -If either party in a Hilt Push becomes Prone, the Push ends.
- -If either party would become Untargetable or Outflanking, the Push ends.
- -If either party is Disarmed of or drops their weapon, the Push ends, and the Disarmed party immediately suffers Stun equal to half of their maximum CP.
- -Hilt Push Maneuvers always resolve simultaneously, but are declared normally. Initiative still passes between characters as normal.
- -If the end of the Clash Count is reached, the character with Initiative can choose to either end the Push, or continue it. If they choose the former, they may also exit the Bout as normal, or continue it without the Push. If they choose the Latter, obviously they cannot end the Bout.
- -When the Push ends, the fighters are placed at the Reach of the last Attack that hit (if an Attack ended the Push) or at the Reach of the character who successfully Evaded.
- -It is possible to Half-Sword while in the Hilt Push, or to enter a Hilt Push while Half-Swording.
- -For the purposes of Simultaneous Maneuvers involving two weapons, it is possible to declare a Push Maneuver as the primary or Off-Hand attack, and a different Maneuver with another weapon that is not a Push Maneuver.

Superior: The Activation Cost for this Maneuver is reduced to 0.

Hilt Push Maneuvers: Push Maneuvers count as both attacks and defenses. When declaring a Hilt Push: Cut against a Hilt Push: Thrust, they Defend against each other, and the victorious Maneuver only resolves at BS over the other, which is canceled. In the event of a tie in a Hilt Push, neither Maneuver resolves. The following Maneuvers act exactly as their normal versions, but count as separate Maneuvers for the purposes of Talents, School Bonuses, etc. Additionally, they can only defend against/be defended against by other Hilt Push Maneuvers. Hilt Push Maneuvers are all Universal regardless of whether or not the original Maneuver is. Hilt Push Maneuvers marked with a * end the Push if they are successful.

-Hilt Push Maneuvers always use the Parry TN of their weapons instead of Thrust TN or Strike TN.

Hilt Push: Cut Hilt Push: Draw Cut Hilt Push: Thrust Hilt Push: Push Cut Hilt Push: Joint Thrust Hilt Push: Pommel Strike* Hilt Push: Disarm* Hilt Push: Grapple Hilt Push: Butt-Strike* Hilt Push: Shoulder Charge

Hilt Push: Lever Down — [2+X]

Type:

Requirements: Be in the Push

Maneuver: Push Attack with X at Weapon Parry TN.

Success: Opponent suffers Shock equal to BS. You may CHOOSE to immediately end the Push. If you do not, and you instead perform a Push Maneuver in the next Action, that Maneuver, if successful, is not reduced by Opponent BS, and resolves at full BS. The Maneuver still reduces Opponent BS as normal.

Hilt Push: Evasion* — [2+Encumbrance+X]

Type:

Requirements: Be in the Push.

Maneuver: Void with X at TN 8.

Success: You may CHOOSE to immediately end the Push.

Failure: Opponent Attack is not reduced by your Successes with this Maneuver.

18.9 Mobility Maneuvers

18.9.1 General Mobility Maneuvers

OBSTRUCTION — [????????] XXXXXXXXXXXXXXXXXXXXX

OUTMANEUVER — [X+2+Encumbrance Penalty]

Type: Universal, Mobility, Instant

Requirements: You and at least one other Character are Targeting an Opponent. Activate this Maneuver before declaring an Action. You may not perform this Maneuver while Prone.

Maneuver: Roll X+Mobility versus Battlefield Terrain TN. Targeting Opponent rolls Mobility at Battlefield TN, and may spend X+Encumbrance Penalty CP to add X dice to his Mobility roll.

Success: You are now Outflanking the Target, and the Target Un-Targets you.

Failure: You do not Outflank your Opponent. If your Opponent succeeds by 2 or more BS, he may elect to Untarget himself from you, while also Untargeting you.

Special: Performing this Action increases your Fatigue Gain for this Round by 1. When you activate this Maneuver, the other Character (or Characters) targeting your Opponent may elect to Activate it as well by spending X+Encumbrance Penalty CP, and resolving identically. This can result in multiple successes, or you failing to succeed but another Character succeeding. At GM's discretion, the Battlefield TN can be lower for the defender than the attacker, or vice-versa. I.E., if the defending character is in a defensible position like a doorway or a breach in a wall where getting past him to outflank him would be more difficult.

RAPID RISE — [3+(Encumbrance Penalty*2)]

Type: Universal, Mobility, Instant

Requirements: Must be Prone. Declare this Maneuver before declaring Maneuvers for this Action. You may not Activate this Maneuver if you are currently suffering from any Wound that has the Auto Knockdown tag.

Maneuver: Roll Mobility vs TN 5+Encumbrance Penalty, at RS 1+Terrain Penalty.

Success: You are no longer Prone and may declare any other Maneuver for this action.

Failure: You take too long to stand up and can only Quick Defend for the action. After the action has ended, and if you have not been affected by a Stability test or Auto-prone, you are no longer Prone.

SLIP-ABOUT — [X+Encumbrance Penalty+Special]

Type: Universal, Mobility, Instant

Requirements: None. Declare this Maneuver before declaring Maneuvers for this Action.

Maneuver: Pay CP equal to Opponent Mobility. Roll X+Mobility vs Battlefield Terrain TN. Opponent rolls Mobility at Battlefield TN.

Success: You are now Outflanking the Target, and the Target Un-Targets you. This condition does not require an ally, and ends at the end of the Action.

Special: Performing this Action increases your Fatigue Gain for this Round by 1. At GM's discretion, the Battlefield TN can be lower for the defender than the attacker, or vice-versa. i.e. if the defending character is in a defensible position like a doorway or a breach in a wall where getting past him to outflank him would be more difficult.

STEAL INITIATIVE — [X+Opponent Per]

Type: XXXXXX

Requirements: Don't have Initiative.

Maneuver: Roll an Initiative Contest against target, with all normal modifiers. You may spend X extra CP, and add 1 die to your Initiative Roll for every 3 extra CP spent.

Success: Gain Initiative.

Tie: You and Opponent resolve maneuvers simultaneously as-per Offense/Offense tie. The Activation Cost of Steal Initiative is equal to the target's modified Perception score, plus optional X.

THREAD THE NEEDLE — [X+Y+Encumbrance Penalty]

Type: Universal, Mobility, Instant

Requirements: Multiple Adversaries. Activate this Maneuver before Actions are declared in a Round. You may not perform this Maneuver while Prone.

Maneuver: Pay 2 CP per Opponent who is currently Targeting you (Y) and then roll X+Current Mobility versus Battlefield Terrain TN. All Targeting Opponents roll Mobility at TN+1, but may spend 2+X CP to roll Mobility+X at this difficulty. Compare Successes individually to your Opponents.

Success: You may choose to Un-Target yourself from Targeting Opponent. If you do, you cannot continue Targeting this Opponent.

Failure: Targeting Opponent retains you as their Target.

Special: Performing this Action increases your Fatigue Gain for this Round by 1.

18.10 Mounted Maneuvers

18.10.1 Attack Mounted Maneuvers

LANCE CHARGE — [X+2] (RS 3 Ride Check)

Type: Universal, Attack, Mounted

Requirements: Charging into a Bout while mounted, have a weapon with the Couched Charge quality.

Maneuver: Attack at Weapon Reach with X, rolled at Weapon Thrust TN, aimed on the Thrust Table.

Success: Inflicts damage equal to [Mount Strength+Weapon Thrust Damage+BS] of Weapon Thrust Damage Type to Thrust Location.

Failure: If this maneuver is Blocked, it is not negated and inflicts damage as-per Success, but automatically adds Shield AV to the attack, regardless of its ultimate hit location.

Special: When rolling an Initiative Test to determine attack order while making a Thrust, you may roll 2 additional dice in the Test for the Thrust. Lance Charge ignores the first 4 successes from any Weapon Defense made against it.

Ride Fail: Your mount rears in shock at the last minute and refuses to charge home. You enter the Bout, but you lose all CP devoted to Lance Charge.

MOUNT BITE — [2] (RS 4 Ride Check)

Type: Universal, Attack, Mounted

Requirements: In a Bout, Mounted, Mount has a Bite attack.

Maneuver: Mount makes Unarmed Attack at Medium Reach with Horse's Full CP at Bite TN 6 aimed on the Thrusting Table to either Head, Neck, or Arm. You do not pay Reach Costs for this Attack, the Horse does.

Success: Inflict damage equal to [Half Mount Strength+Mount Bite Damage+BS] in Cutting Damage to Thrusting Hit Location. [Ride Fail:] You cannot convince your mount to bite anything this Action.

MOUNT KICK — [2] (RS 3 Ride Check)

Type: Universal, Attack, Mounted

Requirements: In a Bout, Mounted, Mount has a Kick attack.

Maneuver: Mount makes Unarmed Attack at Long Reach with Full CP at Kick TN 7 aimed on the Thrust Table.

Success: Inflict damage equal to [Mount Strength+Mount Kick Damage+BS] in Bludgeoning Damage to Thrust Location.

Ride Fail: You cannot convince your mount to kick anything this Action.]

18.10.2 Defense Mounted Maneuvers

DISENGAGE — [??????]

Type: XXXXXX

Requirements: XXXXXX

Maneuver: XXXXXX

Success: XXXXXX

LEAN — [X+Encumbrance Level] (RS 2 Ride Check)

Type: Universal, Mounted, Void

Requirements: Mounted, you are being attacked above the Waist.

Maneuver: Void at Lean TN 8 with X. Make a Ride Check.

Success: Opponent attack negated. You may pay 1 CP to gain Initiative.

Special: Remember, Armor Weight is halved while Mounted for purposes of Encumbrance.

Ride Fail: Lean still resolves, but you potentially fall from the saddle! Make a Knockdown test at RS 3 or suffer Falling Damage equal to 6 feet onto ground, and be rendered Prone and Dismounted. Fatigue Rules Only: You may choose to gain 2+Encumbrance Penalty Fatigue when performing this maneuver (Multiply this as you would normal Fatigue!) If you do, the TN of the maneuver is reduced by 1, to a base of 7. Additional factors (Talents, Schools, etc) may reduce this further.

MOUNT DODGE   —   [2] (RS 2 Ride Check)

Type: Universal, Mounted, Void

Requirements: Mounted, either your Horse or your own body beneath the Waist is being attacked.

Maneuver: If Successful, Horse rolls full CP to Void at Horse Dodge TN 7 against Opponent Attack.

Success: Opponent Attack negated. You gain Initiative.

Ride Fail: You fail to convince your horse to swerve away! Opponent attack resolves as normal.

18.10.3 Passing Mounted Maneuvers

RIDE-BY   —   [2] RS 3 Ride Check)

Type: Universal, Mounted

Requirements: Charging into a Bout while mounted. Declare this Maneuver in addition to any other Maneuver. It is always resolved after all other Maneuvers, and can be used in combination with any except for other Passing Mounted Maneuvers.

Maneuver: Make a Ride Check after resolving Maneuvers for this Action Phase.

Success: You leave the Bout immediately, and re-enter the Bystander Phase. You may not act in (or be targeted in) the next Action.

Special: If you successfully make a Weapon Attack in conjunction with a Ride-By, you must make a Stability test at RS 2, or lose your weapon. If the weapon has the Cavalry Weapon quality, no Stability test is necessary and you automatically retain your weapon. If the weapon is connected to your character by some means (a lanyard or a chain, etc) the weapon is dropped, but can be retrieved as though Drawing the weapon, or Quickdraw.

Ride Fail: Your horse panics, and accidentally rams the thing you were trying to ride past. Resolve a Horse Crash as detailed in the Mounted Combat section.

TRAMPLE — [4] RS 4 Ride Check)

Type: Universal, Mounted

Requirements: Charging into a Bout while mounted, declare this maneuver in addition to any other Maneuver. It is always resolved after all other Maneuvers, and can be used in combination with any except for other Passing Mounted Maneuvers.

Maneuver: Make a Ride Check after resolving Maneuvers for this Action Phase. Success (Ride): Mount makes Unarmed Attack at Half-Arm Reach with Full CP at Trample TN 6 on target. Success (Trample): Inflicts Trampling Damage equal to [Mount Strength+Mount Weight+BS] must make Stability test equal to 3+BS or be rendered prone.

Ride Fail: Your Horse does not successfully overrun the target, and misses it. If Critical Failure, Resolve a Horse Crash as detailed in the Mounted Combat section!

18.11 Dog Maneuvers

18.11.1 Attack Dog Maneuvers

DOG BITE — [X]

Type: Universal, Dog

Requirements: Be Dog (or Wolf, Hyena, or similar animal using Dog rules) and have teeth not constrained by a muzzle.

Maneuver: Unarmed Attack at Half-Hand Reach with X at Dog Bite TN 6 aimed on Thrusting Table.

Success: Inflict damage equal to [Str-1+BS] in Cutting Damage to Thrusting Hit Location. If there is Hard Armor on the area, this attack only inflicts [Str-2+Half BS] damage, and inflicts Bludgeoning Damage instead. If you hit a limb (Arm, Leg) or the Throat, Head or Groin, you may spend 2 CP (if you inflicted either a Cutting or Bludgeoning Wound with this Attack, there is no CP cost) to Grab the Hit Location Bitten. If you do so, Target must make a Stability test at RS 2+BS or be rendered Prone. While Grabbed by a Dog, performing any Maneuver that involves a Grabbed Limb has an Activation Cost of 4, and suffers a TN increase of 2. This includes Void and Mobility Maneuvers if the Leg/Legs are grabbed, and Attacks involving a Grabbed Arm. A Dog can use special Maneuvers on a Grabbed Victim. A Dog remains Grabbing the affected character until any of the following circumstances:

- The Dog is rendered Prone by Overshock.
- The Dog makes another Dog Bite attack.
- The Dog makes any sort of Defensive Maneuver.
- The Dog voluntarily releases the victim.
- The Dog (or someone else) rips the Victim's limb off.

SAVAGE — [X]

Type: Universal, Dog

Requirements: Be Dog (or Wolf, Hyena, or similar animal using Dog rules) and have teeth not constrained by a muzzle. Be currently Grabbing a Target.

Maneuver: Unarmed Attack at Half-Hand Reach with X at Savage TN 4, targeting Grabbed Hit Location. This Maneuver cannot be defended against.

Success: Inflict damage equal to [Str-1+BS] in Cutting Damage to Grabbed Hit Location. If there is Hard Armor on the area, this attack inflicts [Str-4+BS] in Bludgeoning Damage instead. Target must make a Stability Test at RS 2+BS or be rendered Prone. If already Prone, Target takes [BS] Stun. This Attack does not end a Grab.

TACKLE — [2+X]

Type: Universal, Dog

Requirements: Be Dog (or Wolf, Hyena, or similar animal using Dog rules).

Maneuver: Unarmed Attack at Half-Hand Reach with X at Furious Dog Tackle TN 5.

Success: Opponent suffers [BS] Stun, and must make a Stability Test at RS 2+BS or be rendered Prone and suffer Falling Damage as though having fallen Feet equal to [5+Dog Strength+BS.]

Chapter 19

Talents

Talents are small improvements to a character's combat skills that are acquired as the character's Proficiency score increases. At set intervals in a Proficiency's progression, a character earns Talents of Novice, Journeyman, or Master rank. These Talents may be chosen from the Talent list at the end of this chapter

19.1 Gaining Talents

A character gets a Talent whenever a Proficiency or a School reaches a level in which a Talent is rewarded (see Table XX for details.)

Proficiencies that are a part of a School do not gain Talents. Instead, the School as a whole gains only one set of Talents, but these Talents apply to all Proficiencies within the School, and can use any Proficiency in the School to satisfy their requirements.

Choosing Talents When your character receives a Talent from a Proficiency level that they've just acquired, you may choose any Talent under the Talent rank they have gained (Novice, Journeyman or Master) or lower, provided the character meets the requirements of the Talent. You may take a Novice Talent in a

Journeyman Talent slot, but you may not take a Journeyman level Talent in a Novice slot.

Some Talents have Attribute requirements, which your character must match or exceed in order to take the Talent. Others have Proficiency requirements, meaning that they can only be taken as Talents for that Proficiency or a School containing that Proficiency.

Talents cannot be talken multiple times.

Using Talents Any time a Talent would be applicable for activation, simply announce that it is in effect or not in effect. If it is simply an automatic improvement to a Maneuver or similar, assume that it is in effect unless you say otherwise.

Unless the Talent is chosen for a School, Talents can not be used for Proficiencies they are not linked to, or when Defaulting from a Proficiency.

Talent List

Novice Talents

Accuracy Requirements: Universal, AGI 4. Description: You have a natural knack for hitting in the right spot. It's not always conscious, but your attacks just seem to find their way to your intended target. Effect: Whenever you hit with a melee attack that rolls for Hit Location on a Target Zone, you may modify the Hit Location roll by 1. If your opponent has Rapid Reaction, the effects of both Talents cancel out, and the attack lands normally. Additionally, whenever you perform a Joint Thrust Maneuver, add +1 CP to that attack.

Boar Piercer Requirements: STR 5, Throwing Description: Either you've got a thing for pork, or you just really like throwing spears at things. You can throw a spear like nobody's business, especially in combat. Effect: When making a Melee Throw or Fling with a Spear or any variety of Javelin, you inflict +1 damage.

Bonk! Requirements: Str 6, 1H or 2H Blunt Description: See Title Effect: Whenever you Power Attack with a Blunt weapon, you inflict additional Stun with a successful

attack equal to the CP spent to increase damage.

Flourishing Drills Requirements: Dagger, Sword or Blunt Proficiency (1H and 2H varieties are both eligible). Description: You have practiced a series of tight, circular cutting or striking drills to the point that you can perform them in your sleep. In battle, you are a whirlwind of rapid strikes, each snapping into another faster than the eye can see. Effect: Whenever you perform a Swinging Maneuver, if in the previous Action you also performed a Swinging Maneuver, the Maneuver rolls 2 additional dice.

Good Form Requirements: Noble School, or high-quality tutelage. Description: You have been drilled in the performance of a specific maneuver, and can now execute it flawlessly, every time. This is the hallmark of high-quality training in swordsmanship, and it requires more than just practice, but the careful guidance of more experienced masters who can correct inadequacies as they form. Effect: Choose one Maneuver. Reduce that Maneuver's Non-[X] and Non-Range Activation Cost by 1.

Helm-Splitter Requirements: Universal. Description: Maybe you've spent a lot of time practicing for helmet-cutting competitions, or maybe you've just chopped a lot of wood. You can hit things REALLY hard, as long as you're swinging straight down. Effect: If you use the Power Attack function of Strike, you may spend 1 more CP to increase damage than normal.

Shield-Breaker Requirements: 1H or 2H Blunt. Description: You have a knack for smashing shields, and have practiced at sundering them to deprive your enemies of their defenses. Effect: You inflict +2 damage when making Hew attacks. When passively inflicting damage to a Shield, increase that damage by 1.

Shield Trick Requirements: Shield, STR 4. Description: When using a shield, you know how to hide your weapon behind it so that your movements are concealed until the moment you strike. Effect: After making a successful Block, Shield Bash, or other shield-related Maneuver, if you perform a Swinging or Thrusting Maneuver with the weapon in your other hand in the next Action, you gain +1 dice to the attack. This includes Melee Shoot.

Slowpoke Requirements: Spear or Polearm Description: Getting past the range of a spear is hard. You know how to make it even harder.

Effect: When using a Spear or Polearm, when your opponent makes an attack during which he would have to pay a Range Cost, increase the total Range Cost by 1.

Impaler Requirements: Spear Description: Like ol' Uncle Vlad, you've got a thing for impaling people. Effect: If you inflict a Level 5 Wound with a any sort of Thrusting attack, you regain 2 CP.

Special Move Requirements: Universal. Description: You have a very unconventional way of performing a certain move. Those who haven't seen it before are put off by the speed and sureness with which you conduct this strange Maneuver, and, at least the first time, it's much harder to defend against. Effect: Choose a Maneuver from the following list: Weapon Throw, Blind Toss, Quickdraw, or Melee Shoot. When you use this Maneuver against an individual for the first time, you perform a Special Move version of that Maneuver. A Special Move has no Activation Cost (this includes Range) and its TN is reduced by 1. If a character witnesses you using a Special Move against someone else, on a PER test at RS 3, he can count as having had it used against him before, and as such you can never gain the bonus against him.

Rapid Reaction Requirements: Universal, AGI 4. Description: While you might not always be able to move out of the way, you sure know how to take a hit better than most. Effect: When you are hit by a melee attack in combat, you may alter the roll to see which location is hit by 1 in either direction. If your opponent has Accuracy, the effects of both Talents cancel out, and the attack lands normally.

Specialist Requirements: Universal. Description: One Maneuver is just more important to you than the rest. You've drilled it for countless hours, and can perform it in your sleep. Effect: Choose one Advanced Maneuver. Reduce that Maneuver's Non-[X] and Non-Range Activation Cost by 1.

Smash Punch Requirements: Universal Description: You can deliver a monstrous uppercut. This technique favors hook-heavy infighters. Effect: When making a Hook Punch, you may elect to perform a Smash. If you do, you inflict +2 damage, and your Hit Location is automatically the Lower Head. However, this attack suffers a -1 penalty to Initiative Rolls.

Head Guard Requirements: Universal.

Description: You've got a good handle on protecting your head. The head is the most commonly armored part of the human body, and for good reason: it's the obvious place to attack with any sort of weapon, and it's not far from arm-level, making it convenient as well. Effect: Whenever Parrying or making a Parry Maneuver to defend an attack targeting your Head, Face, or Neck, you may add 2 dice to the Parry (this does not let you Parry if you have no CP remaining).

Infighter Requirements: Universal. Description: You're not afraid to get up close and personal. Effect: When fighting an enemy inside your weapon's reach, your penalty to attacks is 1 less than it would be normally. When attacking an enemy within their weapon's reach, their penalty to attacks and defenses is 1 higher than it would be normally. Multiple people with Infighter cannot stack, and if both a combatant and his current target have Infighter, it cancels out.

Counter Attack Requirements: Universal, AGI 4. Description: You know what they say about the best defense... Effect: If you attempt to Steal Initiative to launch an attack against an opponent who is already attacking you, you gain a +1 dice bonus to the Initiative test.

Journeyman Talents

Art of Eight Limbs Requirements: Pugilism, Wit 6 Description: How is it even possible to attack from a position like that!? Effect: You can Feint from any Unarmed Maneuver into any other Unarmed Maneuver.

Bear Piercer Requirements: STR 5, Spear, Boar Piercer Description: You're really good at throwing

spears. REALLY good. Effect: When making a Melee Throw or Fling with a Spear or any variety of Javelin, any target you hit must make a Stability Test at RS 2+BS or be rendered prone.

Grappling at the Sword Requirements: Sword or Blunt proficiency (1H or 2H varieties are both eligible). Description: You know how to use a sword in the grapple, using the weapon to gain leverage and lock joints, and also how to avoid the weapon getting in your way during a struggle on the ground. Effect: You may use an M Reach weapon in a Grapple without dropping it. This includes longer weapons that are being shortened with the Halfsword Maneuver. You may also ignore the Reach Costs for making attacks or defenses using weapons in the Grapple.

Swift Sword Requirements: Sword proficiency (1H or 2H varieties are both eligible), AGI 5. Description: You've got a swift hand when it comes to swords.

Effect: You gain a +1 bonus to Initiative contests when using a 1H or 2H Sword.

Roll With It Requirements: Universal, AGI 5. Description: It's natural to cringe from potential injury, but your reactions are much more practical, and you have a natural understanding of how force transfers from one body to another. You instinctively roll away from blows and other sources of harm, and this tends to lessen their effects on you. Effect: Once per Round, if you are struck by an attack (missile attacks, including those made in melee, are not eligible) that would inflict damage, and you are not currently Prone, you may immediately become Prone to reduce the damage inflicted by your AGI. This has all the normal effects of being made Prone.

Ground Wrestler Requirements: Wrestling. Description: You're more practiced in grappling on the ground than standing. Many fighters fear this kind of fight for how it can go disastrously wrong, but you revel in it. Effect: When in a Clinch, and the fight has gone to the ground, you do not suffer the associated Activation Cost penalty for Clinch Maneuvers, and you add 1.5 your Strength instead of 1.0 to your CP (i.e., when you go to Ground, if you have 4 Strength normally, you gain a bonus of 6 to your CP as long as you are on the Ground.)

Stepping Parry Requirements: MOB 7. Description: You have learned to step close, to take the initiative, and most importantly, how to do so through clever manipulation of the opponent's weapon, and its position relative to you. Effect: Add the following section to your Parry or Parrying Maneuver with one Proficiency. Special: On success, you may change the range between yourself and your opponent by 1 for every 2 BS.

Kebab Master Requirements: Impaler Talent, Spear Description: You know a thing or two about skewering things. Effect: If you inflict a Piercing Wound with a Thrusting attack, increase the Level of the Wound by 1.

Rapid Strike Requirements: Universal, AGI 5. Description: You're very skilled at attacking with weapons in both hands, striking with one while the other returns to an ideal position to strike from, and repeating this over and over to strike fast, hard, and often. Effect: Whenever you make a Double Attack, you gain a +1 CP bonus to the Off-Hand attack. Each consecutive Double Attack increases this bonus by +1, to a maximum of 4.

Spartan Sole Requirements: Pugilism, Str 5 Description: Talk to the Sandal, 'cause the shield don't care. Effect: Whenever you force a Stability Test with a Kick to knock your opponent down, increase the RS

of that Test by 2.

Slippery Requirements: Universal, AGI 6. Description: You know how to move. In combat you're fast, fluid, and can change direction on a dime. Your enemies often find themselves looking at nothing—and nothing is the last thing they see. Effect: As long as you are Unencumbered, you gain a -1 TN when performing the Outmaneuver and Thread the Needle Maneuvers.

Quick Reload Requirements: Pistol or Arquebus/Musket, AGI 5. Description: A great deal of practice and some finely-tuned muscle memory have made reloading a breech-loading firearm into one quick, fluid motion. Effect: When performing the Reload Maneuver, you gain an additional automatic success for every two successes you roll. This may cause your Reload's total successes exceed the actual number of dice you rolled.

Spear-Sunderer Requirements: Universal, STR 5. Description: Cleaving through the shafts of spears, axes, polearms and the like isn't easy, but it is certainly possible. Effect: You inflict +2 damage when making Break attacks.

Straight Blast Requirements: Pugilism, AGI 6. Description: Commonly associated with Wing Chun and certain styles of boxing, you have mastered a rapid, piston-like punching style that can wear down any defense. Combined with a strong center and good footwork, this technique can be devastating. Effect: When making a One-Two Punch with a Straight Punch into another Straight Punch, you may reduce the Activation Cost of the Maneuver chained from the first by 1.

Rolling Hooks Requirements: Pugilism, STR 6. Description: To the untrained eye, a feral and apelike series of haymakers. But to the trained boxer, this technique is a monstrous culmination of brute strength, skill, and pugilist rhythm. Effect: When making a One-Two Punch with a Hook Punch into another Hook Punch, you may reduce the Activation Cost of the Maneuver chained from the first by 1.

Long Jab Requirements: Pugilism, INT 5. Description: You are a more measured fighter, preferring to fight at longer ranges, peppering opponents with strikes intended to wear them down, and only striking them when they present an opening.

Effect: Your Straight Punch Maneuvers (not the Hook Punch or One-Two Punch) are made at +1 Reach.

Ironwall Requirements: Universal, END 5. Description: You're hard to dislodge from your feet. It takes a singular force to put you on the ground. Effect: You gain +2 bonus dice to Stability tests made to avoid falling over or being shoved, pushed, or dislodged from your position.

Shield Charge Requirements: Shield, STR 5, MOB 8, Superior Shield Bash. Description: When slamming a shield properly into someone's face, you know how to throw your shoulder into it, potentially flinging them from their feet. Effect: When you force a Stability test through a Superior Shield Bash, add 1 to the Stability test RS.

Rim Bash Requirements: Shield, STR 5, MOB 8, Superior Shield Bash, Shield Charge Description: You know just the right spot to get that extra bit of Oomph out of a shield bash. Effect: When you force a Stability test through a Superior Shield Bash, add 1 to the Stability test RS. This is cumulative with Shield Charge.

Master Talents

It Was On Purpose! Requirements: Missile Weapon, WIT 6. Description: No really, it was totally intentional! You seem to have a skill for putting small missiles through narrow slits and chinks in armor. You're every knight's worst nightmare. Effect: Whenever a Shoot, Melee Shoot or Fling attack

you make hits an opponent on a Hit Location where the target's armor has a Weak Point, the attack inflicts +2 damage. This does not apply to Scatter damage, except for the primary shot from the weapon.

Whirlwind Defense Requirements: Spear, Polearm, 2H Sword or 2H Blunt, AGI 6 Description: You can move your weapon in a whirlwind of defensive patterns, intercepting enemy attacks as you do. Effect: There is no limit to the number of Parries you can make with a weapon in one Action. After any successful Parry, you regain 2 CP.

Bad War Requirements: 2H Sword or Polearm, STR 6, AGI 6. Description: It's a rare man who can survive in the Bad War. When two pike formations meet, and the world turns into an infinity of spear points, halberds, katzbalgers and screaming, dying men, they'll be glad they brought you along.

Effect: You may use Cleaving Blow with Breaks in addition to Swings. Each time you activate Cleaving Blow, you regain 2 CP.

Stern Requirements: Universal, HLT 6. Description: Few people can match your physical resolve. Effect: Once per Combat, at any Refresh, you may choose to ignore all Pain, and regain your CP as normal. Next Refresh, the Pain returns in full.

Superior Void Requirements: Universal, AGI 6. Description: You don't even remember what it feels like to fear being hit. Effect: You perform all Void maneuvers at -1 TN.

Juggernaut Requirements: Universal, END 6. Description: 'Even if one's head were to be cut off, he should be able to perform one more action with certainty.' Effect: Once per Session, you may elect to delay the full effect of any Wound until the end of the Action. However, if the Wound inflicted has a "Limb Severed" or "Death" result, halve the CP of any Maneuvers you currently have declared, but then resolve them as normal.

Jarring Blows Requirements: Universal, STR 6. Description: You really know how to hit people, and can throw enemies off their feet with powerful blows. Effect: Whenever any Maneuver you perform would cause an opponent to make a Stability test or become Prone (including Overshock) you increase the RS of that test by 2.

Bruiser Requirements: Universal. Description: A veteran of many battles, you know where to strike to offset a foe. Effect: Any Wounds you cause with Unarmed or Melee Weapon Attacks inflict +1 Stun per level of the Wound.

Flicker Jab Requirements: Pugilism. AGI 8 Description: Your jabs are so rapid, and come from such unorthodox angles, that most opponents cannot even perceive them. Effect: If you declare a Straight Punch with fewer than 5 CP, your opponent must make a Perception Test at RS 3 in order to perform any sort of Defense against it. You may not in any way increase the CP of the Straight Punch once this Perception Test is made.

The Spear that Pierced the Sky

Requirements: Spear, Kebab Master Talent Description: Your capabilities with the spear are compelling proof that God is a lancer. Effect: Range Costs paid by opponents making attacks against you are doubled.

Chapter 20

Adventuring

Environment

Terrain

Temperature

Encumbrance

A character's Encumbrance is the degree to which they are hindered by the equipment, baggage and armor that they're wearing and carrying. This is as much tied to the awkwardness of the things being carried as it is to the weight. A character's Encumbrance Level is determined by their Carry Score, and the total Weight they are currently carrying. Weight is determined by the following: - Stowed/Sheathed/Holstered Weapons (Weapons currently being wielded do not add to Encumbrance, because they are generally very light and handy when wielded. It is the awkwardness of carrying them on your person that contributes Weight. Imagine trying to do anything with a 15 foot pike strapped to your back!) -Worn or carried Armor -Miscellaneous Gear/Equipment/Items carried in pockets, satchels, and backpacks. Generally, 20 lbs in a backpack or 10 lbs in pockets/over the shoulder should equal 1 Weight. Superior carrying equipment, like a large framed backpack or a harness may further decrease these numbers, situationally.

There are five Levels of Encumbrance. Unencumbered, Light, Medium, Heavy, and Overloaded. Each Encumbrance Level has a different effect on a character's Combat Pool, Mobility, certain Skill Checks, and also on Exhaustion. Skills that suffer additional difficulty from Encumbrance have a special tag, as shown in the Skills section.

Table X.X Encumbrance Level Weight Encumbrance Level

CP Effect

Mobility Effect

Skill Penalty

Exhaustion Speed

Recover Speed

Less than CARRY

Unencumbered 0 0 0 x1 1x

Equal to CARRY Light -1 -2 +1 RS x 1.5 1x

2x CARRY Medium -2 -4 +2 RS x 2 1/2x 3x CARRY Heavy -3 -6 +3 RS x 3 1/4x 4x CARRY Overloaded -4 -8 +4 RS x3.5 None

At 5x Carry and beyond, the character is too heavily encumbered to move, and cannot engage in combat or make any sort of skill or attribute tests that involves moving. Reducing the load is the only way to continue moving.

20.1 Exhaustion

Exhaustion & Fatigue

As characters exerts themselves physically, either in combat or other strenuous activities like running, jumping or severe lifting, fatigue will begin to set in.

-side bar- [Fatigue rules add another layer of realism to combat, but also another layer of complexity. These should be considered Optional Rules, and can be safely ignored in campaigns with new players, those more interested in heroic action, and those who wish to keep bookkeeping to a minimum.]

Fatigue Points At the end of each Round, while in combat, all characters in the combat who acted in the previous Round gain one Fatigue point. Encumbrance and Environmental effects can increase this amount (being in Medium Encumbrance, for example, causes a character to gain double the normal number of Fatigue). Additionally, if a character has a visor, helmet etc with the Constricts Breathing special rule, add an additional 1x to Fatigue Gain per point of the quality (i.e. Constricts Breathing 3 adds 3x to the Fatigue Gain.). If the visor/whatever is raised, then it has no effect. Once a character reaches the amount of Fatigue to move to the next level of Exhaustion, they suffer penalties until they've had a chance to rest.

Additionally, any Wound inflicts Fatigue equal to the level of the Wound, regardless of what sort of Wound it is. Some Wounds will inflict additional Fatigue, and Blood Loss, with its ability to reduce Health, can also effect Fatigue.

Table X.X Fatigue Level Fatigue Level Exhaustion Level CP Penalty Mobility Penalty Skill Penalty 0 to 5+HLT Fresh 0 0 0 6 to 10+HLT Winded -1 -1 -1

11 to 15+HLT Tired -2 -2 -2 16 to 20+HLT Very Tired -4 -4 -4 21 to 25+HLT Exhausted -6 -6 -6

Resting A character who takes no Actions during a Bout Cycle (or who only takes Actions that do not cause Fatigue) loses Fatigue equal to his Endurance score, modified by his Encumbrance level (see Recovery Speed). Full-Face Helmets and Visors halve a character's Endurance for this purpose, unless lifted or removed (see Movable Visors later in this section for more details.) Sitting down and having a drink adds 2 to a character's effective Endurance (after Encumbrance) for the purposes of Resting.

Wearing Armor Long-Term Fighting in armor is one thing, but living in armor is quite another. Wearing armor for long periods of time, such as while traveling, performing everyday tasks, or especially while sleeping, istiresome and uncomfortable. If an individual has already been wearing armor for more than 4 hours, the armor's effective Weight increases by half until he has had a chance to take it off and rest. If an individual sleeps in armor, the armor's effective Weight doubles for the next day. Generally people who expected to be wearing armor all the time wore lighter and more comfortable stuff, so that as the day dragged on it would not reduce their performance as much.

[Sidebar: Comfortable Armoring] Wealthier aristocrats and warriors who had heavier armor usually wouldn't just walk around in it, they would be armored by servants and squires once it was clear that battle was inevitable. Some sorts of armor, like mail and lamellar, had the advantage that they were light and could be worn all the time with little problem. [End Sidebar]

Fatigue

Lighting

Chapter 21

Combat

> *"If you're an easy fright,*
> *You shouldn't learn to fight."*

–**Johannes Lichtenhauer**

Let's face it. The game's called Song of Swords; you're going to end up in combat sooner or later. The Song of Swords' combat system is detailed, but straight-forward; combat is intense, lethal, and fast. A single good blow from a weapon can put anyone down, even the mightiest hero. You won't be racing to deplete an enemy's hit points until they reach zero and die – you're inflicting Wounds. Injuries and sheer exhaustion seriously deteriorate a character's ability to fight.

21.1 Combat Encounters

21.1.1 Rounds

A Round represents about six seconds of fighting. During the Round, characters will act once or more depending on their Initiative. At the end of the Round, if anyone's still alive, a new Round starts and the fighting continues. Combat ends when the fighting stops. Simple enough, right?

3-Phase Combat Round

Each Round has three Phases: 1, 2, and 3. Every character can act in Phase 3, but only characters with higher ADR (as shown in the table below) can act in Phases 2 and 1. This represents the speed of the fighters involved. A fast man can get a lot more done in a short time than a slow one. Characters who can't act in a Phase simply do not take any Actions. If a character who cannot act in a Phase is engaged in Melee Combat by another character, however, they may participate as normal in the Melee. Characters declare Actions in reverse ADR order (from lowest to highest), but the Actions are resolved in ADR Order (from highest to lowest.)

Initiative	ADR 1-3	ADR 4-6	ADR 7+
Phase 1	N	N	Y
Phase 2	N	Y	Y
Phase 3	Y	Y	Y

Stealing the Initiative

In the general Round, you can temporarily raise your ADR to act in lower Phases and to improve your place in the Initiative Order, but doing so incurs a penalty to all Actions this Round equal to the amount by which you raise your ADR. (This penalty also applies to your Combat Pool if you end up in Melee this Round) You cannot raise your ADR to more than double its normal amount this way. Opponents and other characters may raise their ADR in response to any other character doing so, in the same way. Beware overusing this option, as the penalties can quickly become so high as to make you useless, even if you can act!

21.1.2 Actions

You may perform one Action per phase. Sometimes Actions can span multiple phases if they take longer than a single beat in combat.

Base Movement: You can move a number of yards equal to your Mobility per Phase normally, or more when Sprinting. If moving into Cover, you do not gain the Cover Bonus to your Defense until the beginning of the next Phase. Moving normally does not count as an Action, but any Action taken while moving suffers a -4 Penalty. Conversely, moving raises your Base Defense by +1. Sprinting and Active Defense Actions are exempt from these effects, since they are forms of Movement, and have their own penalties/bonuses.

Action Types

Aim — For Missile Attacks only. You focus in on one target, and increase your odds of hitting it. Your next Missile Attack against that target gains a +2 bonus. You may Aim for multiple Phases in a row, each time gaining a cumulative +2 bonus to your next attack, to a maximum of +6 for 3 Phases of aiming. If you successfully Aim three times at a target in succession, you gain an additional bonus equal to your Perception to the attack that follows. If you shift targets, lose sight of the target, or are otherwise disrupted, you lose the Aim Bonus.

Missile Attack — You may perform a Missile Attack Action. There are a few varieties of these. In the event that the target you were attempting to shoot at is incapacitated or becomes unavailable before you get to resolve your Shoot, you may pick a new target against which to make the attack, but only at half your base dice. Other modifiers apply as normal

Shoot lets you make a single missile attack against a target in view. These all have the same basic mechanic: Your Missile Proficiency+Aim Bonuses (if you used the Aim Action) make up your Missile Pool. For every multiple of your weapon's Range value the enemy is further than the first,your Missile Pool is reduced by 1. Roll Missile Pool at your weapon's Missile TN. The target value is the enemy's Missile Defense. If you equal or exceed that value, you hit, and may roll on the Missile Hit Table to see where exactly you hit.

Rapid Shot lets you make multiple missile attacks against a target in view. These function the same as regular Shoot missile attacks, but declare beforehand how many attacks you intend to make. Each attack after the first reduces your Missile Pool for all of the attacks made in this way by 1. So, a character making 5 Rapid Shots suffers a -4 MP penalty to all five of his attacks. Not all weapons are capable of being used with Rapid Shot. Weapons that can only make a certain number of attacks "normally" may be able to exceed this limit with the appropriate Talents or weapon special rules.

Bows: Up to 5 shots can be made with Rapid Shot normally.

Crossbows: Cannot use Rapid Shot.

Firearms: Cannot use Rapid Shot normally. Some weapons with multiple-shot capacity can make up to 5.

owing Weapons: Up to 2 shots can be made with Rapid Shot normally.

Covering Fire — lets you wait for an enemy to show himself, and then shoot him if he does. Covering Fire suffers an additional -4 penalty if have Moved in this Phase. If a character steps into your field of view or otherwise exposes himself (you can choose another trigger, like waiting for the guy to draw his weapon before shooting him, etc) you may immediately take a Shoot Action. Covering Fire lasts until the next Action you take, but you can choose to simply sustain Covering Fire every Action until something happens. This can allow a character who cannot normally act in Phase 1 to act in Phase 1 if he Covered in Phase 3.

Throw — You spend the Phase throwing a grenade or other object. You may throw the object up to its Throwing Distance. Roll ADR at TN 7. The RS for landing the grenade within a meter of the target-area is 4. If you fail, the throw will deviate in a random direction (1-3 too close, 4-6 too far, 7-8 to the left, 9-10 to the right) by 2 yards for every success you fail by. If you critically fail, roll deviation. The object will land 10 yards closer to you in a straight line from its deviation point. Throwing a weapon with the intent of actually hitting an enemy directly to injure them is resolved differently, as a Shoot action.

Active Defense — You spend the Phase ducking and dodging enemy attacks. Roll an ADR Test and add BS to your Defense RS. If you declare Active Defense, roll it before resolving any other Actions–it applies against attacks that occur before your Initiative in the Phase, as well as those after. This can be performed either standing still behind one piece of cover, or while running along or between close (2-3 yards apart) pieces of cover.

Take Cover — Similar to Active Defense, but only usable behind at least Half Cover, you simply duck down and hide. You now have Full Cover, and cannot be hit by any attacks that cannot penetrate that Cover or otherwise circumvent it (you are still vulnerable to flanking attacks, though you count as Prone against them.) including Suppression. You cannot move faster than 2 yards per Phase while Taking Cover.

UReload — Useful only for weapons like Firearms or Crossbows which must be loaded prior to being used, the Reload Action allows you to immediately utilize the Reload Maneuver. Moving incurs a -4 penalty to this Reload Roll.

Sprint — You move up to double your Mobility score in yards this Action in lieu of taking any non-Mobility Actions. While sprinting, you gain a +2 bonus to Defense.

Melee Attack — Move up to 10y into contact (2m away from) with a target, and Enter Melee Combat with a target. This Combat lasts for one Melee Round, after which the Phase ends. If you attack from a flank or behind, this counts as a Surprise Attack. If you cannot come within 2m of the target, you cannot initiate Melee Combat. However, for every Reach category of your melee weapon

past L, you may engage an opponent from 2 additional yards away. I.E., an EL reach weapon could engage an opponent from 8 yards away. (This includes movement of the fighters and is not strictly indicative of the weapon's length) For details on Melee Combat, see below.

Charge — Move up to your regular Mobility score in yards, and Enter Melee Combat with a target. This Combat lasts for one Melee Round, after which the Phase ends. You gain a +4 bonus to your CP in this Round, but you cannot declare any Orientation except Aggressive. If you attack from a flank or behind, this counts as a Surprise Attack. If you cannot come within 2m of the target, you cannot initiate Melee Combat. However, for every Reach category of your melee weapon past L, you may engage an opponent from 2 additional yards away. I.E., an EL reach weapon could engage an opponent from 8 yards away. (This includes movement of the fighters and is not strictly indicative of the weapon's length) For details on Melee Combat, see below.

21.1.3 Missile Defense

A character's Missile Defense is, by default, 4. This means that a missile attack aimed at a character who has no other modifiers to their Missile Defense needs 4 successes to hit. Things like movement, cover, and other factors can alter a character's Missile Defense. A short list is included below.

Missile Hits & Damage

When a character is hit by a Missile Attack, roll on the Random Hit Table to determine what location the attack lands on. If the attack is coming from the character's front arc, and the character has a shield, it is possible that the attack will resolve in a Hit Location covered by the shield, in which case its damage is reduced by the shield's AV. Attacks from the sides and rear will not hit a shield being carried normally, but may hit a shield being carried on the character's back. Damage is inflicted in the following manner: $[Base\ Weapon\ Damage + Bonus\ Successes + Misc]$versus the target's TOU+AV. Excess damage over the target's total inflicts Wounds as-per melee attacks. The one exception is attacks that hit with 0 BS (exactly matching the target's Defense) which, unlike melee attacks, still inflict damage, but can never inflict a Wound higher than Level 1.

21.2 Melee Combat

Melee Combat occurs when characters are forced to fight up-close and personal. When this happens, the characters enter a Melee Round. This Round occurs very quickly compared to the regular combat, and so is resolved instantly. During a Melee Round, the characters use Combat Pool, or CP, to perform Melee Maneuvers against each other. A CP normally represents one die to be rolled at a Target Number to try and score successes, to try and overpower an opponent's defense, inflict more damage, or repel an opponent's attack. A character only has a certain amount of CP to spend in the Melee Round, and so must conserve it and carefully assign it between the two Actions. At the start of a new Round, the characters' CP are refreshed to their limits, though these can be reduced by Pain, being rendered Prone, or other inflictions. Each Combat begins with the two characters rolling "Orientation," essentially

declaring whether they will be defensive, offensive or cautious in the first Action of combat. If a Combat drags on for multiple Rounds, only the first requires an Orientation roll, since the initiative of the characters will carry over from the previous Round.

An Example of a Melee Combat

> *Marcus and Franz have just entered combat. Marcus has 10 CP, and Franz has 12. The two roll for Orientation. Marcus declares Cautious, Franz declares Offensive. This means that Franz will be going first. In the first Action, Franz declares a Strike to Marcus's Head with 8 CP, using his saber. Marcus Blocks with 8 CP using his shield. The two roll off, and Marcus successfully defends, which allows him to take the initiative. In the second Action, Marcus, who now has the initiative, declares a Strike to Franz's neck with his battleaxe using his 2 remaining CP. Franz attempts a Parry with his saber with 4 CP. Franz succeeds in his Parry, and retakes the Initiative. This ends the Round. Since neither party was killed or disabled, and neither party retreated, the combat will continue in the next Phase with another Melee Round.*

21.2.1 Round Preparation

Orientation

Before the Round begins, each character involved in the Bout must declare their Orientation. Orientations set the mood of the Bout by revealing whether characters intend to attack, defend or remain cautious in the first Round. There are three types of Orientation to choose from: Aggressive, Cautious or Defensive. It also helps to determine Initiative in the first Round. All Orientations are declared simultaneously by both characters. Orientations are declared only once, during the Round Preparation, except in the case of Defensive/Defensive declarations. Each Round after the initial Round Preparation will determine Initiative and Targets from the previous Round. Characters declare their Orientations at the same time by revealing a colored die (red for Aggressive, yellow for Cautious, blue for Defensive). Alternatively, the GM may opt to have characters reveal one Orientation they are NOT using first, to narrow the field, and then reveal the Orientation that they are declaring.

Aggressive — Aggressive means that the character is actively engaging an enemy. When a character declares Aggressive they commit to offensive action in the first Round, they are able to choose a Target before Defensive and Cautious characters do, and they gain Initiative against any Defensive or Cautious character they Target. Characters who declare Aggressive have access to the Beat and Lance Charge Maneuvers in the first Round of combat.

Cautious — Cautious means that the character is approaching cautiously, ready to take advantage of openings, but not willing to leave themselves open. When a character declares Cautious they commit to nothing in the first Round, they choose a Target after Aggressive characters do, and gain Initiative against any Defensive character they Target. If Targeted by an Aggressive character, Cautious characters automatically Target them back, but do not gain Initiative. Characters who declare Cautious have access to the Dart Maneuvers in the first Round of combat.

Defensive —   Defensive means that the character is approaching Defensively, and intends to repel enemy attacks rather than looking for openings to attack. When a character declares Defensive they cannot declare any Attack Maneuvers in the first Action, and choose a Target after both Aggressive and Cautious characters. Characters who declare Defensive have access to the Flee and Total Shielding Maneuvers in the first Round of Combat.

GMs and multiple NPCs declaring Orientation

So you're the GM, and you've got three baddies going up against one PC. How the heck do you declare Orientations? Our advice: don't bother holding the wrong type of dice in your hand, just decide what each mook is going to throw, and then put those dice under a cup and lift it all at once, or load 'em all into your hand and drop them, or, if you're the boring sort, just write them down and reveal them when the player dramatically tosses his die. If the mooks are totally outclassed, there's nothing wrong with simply telling the player what they're going to do.

What Orientations Mean

Once the Orientations have been decided, all that remains is to determine who has Initiative, and who declares their attacks first as a result.

Aggressive/Aggressive —   Both characters act as though they have the Initiative over the other, declaring attacks. The character with the lower ADR must declare his attack first, after which the other character declares his. In the event of a tie, the PC declares second. If the characters are both PCs, they write down their maneuvers and reveal them simultaneously. After this, both characters roll an Initiative Test (ADR+Length Advantage+Misc) to determine whose attack resolves first. In the event of a tie, then the two characters resolve their maneuvers with If two Aggressive characters Target each other, they both act as though they have the Initiative over the other. Roll an ADR test. The loser must declare his Action first, after which the winner declares. Both still proceed as though they had Initiative (i.e. they must both declare Attack Maneuvers), right up until the time comes to resolve those Maneuvers. At that time, the two characters must roll an Initiative test (ADR+Length Advantage+Misc). In the case of a tie, the two characters resolve their Maneuvers against each other simultaneously, with all Stun and Pain being deferred until after both Maneuvers go through (this has the great potential to kill both fighters!). If one fighter wins, than he resolves his Maneuver first, applies all effects of that Maneuver against his opponent, and only afterwards (if able), does the other character resolve their Maneuver.

Aggressive/Anyone Else —   If an Aggressive character and any other character Target each other, the Aggressive character has Initiative, declares his Maneuver first, and then resolves it first. Cautious/Cautious The two characters roll an Initiative Test (ADR+Length Advantage+Misc), prior to declaring Maneuvers. The winner gains Initiative, the loser does not, and both may then declare Actions and resolve them in proper order. In the event of a tie, treat it as a Defensive/Defensive situation.

Cautious/Defensive — The Cautious character has Initiative.

Defensive/Defensive — If two Defensive characters Target each other, neither of them can declare Attack Maneuvers against each other this Round. After the first Round, if neither character has Initiative and they are still Targeting each other, they re-declare their Orientations, in exactly the same manner as they did during the Round Preparation. Declaring Orientations only occurs in the first round of a combat. If a combat endures over multiple phases, initiative is maintained from the previous round. If another character enters an existing combat, they do not roll for Orientation–rather they gain initiative automatically over their opponent in the combat.

21.2.2   Maneuver Resolution

Maneuvers are resolved as detailed in their descriptions in Chapter XX, however the basic concepts will be repeated here. As an example, the Thrust Maneuver's description:

THRUST — [X] Type: Universal, Thrusting Requirements: Wielding a weapon with a Thrust value. Maneuver: Weapon Attack at Weapon Reach with X dice, rolled at Thrust TN, aimed on the Thrusting Attack Table. Success: Inflicts damage equal to [STR+Weapon Thrust Damage+BS] to Hit Location. Damage is of weapon's Thrust damage type. Special: When rolling an Initiative test to determine attack order while making a Thrust, you may roll 1 additional die in the test. Special [Rapid Thrust]: This may be used by weapons of S Reach or shorter only. If Thrust is successful, you may pay 2+X additional CP to make another Thrust with X dice as part of the same Action. Resolve Thrust as normal. The Target may only use Quick Defense against this Maneuver. What this means is that when a character resolves a Thrust on their Target, they do so by rolling the CP invested into the Maneuver (X) at the Thrust TN of the weapon they are using to make the attack, to a location on the Thrusting Attack Table, as shown on Table XX in this chapter. If successful, this attack deals the amount of damage described in the Success section (STR+the weapon's thrust damage rating+any Successes above the enemy Defense). Defense works similarly, let's look at the Block Maneuver's description:

BLOCK — [X] Type: Universal, Defense, Blocking Requirements: A shield or other item with a Block TN. Maneuver: Block with X dice at Block TN. If you are using this Maneuver without Initiative, declare it against a Target attack. Success: Target attack negated. Special: You may declare this Maneuver any number of times per Action, if there are multiple incoming attacks to defend against. What this means is that when a character declares a Block against an Attack Maneuver aimed at them, he rolls his CP investment in that Maneuver at the Block TN of his shield. If he scores as many as, or more Successes, than the attacker does, than the Attack Maneuver is negated, and the character who Blocked gains the Initiative over his opponent. Target Changes After Maneuvers are resolved, Targets may shift if one or more characters were killed. These are the circumstances in which Targets may change:

If a character was attacked by a character other than his current Target, and successfully defended against that attack, the character may switch his Target to the character that attacked him, and gain Initiative over that character if his Defense Maneuver granted it.

If a character's current Target has been rendered un-Targetable, either by being incapacitated, dying, or through the use of a Maneuver, the character may choose a new Target, prioritizing those who have attacked him this Action.

If a Character's Maneuver allows them to switch Targets, they may change to a new Target in the manner prescribed by the Maneuver.

21.2.3 Overwatch Phase

The Overwatch Phase is identical in purpose as the Melee Phase, however it is for characters engaged in Overwatch combat in the Bout (that is, characters with ranged weapons who have opted to Overwatch in the General Action Phase). The Phase allows Overwatching combatants to take two Actions, including Maneuvers. Overwatching characters may only attack other characters engaged in their Bout. They are not able to fire upon unengaged characters, or characters engaged in other Bouts. To do this, they must End the Watch and either use the General Action Phase, or engage in another Bout by using the Overwatch Action.

21.2.4 Round Conclusion

At the end of the Round, if Targets are alive and present, whichever character currently has Initiative may choose to either Disengage or Lock.

Lock: The characters engaged in the Bout are still 'in combat,' and continue fighting in the next Round. As they are still engaged, they may not participate in the General Action Phase between Rounds.

Disengage: The characters are no longer in combat, and the Encounter ends. If Targets are unavailable because they are dead, incapacitated, or escaped, then the Encounter ends. Characters who were engaged in a Bout that ended due to it being Disengaged or Targets being unavailable are able to Engage in other existing Bouts, if they are within move distance. They will be able to use the General Action Phase so long as they are unengaged.

Encounter Ends When all Bouts have resolved, through surrender, death or flight, the Encounter ends and characters may interact normally.

21.3 Combat Concepts

Combat Pool (CP) CP (melee weapons) = (ADR+Proficiency Pool+Misc)-(Encumbrance+Fatigue+Pain+Misc) CP (ranged weapons) = (Proficiency Pool+Misc)=(Encumbrance+Fatigue+Pain+PER Penalty+Misc) CP represents a character's skill with the weapon they're using, and is used to activate and power Maneuvers of all sorts. It is determined by a character's ADR score (melee only) combined with their Proficiency Pool; thus a character who is quicker and better trained will have a higher score than one who is slower and less experienced. CP can be reduced by a character's Encumbrance, their injuries or exhaustion, PER penalties from headgear, and other miscellaneous factors. Because CP refreshes at the

beginning of every Round, not between Actions, it is important for a character to keep careful track of how much CP they use in the first Action, so as to have some left over for the second Action. Maximum CP is a character's ADR (melee only), Proficiency Pool, School Bonus, Boon Bonuses, and any miscellaneous bonuses that apply when Maximum CP is called for, minus the character's Encumbrance Penalty, Exhaustion Penalty, Pain, and any miscellaneous penalties that apply when Maximum CP is called for.

21.4   Target Zones and Hit Locations

When a character is hit by an attack, there are two key aspects of the hit that need to be noted: the Target Zone (which is the general area of the body that the attack hits) and the Hit Location (which is the precise point of the body that is hit). Each Target Zone contains three to four Hit Locations, which are listed below. Swinging, thrusting and missile attacks have different Target Zones available to them. If an attack hits, roll 1d10 to decide the Hit Location that the attack actually lands on, and then calculate damage based on the following formula: [Total Damage (Maneuver Damage+Miscellaneous)] versus [Total Defense (TOU+AV of appropriate damage type+Miscellaneous)] If the Total Damage exceeds the Total Defense, the result is a Wound of a level equal to the excess damage. The amount of damage done is then applied on the Wound charts located in Chapter XX. Attacks and Missing Limbs If the Target is missing a body part or limb on the Target Zone that is being attacked, and the roll dictates that that Hit Location would be hit, the attack automatically misses and has no effect. Which Thigh, Though? When declaring an attack against an arm or a leg, or even when attacking the neck, be sure to declare which limb, or from which side the cut is made from, in the case of neck or torso cuts. Obviously if you aim for the right arm, all of the hit results should be on that arm. The same applies when making a cut to the neck and hitting the shoulder; specify which side you're attacking. However, when making downwards or upwards swings, you may hit a shoulder or the thigh. But which one? Here's an easy way to decide, if you don't feel like flipping a coin: fighters tend to lead with the dominant side of their bodies when fighting, so if an opponent is right-handed, and you land a hit on his thigh with an upwards swing, you probably hit him on his right thigh. Alternatively, flip a coin or roll for it. GMs, be sure to be consistent about this sort of thing!

21.4.1   Swinging Target Zones

Table 21.1: Swinging Attacks

Target Zone	Hit Locations
Downwards Head Swing	1-3: Shoulder 4-5: Lower Head 6-7: Face 8-10 Upper Head
Upwards Head Swing	1-3: Chest 4-5: Neck 6-8: Lower Head 9-10: Face

Neck Swing	1-3: Shoulder 4-6: Neck 7-8: Lower Head 9-10: Face
Torso Swing (Horizontal)	1-3: Belly 4-7: Side 8-10: Chest
Upper Arm Swing	1-3: Elbow 4-7: Upper Arm 8-10: Shoulder
Lower Arm Swing	1-3: Hand 4-7: Forearm 8-10: Elbow
Upper Leg Swing	1-3: Knee 4-7: Thigh 8-10: Hip
Lower Leg Swing	1-3: Foot 4-7: Shin 8-10: Knee
Upwards Groin Swing	1-3: Thigh 4-7: Groin 8-10: Belly

21.4.2 Thrusting Target Zones

Table 21.2: Thrusting Attacks

Target Zone	Hit Locations
Head	1-3: Neck 4-7: Face 8-10: Upper Head
Neck	1-3: Chest 4-7: Neck 8-10: Face
Chest	1-3: Belly 4-7: Chest

| | 8-9: Shoulder |
| | 10: Neck |

Belly	1: Groin
	2: Hip
	3-7: Belly
	8-10: Chest

Upper Arm	1-3: Elbow
	4-7: Upper Arm
	8-10: Shoulder

Lower Arm	1-3: Hand
	4-7: Forearm
	8-10: Elbow

Groin	1-3: Thigh
	4-7: Groin
	8-10: Belly

Upper Leg	1-3: Knee
	4-7: Thigh
	8-10: Hip

Lower Leg	1-3: Foot
	4-7: Shin
	8-10: Knee

21.4.3   Missile Target Zones

When rolling for a Hit Location with a missile weapon, first roll 1d10 on the Missile Target Zone table, and then roll again on the indicated Thrusting Target Zone that your result indicates to determine the final Hit Location of the missile attack. Initiative

Unless otherwise stated, if a Defense Maneuver successfully defends against any Attack Maneuver, the Defender gains Initiative. If a Defense Maneuver resolves but there is no Attack Maneuver for it to defend against, it does not grant Initiative unless otherwise stated.

Action Initiative is the order in which Maneuvers declared in an Action resolve. Action Initiative, or just Initiative, is held by one character against another character that they are "Targeting." If two characters are Targeting each other, only one of them can hold Initiative.

When Maneuvers in a Bout resolve, all Maneuvers made with Initiative resolve in the reverse order that they were declared, (unless a Steal Initiative attempt is made), and then all Maneuvers made without initiative resolve in reverse order of declaration.

The exception to this is that Defensive Maneuvers resolve simultaneously with the Attack Maneuver they are defending against. What this means is that if two characters are attacking each other, the one

Table 21.3: Missile Target Zone

Roll	Target Zone
1	Head
2	Chest
3	Chest
4	Belly
5	Belly
6	Groin
7	Upper Arm (1-5 left, 6-10 right)
8	Lower Arm (1-5 left, 6-10 right)
9	Upper Leg (1-5 left, 6-10 right)
10	Lower Leg (1-5 left, 6-10 right)

with Initiative resolves their Maneuver first, and only afterwards does the Initiative-less character (if they survive) resolve their Maneuver.

Reach Reach is an important factor in combat. The fighter with longer reach tends to have an advantage, so long as the fight stays at their desired range. Entire philosophies of warfare are built around the simple advantage of having reach over one's enemies. Of course, a long weapon reach also has its weaknesses. When the distance is closed, longer weapons lose much of their strength and can become a liability for a fighter without a sidearm or backup weapon! In combat, there are eight (8) stages of Reach, from Half-Arm to Ludicrously Long.

Table XX Stages of Reach Number Stages of Reach Example 1 Half-Arm HA Knee, Elbow, Grapple 2 Hand H Dagger 3 Short S Short Sword 4 Medium M Arming Sword 5 Long L Poleaxe 6 Very Long VL Arming Spear 7 Extremely Long EL Halberd 8 Ludicrously Long LL Pike Here are some important notes on Reach and how it affects combat: The basic distance between any two characters is the Reach of the longer weapon between the two. If one of the characters has a missile weapon, then the Reach of that weapon is considered LL. If a character successfully hits their Target with an attack that has a Reach value, the combat moves to the Reach of the attack, which will usually be the favored Reach of the attacker. When declaring an Attack Maneuver against a Target at a longer Reach than the character's own, an Activation Cost must be paid in addition to any others equal to the difference between the disadvantaged attacker and the defender with longer Reach. When declaring an Attack or Defense Maneuver against a Target at a shorter Reach than the character's own, an Activation Cost must be paid in addition to any others equal to the difference between the disadvantaged party and the opposition at the shorter Reach. This does not affect Defense Maneuvers that do not involve defending with a weapon. Shield-based and Void Maneuvers suffer no penalty. When making Initiative tests for Aggressive/Aggressive contests or Steal Initiative, a character whose Reach is currently favored (either the enemy is outranged, or the fight is occurring within the enemy's range to their disadvantage) gains a +1 bonus to the Initiative test per step of Reach advantage they enjoy over their enemy. If a character leaves an Encounter or Bout, and returns later or is re-engaged, the Reach is refreshed to the longest between the two fighters. Goofus has a short sword, whereas Gallant has a pike. Goofus' Short Sword has S Reach, whereas Gallant's pike has LL Reach. If Goofus wants to attack Gallant, that's five (5) stages of Reach he would need to pay for to try and make the attack (5 CP). If the attack succeeds, then he would move the fight to S Reach, since he got close enough to hit. At S Reach, Gallant is

now the one at the disadvantage, and Attack AND Defense Maneuvers using his weapon each suffer a 5 CP Activation Cost. He could still Void incoming attacks without penalty, since these do not use his now cumbersome weapon. Range When making missile attacks, the range of the weapon is measured in Yards (about three feet or one meter each) from the attacker to the target. Each missile weapon has a Range value, which is the number of yards at which the weapon may be used before it suffers a penalty to accuracy. For each multiple of that range at which the attack is made, the attacker suffers a -1 Penalty to his Missile aTtack. So, if a weapon has 40 yard range, an attack made at up to 40 yards would be made with no penalty, one at 41-80 yards would be made at a -1 penalty, an attack at 81-12 yards would be made at a -2 penalty, etc. Additional Combat Rules Declaring Defense Maneuvers without Initiative If you are using a Defense maneuver with Initiative, wait until characters without Initiative have declared their Defenses to declare the target of that Defense. If nobody declares attacks against you, you may return the Defense Dice to your Combat Pool. Then, resolve maneuvers at Initiative. Battlefield Terrain Sometimes combat will occur on uneven or otherwise irregular terrain. When fighting on rough terrain that might cause a character to fall, trip or stumble, a Mobility Test is required at the start of each Round at an RS determined by the nature of the terrain. Failure inflicts Stun equal to the amount of successes by which the roll failed. This can cause Overshock and tripping! Terrain Loose Gravel, Light Mud, Slippery Marble Deep Mud, Shallow Water, Potholes Collapsing Floor, Intense Mud, Deliberate Pitfalls Difficult Terrain RS 4 6 8 Terrain which might provide one character with a defensive bonus (a wall or rampart being defended, an overturned table being fought from behind, etc.) the attacker must pay a CP cost to make an attack, determined by the size and nature of the defensive work. Defense Overturned Table, Fence CP Cost for Attacker 2 Low Wall, Makeshift Barricade High Wall, Rampart, Crenelations 4 6 Some terrain might produce an active danger. In this case, treat it as uneven or irregular terrain, but failing by more than X dice (represented as the second number beyond the slash in the table) results in falling, slipping into, or otherwise falling victim to the danger. Surprise Attacks If characters are caught unawares in an ambush or other surprise attack, they may not act in the first Phase, and if caught in melee their CP is halved. The Defense value of characters who have been caught unawares is reduced by 2, and they cannot benefit from Talents or other bonuses to Defense that are not from external causes like Cover or the like. Characters who detect the ambush beforehand may still act normally; only those surprised suffer these penalties. Outflanking Certain situations in combat can result in a character Outflanking another character. When a character Outflanks another character, they gain certain benefits: The Outflanked character cannot Target or perform Attack Maneuvers against the Outflanking character. The Outflanked character cannot use any Defense Maneuvers against Attack Maneuvers made by the Outflanking character without spending CP equal to the Outflanking character's PER. Even then, only the Void or Flee Maneuver (if available) can be used. The Outflanking character makes Back Attacks when performing Attack Maneuvers against the Outflanked character. The Outflanking character ignores the Shield AV of the Outflanked character. Outflanking ends if the Outflanked character Targets the Outflanking character. However, if in combat with multiple opponents, Targeting one who is Outflanking, and thus ending their Outflanking status, may cause another enemy to become Outflanking, at the GM's discretion. The twins Bruce and Hazel are attacking a norse warrior named Snorri. Hazel declares an Outflank Maneuver, and succeeds, so that he is now Outflanking Snorri. Now, Snorri must pay CP equal to Hazel's PER to defend against any of his attacks, and Hazel can target his less-defended back. If Snorri wants to get out of this, he's going to have to defeat Bruce quick, and then turn to face his outflanking foe before he gets a few new holes carved in his back. Back Attacks Any attack made from the rear, either because a character has snuck up on his Target or is Outflanking (see above) is a Back Attack. Back Attacks replace the Chest Target Zone with the Upper Back Target Zone, and the Belly Target Zone with the Lower Back Target

Zone, but otherwise roll exactly the same as normal attacks. Both Swinging and Thrusting attacks work this way. Bobby is Outflanking his enemy, Bill, and declares a Torso Swing on Bill, and hits. The Hit Location roll determines that the attack hits the Chest. However, because Bobby is making a Back Attack, it actually hits Bill's Upper Back. Scatterfire Weapons that use ammunition with the Scatter special rule (Buck and Ball, Heavy Shot, and Shot) can be fired in such a way that multiple enemies are hit at once. Only enemies who are very close to each other (within a yard of one another) can be hit in this way. Targeting a character with two others within a yard's distance away from them could result in hitting all three characters. To start, resolve the primary attack against the center Target as normal. If it misses, all of the Scatter shots will miss as well. The primary shot resolves as normal, however the Scatter damage should be randomly divided between the potential Targets (assign numbers on a D10 to each potential Target, favoring the primary one, and roll each scatter die to determine who it hits, then determine Hit Locations as normal) and then resolved separately. The individuals targeted by these multiple Scatters can benefit from Take Cover and other defenses as normal. At the GM's discretion, this rule may be applied against friendly targets as well. Firing a shotgun into a crowd of mixed friends and enemies is dangerous! Mounted Combat Characters in combat will often fight on horseback, or else mounted on exotic beasts like elephants or dinosaurs. Fighting in such a manner confers special bonuses in combat, as well as opening up new opportunities for characters to use Mounted Maneuvers. At the start of combat, most characters who fight mounted will already be mounted. However, in the event that they are not, or if an opportunity presents itself for them to climb onto a horse, it can be done as a Move Action. If the mount is stationary, this requires an easy [RS 2] ride check. If the mount is moving, it requires a routine [RS 3] check. Dismounting requires an effortless [RS 1] check if the mount is stationary, but a routine [RS 3] check if the mount is moving. Dismounting and mounting a mount are considered one Action. Explosions Explosives such as bombs and grenades have devastating effects when used well. This section will explain the impact of explosives and how they are resolved in combat. Radius: The range within which an explosion is at its most optimal power. Power: The amount of damage that an explosion inflicts. Type: The type of damage inflicted by the explosion. If two types are listed, then the explosion inflicts half of one type, and half of the other. Special: Any special effects of the explosion. It might set all areas that suffer damage from the base explosion on fire, it may ignore some armor, or inflict extra Stun. Resolving an Explosion All figures within the Radius of the explosion in yards suffer damage equal to the Power of the explosive, minus half of their TOU (at the GM's discretion, a fully-armored man might subtract half of their armor's Bludgeoning AV as well). The damage after reduction is randomly distributed across the body using the Missile Target Zone table. Damage that lands on the same Target Zone combines before determining the Hit Location. For each multiple of the Radius past the first, the Power of the explosion is halved, until it can no longer inflict damage. If an Explosion inflicts more than a Level 5 Wound to any area, add Limb Severed to the Wound's effects, regardless of its damage type. A Take Cover Maneuver, or any sort of Cover AV, reduces damage from Explosions. Michael triggers a booby-trap, and a large bomb explodes next to him. The bomb has a power of 16, and a Range of 10 that Michael is well within. He has TOU 5. He suffers 14 (16-2) damage randomly distributed on the Missile Target Zone table. He ends up suffering a Level 4 Wound to the torso (chest), a Level 5 Wound to the right arm (elbow), a Level 4 Wound to the head (face), and a Level 1 Wound to the left leg (thigh). Because the bomb relied on shrapnel to do its damage, Michael is inflicted with the Piercing damage type. Michael is left in a state of anguish, rapidly bleeding to death, and unable to move. If Michael had been 15 feet away from the bomb, he would've suffered 6 (8-2) damage, because the Power of the bomb would have been halved. If he had been 33 feet away, he would've suffered 2 (4-2) damage, as the Power would be halved yet again. Ten more feet, and he would not have suffered any damage at all, as his TOU would have cancelled out the explosion's

Power entirely. Explosives Light Hand Grenade Radius: 5 Power: 12 Type: Piercing / Bludgeoning Special: N/A Heavy Hand Grenade Radius: 10 Power: 15 Type: Piercing / Bludgeoning Special: N/A Incendiary Bomb Radius: 3 Power: 5 Type: N/A Special: Does not inflict regular damage, but any area hit suffers Burn 3/TN 5 for 5 Rounds. If multiple damage lands on the same area, increase the Burn Duration by 1 per point. Light Landmine Radius: 5 Power: 15 Type: Piercing / Bludgeoning Special: Can be set as a trap to explode upon being stepped on. First half of damage is always inflicted to the leg that triggers the mine. Heavy Landmine Radius: 5 Power: 30 Type: Piercing / Bludgeoning Special: Can be set as a trap to explode upon being stepped on. First half of damage is always inflicted to the leg that triggers the mine. Explosive Cannonball Radius: 15 Power: 20 Type: Piercing / Bludgeoning Special: Within 5 yards, add 10 Power. Barrel of Gunpowder Radius: 20 Power: 30 Type: Bludgeoning Barrel of Gunpowder Filled with Shrapnel (nails, ball bearings, broken glass, etc) Radius: 30 Power: 45 Type: Piercing / Bludgeoning GM Arbitration In a game like Song of Swords, you must expect the unexpected. With so many possible situations, character options and potential playstyles, at some point or another you are bound to find yourself in a situation where something is technically legal by the rules, but just doesn't make sense. We have designed this game to the best of our ability to minimize these incidents, but if you ever encounter one, GMs, it is your responsibility to ensure suspension of disbelief (to say nothing of the enjoyment of your players!) by ruling in the direction of common sense, regardless of what the rules say. If some bizarre twist of system terminology makes it 'legal' to do something patently absurd, like Shield Bash an enemy with a Pike instead of a Shield, or Grapple an opponent despite you not having arms or legs, you need not, and should not allow it. If you feel like it, take note of such failures in the rules, and let us know so that we can fix them!

Chapter 22

Injury and Recovery

22.1 Wounds — The Basics of Injury

When characters sustain injuries, they sustain them in the form of Wounds. These come in five levels, from Level 1 (the least serious) to Level 5 (crippling or fatal). In minor cases, Wound Levels are temporary inconveniences, though the Pain and Stun they cause can cause a character great trouble in battle. In major cases however, high level wounds can inflict permanent Banes, like disfiguring injuries or lost limbs. Wound Levels can quite possibly cause death by blood loss, infection, or sheer damage. A character can suffer multiple Wounds of the same Damage Type to the same Area of differing levels – Each Wound is a separate effect from any others, unless otherwise stated. (With Fire Damage, etc.)

22.1.1 Anatomy of a Wound

Wounds have a few components, illustrated here. When a Wound is suffered by a character, the level, location and type of the wound should be recorded, in addition to the Blood Loss, Stun and Pain. Injuries are not removed from a character's sheet until they are healed (see Recovery and Healing below).

Hit Location — The Hit Location of the injury. This is identical to the Hit Location determined on the Hit Location Tables below.

Type — This is the kind of damage that has been inflicted. Most weapons inflict Cutting, Piercing, or Bludgeoning damage. Other types of damage include Fire and Cold.

Blood Loss — This is the amount of blood being lost from the wound. Different kinds of wounds inflict different amounts of Blood Loss, as detailed in their Wound Description. Blood Loss is used for Bleeding Rolls, detailed below.

Stun — Stun is a one-time deduction from a character's Combat Pool. It does not decrease a character's maximum CP, but rather their current reserves. Stun cannot reduce a character's CP below 0. If Stun would bring a character's CP below 0, the CP is only reduced to 0, and the character suffers Overshock.

Overshock forces a Stability Test at RS equal to the excess Stun after 0. Failure results in the character becoming Prone.

- If Stun is sustained while a Character has an unresolved Maneuver declared, the Stun is first subtracted from any CP devoted to the Maneuver, and after that is depleted, the rest of the Stun is applied to their remaining CP.

- If there are multiple Maneuvers declared, the effects of Stun cannot be divided up between them, but must be applied to one at a time. First subtract CP from one Maneuver until its CP is fully depleted, then do the same to the other, and finally the Character's remaining CP. The Character sustaining the Stun chooses which maneuvers to subtract from.

Table 22.1: Blood Loss

Total Blood Loss	Required Successes to Stave Off
0 to 4	0 successes - No need to roll
5 to 9	1 success
10 to 14	2 successes
15 to 19	3 successes
20 to 24	4 successes
+...	+...

22.1.2   Pain

—   Pain is similar to Stun, but rather than the immediate jarring effect of the injury, it is a lasting effect. Pain inflicted by any source reduces the character's Refresh by 1 per point of Pain, reducing the amount of Combat Pool the character gains at the start of each Round to a minimum of 0.

If Pain reduces a character's Combat Pool at Refresh to 0, the character is rendered helpless and incapable of doing anything meaningful (talking may or may not be possible, GM's choice). The character must also make a Willpower test at RS equal to any excess Pain over that required to reduce the character's CP to 0 or lose consciousness.

A character's total Pain is reduced by Grit before being subtracted from the character's Combat Pool. So, a character who has 5 Grit and who is currently suffering 12 Pain suffers a -7 penalty to their Maximum Combat Pool until the pain is alleviated.

22.2   Blood Loss and Bleeding Rolls

Whenever a character has an amount of Blood Loss equal to 5 or more, they must make an END test at the end of each Round. For every five points of Blood Loss that a character has, the test requires one more success. If the Blood Loss test is ever failed, the character suffers HLT loss equal to the amount they failed the test by.

Losing Health:

Any time that a Blood Loss test is failed, the Character loses an amount of HLT equal to the number of successes by which the test failed.

When a character's HLT reaches 1 or lower from Blood Loss, all of their other Attributes are temporarily halved. When a character's HLT reaches 0 or or lower, they immediately pass out and continue to bleed, making END tests and losing HLT into negative amounts. When their HLT reaches a negative amount equal to their unmodified total HLT, they die. Note that when the character passes out, the TOU vs. 2 RS to avoid Brain Damage is done with their newly-modified TOU. (See Knockout, below.)

> *Duke has been shot several times with a repeating crossbow. He is suffering 22 Blood Loss. He must make an Endurance test with his END of 5*

Regaining Health:

Once a wound has been treated via Surgery so that no more Blood Loss can occur, HLT lost to Blood Loss will begin replenishing at a rate of 1 HLT per week.

HLT lowered by Infection is also recovered in this manner, but only after all of a character's Infections have been defeated.

Staunching Blood Loss

Characters can attempt to staunch the loss of blood with the Surgery skill and whatever materials are at hand. A wound must be targeted with this skill which, if successful, terminates all Blood Loss from that wound.

If a Character goes for over an hour without losing a point of HLT, any remaining Blood Loss is automatically staunched, including Internal Bleeding.

Treating Wounds In order to stop a wound from bleeding, and to reduce the Pain it causes, the Surgery skill must come into play. A Surgery check made at appropriate difficulty for wound level Treats the wound. Treated wounds have their Blood Loss reduced to 0 (unless reopened somehow), and their Pain reduced by half. Treated wounds begin healing immediately. Healing time depends on the character's maximum normal HLT, and the level of the wound.

Once a Wound has fully healed, the Wound, and any remaining pain, are removed from the character. Unarmed Wounds heal in Days instead of Weeks.

Table 22.2: Wound Healing Times (in Weeks)

		Health							
		1	2	3	4	5	6	7	8+
Wound Level	1	2	2	2	1	1	1	1	0
	2	3	3	2	2	2	1	1	1
	3	4	4	4	3	3	3	2	2
	4	8	8	8	6	6	6	5	5
	5	60	60	60	48	48	48	36	36

22.3   Damage Conditions and Tests

Knockout A Knockout (KO) test, is an END test. You need a number of successes specified by the event. Failure causes the character to be knocked unconscious, Prone, and unable to act for 1d10 minutes. A character that is knocked out cannot defend themselves and is entirely helpless. Whenever a character is knocked out, they must pass a TOU vs. 2 RS test, or gain the Brain Damage (Minor) Bane. [Optional]: If a character is knocked out while standing up or fighting, the GM may rule that he suffers Falling Damage due to landing on a hard surface or an object while unconscious. This usually will be equivalent of a fall from 6 feet. An unconscious man hitting an awkward surface (the corner of

a table, a street curb, etc.) could suffer a far more severe injury than the actual blow that rendered him unconscious.

Stability When a character makes a Stability Test (either as specified by a wound or effect, or because their CP has been reduced to the negatives by Stun or Pain, or other reasons at GM's discretion) roll an AGI test. The RS will vary depending on the cause of the event that called for a Stability Test. Failure renders the character Prone.

Prone — Whenever a character is laying flat on the ground, they are considered to be Prone. While a character is prone, their maximum combat pools for all melee proficiencies and their Mobility are halved, and the effective Reach of any weapon they're using (including unarmed "weapons" like fists, legs, etc) is reduced by 2 stages. While Prone, all Maneuvers except for Block are made at +1 TN.

Being knocked prone (after failing a Stability test, being knocked down, etc.) causes a character to immediately take Stun equal to half their maximum combat pool. Until the character is standing during a Refresh, their maximum combat pool remains halved, and any Refresh when prone only restores them to that half-maximum.

The use of the Rapid-Rise Maneuver allows a character to stand up immediately upon falling down, if they have the remaining CP. Check Chapter 4: Proficiencies & Manuevers for more information.

Otherwise, a character must spend an entire action standing up, and cannot use any Maneuvers for that action except Quick Defense.

22.3.1 Falling Damage

When a character falls, they roll on the first table below to determine what body part they land with. They then take a wound as if struck with a blunt object to the area hit at Strength determined by the distance fallen, and the surface fallen onto. Neither Armor nor TOU reduce this damage. The character also takes additional damage to the adjacent body parts as determined by the falling table at half damage.

Table 22.3: Falling Damage Hit Location

d10 Result	Area Hit	Adjacent Areas
1	Head	Neck and Shoulder
2	Neck	Shoulder and Head
3	Upper Back	Lower Back and Head
4	Chest	Upper Abdomen and Head
5	Right Foot	Thigh and Lower Leg (Right)
6	Left Foot	Thigh and Lower Leg (Left)
7	R. Side	Upper Arm and Thigh
8	L. Side	Upper Arm and Thigh
9	R. Forearm	Hand and Upper arm
10	L. Forearm	Hand and Upper arm

Falling onto Slopes When falling down a slope, a character sustains damage at a different rate than when falling from the air into a surface, and each step of the fall should be calculated separately.

Table 22.4: Falling Damage

Ground Type	Damage per Feet fallen
Hard (Cement, Stone, Packed Dirt, Cobblestones, Hardwood floor, a thoughtlessly placed pile of bricks)	1 per 2' fallen
Solid Earth, carpeted floor, collapsible structure (falling through a cart, wagon, canopy, an armored man)	1 per 4' fallen
Soft (Straw, trampled battlefield earth, mud, Sand, a Person, a pile of dead people)	1 per 8' fallen
Rough Slope (Rocky Hill, Flight of Stairs, Shingled Rooftop)	1 per 10' tumbled
Deadly Slope (Cliffside, Jagged Mountain Slope, Castle Ramparts)	1 per 6' tumbled
Hard Angle (Corner of a Table, Edge of a bin, street curb, etc)	1 per 1' fallen, may inflict Cutting or Piercing damage
Water (clumsily fallen)	1 per 30' fallen
Water (controlled dive)	1 per 60' fallen

For example: An assassin is flung off a balcony after a failed attempt on the life of a King, and then falls fifty feet onto a hard rooftop, where he then rolls another fifty feet before falling off this second roof, down another twenty feet onto the cobblestone street, he would sustain three separate Falls. Let's run through an example of what happens:

- First Fall: 50' onto a Hard surface. The assassin sustains 25 damage to his Right Arm, and 12 Damage to his Hand and Upper Arm. This results in 3 Level 5 Wounds.

- Second: 50' on Rough Slope (5 damage) The assassin rolls down the slope, and suffers 5 damage to his neck, and 2 damage to his shoulder and head. At this moment, the assassin dies.

- Third: 20' on Hard (10 damage) The assassin, who is already dead, finally lands on his back, suffering 10 damage to his upper back, and 5 damage to his head and lower back. This results in three more leve l5 wounds.

Every bone in his right arm is shattered, his neck is broken, his spine is broken is two places, and his head is smashed upon. He is dead. BUT, what if, like a smart Assassin, he had aimed for the conspicuous pile of straw instead of the rooftop?

Well, assuming the slope of the roof was fairly steep and actually covered about 30 feet of vertical space, that'd mean that the total distance fallen would've been 100 feet exactly.

Now let's say that the the Assassin leaps into the pile of straw from the same total height (about 100 feet) instead. He instead suffers 12 damage to one body part, and 6 damage to two others. If he's lucky, he might only shatter one of his legs or arms, but he's just as likely to break his neck, spine, or rupture all of his organs.

Falling onto certain materials or hazards might justify changing the damage type inflicted from Bludgeoning to Cutting or Piercing damage. Use your judgment, GM.

Burning & Fire Damage When characters come into contact with fire, bad things tend to happen. Fire damage is much simpler than damage from blunt, cutting, or piercing weapons. Its table is generic, and any part of the body may suffer a Burn Wound using the same chart, seen below.

When a character suffers Fire Damage, the format looks like this:

(X)/TN5 X is the number of dice rolled, and the TN is always 5. Each success on this roll inflicts a level of Burn Damage to the body part (or body parts) affected.

Burn Damage is not reduced by TOU, but it is reduced minorly by Armor. Cloth, Leather and other light armors do nothing to reduce burn damage. In fact, they might make it worse (Quilted Armor, of worn without Plate over it, increases the Burning Time of any Fire Damage by 1. Mail, Laminar, Brigandine, etc. reduces Burn Damage by 1. Plate reduces Burn Damage by 2).

Burn Damage is Cumulative. If a character suffers a Level 1 Burn, and then next Round suffers two additional Burn Damage, this does not create a Level 2 Burn, but instead turns the Level 1 into a Level 3.

Burning damage often lasts for multiple Rounds, inflicting damage at the beginning of each, and clothing or armor may also catch fire, continuing the blaze for still longer!

Table 8.5 Burn Area Example Burn Source

Coverage Damage Burning Time

Boiling Oil Usually head, shoulders, neck, back, possibly face or arms.

4/TN5 4 Rounds

Flaming Arrow Point of Impact 2/TN5 10 Rounds

Hair Caught Fire Head(?) 1/TN5 1-3 Rounds (length of hair)

Burning Sleeve Arm 2/TN5 5 Rounds

Bonfire Full Body 3/TN5 Indefinitely, 3 Rounds after exiting Bonfire

Extinguishing a fire on one's person is either very easy (patting out, smothering with a blanket or cloth, dropping and rolling) or excessively difficult (boiling oil, burning pitch, chainmail made dangerously hot in a fire, acid). You may try to Extinguish a source of burn damage by spending a Full Action in the Bystander Phase doing so. This is an Agility check, with the RS ranging from 1 (burning sleeve) to 8 (covered in burning pitch).

So, a character may suffer a pot of boiling oil being dumped on his head while climbing up a siege ladder. The GM estimates this as a 4/TN5 burn attack that hits the upper head, neck, shoulders, and back. The roll is made, 4 at TN 5. 2 successes are scored, however the character is wearing a Plate helmet and a Mail shirt, which reduces burn damage to the upper head by 2, the back and shoulders by 1. The neck suffers all damage. The result is a Level 1 Burn to both shoulders (two wounds), and a Level 2 burn to the neck. The next Round, he suffers additional damage.

Table 8.6 Burn Damage Wound Level

Stun Pain Bleed Special Description

Level 1 4 4 - [-3 Infection Chance]

1st degree Burn, painful but not serious.

Level 2 8 6 - [-1 Infection Chance]

Minor 2nd degree burn with swelling, but no probable scarring.

Level 3 12 10 - [+1 Infection Chance]

Bad 2nd degree burn, skin lost, scarring probable.

Level 4 20 20 - [+3 Infection Chance]

3rd degree burn, serious scarring and injury. Consider disfigurement Banes.

Level 5 Total 30 - [+5 Infection Chance]

4th degree burn or worse, flesh destroyed, bone exposed and charred, almost certainly lethal if located on vitals (HLT at RS 5)

Electrical Damage Being electrocuted is not something that happens often in a medieval setting, but it can happen. Electrical Damage is made against TOU, but it is not reduced by any sort of armor, and in fact is increased by metallic armor (mail and scale increases Electrical damage by 1, Laminar and Plate of all varieties increases it by 2). A character does not suffer Electrical Wounds to any particular part of their body, the Wound applies to the character's whole frame. However, in extreme cases (Damage 5 and Higher) a Burn Wound may be inflicted (generally 1 at 5, +1 per 2 points of Electricity Damage past 5) at the point of electrocution. Multiple Electrical Wounds combine, creating a new Wound with a Level equal to the highest previous Wound +1. (So if a character has a Level 3 Electrical Wound, and suffers an additional Level 1-3 Electrical Wound, he instead upgrades the original Level 3 Wound to a Level 4, and suffers its effects instead.) Each Action (second) that a character stays in contact with the source of Electricity, he suffers the damage again. On top of any actual damage inflicted, Electricity always inflicts Shock equal to the amount of damage dealt. Electrical Wounds cannot be Infected, and heal at twice the speed of other Wounds.

Table 8.7 Electricity Damage by Source Source Damage Mild Shock (power outlet) 3

Severe Shock (Car Battery) 5 Dangerous Shock (Transformer) 6 Lethal Shock (Struck by Lightning) 8 Cataclysmic Shock (Power Lines) 10

Table 8.8 Electrical Damage Wound Level Stun Pain Bleed Special Description

Level 1 8 0 -

Level 2 10 2 - KO at 1

Level 3 12 4 - KO at 2

Level 4 16 20 - KO at 3

Level 5 Total Total - KO at 4, HET at 3 vs Death

Cold Damage Something something, Cold can target Limbs, TOU reduces, Armor doesn't, Warm Clothing can slow effects, need rules for Freezing, yadda yadda, what killed the dinosaurs? Get to the Choppa.

Table 8.9 Wound Level

Stun Pain Bleed Special Description

Level 1 2 2 -

Level 2 4 4 -

Level 3 6 2 - Reduces all Pain in Zone by 2

Level 4 8 0 - Reduces all Pain in Zone by 4, Difficult Surgery vs Frostbite if Limb, HET test at 3 vs Death if not Limb

Level 5 10 0 - Reduces all Pain in Zone by 10, Miracle Surgery vs Amputation if Limb, HET test at 4 vs Death if not Limb

Infection

The shock of a wound can kill a man, or he can bleed out before the injury can be staunched, but the most insidious and terrible way to die of a wound is by corruption, or infection. In the course of healing, a wound can become infested with bacteria and parasites which quickly cause the wound to become gangrenous or septic, which can eventually result in necrosis and death.

Infection has a chance of occurring 24 hours after the infliction of the wound. Roll a HLT Test at RS equal to the Infection Level of the Wound. The Infection Level equal to the Wound Level, plus any miscellaneous modifiers. Both Wound descriptions and exterior circumstances (see Table 7.1) can increase or decrease Infection Chance.

Unarmed Wounds cannot cause Infection.

Table 8.7 Infection Modifiers Modifier Amount

Wound was successfully treated with Surgery immediately after it was inflicted. -1 per 2 BS

Wound is treated with an expensive poultice during Surgery -2

Wound is the result of an Amputation -2

Wounded party is allowed to rest immediately -1

Wound was inflicted in a fairly clean environment free of filth (being cut with a well maintained dress sword during a parade, being injured by a practice weapon).

-2

Wound was inflicted by a bludgeoning weapon. -1

Wound was inflicted by a piercing weapon. +1

Wound was inflicted in an unclean environment. +1

Wound was inflicted with a filthy weapon. +2

Wounded party has strenuously exerted himself since being injured. +1

Wounded party did not receive adequate care after the injury. +2

Wound was intentionally infected after being sustained. +3

If the character succeeds, then the Wound does not become infected, and heals normally. However, if something occurs to infect the Wound again (the wound is exposed to filth, or reopened, or stripped of its coverings and left unprotected for some time) then an additional roll may be necessary.

If the Infection Roll fails, then the Wound becomes Infected. Once a Wound becomes Infected, the character's body begins to fight against the infection by all means possible, some of which are quite

detrimental. Characters with Infections become Feverish within 24 hours, and remain Feverish until the Infection is defeated. (See Illness and Disease section for the effects of Fever. Short version: The character suffers a Halved Combat and Mobility pool, and gains Exhaustion at double the normal rate).

Every 24 hours, the character must roll a Health Check at RS equal to the Infection Level of the Wound. This roll can be modified with Medical skill, as detailed on Table 7.2, and this will greatly increase a character's chance of survival. If unsuccessful, the character's Health is reduced temporarily by 1. This Health does not recover until after the Infection is defeated. If the character's Health is reduced to 1 by Infection, then all current Infections become Septic.

If a character succeeds a number of these Health Checks equal to the Infection Level of the wound, that Infection is defeated, and the character can begin recovering Health, assuming there are no other Infections to struggle against.

In the case of multiple Infections developing, only one Health Check is rolled per 24 hour period, at the highest Infection Level of the infected wounds suffered. If the Check succeeds, all of the Infections are resisted. If the Check fails, the character only loses 1 point of Health, not 1 per Infection.

Table 8.8 Infection Treatment Modifier Amount Character's infections are treated by a Surgeon -2 Character is kept in a comfortable, clean environment -2 Character has enough to eat/drink -1 Character partakes of no strenuous activity -1

Septic Infections Septic Infections (when the injury becomes gangrenous and decaying) are almost invariably lethal. After a wound becomes Septic, it rapidly spreads across the body, eventually reaching the heart or brain, and killing the victim. The character becomes delusional, weak, and likely unconscious, and dies within 2d10+HLT hours. If the character can pass a WIL+HLT test at RS 5, the character can struggle on for another 24 hours, but will still die before the next day.

There is no treatment for Sepsis, but if the Infection is in a limb, it can be Amputated immediately upon the onset of Sepsis to prevent it from spreading. This increases the Infection Level of the resulting Amputated wound by 1, whereas Amputating before Sepsis develops does not increase the Infection Level at all. Surgeons must be careful when deciding whether or not to amputate too early on what might've been a salvageable limb.

Amputation When a limb is Amputated (which itself requires a Surgery check at RS 3), the limb suffers the equivalent of a level 5 cutting wound on the location where the Infection is located, but with no Bleed. This automatically removes the Infection that occupied the amputated limb, and the wound can then be treated like a normal wound for terms of surgery checks to end blood loss and begin the healing process. Amputations also confer an automatic -2 to the Infection Chance of the wound, due to the care that goes into the procedure to make it as clean as possible, and may benefit from other factors as well, such as a clean environment with proper tools, to minimize the chance of the new wound becoming Infected as well.

If a wound becomes Septic before being amputated, as detailed in the Septic Infection section above, then the Amputation's -2 to Infection Chance is reduced to -1, increasing the possibility of repeated Infection, as some of it may have already spread beyond the limb.

Chapter 23

Wound Charts

This is the part where you learn about what it's like to die.

Target Zones and Hit Locations When a character is hit by an attack, there are two key aspects of the hit that need to be noted: the Target Zone (which is the general area of the body that the attack hits) and the Hit Location (which is the precise point of the body that is hit).

Each Target Zone contains three to four Hit Locations, which are listed below. Swinging and Thrusting attacks have different Target Zones available to them.

If an attack hits, roll 1d10 to decide the Hit Location that the attack actually lands on, and then calculate damage based on the following formula:

[Total Damage Done (Maneuver Damage+Miscellaneous)] versus [Total Defensive Value (TOU+AV of appropriate damage type+Miscellaneous)]

If the Total Damage exceeds the Total Defense, the result is a Wound of a level equal to the excess damage.

The amount of damage done is then applied on the damage charts located later in this section.

Which Thigh, though? When declaring an attack against an arm or a leg, or even when attacking the neck, be sure to declare which limb, or from which side the cut is made from, in the case of neck or torso cuts. Obviously if you cut the right arm, all of the hit results should be on that arm. The same applies when making a cut to the neck and hitting the shoulder. Specify which side you're attacking. However, when making, say, downwards or upwards swings, you may hit a shoulder or the thigh. But which one?

Here's an easy way to decide if you don't feel like flipping a coin: fighters tend to lead with the dominant side of their bodies when fighting, so if an opponent is right-handed, and you land a hit on his thigh with an upwards swing, you probably hit him on his right thigh.

Alternatively, flip a coin or roll for it. GMs, be sure to be consistent about this sort of thing!

Table 23.1: Swinging Attacks

Target Zone	Hit Locations
Downwards Head Swing	1-3: Shoulder 4-5: Lower Head 6-7: Face 8-10 Upper Head
Upwards Head Swing	1-3: Chest 4-5: Neck 6-8: Lower Head 9-10: Face
Neck Swing	1-3: Shoulder 4-6: Neck 7-8: Lower Head 9-10: Face

Torso Swing (Horizontal)	1-3: Belly 4-7: Side 8-10: Chest
Upper Arm Swing	1-3: Elbow 4-7: Upper Arm 8-10: Shoulder
Lower Arm Swing	1-3: Hand 4-7: Forearm 8-10: Elbow
Upper Leg Swing	1-3: Knee 4-7: Thigh 8-10: Hip
Lower Leg Swing	1-3: Foot 4-7: Shin 8-10: Knee
Upwards Groin Swing	1-3: Thigh 4-7: Groin 8-10: Belly

Table 8.1.2 Thrusting Attacks Target Zone Hit Locations Face Thrust 1-3: Neck 4-7: Face 8-10: Upper Head Neck Thrust 1-3: Chest 4-7: Neck 8-10: Face

Chest Thrust 1-3: Belly 4-7: Chest 8-9: Shoulder 10: Neck Belly Thrust 1: Groin 2: Hip 3-7: Belly 8-10: Chest Upper Arm Thrust 1-3: Elbow 4-7: Upper Arm 8-10: Shoulder Lower Arm Thrust

1-3: Hand 4-7: Forearm 8-10: Elbow

Groin Thrust

1-3: Thigh 4-7: Groin 8-10: Belly Upper Leg Thrust 1-3: Knee 4-7: Thigh 8-10: Hip Lower Leg Thrust 1-3: Foot 4-7: Shin 8-10: Knee

Wound Qualities

Table 8.1.3 Wound Qualities Quality Description/Effect Stability vs [X] RS

You must make a Stability (AGI+Misc) test at X RS or be rendered Prone.

Disarm vs [X] RS

You must make a Disarm (AGI+Misc) test at X RS or drop anything held in the affected arm.

KO vs [X] RS

You must make a Knockout (END+Misc) test at X RS or be rendered unconscious for 1d10 minutes.

[X] Surgery vs [Y]

You immediately gain Y Bane, which cannot be removed without a successful Surgery test at X difficulty before the wound heals. If the wound heals (or the surgery test fails) then Y Bane becomes permanent. Autodrop You automatically drop anything held with this limb when this Wound is inflicted. Increase the RS of any Stability test made to maintain your grip on a weapon with this limb by the Wound level.

Auto-Prone You are automatically rendered Prone. You cannot Stand Up in the same action, or in the action after receiving this Wound. Increase all further Stability tests RS by the Wound level, until the Wound is fully healed. Auto-KO Character is rendered unconscious for 1d10*6 minutes. Increase the RS of any further KO rolls by the Wound level, until the Wound is fully healed. Infection Risk+[X]

This Wound suffers an increased Infection Risk equal to X.

Stun: Total Automatically reduces Combat Pool to 0, and immediately renders you Prone without a test. Pain: Total Your effective Pain is considered infinite until this Wound has healed. Limb Severed

This limb is cut off! You receive the Severed Limb Bane.

Dead You're Dead. You get the Dead Bane. Internal Bleeding

Halting this bleeding requires a Surgery roll at +3 RS from normal.

Damage Charts

Upper Head

Table 8.1.4 Upper Head - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 7 1 - Shallow cut on scalp, not serious. Level 2 2 9 3 - Deep cut on scalp, blood runs into face. Level 3 4 13 5 KO vs 4 RS Cracked skull, nearly invisible, but devastating.

Level 4 Total Total 8

Auto-KO [Difficult Surgery vs Brain Damage], Internal Bleeding

Severe skull fracture, brain damage, immediate unconsciousness. Level 5 - - - Dead Blade cleaves through top of skull down to the teeth. Instant death.

Table 8.1.5 Upper Head - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 0 4 0 - Raking glance to the side of the head. Level 2 1 6 3 - Deeper rake across scalp, lots of blood. Level 3 2 10 5 KO vs 3 RS Skull cracked, possible unconsciousness. Level 4 Total Total 20 Auto-KO [Miracle Surgery vs Brain Damage], Internal Bleeding

Skull penetrated, instantly unconscious.

Level 5 - - - Dead Point penetrates straight through skull into brain, instant death.

Table 8.1.6 Upper Head - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 1 - Blow to the side of the head. Ow. Level 2 3 6 2 KO vs 1 RS Temple is glanced. May lose consciousness. Level 3 5 8 4 KO vs 5 RS Skull fracture, may lose consciousness. Level 4 Total Total 6 Auto-KO [Difficult Surgery vs Brain Damage], Internal Bleeding

Skull shatters, immediately unconscious.

Level 5 - - - Dead Skull crushed. Brain and bone everywhere. Death.

Table 8.1.7 Upper Head - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Blow to the forehead. Negligible effect. Level 2 0 0 0 - Graze to the side of the head. Painful but nothing special. Level 3 1 1 0 KO vs 1 RS Hard blow to the dome of the head. Bruising, possible blackout. Level 4 3 3 0 KO vs 3 RS Straight blow to the temple. Probably unconscious. Level 5 Total 10 3 Auto-KO, Internal Bleeding

Severe blow to the temple, fractured bones, possible brain damage.

Face

Table 8.1.8 Face - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 6 1 - Cut vertically across the chin or lips. May leave a scar. Level 2 2 8 3 - Deeper cut, possible chipping of jaw, may contact chin, lip, cheek, or brow. Level 3 4 16 8 [Miracle Surgery vs One-Eyed]

Slash catches eye! Severe damage, may lose eye.

Level 4 6 20 18 [Miracle Surgery vs One- Eyed] OR [Miracle Surgery vs Facial Deformity] [Infection Chance +2]

Face bisected, extreme damage to jaw, teeth, and skull. May lose eye (1-5) or nose (6-10), serious medical complications either way.

Level 5 - - - Dead Head cloven through to the teeth, instant death.

Table 8.1.9 Face - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 1 - Facial scratch. Level 2 2 6 2 - Point glances off facial bones, bleeding occurs, but nothing serious. Level 3 3 8 3 - Point hits, but fails to penetrate facial bone, very painful, but still no significant damage. Level 4 5 15 10 [Difficult Surgery vs Mute] OR [Miracle Surgery vs One-Eyed] OR [+5 to wound's Bleed]

Point penetrates face, either through mouth (1-3) eye (4-6) or facial bones (7-10.) Severe injury, lots of bleeding, extremely painful. Level 5 - - - Dead Head impaled, instant death.

Table 8.1.10 Face - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 4 0 - Blow to the jaw, head rolls with it well. Level 2 3 5 2 - Firmer blow, blood in mouth, possible lost tooth. Youch. Level 3 5 8 3 KO vs 3 RS Serious damage to jaw, fracture maybe, head jerked hard,

may lose consciousness and several teeth.

Level 4 7 12 7 KO vs 5 RS Mute as the Bane until healed

Broken jaw, almost certain unconsciousness.

Level 5 - - - Dead Jaw smashed, skull shattered, neck broken. Instant death.

Table 8.1.11 Face - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 1 0 0 - Grazing blow. Level 2 2 0 0 - Firmer blow, might leave a bruise. Level 3 3 2 0 KO vs 2 RS

Hard hit, swelling!

Level 4 4 10 3 KO vs 5 RS

Broken nose or orbital fracture of eye socket. Severely debilitating and painful, probable KO. Level 5 Total 15 3 Auto-KO Perfect hit, nose probably broken, Several teeth probably lost, instant KO.

Lower Head

Table 8.1.12 Lower Head - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 6 1 - Cross cut on the face, probably on the cheek, mouth or chin. Level 2 2 8 4 - Direct hit on side of face, classic German dueling scar. Level 3 3 12 8 KO vs 3 RS Direct hit cleaves through cheek, damaging several teeth. Level 4 4 18 12 KO vs 4 RS [Difficult Surgery vs Facial Deformity]

Blade cuts cheek from corner of mouth to behind the ear, lots of teeth lost, cheek muscle damage.

Level 5 - - - Dead Blade either cleaves through entire side of head, decapitating above the jaw, or most of the way through. Death is mercifully instantaneous.

Table 8.1.13 Lower Head - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 0 4 2 - Grazed jaw. Level 2 1 6 4 - Stabs through cheek, chipped tooth! Level 3 2 9 8 KO vs 3 RS Several teeth broken, cheek ripped open, jaw fractured. Level 4 3 14 14 KO vs 5 RS [Difficult Surgery vs Mute]

Jaw shattered, many teeth destroyed, may lose tongue.

Level 5 - - - Dead Point slams through brainstem. Instant death.

Table 8.1.14 Lower Head - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 3 0 - Tapped jaw, possibly bruised. Level 2 4 4 1 KO vs 3 RS Solid strike to jaw, jarring! Level 3 6 6 3 KO vs 4 RS Fractured jaw, possibly several lost teeth! Level 4 8 10 4 KO vs 5 RS [Routine Surgery vs Face Deformation]

Broken jaw.

Level 5 - - - Dead Neck Broken. Instant death.

Table 8.1.15 Lower Head - Unarmed Wound Level Stun Pain Bleed Special Description Level 1 2 0 0 - Grazing blow to the jaw. Level 2 3 0 0 KO vs 1 RS Hit on the jaw. Better hope it ain't glass... Level 3

5 2 0 KO vs 3 RS Good hit, head jerked to the side, KO is a distinct possibility. Level 4 10 5 0 KO vs 8 RS Jaw battered, significant chance of unconsciousness. Level 5 Total 15 3 Auto-KO Jaw broken, instant unconsciousness.

Neck

Table 8.1.16 Neck - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 4 - Cut on the neck, painful but not deep. Level 2 2 8 6 - Serious cut to the side of neck, passes dangerously close to windpipe. Level 3 3 12 12 [Difficult Surgery vs Mute]

Slashed throat, possible vocal chord damage.

Level 4 5 14 20 [Miracle Surgery vs Mute]

Throat and jugular cut, spray of blood, needs a surgeon immediately. Level 5 - - - Dead Decapitation. Instant death.

Table 8.1.17 Neck - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 6 - Puncture wound in neck, not good! Level 2 2 5 10 - Deeper puncture wound, neck's major artery! Level 3 3 8 20 [Difficult Surgery vs Mute]

Punctured carotid or jugular, extreme bleeding! Possible vocal chord damage.

Level 4 5 12 25 [Miracle Surgery vs Mute]

Severed carotid or jugular, cracked vertebrae, vocal chord damage! Level 5 - - - Dead Throat impaled, neck possibly broken. Exsanguination is almost instant. Death.

Table 8.1.18 Neck - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 2 0 - Painful blow to neck, bruised flesh. Level 2 4 3 0 - Heavy blow, momentary choking, significantly stunned. Level 3 6 6 3 - Severely bruised windpipe, vocal cords damaged. Level 4 8 Total 7 KO vs 3 RS [Hard Surgery vs Mute]

Severe damage to windpipe, brachial nerve damage, chipped spinal cord. Level 5 - - - Dead Snapped neck, instantaneous death.

Table 8.1.19 Neck - Unarmed

Wound Level

Stun Pain Bleed Special Description

Level 1 1 0 0 - Chin too tucked in for a good hit, glances off. Level 2 1 0 0 - Glancing blow to side of neck. Minimal effect. Level 3 3 2 0 - Solid hit to throat. Might be hard to talk for a while. Level 4 5 5 0 KO vs 3 RS Severe hit to the throat, breathing is difficult. Possible unconsciousness. Level 5 Total 15 3 Auto-KO, HLT vs 3 RS vs Death

Windpipe collapsed, instant unconsciousness, possible death.

Shoulder

Table 8.1.20 Shoulder - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 0 4 1 - Shallow cut to the shoulder. Level 2 0 6 3 - Deep cut, significant pain and bleeding. Level 3 1 12 6 Autodrop Cleaves into the meat of shoulder, halts at collarbone. Level 4 2 14 8 Autodrop [Difficult Surgery vs Crippled Limb]

Broken collarbone and cracked ribs, shoulder severely injured

Level 5 - - - Dead Cloven from shoulder to hip. Near or near- instant death.

Table 8.1.21 Shoulder - Piercing Wound Level Stun Pain Bleed Special Description Level 1 0 3 2 - Shallow stab to the shoulder. Painful, bloody, not serious. Level 2 0 5 5 - Deeper stab, point halts in muscle. Level 3 1 9 7 - Deep into the muscle, chipped collarbone. Level 4 2 12 12 - Collarbone cracked, nicked artery, lots of blood. Level 5 5 15 20 - Penetration into the subclavicular area. Artery severed.

Table 8.1.22 Shoulder - Bludgeoning

Wound Level

Stun Pain Bleed Special Description

Level 1 2 3 0 - Blow to the shoulder. No real damage. Level 2 4 5 2 - Hard blow to the shoulder, severe muscle bruising. Level 3 6 6 4 Autodrop [Routine Surgery vs Ruined limb]

Dislocated shoulder, arm useless.

Level 4 8 10 5 Autodrop [Difficulty Surgery vs Ruined Limb]

Shoulder broken, may not recover properly.

Level 5 12 15 12 Autodrop [Miracle Surgery vs Ruined limb], Internal Bleeding

Shoulder collapsed, internal bleeding, recovery unlikely, death possible.

Table 8.1.23 Shoulder - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Light thump, almost friendly. Level 2 0 0 0 - Slightly painful, though nothing lasting. Level 3 1 3 0 - Shoulder deadened, arm feels funny for quite some time. Level 4 2 8 0 Autodrop [Difficult Surgery vs Crippled Limb]

Shoulder joint dislocated, tendons torn. Arm may never be the same again.

Level 5 8 18 0 Autodrop [Difficult Surgery vs Ruined Limb]

Shoulder joint smashed, arm may twist in unnatural ways.

Chest

Table 8.1.24 Chest - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 0 4 0 - Shallow cut across chest, ribs do their job, no serious effect. Level 2 1 5 2 - Deeper cut, raking ribs. Level 3 2 10 5 - Cracked ribs, laceration within ribcage, no organ damage but very

painful. Level 4 3 15 20 - Ribs broken or cloven, bleeding in chest cavity. Level 5 - - - Dead Blade cleaves through ribs and into center of chest cavity. Lungs, heart, major blood vessels cut, near-instant death.

Table 8.1.25 Chest - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 0 3 2 - Attack rakes across ribs. Level 2 1 4 4 - Minor penetration, point halted by ribs. Level 3 3 7 6 - Penetration into chest, no organ damage but significant bleeding. Level 4 4 14 25 [Difficult Surgery vs Punctured Lung]

Deep penetration into chest cavity! Extreme bleeding and organ damage! Level 5 - - - Dead Heart or spine pierced, death is instantaneous.

Table 8.1.26 Chest - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 1 3 0 - Blow to chest, shock absorbed by ribs. Level 2 2 6 0 - Bruised ribs. Level 3 3 8 0 - Cracked ribs, exceptional pain. Level 4 5 12 8 Internal Bleeding

Ribs broken, fragments lacerate flesh, severe bleeding internally

Level 5 Total Total 15 Internal Bleeding

Ribcage shattered, possible organ damage, definite internal bleeding.

Table 8.1.27 Chest - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Blow to the chest. Trivial damage. Level 2 0 1 0 - Good blow to the chest. Might leave a bruise. Level 3 1 2 0 - Serious hit to the chest. Possible bone damage. Level 4 2 5 0 - Rib cracking, significant damage.

Level 5 3 15 5 Internal Bleeding

Severe rib damage, might have a rib in the lung, internal bleeding probable.

Side

Table 8.1.28 Side - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 0 6 2 - Cut across the side and belly, painful but shallow. Level 2 1 7 4 - Deeper cut, lots of blood. Level 3 2 12 6 [Infection Risk +3]

Blade penetrates into side, serious but survivable. Possible organ damage.

Level 4 3 20 20 KO vs 5 RS [Infection +5]

Disembowelment, extreme damage and survival is close to unthinkable. Level 5 - - - Dead Individual is cloven nearly or totally in half. Death is instantaneous.

Table 8.1.29 Side - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 0 4 4 - Shallow penetration to the side, bit of blood, nothing serious. Level 2 1 5 6 - Penetration at an oblique angle, might be through-and- through, significant bleeding but no lasting harm. Level 3 2 9 9 - Side pierced, severe bleeding but no organ damage. Level 4 3 12 14 [Infection Risk +2]

Deep penetration, organ damage, severe bleeding, serious risk of infection.

Level 5 5 16 18 [Infection Risk +5]

Extreme penetration, possible exit wound, organ and intestinal damage!

Table 8.1.30 Side - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 4 0 - Smacked in the side. Bad bruise, but that's it. Level 2 4 5 0 - Hard blow, winded, may cause nausea. Level 3 6 7 1 Internal Bleeding Severe blow to side or belly, nausea and pain, but no internal damage.

Level 4 8 12 5 Internal Bleeding Blood in mouth, organ damage. Mercifully little risk of infection. Level 5 Total Total 25 [Infection Risk +5], Internal Bleeding

Internal organs ruptured, survival would be nothing short of a miracle.

Table 8.1.31 Side - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 1 0 0 - Grazing blow, little effect. Level 2 1 1 0 - Blow absorbed mostly by muscle, little effect. Level 3 8 8 0 - Liver blow! That's gonna hurt tomorrow. Level 4 15 10 0 - Severe liver blow! This would be a fight-ender for most people. Level 5 20 15 3 Internal Bleeding

Liver damaged, unbearable pain, possible internal bleeding.

Belly

Table 8.1.32 Belly - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 1 - Cut straight up across navel. Not deep, but damn close. Level 2 3 8 4 - Deeper cut, significant flesh wound, some muscle damage. Not pretty. Level 3 4 10 10 - Serious cut belly, muscle damage, lots of bleeding, near organ damage. Level 4 5 15 15 [Infection Risk +4]

Cut belly, intestinal and organ damage. Get a doctor. Get one fast. Level 5 - - - Dead Blade cleaves into belly, through organs and sternum. Instant death.

Table 8.1.33 Belly - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 3 - Shallow stab to side of midriff. No real damage. Level 2 3 6 6 - Deeper stab, muscle damage and lots of bleeding, but

mercifully no organs hit.

Level 3 5 12 10 [Infection Chance +4]

Stabbed in the gut, organ and intestine damage. This is serious.

Level 4 7 14 20 [Infection Chance +4]

Severe internal damage. If this happened in a hospital today, your odds would be poor. Level 5 - - - Dead Point slams straight through guts to sever central artery of trunk. Exsanguination occurs within seconds, unconsciousness is instant.

Table 8.1.34 Belly - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 3 4 0 - A solid blow to the stomach, winding but not serious. Level 2 6 5 0 - A harder, bruising blow to the midriff. Level 3 9 6 0 KO vs 3 RS

Severe blow to the stomach, brachial response might result in unconsciousness.

Level 4 11 7 3 KO vs 4 RS

Tremendous winding blow to the stomach, may vomit (END at 2), may lose consciousness.

Level 5 15 8 5 KO vs 6 RS

Possible organ damage, will be sick, will almost certainly lose consciousness.

Table 8.1.35 Belly - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 1 0 0 - Gut shot. Level 2 3 3 0 - A harder, bruising blow to the midriff. Level 3 5 5 0 KO vs 3 RS

Severe blow to the stomach, brachial response might result in unconsciousness.

Level 4 7 7 0 KO vs 4 RS

Tremendous winding blow to the stomach, may vomit (END at 2), may lose consciousness.

Level 5 9 12 3 KO vs 6 RS

Possible organ damage, will be sick, will almost certainly lose consciousness.

Hip

Table 8.1.36 Hip - Cutting

Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 1 - Shallow cut on the hip. No significant damage. Level 2 2 7 2 - Deeper cut, bleeding, painful. Level 3 3 12 5 Stability vs 3 RS Blade chips hip bone, excruciatingly painful. Level 4 4 16 10 Stability vs 4 RS Broken hip, blade nicks artery. Level 5 5 20 20 Auto-Prone [Difficult Surgery vs Crippled Leg]

Blade cleaves fully into hip, cuts artery, severe, and very likely lethal injury.

Table 8.1.37 Hip - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 1 - Shallow penetration over the hip. Level 2 2 6 3 Stability vs 1 RS Deeper penetration, glances off bone. Level 3 3 10 6 Stability vs 3 RS Bone chips, but weapon does not penetrate deeper.

Level 4 4 12 8 Stability vs 4 RS Hip fractures beneath penetration, severe bleeding. Level 5 5 14 12 Stability vs 5 RS [Miracle Surgery vs Crippled Leg]

Hip is smashed, may never recover, potentially lethal.

Table 8.1.38 Hip - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 3 0 - Glancing blow to the hip. Level 2 3 5 1 Stability vs 2 RS Solid blow to hip, jarring and painful. Level 3 5 10 3 Stability vs 3 RS Cracked hip, bruised bone. Level 4 6 12 5 Auto-Prone [Difficult Surgery vs Crippled Leg]

Hip broken, leg may be crippled permanently.

Level 5 8 18 7 Auto-Prone [Miracle Surgery vs Crippled Leg]

Hip is destroyed. Leg probably won't recover.

Table 8.1.39 Hip - Unarmed Wound Level Stun Pain Bleed Special Description

Level 1 0 0 0 - Grazing blow, on a very inopportune location. Level 2 0 0 0 - Minor damage to the hip. Level 3 1 1 0 - Bruised hip. It stings a bit. Level 4 2 3 0 - Severely bruised hip. Still not much damage. Level 5 3 6 0 Stability vs 3 RS Possible fractured hip, loss of balance probable.

Groin

Table 8.1.40 Groin - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 2 14 2 - Jimmies rustled, not a good day. Level 2 3 16 4 [Difficult Surgery vs Sterility]

Severe cut, significant damage. May lose consciousness.

Level 3 5 20 8 KO vs 3 RS [Miracle Surgery vs Sterility]

Excessive damage, blade strikes pelvis, internal bleeding and terrible damage.

Level 4 Total Total 20 KO vs 5 RS Sterility

Blade cleaves deep, artery cut, excessive damage to reproductive organs within and without. Level 5 - - - Dead Blade cleaves pelvis in twain, coming to rest deep in torso. Mercifully near-instant death.

Table 8.1.41 Groin - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 2 12 4 - Your lizard brain cries, vehemently, 'Do not make a habit of getting hit like this.' Level 2 3 15 8 [Difficult Surgery vs Sterility]

Stabbed in groin. Excruciatingly painful, chance of reproductive organ damage.

Level 3 4 18 15 [Miracle Surgery vs Sterility]

Deep stab in groin, nicks artery. Possible loss of reproductive capability.

Level 4 Total Total 25 KO vs 5 RS Sterility

Artery severed, reproductive organs damaged beyond repair, unconsciousness likely. Level 5 - - - Dead Point slams through groin into abdomen, severing major artery and cracking pelvis. Death from shock and exsanguination follow instantly.

Table 8.1.42 Groin - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 4 10 0 - A modest thump between the legs. Painful and debilitating. Level 2 6 15 0 KO vs 2 RS A harder blow, enough to cause bruising and extreme nausea. May lose consciousness. Level 3 8 20 3 KO vs 3 RS [Routine Surgery vs Sterility]

Serious damage, reproductive organs may be damaged, surgical assessment advised. May lose consciousness.

Level 4 Total Total 10 KO vs 5 RS [Difficult Surgery vs Sterility]

Severe damage to reproductive organs, but also to pelvis and innards. Possible organ damage. May lose consciousness.

Level 5 Total Total 15 Auto-KO [Miracle Surgery vs Sterility]

The horrors borne within this wound level do not bear consideration. Severe internal organ damage, instant knockout, may never recover.

Table 8.1.43 Groin - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 2 3 0 - The schoolyard standby, eh? Pain vanishes after 5 Rounds. Level 2 4 5 0 - Blow to the groin, cringeworthy. Pain vanishes after 5 Rounds. Level 3 6 8 0 KO vs 2 RS Severe blow, agonizing. Level 4 8 12 0 KO vs 5 RS

Hard blow, instant nausea, significant chance of losing consciousness.

Level 5 Total Total 3 Auto-KO [Difficult Surgery vs Sterility]

Mother of God.

Thigh

Table 8.1.44 Thigh - Cutting

Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 2 - Shallow cut on thigh. Level 2 2 5 4 - Deeper cut on thigh. Superficial damage. Level 3 3 12 10 Stability vs 3 RS Serious cut cleaves to bone, anguish, possible knockdown. Level 4 4 15 20 Auto-prone [Difficult Surgery vs Crippled Leg]

Deep cut to thigh, chipped femur, severed artery. Medic!

Level 5 Total Total 25 Auto-prone [Infection Risk +5] Limb Severed!

Blade cleaves through the femur and either severs leg entirely or gets stuck in hip/pelvis. This is close to unsurvivable.

Table 8.1.45 Thigh - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 3 4 - Shallow penetration of thigh. Level 2 2 5 6 - Deeper penetration of thigh, lots of blood. Level 3 3 10 10 Stability vs 1 RS Bone is glanced, artery nicked. Level 4 4 12 15 Stability vs 3 RS Femur cracked, artery severed. Level 5 5 14 20 Auto-prone [Difficult Surgery vs Crippled Leg]

Leg completely impaled, artery severed, bone broken. Automatic knockdown

Table 8.1.46 Thigh - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 0 0 - Hit on thigh. Impact totally absorbed by dense muscle. Level 2 4 2 0 - More solid hit, painful bruising on thigh, still nothing serious. Level 3 6 4 1 Stability vs 2 RS Severe bruising, minor femur damage, possible knockdown. Level 4 8 10 3 Auto-prone [Routine Surgery vs Crippled Leg]

Femur fractured, automatic knockdown.

Level 5 10 20 5 Auto-prone [Difficult Surgery vs

Compound fracture of femur. Unspeakably horrific, does not bear thinking about.

Crippled Leg]

Table 8.1.47 Thigh - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Hit on thigh. Impact totally absorbed by dense muscle. Level 2 0 0 0 - Hit on thigh. Impact mostly absorbed by dense muscle. Level 3 0 1 0 - More solid hit, painful bruising on thigh, still nothing serious. Level 4 1 2 0 Stability vs 2 RS Severe bruising, minor femur damage, possible knockdown. Level 5 2 10 3 Auto-prone [Routine Surgery vs Crippled Leg]

Femur fractured, automatic knockdown.

Knee

Table 8.1.48 Knee - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 6 0 - 'Motherf-' Level 2 1 8 1 Stability vs 1 RS Deep cut to knee, painful contact with bone. May fall. Level 3 3 10 2 Stability vs 3 RS Chipped bone, jarring and painful. Level 4 5 15 3 Auto-prone [Difficult Surgery vs Crippled Knee]

Knee shattered. Automatic Knockdown. Leg may never recover.

Level 5 Total Total 20 Auto-prone [Infection Chance +3] Limb Severed!

Leg severed at knee. Knockdown automatic. Death by exsanguination likely to follow without medical attention.

Table 8.1.49 Knee - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 2 - A glancing stab to the knee.

Level 2 1 7 4 Stability vs 2 RS Knee injured. Level 3 2 9 7 Stability vs 4 RS Knee fractures, pain is intense. Level 4 3 16 12 Auto-prone [Difficult Surgery vs Crippled Knee]

Kneecap shattered. Probably won't recover. Automatic knockdown.

Level 5 8 20 15 Auto-prone [Miracle Surgery vs Crippled Knee]

Knee shatters, leg bends wrong way. Automatic knockdown. Odds of recovery are dubious at best.

Table 8.1.50 Knee - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 3 0 Stability vs 2 RS Glancing blow to the knee. Disruptive, but no major damage. May trip. Level 2 4 5 0 Stability vs 3 RS Solid blow to the knee, bruising, may trip. Level 3 6 7 2 Stability vs 5 RS Damaged knee, bruised or chipped bone, may fall down. Level 4 8 10 3 Auto-prone [Difficult Surgery vs Crippled knee]

Broken knee, automatic knockdown, may never recover.

Level 5 Total 18 5 Auto-prone [Miracle Surgery vs Crippled knee]

Knee smashed, automatic knockdown. Would take an act of God to recover.

Table 8.1.51 Knee - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Didn't even feel it. Level 2 1 0 0 - Unpleasant stinging sensation. Level 3 2 5 0 Stability vs 5 RS Knee hurt, possible knockdown. Level 4 3 10 0 Auto-prone [Difficult Surgery vs Crippled knee]

Knee fractured, possible tendon/muscle tear. Could be a crippling injury. Extreme pain.

Level 5 8 18 0 Auto-prone [Miracle Surgery vs Crippled knee]

Knee snapped backwards. Onlookers may faint. Leg will probably never recover.

Shin

Table 8.1.52 Shin - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 1 - Grazed shin, painful but no lasting harm. Level 2 2 7 4 Stability vs 1 RS Deep cut, bone contact. Level 3 3 9 7 Stability vs 3 RS Chipped shinbone, some blood, may fall. Level 4 4 14 10 Auto-prone [Difficult Surgery vs Crippled Leg]

Deep cut cleaves into bone, automatic knockdown. May never recover.

Level 5 5 20 15 Auto-prone [Infection Chance +3] Limb Severed!

Leg severed halfway down shin. Automatic knockdown.

Table 8.1.53 Shin - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 2 - A light fracture to the shin. Level 2 2 6 5 Stability vs 2 RS Deep puncture, chipped bone. Level 3 3 8 8 Stability vs 3 RS Tendon grazed, leg freezes up. Possible bone fracture. Level 4 4 10 10 Auto-prone [Routine Surgery vs Crippled Leg]

Shinbone breaks, tendon damage. Severe muscle damage. Automatic knockdown.

Level 5 5 20 17 Auto-prone [Difficult Surgery vs Crippled Leg]

Compound fracture of shinbone, leg ruined, may never recover. Automatic knockdown.

Table 8.1.54 Shin - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 4 0 - Glancing blow to shin. No real damage, but man that stings. Level 2 3 6 0 Stability vs 1 RS Harder blow, may fall. Level 3 5 8 3 Stability vs 4 RS Fractured shin, agonizing, and may fall. Level 4 7 14 5 Auto-prone Shin breaks, excessive pain. Automatic knockdown.

[Routine Surgery vs Crippled Leg] Level 5 9 16 10 Auto-prone [Miracle surgery vs Crippled Leg]

Compound fracture of the shinbone, excessive damage. Leg may never recover. Automatic knockdown.

Table 8.1.55 Shin - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Glancing blow to shin. No real damage, but man that stings. Level 2 1 0 0 Stability vs 1 RS Glancing blow to shin. No real damage, but man that stings. Might fall. Level 3 2 5 0 Stability vs 3 RS Bruising, minor damage to shinbone Level 4 3 8 0 Stability vs 4 RS Fractured shin, agonizing, and may fall. Level 5 6 14 0 Auto-prone [Routine Surgery vs Crippled Leg]

Ever seen Silva vs Weidman?

Foot

Table 8.1.56 Foot - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 0 - Light cut on foot, unpleasant. Level 2 2 5 1 - Deep cut into the meat of foot. Painful but not serious. Level 3 3 6 1 Stability vs 3 RS Serious damage to foot, possible bone fractures. Level 4 4 10 3 Auto-prone Broken foot, tendon damage, possible toe loss. Automatic knockdown. Level 5 5 12 10 Auto-prone [Infection chance +3] Limb Severed!

Foot destroyed or severed at the ankle. Automatic knockdown, severe bleeding.

Table 8.1.57 Foot - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 2 2 - Glancing blow to foot, no major damage. Level 2 2 5 3 Stability vs 1 RS Foot stabbed. Level 3 3 10 4 Stability vs 3 RS Foot impaled, fracture of small bones. Level 4 4 12 5 Stability vs 5 RS Foot is nailed to the floor. Level 5 5 18 7 Auto-prone [Difficult Surgery vs Crippled Leg]

Foot impaled, ankle damaged, tendons damaged. Automatic knockdown, may not regain functionality.

Table 8.1.58 Foot - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 2 0 - Foot thumped. Unfortunately, feet are kind of designed for that. Minimal damage. Level 2 3 3 0 Stability vs 2 RS Foot hit harder, actual pain, may trip. Level 3 5 7 2 Stability vs 4 RS Equivalent to an ankle sprain, painful and debilitating. Level 4 7 10 3 Auto-prone [Routine Surgery vs Crippled Leg]

Foot is broken, automatic knockdown. May not recover, stay off it.

Level 5 9 18 5 Auto-prone [Miracle Surgery vs Crippled Leg]

Foot is smashed entirely, multiple compound fractures. May not recover, amputation worth considering.

Table 8.1.59 Foot - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Foot stings for a minute. Level 2 0 1 0 Stability vs 1 RS Slightly more painful. Like, hopping up and down painful. Level 3 1 3 0 Stability vs 2 RS Foot bruised, actually painful. Level 4 2 7 0 Stability vs 3 RS Equivalent to an ankle sprain, painful and debilitating. Level 5 3 10 0 Auto-prone [Routine Surgery vs Crippled Leg]

Foot is broken, automatic knockdown. May not recover, stay off it.

Upper Arm

Table 8.1.60 Upper Arm - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 1 - Cut on arm. Trivial. Level 2 2 7 2 - Painful cut on upper arm. No serious damage, but some blood. Level 3 3 10 3 - Blade cuts through muscle, chips humerus.

Level 4 4 14 6 [Difficult Surgery vs Crippled Arm]

Blade breaks humerus, arm is severely damaged, may never recover use of arm.

Level 5 5 15 20 Limb Severed! [Infection +3]

Arm severed just below the shoulder! Extreme blood loss, seek help!

Table 8.1.61 Upper Arm - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 2 - Shallow puncture on upper arm. Trivial injury. Level 2 2 5 3 - Deeper puncture, some muscle damage, bleeding. Level 3 3 8 5 - Penetration deep into humerus, terrible bleeding and extreme pain. Level 4 4 12 8 [Difficult Surgery vs Crippled Arm]

Grievous bone damage, going to be difficult to set.

Level 5 5 15 15 [Miracle Surgery vs Crippled Arm]

Bone shattered, clipped artery, may never recover, extreme bleeding.

Table 8.1.62 Upper Arm - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 2 0 - Bruise on the upper arm, no significant harm. Level 2 3 3 0 - Harder blow, severe bruising on tricep. Level 3 5 5 1 Autodrop Intense trauma, fractured humerus. Level 4 7 9 2 Autodrop [Difficult Surgery vs Crippled Arm]

Broken humerus, extreme pain, needs treatment.

Level 5 9 12 5 Autodrop [Miracle Surgery vs Crippled Arm] Infection Risk +2

Humerus shattered, fragments driven into surrounding flesh, limb may be unsalvageable.

Table 8.1.63 Upper Arm - Unarmed Wound Level Stun Pain Bleed Special Description Level 1 0 0 0 - Two for flinching. Level 2 1 0 0 - Dead arm. Level 3 2 0 - Bruise, nothing serious. Level 4 3 3 0 - Bruised bone in the upper arm. Damn that hurts!

Level 5 4 5 0 Autodrop Severe bruise, minor fractures in upper arm bones.

Elbow

Table 8.1.64 Elbow - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 5 1 - Shallow cut to elbow. Level 2 2 6 3 Disarm vs 2 RS Deeper cut to elbow, nerves nicked, may drop item. Level 3 3 8 5 Autodrop Nerves cut, bone chipped, item automatically dropped. Arm will not function until healed. Level 4 4 12 7 Autodrop [Difficult Surgery vs Crippled Arm]

Nerves severed, arm nearly cloven off, bone broken. Item automatically dropped. Arm may not recover functionality.

Level 5 5 20 20 Autodrop [Infection Risk +3] Limb Severed!

Arm severed at the elbow, massive blood loss, limb irrecoverable, infection is a serious risk.

Table 8.1.65 Elbow - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 3 Disarm vs RS 1 Painful stab in elbow. May drop item. Level 2 2 6 6 Disarm vs RS 3 Deeper penetration, nerve injury, may drop item. Level 3 3 10 10 Autodrop [Difficult Surgery vs Crippled Arm]

Spike penetrates clear through elbow, automatic weapon drop, arm may not recover.

Level 4 4 14 14 Autodrop [Miracle Surgery vs Crippled Arm]

Extreme injury to elbow joint, nerves destroyed, arm loses functionality and may not recover.

Level 5 5 18 20 Autodrop [Arm automatically crippled] [Infection Risk +4]

Arm rendered totally unusable, will probably need to be amputated, definitely will not recover functionality.

Table 8.1.66 Elbow - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 4 0 Disarm vs 1 RS Straight blow to the elbow. Arm goes temporarily

numb, but no lasting damage. Level 2 4 6 0 Disarm vs 3 RS More severe impact, bruising, impact to nerves, painful tingling and numbness in whole arm. Level 3 6 10 1 Disarm vs 5 RS Fractured elbow, severe pain, hopefully no lasting damage. Level 4 8 14 3 Autodrop [Easy Surgery vs Crippled Arm]

Elbow broken or severely dislocated. Needs treatment.

Level 5 10 18 6 Autodrop [Miracle Surgery vs Crippled Arm]

Elbow smashed to pieces, arm bent the wrong way, exquisite pain. Unfathomable horror.

Table 8.1.67 Elbow - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - No effect. Level 2 0 0 0 - Still no effect. Level 3 1 0 0 - Funnybone effect. Minor bruising. Level 4 2 2 0 - Painful bruising, but still nothing serious. Arm might be numb for a bit. Level 5 3 5 0 Autodrop Bruised bone and injured tendons. Arm won't work quite the same for a while.

Forearm

Table 8.1.68 Forearm - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 3 1 - Shallow cut on the forearm. Will be fine without treatment. Level 2 2 6 3 - Deep cut, painful but not debilitating. Level 3 3 10 6 Disarm vs 4 RS Serious cut, muscle and tendon damage, possible fracture. May drop held item. Level 4 4 15 8 Autodrop [Difficult Surgery vs Crippled Arm]

Broken bones, serious muscle damage, automatically drop held item, arm may not recover.

Level 5 5 20 20 Autodrop [Infection Chance +3]

Arm cloven off just beneath the elbow. Serious blood loss.

Limb Severed!

Table 8.1.69 Forearm - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 2 2 - Puncture wound on the forearm. Level 2 2 5 5 - Deep puncture on the forearm, more blood, no vital damage. Level 3 3 7 10 Disarm vs 2 RS A deep puncture to the forearm, chipping bone, nicked vein. May drop item. Level 4 4 9 14 Disarm vs 3 RS Veins are torn, blood everywhere. May drop item. Level 5 5 12 18 Autodrop [Difficult Surgery vs Crippled Arm] [Infection Risk +4]

Complete penetration of the arm, blood loss serious. Item automatically dropped.

Table 8.1.70 Forearm - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 2 0 - Sharp blow to the forearm. That stings! Level 2 4 4 1 Disarm vs 3 RS Hard strike to the wrist, severe bruise, may drop held items. Level 3 6 10 3 Disarm vs 4 RS [Routine Surgery vs Crippled Arm]

Broken bones, possible snapped wrist. May drop held items.

Level 4 8 14 6 Autodrop [Difficult Surgery vs Crippled Limb]

Forearm is shattered, automatically drop held items.

Level 5 10 15 10 Autodrop [Difficult Surgery vs Crippled Arm]

Forearm crushed, staggering damage, automatically drop item, limb may never recover.

Table 8.1.71 Forearm - Unarmed Wound Level Stun Pain Bleed Special Description Level 1 0 0 0 - Ow. Level 2 1 0 0 - Ow! Level 3 2 1 0 - Seriously, stop.

Level 4 3 2 0 - Agh! You jerk! Level 5 5 8 3 Disarm vs 4 RS [Routine Surgery vs Crippled Arm]

FFFFFFFF

Hand

Table 8.1.72 Hand - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 1 4 1 - Painful cut on hand. Level 2 2 6 3 Disarm vs 2 RS Deep cut, bruised bones, may drop held item. Level 3 3 9 5 Disarm vs 5 RS Broken hand, may drop held item. Level 4 4 12 8 Autodrop Severe damage to hand, 1-3 fingers severed, automatically drop held items. Level 5 5 15 15 Autodrop [Infection Chance +5] Limb Severed!

Hand destroyed or severed. Jet of blood erupts from wound.

Table 8.1.73 Hand - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 1 3 1 - Glancing hit on back of hand. Level 2 2 4 2 Disarm vs 1 RS Deeper penetration of hand. May drop held items. Level 3 3 6 4 Disarm vs 3 RS [Routine Surgery vs Crippled Hand]

Hand impaled, item automatically dropped, may not recover.

Level 4 4 10 4 Autodrop [Difficult Surgery vs Crippled Hand]

Hand seriously damaged, probably won't recover.

Level 5 5 15 18 Autodrop [Miracle Surgery vs Crippled Hand]

Point tears through hand to forearm, tearing open vein. Extreme blood loss.

Table 8.1.74 Hand - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 2 3 1 - Painful strike on hand. Level 2 4 5 2 Disarm vs 2 RS A severe blow to hand. Fractured phalanges. May drop items. Level 3 6 6 2 Disarm vs 4 RS [Routine Surgery vs Crippled Hand]

Hand smashed, items probably dropped.

Level 4 8 8 3 Autodrop [Difficult Surgery vs Crippled Hand]

Hand bones shattered, damage severe, item automatically dropped, may not recover.

Level 5 10 12 8 Autodrop [Miracle Surgery vs Crippled Hand] [Infection Risk +3]

Hand completely smashed. Will probably need to be amputated. Time to consider a hook.

Table 8.1.75 Hand - Unarmed Wound Level Stun Pain Bleed Special Description Level 1 0 0 0 - Stings for a second. Level 2 0 0 0 - Trivial bruising. Level 3 2 1 0 - Bruised hand. Level 4 5 5 0 Autodrop Fractured bones in hand. Level 5 10 10 0 Autodrop Broken fist.

Upper Back

Table 8.1.76 Upper Back - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 2 2 2 - Light lacerations, noticeable discomfort. Level 2 4 4 4 - Long cuts, heavy bleeding. Level 3 7 9 6 - Deep gashes, wounds noticeable. Scars that will never heal. Level 4 10 15 8 Stability vs 3 RS

Spinal fracture, shoulder blades cracked, no organ damage, but extreme pain. Level 5 - - - Dead Shoulders cleaved, spine severed. Spine destroyed. While death is not instantaneous, it will come within 24 hours.

Table 8.1.77 Upper Back - Piercing

Wound Level

Stun Pain Bleed Special Description

Level 1 1 3 2 - Light piercing, minor bleeding, noticeable pain. Level 2 3 4 5 - Minor penetration, glances off shoulder blade. Level 3 5 9 8 - Penetrates through flesh, halted deep in shoulder blade. Level 4 10 13 20 [Miracle Surgery vs Punctured Lung]

Point hits home, piercing deep and causing significant bleeding. Possible organ damage. Level 5 - - - Dead Spine severed or heart pierced, it's all bad. Spine destroyed. While death is not instantaneous, it will come within 24 hours.

Table 8.1.78 Upper Back - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 4 2 0 - Light bruising, minor displacement. Level 2 7 3 1 - Heavy bruising, feels like something chipped. Level 3 10 4 2 Stability vs 1 RS Severe bruising, noticeable bleeding. Level 4 13 5 3 Autoprone [Paralyzed (Not in Beta)]

Something definitely made a cracking sound. Spine damaged, may never walk again.

Level 5 - - - Dead Spine completely destroyed, severe rupturing of internal organs, instant death.

Table 8.1.79 Upper Back - Unarmed Wound Level

Stun Pain Bleed Special Description

Level 1 0 0 0 - Negligible effect. Level 2 1 0 0 - Still nothing. Level 3 3 1 0 - Bruising. Starting to hurt now. Level 4 5 2 0 - Severe bruising, starting to hurt, possible damage to spine and ribs. Level 5 10 5 0 - Minor fracture to ribs, bruised spine.

Lower Back

Table 8.1.80 Lower Back - Cutting Wound Level

Stun Pain Bleed Special Description

Level 1 3 5 1 - Light lacerations, painful. Level 2 5 8 5 - Long cuts, significant bleeding. Level 3 8 10 10 Stability vs 2 RS Deep gashes, wounds noticeable. Terrible scarring. Level 4 12 15 15 Autoprone [Paralyzed (Not in Beta)]

Blow cracks spine, and cleaves muscle and flesh. Possible paralysis.

Level 5 - - - Dead Spine severed, severe intestinal damage, central artery in trunk severed. Near-instant death.

Table 8.1.81 Lower Back - Piercing Wound Level

Stun Pain Bleed Special Description

Level 1 5 2 3 - Shallow penetration halted by back muscles. Level 2 7 4 6 - Deeper penetration into the lower back, severe bleeding but no organ damage. Level 3 12 10 10 Stability vs 1 RS, [Infection Risk +2]

Deep penetration, possible organ damage, severe bleeding.

Level 4 14 12 20 [Infection Risk +3] Autoprone

Deep penetration, kidney, liver, or intestinal damage, possible spinal damage.

Level 5 - - - Dead Total impalement, main artery of the trunk severed, major organ damage, instant death.

Table 8.1.82 Lower Back - Bludgeoning Wound Level

Stun Pain Bleed Special Description

Level 1 5 4 0 - Light bruising, shocking pain. Level 2 8 5 0 - Heavy bruising, stunning pain. Level 3 10 6 1 Stability vs 3 RS, Internal Bleeding

Blow to the kidneys from behind. Agony.

Level 4 15 7 3 Autoprone [Paralyzed (Not in Beta)], Internal Bleeding

Spine damaged, footing lost instantly.

Level 5 - - - Dead Spine broken just above tailbone, intestinal rupture, unconsciousness instant, death follows shortly.

Table 8.1.83 Lower Back - Unarmed Wound Level

Stun Pain Bleed Special Description