

### Hero Points

- Replace 1D after roll in a Test or Task with the same D+2.
- Second try on a Major Failure in a test.
- Third try in a failure in a test.
- Re-roll a Fumble Save (once/HP).
- Re-roll on Wound table and take result if higher.
- Re-roll a Magic Save (once/HP).
- Recharge a magic function.

### Fumble

Roll 1 on skill D in a Test or Task unless the result is a **Success** or **Major Success**. **Save 4+**.

D6	Attack or Parry with Weapon	Attack or Parry without a Weapon	Running, Dodge, Climbing, Athletics, Gymnastics
1	Make a weapon save to avoid breaking it and if successful drop weapon.	Hurt	Fall hard – Hurt
2	Roll to hit at B2 against an ally in range if any. If no allies in range then Stunned.	Roll to hit at B2 against an ally in range if any. If no allies in range then Stunned.	Fall Down and Stunned
3	Drop weapon used for this action		
4	Fall down	Fall down and Stunned	
5	If using a melee weapon make a break save. If using a missile or thrown weapon drop all ammunition carried or if no ammunition left then drop a weapon in hand.	Fall down	Fall down
6	Drop a different random weapon in other hand or slung. If none drop weapon used for action		

D6	Persuasion, Leadership, Customs, Arts	Literacy, Knowledge, Tactics
1	Disastrously offend and alienate audience. They may become violent.	Awful intellectual lapse. Total and disastrous misreading of the situation leading to a dangerous result.
2		
3	Offend audience. They may go away in a temper and refuse to listen further.	Misunderstanding of the situation leading to an unhelpful and difficult outcome.
4		
5	Amusing and embarrassing failure.	Embarrassing gaffe.
6		

D6	Survival, Streetwise, Water Life	Craft, Devices	Riding
1	Terrible failure leading to an extremely dangerous outcome.	Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if	Animal bolts charging off in a random direction. Each turn make a riding roll test at D12. On a major success get the animal back under control on any failure fall off and Hurt and the animal

D6	Survival, Streetwise, Water Life	Craft, Devices	Riding
		crafting. Also Hurt.	carries on until out of sight.
2	Failure leading to a dangerous outcome.	Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting. Also Stunned.	Animal is lamed. It counts as Hurt and has -2 move. Riding it any further will make it worse.
3			Thrown from animal travelling D4 squares and taking a Hurt.
4	Failure leading to an inconvenient and uncomfortable outcome.		Fall off and Stunned.
5		Have the opposite effect of intended. If disarming or setting a trap then set it off on self. Jam a lock entirely if trying to open it. Break the object if crafting.	Fall off
6			Slide off ending up standing.

D6	Healing	Bravery	Perception
1	Disastrous attempt. Patient receives a Mortal Wound.	Individual is Routed and won't recovery normally for an hour. Bravery -1 until healed.	Terrible blunder leads to an extremely dangerous outcome
2	Patient's wound becomes a level worse. If only Hurt the patient receives a Wound	Individual is Routed and cannot recover naturally for thirty minutes. Bravery tests against whatever caused the test are -2 until healed.	
3		Individual is Routed and can't recover naturally for 15 minutes.	Blunder leads to a dangerous outcome
4	Patient takes a Hurt.		
5		Individual is Routed.	Blunder leads to an inconvenient outcome

### Test

- Result 2 or fewer or resistance is double: **Major Failure**. HP second try. No third try.
- Resistance greater: **Failure**. HP for third try.
- Resistance Equal: **Draw**. As **Success** unless rules otherwise.
- Result Greater: **Success**.
- Result Double: **Major Success**.

### Task

- Draw: both lose a D if more than 1 otherwise -1.
- Success: opponent loses a D if more than 1 otherwise -1.

- Major Success: Task Completed Successfully. Opponent loses. No retries.

### Actions

No more than once per turn attack a target including loading a bow with an arrow in hand or use magic on something other than self or a carried or worn object.
Get out an item (including a JLS, arrow or bolt)
Leadership Action (B)
Load a crossbow (with bolt in hand)
Move (B)
Pick something up
Put away an item
No more than once per turn Recover
Stand Up
Tactics Action (B)
Use magic on self or a carried or worn object

### Targeting Sense

Sense	Light Levels				Fog or Smoke		Concealing Terrain		Cover	
	Light	Twilight	Night	Darkness	Haze	Fog	Light	Heavy	Partial	Full
Vision	LOS	R10	R4	No LOS	R10	R5	R6	R3	R15	R8
Night Vision	R5	R20	R8	No LOS	R10	R5	R6	R3	R15	R8
Dark Sense	R3	R5	R10	R10	-	-	-	R6	R8	R3
Earth Sense	R5	R5	R5	R5	-	-	-	-	-	-

### Hearing

- Noisy environment such as a fight: P2
- Range 10-19: P1, 20-29 P2 etc.

### Attack Modifiers

- Melee per extra individual threatening target and not engaged: B1
- Melee attack against a target attacker isn't engaging: P2
- Attacking from above in melee: B1
- Attacking (at R1) against a target which isn't Spotted: P2
- Bow (not Mounted Bow) attack from a mount: P1/P2 (Moving)
- Spear (not Mounted Spear) attack from a mount: P1

### Parry or Dodge Modifiers

- Lying down: P2
- Attack came from the flank: P2
- Attack came from the rear: P3
- Opposing an attacker which isn't spotted: P2/P4 (not detected)
- Shield or Weapon Parry against opposite front P1

### Attack vs Dodge

- **Major Success.** Hits +D for Weapon Skill to the result.
- **Draw or Success.** Hit.
- **Failure.** Melee misses if the target can step back 1. Ranged attack misses if target can step 1 to either side.
- **Major Failure.** Miss and target can move 1.

### Attack vs Weapon Parry

- **Major Success.** Hits +D for Weapon Skill to the result.
- **Draw or Success.** Hit.
- **Failure.** Weapon hit.
- **Major Failure.** Miss and target can move 1.

### Disarm (Weapon vs Weapon Parry)

- **Major Success.** Hits +D for Weapon Skill to the result.
- **Draw or Success.** The disarm hits.
- **Failure.** The disarm misses.
- **Major Failure.** The target countered and gets a disarm result against the attacker (if the attacker was using a weapon).

### Evade

Gymnastics (Dodge) D6 +1 per square to partly out.

- **Major Success:** target moves outside the area.
- **Draw or Success:** target can move outside the area and fall down.
- **Failure:** target is hit.
- **Major Failure:** target falls down and is hit.

### Status

- **Befuddled.** Each action must move in a random direction at half move. 5 mins or attacked.
- **Blinded.** No Vision or Night Vision. 12 turns then Dazzled.
- **Bound.** No move. 5 mins.
- **Calmed.** P1 with any attack. 5 mins.
- **Confused.** Save 6+/turn or each action must move in a random direction at half move. 5 mins or attacked.
- **Dazed.** P1 Arts, Craft, Customs, Healing, Knowledge, Persuasion, Stealth, Streetwise, Survival, Tactics, Water Life, Weapons and using Runes. 1 hour.
- **Dazzled.** P1 Craft, Devices, Gymnastics, Healing, Perception, Running, Stealth, Survival and Weapons (Vision or Night Vision). 12 turns.
- **Disabled.** No actions. Unconscious unless wound table has said otherwise. Healed.
- **Drained.** P2 Athletics, Health, Gymnastics, Running and Weapons. 1 hour.
- **Frightened.** P1 at Bravery, Weapon Attack and Movement if toward an enemy. Leadership and Oratory or 5 mins of peace and quiet.

- **Grappled.** Individual can either resist the grapple or make an unarmed attack against the grappler at P2 attack and P2 damage.
- **Grappling.** Individual can only make a Trip attack, make other unarmed attacks at P1 attack and damage, ready a R0 weapon (requiring another grapple outcome roll), attack with a R0 weapon without breaking the grapple.
- **Hurt.** -1 Health/per. Health D1 is Disabled and roll on the Wound Table. 2 hours or Healed.
- **Pacified.** No attacks. 5 mins.
- **Paralysed.** No actions. No Parry. Dodge of 1. 5 mins.
- **Poisoned.** P1 Athletics, Health, Gymnastics, Running and Weapons. 12 hours.
- **Power Drained.** -1 Magical Resistance/per. D1 Magical Resistance is Disabled. 1 hour per.
- **Routed.** Flee to the nearest reasonably safe place. Leadership and Oratory or 5 mins of peace and quiet unless a Bravery fumble result says otherwise.
- **Slowed.** Running is -4. 5 mins.
- **Soul Blasted:** -1 Runes/per. D1 in all runes is Disabled. 1 week per.
- **Stunned.** No actions except Recover. Until recover.
- **Stupefied.** Each action half move in a random direction. 1 dodge and no parry. 1 hour.
- **Weakened.** P1 Athletics, Health, Gymnastics, Running and Weapons. 1 hour.

#### Damage Against an Individual

Weapon Damage vs Health modified by Armour.

- **Major Success.** Hurt and Stunned. If damage was 10+ take an extra Hurt, 15+ an extra 2 Hurts, 20+ an extra 3 Hurts etc.
- **Draw or Success.** Hurt.
- **Failure or Major Failure.** Miss.

#### Catastrophic Damage

- Triple resistance and exceeds the max of full Health (Resist Damage).
- Massive Impact.
- Hurts to D1 Health, Disabled, Wound.

#### Damage Against a Shield Parry

Weapon Damage vs Shield Damage.

- **Major Success.** Spear or pike stuck in the shield. Arrow or bolt sticks in the shield –P1 Skill/3. Other weapons shield break save. Excess damage hits the target. Recoil.
- **Success.** Non-penetrating attack - shield break save B2. Excess damage hits the target. Recoil.
- **Draw or Failure:** Recoil. Unless target recoils Miss.
- **Major Failure:** No recoil. Miss.

#### Damage Against a Weapon

Weapon Damage vs Weapon Damage.

- **Major Success:** Not penetrating and not lower hardness then break save. Parrying weapon dropped. Excess damage hits the target. Recoil.
- **Success:** Target fumble save (usually 6+) or drop the weapon. Excess damage hits. Recoil.
- **Draw:** Excess damage hits the target. Recoil.
- **Failure or Major Failure:** No recoil. Miss.

#### Recoil

Damage modified by the Recoil vs Athletics (Stand Firm) + Riding Mod if mounted. Phalanx add ally behind's Athletics (Stand Firm) as well.

- **Major Success:** Recoil and fall. Mounted also Hurt. Attacker can move one forward. Hit.
- **Draw or Success:** Foot recoils. Mounted falls off in square and mount moves 1 square away if possible. Attacker can move one square forward. Hit.
- **Failure or Major Failure:** Hit status unchanged.

Recoils into an object: Gymnastics test vs D6 - **any failure** = falls

Recoil into another figure then it can:

- **Evade:** If this fails resist the recoil at P1 Athletics.
- **Resist:** Resist recoil result with B1 Athletics.
- **Phalanx:** Recoil 1 square with the whole file of the phalanx doing the same.

#### Disarm

Weapon Damage vs Weapon Damage.

- **Major Success:** Weapon dropped. Shield fumble save (usually 6+) or dropped.
- **Draw or Success:** Weapon fumble save (usually 6+) or dropped. Shield fumble save B2 (usually 4+) or dropped.
- **Failure or Major Failure:** Miss.

#### Trip

Athletics (Strength) vs Athletics (Stand Fast) or Gymnastics

- **Major Success:** Fall and Hurt. If Grappling breaks the grapple unless the attacker falls too.
- **Draw or Success:** Fall. If Grappling breaks the grapple unless the attacker falls too.
- **Failure or Major Failure:** Miss.

#### Move Through

Athletics (Damage) + Running Mod vs Athletics (Stand Fast). Can use or resist with large shield.

- **Major Success:** Recoil and fall. Equal damage no further recoil. Unless attacker mounted or 4+ footed Gymnastics test vs D6: draw, failure or major failure fall in the same square as the target. Otherwise continue move to conclusion.
- **Success:** Recoils and equal damage with no further recoil. Attacker can follow up one and then must stop.

- **Draw or Failure:** Attacker stops. Both take damage equal to the move through possibly with a recoil. Miss unless the target recoils and the attacker doesn't.
- **Major Failure:** Attacker recoils, falls, stops and takes damage equal to the move through with no further recoil. Miss.

### Grapple

Athletics (Strength) mod Unarmed vs Athletics (Strength) mod Unarmed Skill.

- **Tackle:** attacker falls but makes a Trip outcome on any Grapple success. If the target doesn't fall the grapple is broken.
- **Major Success, Success or Draw:** Target is Grappled.
- **Failure or Major Failure:** Miss.
- **Resisting a Grapple:** uses an action and requires the attacker make a grapple result roll again.

### Acid

Resisted by Health modified by Armour.

- **Major Success:** Hurt and Stunned. If damage 10+ take an extra Hurt, 15+ an extra 2 Hurts, 20+ an extra 3 Hurts etc. Armour makes a break save. Roll result again at the same point next turn.
- **Draw or Success.** Hurt. Armour makes a break save at B2. Roll result again at the same point next turn.
- **Failure or Major Failure:** Miss.

### Wound Tables

Reduced to D1 Health. -2 if Major Impact.

D10	Wound Table
1 or less	Dead
2-3	Mortal Wound
4-6	Serious Wound
7+	Minor Wound

D10	Time Disabled for Mortal Wound	Time Disabled for Serious Wound or Minor Wound
1	D30 Hours	D30 Hours
2	D24 Hours	D20 Hours
3	D20 Hours	D6 Hours
4	D8 Hours	D30 Minutes
5	D6 Hours	D20 Minutes
6	D30 Minutes	D6 Minutes
7	D20 Minutes	D20 Turns
8	D10 Minutes	D12 Turns
9	D6 Minutes	D6 Turns
10+	D20 Turns	1 Turn

D10	Mortal Wound Table	Serious Wound Table
1	Blinded in one eye. With one eye Perception (Vision) and Ranged Attacks P3. Serious change to appearance. All skill P2. (Permanent but after 6 weeks penalty for one eye drops to P2 and P2 to all skills goes)	Broken leg. Untreated can't walk. Treated Running Athletics and Gymnastics are P3. (12 weeks but without healing victim will always limp at P1 Gymnastics and Athletics (Using Leg))
2	Lost an ear. Perception Hearing P2. All Skill P1. (Permanent but after 6 weeks penalty to all skills goes)	Broken arm. The arm can't be used untreated. Treated it is at P3. (12 weeks but without healing

D10	Mortal Wound Table	Serious Wound Table
		using the arm will always be P1 when used)
3	Brain injury P4 Knowledge, Customs, Literacy, Leadership and Oratory. P2 to all other skills. (Permanent but every 16 weeks the Penalty gets 1 better until it reaches P1)	One eye closed – useless until healed. Perception (Vision) and Ranged Attacks P3 (4 days).
4	Serious damage to jaw: can't eat solid food or talk easily. Health P2, Persuasion P2, Leadership and Oratory P2, Survival P2. All other skills P1 (Permanent but after 6 weeks penalty to all skills goes and others improve to P1)	Broken nose P1 to all skills (2 weeks but without healing won't be straight so appearance altered)
5	Neck injury: can't turn neck, P2 Perception, Gymnastics, Weapons (Permanent but after 6 weeks improves to P1)	Concussed: P2 to all skills for D30 hours after the injury
6	Severed or shattered arm. It can't be used at all. All Skills P1 (Permanent but after 12 weeks penalty to all skills goes)	Hit in the mouth: lost some teeth. P1 to all skills. (7 days for the injury but the teeth aren't coming back so appearance altered and finds it harder to eat).
7	Severed or shattered leg. Can't walk. All skills P1. (Permanent but after 12 weeks loses the P1. Only if treated then after 4 weeks can walk at P3 with a crutch and/or peg-leg)	Body injury: P1 Athletics and Health (8 days)
8	Body injury: P3 Athletics, Gymnastics, Health (Permanent but after 6 weeks goes to P2)	Ankle or foot injury – Untreated can't walk. Treated Running Athletics and Gymnastics are P2. (8 weeks)
9	Shattered or severed hand It can't be used at all. All Skills P1 (Permanent but after 8 weeks penalty to all skills goes)	Hand or wrist injury- Untreated the hand can't be used. Treated it is at P2. (8 weeks)
10	Shattered or severed foot. Can't walk at all. All skills P1 (Permanent but after 8 weeks loses the P1. Only if treated then after 4 weeks can walk at P2 with a crutch and/or peg)	Serious cuts or bruises: P1 Health (4 weeks)
11+	Roll on Serious Wound table for effect (though still counts as a Mortal Wound for risk of dying)	

**Dead:** individual killed outright immediately by a catastrophic injury.

**Mortal Wound:** 2D10 turns to live. After disabled the individual can crawl or limp slowly but can't fight or do strenuous activities.

**Serious Wound:** After disabled can crawl or limp slowly away but can't fight or do strenuous activities.

**Minor Wound:** After disabled is P1 Health for 2 weeks.

### NPCs fighting NPCs

Type	Effect
Foot Skirmishers (FS)	P2 when fighting in melee.
Light Mounted (LM)	P1 when fighting in melee. P1 in melee in rough terrain.
Medium Foot (MF)	No modifiers.

Heavy Mounted (HM)	B2 when fighting FS or MF in melee in good-going if moved into contact. P2 in melee in rough terrain.
Heavy foot (HF)	B1 in melee in good-going. P1 in melee in rough going.

Class	Effect
A	Elite: B2
B	Good: B1
C	Average: -
D	Poor: P1
E	Rabble: P2

XD vs XD P1 with thrown or missile.

- **Draw:** Recoil in melee. HM or HF follows up if it moved into contact.
- **Success:** FS or LH retreat a full move in melee. Others recoil. HM or HF follows up 1 square if it moved into contact.
- **Major Success:** Eliminated from the fight. HM or HF follows up 1 square if it moved into contact. MF follows up 1 square.

D10 (B2 for LH or LF)	Status of Eliminated
1-4	Killed
5	Serious Wound
6	Minor Wound
7	Hurt
8+	OK

### Recovery Action

Bravery vs D10.

- **Major Success:** Stun removed can act in this action.
- **Draw or Success:** Stun removed and can act in its next action.
- **Failure:** Stun removed can act next turn.
- **Major Failure:** Stun stays.

### Morale Checks

Bravery Test triggered by:

- Leader Routed or Disabled.
- Ambushed.
- Attacked by undead.
- Attacked by chaos.
- Odds look worse than 1:2.
- Ally Disabled or Routed and there are now less allies in action than Disabled or Routed.
- Seeing a horrific sight.
- Rally (when allowed) – ignore result of Failure or Major Failure.
- Currently Routed and odds improve to better than 2:1.
- Currently Routed and Leader ceases to be Routed or Disabled.
- Currently Routed and a new Leader takes over.

Usually Bravery vs D10 but can be harder.

- **Major Success or Success:** Fine. Routed or Frightened removed.

- **Draw:** If Routed stays Routed. If Frightened then Routed.
- **Failure:** Frightened or if already Frightened then Routed.
- **Major Failure:** Routed.

### Leadership Action

Leadership vs D10.

- **Major Success:** All followers within 10 can Rally adding Leadership value.
- **Success or Draw:** All followers within 10 can Rally.
- **Failure:** No effect.
- **Major Failure:** All followers within 10 squares who aren't Routed must make a Morale Check.

### Tactics Action

Tactics roll vs the Tactics of an opponent:

- **Major Success:** B1 Attack, Parry and Dodge against opponent for the rest of this turn and next turn OR change turn sequence.
- **Draw or Success:** Has B1 in one Attack, Parry or Dodge roll against opponent which occurs during the rest of this turn and next turn OR change turn sequence.
- **Failure:** no effect.
- **Major Failure:** Opponent has B1 in Attack, Parry and Dodge rolls against individual for the rest of this turn and next turn.

Leader tactics vs enemy leader tactics:

- **Major Success:** All followers within 5 Tactics test vs D8. On Draw+ B1 Attack, Parry and Dodge rolls against opponents for the rest of this turn and next turn.
- **Draw or Success:** All followers within 5 Tactics test vs D8. On Draw+ B1 in one Attack, Parry or Dodge rolls against opponent occurring during the rest of this turn and next turn.
- **Failure:** no effect.
- **Major Failure:** All followers within 5 Tactics test vs D8. On a failure or major failure they stand confused for two actions.

### Falling

Gymnastics test to take no damage. Note size mod to Health (Resist Damage) reversed:

Squares	Damage	Gymnastics	Sepecial
1	D4 AP1	D4	
2	D6 AP1	D6	
3	D8 AP1	D10	
4	D10 AP1	D14	
5	D10 AP2	D16	
6-7	D12 AP2	D18	Massive Impact
7-10	D14 AP2	D20	Massive Impact
11-20	D16 AP2	D22	Massive Impact
21-35	D18 AP2	D24	Massive Impact
36-55	D20 AP2	D30	Massive Impact
56-75	D22 AP3	D50	Massive Impact
76-105	D24 AP3	D50	Massive Impact
106-140	D30 AP3	D100	Massive Impact
141+	D50 AP3	D100	Massive Impact

## Fire and Light

Fire turns normal Night or Darkness into Twilight as long as it has a value of at least D1 and its value goes down by 1 for each square after the first away from it.

Fire Type	Volume (Cubes)	Min Footprint (Squares)	Max Footprint (Squares)	Fire Damage (As Physical Agent)	Light
Lamp or Candle	0	0	0	D2	D4
Torch	0	0	0	D4 B2	D4
Mahome	0-8	0	4	D6 B2 Ignores Armour	D6
Gustbran	9-125	5	25	D10 B2 Ignores Armour	D8
Oakfed	126+	26	Unlimited	D14 B2 Ignores Armour	D10

Fire spreads on a Major Success against and goes out on a Major Failure. Any element effected by stasis has +3 resistance to fire.

Element or Rune	Resistance	Not Stasis	Stasis	Notes
Air	D18	Air		Usually blows away.
Animal/Man	D4	Hair	Flesh, bone	Living usually wet.
Darkness	D12	Darkness		Lacks substance. Burns away without ignition.
Earth	D14	Dust, Sand	Rock	
Plant	D2	Kindling, grass and leaves	Block of wood, tree	Living often wet.
Water	D24	Liquid Water	Ice	Other wet resist +3

### Magic Duration

- 5 Turns: D6
- 5 Minutes: D8
- 15 Minutes: D12
- 1 Hour: D14
- 6 hours D18
- 12 hours D20

### Rituals

Difficulty	Max Ritual Bonus
D4, D6, D8	+1
D10, D12, D14	+2
D16, D18, D20	+3
D22, D24, D30	+4
D50, D100	+5

Ritual Bonus	Paraphernalia Value	Value Expended
+1	10L	1L
+2	1000L	10L
+3	5000L	100L
+4	25 000L	1000L
+5	125 000L	10 000L

Ritual Time	Bonus
15 minutes	+1
Hour	+2
Day	+3
Week	+4
Season	+5
Year	+5
Ritual Magic	Down 1

Difficulty	Number of People to get			
	-2	-1	0	+1
D4, D6, D8	N/A	N/A	1	3
D10, D12, D14	1	3	7	21
D16, D18, D20	1	7	21	63
D22, D24, D30	1	21	63	147
D50, D100	1	63	147	441

### Magic Saves

A magic save is required if a rune dice comes up:

- A 1.
- A 1 or 2 if the magic contains a difficulty dice of D12+
- A 1, 2 or 3 if the magic contains a difficulty dice of D22+
- Some magic has Save On +1 (i.e. 1 more number).
- Any magic suffers a major defeat unless listed as otherwise.

### Recharge

Recharge roll is D6 for 5+.

### Sources of Magic

Sources of Magic Summary				
Source	Max Available	Save	Failed Save	Special
Common Magic	Max of XD up to 20	5+	Power Drain	Max D20
Charms	6	4+	Recreated	D6 or D8. Taboo. One instance. Ignores Concentration.
Spirits	Max of Spirit	4+	Re-bound.	Taboo. One instance. Ignores Concentration.
Rune Magic	Unlimited	6+/5+ for Devotee	Lose 1 RP.	RP to re-attempt.
Spells	Max of Law or Phase	5+	Power Drain.	Power Drain to re-roll. B1 or B2 if possess rune.
Glamour	Unlimited	6+/5+ Devotee	Lose 1 GP.	Devotee's Glammers are B1. Lunar Cycle. GP to re-attempt.
Chaos Magic	All Available	6+/4+ Illuminate	Non-III. Moon to Chaos. Chaos no use till midnight and save or chaos feature. III. Count non-ill.	B2. Save +1.

### Heroic Return

Cult Rune 8+ and -1 in Rune.

- **Major Success:** skill learned and test to learn the next skill level (if continued) is 1 easier (cumulative) next season.

### Poison

Poison vs Health (Resist Poison):

- **Major Success or Success:** Has effect. Continues next turn unless ultimate effect.
- **Draw:** No Effect. Continues next turn.
- **Failure or Major Failure:** No effect. Poisoning ends.

Poison	Val	Min Delay	Effect Major Success	Effect Minor Success	Ultimate Effect
Blade Venom or Other Lethal Poison	D6 to D14	3 Turns	2 Hurts. If Disabled no standard Wound. Instead Mortal Wound and P2 to all physical skills. Recover by 1 per week.	Hurt and as Major Success.	Mortal Wound
Paralysing Poison	D4 to D20	2 Turns	Poisoned and Paralysed for 2 hours.	Poisoned	Paralysed

### Healing

Injury	Treatment Task (Difficulty)
Disease	Difficulty as the magical resistance of the disease ghost (15 minutes) – victim can use the healer’s skill as well on next roll to resist disease.
Mortal Wound	Stabilised: D8 (1 Turn), Disabled Removed: 2D12 (12 Turns), Treated – gain any treated benefits after the listed time. Other recovery time halved: 2D12 (1 hour)
Serious Wound	Disabled: 2D10 (6 Turns), Treated – gain any treated benefits and recovery time halved: 2D10 (15 minutes).
Minor Wound	Disabled: 2D8 (3 Turns), Treated – half recovery time: 2D8 (5 minutes).
Hurt	Treated – each treated hurt will recover after an hour: 2D6 (5 minutes).
Poisoned	Treated – half recovery time: 2D10 (5 minutes).

### Training and Practise

Skill Reached	Difficulty	Cost/Week	Cost/Week Exceptional	Hours Practise/Day
-1	D10	2L	4L	½
0	D14	3L	6L	1
+1	D18	4L	8L	1.5
+2	D22	5L	10L	2

Season end Training vs Difficulty. Difficulty -2 for an exceptional teacher:

- **Major Failure:** no benefit. Any cumulative improvement to the test is lost.
- **Failure:** test becomes 1 easier next season (cumulative).
- **Draw or Success:** skill learned.