

Skills and Saves

Level	Roll
Simple	6
Easy	8
Average	10
Difficult	12
Very Difficult	14
Extremely Difficult	16
Minor Heroic	18
Moderate Heroic	20
Major Heroic	22
Superheroic	24

Actions

Move Actions
Resist a Persistent Ability.
Attack Actions
Use a spell or ability that works on others.
Resist a Trap
Attack with a weapon such as a bow or sword.
Attack with a punch or kick.
Appear on a board edge.
Throw a heavy object which has already been picked up.
Attack or Move Actions
Use ability on self.
Move.
Regain 1/10 PW or ¼ of one other STAT.
Move.
Pick up an object.
Draw a weapon or get out an item.
Attack and Move Actions (Both Used)
Precision Attack.
Free Actions
Use casual (½) Stat to resist a trap. Turn lost if unsuccessful.

Weapons

Weapon	Effect
Sharp (S)	1/5 damage as bleeding
Blunt (B)	¼ BD armour null
Pick (P)	½ BD armour null, 1/10 damage as bleeding, +4 AC follow up
Lever (L)	x 1.5 BD, +2 AC follow up
Small (Sm)	0 range. Concealable. No parry or lever. ½ BD if Thr or XB. Can't be Mis, CB.
Melee (Me)	1 range
Long (Lo)	2 range, -1 AT
Very Long (VL)	3 range, -2 AT or -4 AT if a lever or pick.
Thrown (Thr)	range equals 2 x BD, -1 damage/4 squares range
Missile (Mis)	Ranged. -2 AT +4 AC follow up
Composite Bow (CB)	-1 AT +2 AC follow up
Crossbow (XB)	-1 AT, x1.5 BD, no follow up
Two-Handed (2H)	x 1.5 BD (2H Lever is x2 BD)
Multipurpose (MP)	each -1 AT

Shields

Common Name	Val	AG Pen	Hits
Pelta	2	0	7
Target	2	0	9
Buckler	2	1	11
Taka	3	1	7
Theuros	3	2	9
Hoplon	3	3	11
Spara	4	2	7
Scutum	4	3	9
Body	4	4	11

Armour

Type	Abbreviation	AR	DF	AG	AT
Light Non-Metal	LNM	3	0	-1	0
Heavy Non-Metal	HNM	6	-1	-2	0
Light Metal	LM	7	0	-2	0
Heavy Metal	HM	10	-1	-3	-1

Fumble

D10	Fumble
1	Drop weapon or if no weapon fall down.
2	Fall down.
3	Hit nearest friend in normal range – if none hit self but with no leverage.
4	Drop shield or if none a 2H weapon or if neither fall down.
5	Break shield straps, or if none break weapon unless it is iron or rune metal in which case drop it.
6	Let go of weapon which flies 1D/2 squares in a random direction. If no weapon fall badly taking 1D damage through armour.
7	Injure self: 2D through armour.
8	Fall down and drop everything in hands.
9	Fall down and scatter everything in hands 1D/2 squares.
10	Break weapon.

Parry

Parrying Weapon	Counts as wood if:
Sword	Never
Other Melee	Parry by 4 or fewer.
Long, Very Long	Always.
Attacking Weapon	Damaged if weaker and:
Sword (Special S L Me)	Parry by 4 or fewer.
Axe etc. (S L Me)	Parry by 2 or fewer.
Other	Parry by 0.
Attacking Weapon	Damaged if sword weaker or as strong and:
Mace etc. (B L Me)	Parry by 0.

Follow up Attacks

Circumstance	AC
1st attack dealt damage through defences. Follow up is a different type of attack that deals damage and is against the same target	1 +2 AT
1st attack had an effect through defences. Follow up is against the same target	3
Any other circumstance following a hit	5

Recovery

Circumstances	Recovery
Normal	9+
Taken out on turns 1-3	+3
Each time taken out after 1 st	-1
Hurt	No
After turn 12	No

Buildings

Item	STATS
Thin wall/door.	DF/AG 6 AR 6 HTS 5. Interior HTS 5. KB 11.
Wall/heavy door.	DF/AG 8 AR 8 HTS 8. Interior HTS 6. KB 14.
Thick wall/armoured door.	DF/AG 10 AR 10 HTS 10. Interior HTS 7. KB 17.

Damage

Damage	Cause	Effect
Shock	10 hits	-1 AT next turn
Hurt	3 x BD or 2 x BD from sharp	-2 BD, AG, AT, DF
Mortal	4 x BD or 3 x BD from sharp	Out of action. Roll on mortal wounds.

Mortal Wounds

1D	Result
1	Leg destroyed AG x ½., BD -2, AT -2, DF -2.
2	Leg damaged AG -1, BD -1, DF -1.
3	Arm destroyed BD -2, AT -1.
4	Arm damaged AT -1.
5	Head injuries: -2 IN, -2 CH.
6	Head injuries: -1 IN, -1 CH.
7	Chest injury: -3 BD.
8	Chest injury: -2 BD.
9	Abdomen Injury: -2 DF, -2 AG, -1 BD.
10	Abdomen injury: -1 DF, -1 AG.

Traits and Saves

Trait	Bonus
Brave	Fear saves.
Cautious	Caution saves.
Inclusive	Relationship saves.
Traditional	Relationship saves with own people. Resist Inclusion saves.
Cunning	Persuasion saves.

Experience

D100	Result
01-04	+1 BD
05-08	+1 AG
09-12	+1 IN
13-16	+1 CH
17-20	+1 AT
21-24	+1 DF
25-30	+1 PW
31-34	+1 AC
35-36	+1 SE
37-38	+1 RE
39-43	+1 standard ability if any else +1 to any ability already possessed.
44-75	Roll on ability table.
76-85	+1 to lowest STAT.
86-88	+1 to existing skill or if no skills +1 to chosen skill.
89-91	+1 to existing trait or if none +1 to chosen trait.
92-95	+1 to existing spell. Spirit or attribute or if none roll on the ability table.
96-00	+1 to chosen STAT.

Skills

Skill	STAT	Effects
Athletic	AG	Climb, Swim, Boat*, Jump.
Stealth	AG	Sneak, Hide, Pick Lock*, Disarm Trap.
Medical	IN	First Aid, Surgery, Diagnose, Treat.
Gymnastic	AG	Dance, Acrobatics, Contortions, Tightrope
Killing	AG	Ambush, Silent Kill, Set Traps.
Craft	IN	Any craft.
Animal	AG	Riding
Survival	IN	Foraging, Outdoor Living, Tracking
Nature Lore	IN	Navigation, Creatures, Plants.
Social	CH	Persuasion, Leadership, Oratory.
Academic	IN	Alchemy, History, Geography, Religion, Other Races, Mythology, Philosophy.
Military	IN	Strategy, Tactics.
Magical	PW	Magical Rituals, Use Items.
Language	IN	Read/Write* Languages, Speak Other Languages.
Perception	SE	Scan, Search, Spot.