

WEAPONS	
Weapon	Damage
AXES GROUP (STRENGTH)	
Battle Axe	2d6 + STR
Throwing Axe	1d6+2 + STR
Two-handed Axe	3d6 + STR
BLUDGEONS GROUP (STRENGTH)	
Mace	2d6 + STR
Maul	1d6+3 + STR
Two-handed Maul	2d6+3 + STR
BOWS GROUP (DEXTERITY)	
Crossbow	2d6+1 + PER
Short Bow	1d6+1 + PER
Long Bow	1d6+3 + PER
BRAWLING GROUP (DEXTERITY)	
Fist	1d3 + STR
Gauntlet	1d3+1 + STR
Improvised Weapon	1d6-1 + STR
DUELING GROUP (DEXTERITY)	
Main Gauche	1d6+1 + STR
Rapier	1d6+3 + STR
Spiked Buckler	1d6 + STR
HEAVY BLADES GROUP (STRENGTH)	
Bastard Sword	2d6+1 + STR
Long Sword	2d6 + STR
Two-handed Sword	3d6 + STR
LANCES GROUP (STRENGTH)	
Heavy Lance	2d6+1 + STR
Heavy Lance	1d6+1 + STR
Light Lance	1d6+3 + STR
LIGHT BLADES GROUP (DEXTERITY)	
Dagger	1d6+1 + STR
Short Sword	1d6+2 + STR
Throwing Knife	1d6 + STR
POLEARM GROUP (STRENGTH)	
Glaive	2d6+1 + STR
Halberd	2d6+3 + STR
Military Fork	2d6 + STR
SPEARS GROUP (STRENGTH)	
Spear	1d6+3 + STR
Throwing Spear	1d6+3 + STR
Two-handed Spear	2d6 + STR
STAVES GROUP (DEXTERITY)	
Club	1d6 + STR
Morningstar	1d6+3 + STR
Quarterstaff	1d6+1 + STR

ARMORS			
Armor	Rating	Penalty	Strain
Light Leather	3	0	1
Heavy Leather	4	-1	2
Light Mail	5	-2	3
Heavy Mail	7	-3	4
Light Plate	8	-4	5
Heavy Plate	10	-5	6

SHIELDS		DEFENSE
Shield	Defense	10 + DEXTERITY + SHIELD BONUS (IF APPLICABLE)
Light Shield	+1	
Medium Shield	+2	
Heavy Shield	+3	

MISSILE WEAPON RANGES			
Weapon	Short	Long	Reload
Crossbow	30	60	Major
Long Bow	26	52	Minor
Short Bow	16	32	Minor
Throwing Axe	4	8	Minor
Throwing Knife	6	12	Minor
Throwing Spear	8	16	Minor

HAZARD CATEGORY		
Category	Damage	A successful test usually means half damage (rounded down). Some hazards have special effects.
Minor	1d6	
Moderate	2d6	
Major	3d6	
Arduous	4d6	
Harrowing	5d6	
Murderous	6d6	

ABILITY TESTS			
BASIC TEST		TEST RESULT	
Difficulty	TN	3D6 + ABILITY + FOCUS	
Routine	7		
Easy	9		
Average	11		
Challenging	13		
Hard	15		
Formidable	17		
Imposing	19		
Nigh Impossible	21		

ADVANCED TESTS	
Difficulty	Threshold
Easy	5
Average	10
Challenging	15
Hard	20
Formidable	25

ABILITY FOCUSES

COMMUNICATION FOCUSES

Animal Handling, Bargaining, Deception, Disguise, Etiquette, Gambling, Investigation, Leadership, Performance, Persuasion, Seduction.

CONSTITUTION FOCUSES

Drinking, Rowing, Running, Stamina, Swimming.

CUNNING FOCUSES

Arcane Lore, Brewing, Cartography, Cryptography, Cultural Lore, Engineering, Evaluation, Healing, Heraldry, Historical Lore, Military Lore, Musical Lore, Natural Lore, Navigation, Poison Lore, Qun, Religious Lore, Research, Writing

DEXTERITY FOCUSES

Acrobatics, Bows, Brawling, Calligraphy, Crafting, Dueling, Grenades, Initiative, Legerdemain, Light Blades, Lock Picking, Riding, Staves, Stealth, Traps.

MAGIC FOCUSES

Arcane Lance, Blood, Creation, Enchanting, Entropy, Primal, Spirit.

PERCEPTION FOCUSES

Detect Darkspawn, Empathy, Hearing, Searching, Seeing, Smelling, Tracking.

STRENGTH FOCUSES

Axes, Bludgeons, Climbing, Driving, Heavy Blades, Intimidation, Jumping, Might, Smithing, Spears.

WILLPOWER FOCUSES

Courage, Faith, Morale, Self-Discipline.

SPEED

DWARF = 8 + DEXTERITY - ARMOR PENALTY (IF APPLICABLE)

ELF = 12 + DEXTERITY - ARMOR PENALTY (IF APPLICABLE)

HUMAN = 10 + DEXTERITY - ARMOR PENALTY (IF APPLICABLE)

DYING

When a Player Character's **Health** reaches **0**, he is dying. He will die after a number of rounds equal to **2 + Constitution**. The character dies at the start of his turn on the final round.

HEALING

A **5-minute** rest restores **5 + Constitution + level** in Health. If the PC was at **0 Health** when the combat encounter ended, he cannot take a breather at all.

Six hours of restful sleep restores **10 + Constitution + level** in Health.

One character can aid another with a **heal action**. A target can't benefit from another heal action until he takes more damage.

COMBAT

ATTACK ROLL

3D6 + DEXTERITY OR STRENGTH + FOCUS (IF APPLICABLE)

SUCCESSFUL ATTACK

ATTACK ROLL ≥ TARGET'S DEFENSE

ATTACK ROLL MODIFIERS

Modifier	Circumstance
-3	Defender in heavy cover, such as a building or stone wall. Melee attacker in heavy snow.
-2	Defender in light cover, such as a hedge or the woods. Melee attacker in the mud. Ranged attack vs. defender engaged in melee combat. Combat at night.
-1	Rain, mist, or smoke obscures the defender. Combat in low light conditions.
0	Normal circumstances.
+1	Attacker is on higher ground. Defender is prone. Melee attacker and allies outnumber defender 2 to 1.
+2	Melee attacker and allies outnumber defender 3 to 1. Defender is drunk.
+3	Defender is unaware of the attack.

WEAPON DAMAGE

WEAPON DAMAGE ROLL + STRENGTH OR PERCEPTION MODIFIER - TARGET ARMOR RATING

SPELLCASTING

CASTING ROLL

3D6 + MAGIC + FOCUS (IF APPLICABLE)

SPELLPOWER

10 + MAGIC + FOCUS (IF APPLICABLE)

MANA RECOVERY

1D6 + MAGIC PER HOUR OF REST OR MEDITATION.

8 HOURS OF SLEEP RESTORES ALL MANA.

MAGICAL MISHAPS

CASTING ROLL FAILS AND THE DRAGON DIE RESULT IS A 1

DD Mishap result

- 1 **Mana Drain:** spell's original cost x 2
- 2 **Mana Burn:** damages = spell's original cost
- 3 **Backlash:** unable to cast spell for 1d6 rds
- 4 **Misfire:** opposite effect or target
- 5 **Lost in the Fade:** helpless for 2d6 minutes
- 6 **Harrowing:** As Lost in the Fade, except the mage must also make a **TN 13 Willpower (Faith or Self-Discipline)** test every two minutes to avoid becoming an abomination

ACTIONS

You can take a major action and a minor action or two minor actions on your turn.

MAJOR ACTIONS

ALL-OUT ATTACK: You attack one adjacent enemy in hand-to-hand combat. If you hit, you do **+1 damage**, but whether or not this attack hits, you suffer **-1 to your Defense** until your next turn.

CHARGE: You may move up to half your Speed (rounded down) in yards and then make a melee attack against an adjacent enemy. You gain a **+1 bonus on your attack roll**.

DEFEND: Until the beginning of your next turn, you gain a **+2 bonus to your Defense**.

HEAL: You must be adjacent to your ally and you must have bandages ready. This is a **TN 11 Cunning (Healing)** test. If you are successful, your ally gets back an amount of Health equal to the **Dragon Die + your Cunning** until he takes additional damage.

MELEE ATTACK: You attack one adjacent (within 2 yards of you) enemy in **hand-to-hand combat**.

RANGED ATTACK: You fire or throw a **missile weapon** at one visible enemy within range.

RUN: If you are not prone, you can move up to **double your Speed** in yards.

MINOR ACTIONS

ACTIVATE: This action allows you to start using certain powers or items.

AIM: If your next action is a melee attack or ranged attack, you gain a **+1 on your attack roll**.

GUARD UP: You put your skill to use balancing action and defense. Add **+1 or +2 (your choice) to your Defense** until the end of this round. You suffer the amount you choose as a penalty to all tests.

MOVE: You can move up to your **Speed** in yards. You can also go prone, **stand up**, or **mount** a horse or vehicle, but if you do so you can only move at half Speed (rounded down).

PREPARE: You pick one major action that you prepare to execute and then end your turn. Any time until your next turn, you can interrupt another character and take your prepared action immediately. You cannot take the prepared action if you've already taken a major action on your turn.

PRESS THE ATTACK: Until the beginning of your next turn, if that adjacent enemy moves away from you, you may **immediately move up to your Speed** in yards. You can only use this minor action on an enemy you have already successfully struck in melee combat this turn.

READY: You can **unsheathe a weapon**, **pull out a potion**, or otherwise ready an item that is stowed.

STAND FIRM: Until the beginning of your next turn, any enemy who uses the skirmish or knock prone stunts to move you or knock you to the ground must succeed in an opposed test pitting **their Strength (Might) vs. your choice of your own Strength (Might) or Dexterity (Acrobatics)**.

MAJOR FLYING ACTIONS

DIVE: A character that was circling can move a number of yards equal to Flying Speed if he was lying high can move a number of yards equal to double his Flying Speed. He make a melee attack against an opponent. The attack can take place at any point in the character's movement and receives **+1 bonus on the melee attack roll and damage roll**.

FLY HIGH: The character in **fly high** can move a number of yards equal to his **Flying Speed** while climbing far above the battlefield. While lying high, the character can neither attack nor be attacked.

MINOR FLYING ACTIONS

CIRCLE: The lying character circles above the battlefield at a low altitude, moving a number of yards equal to his Flying Speed. Ranged attacks from the ground add 20 yards to the horizontal distance from the shooter to the target to represent the height of the flier. A circling character can attack other circling characters at no penalty. A character must start his turn flying to circle.

FLY: The character moves a distance equal to his **Flying Speed**. The character is roughly 3 yards off the ground and can be attacked in melee by opponents on the ground. The character's own melee **attack rolls receive a +1 bonus vs. opponents on the ground** due to the height advantage.

COMBAT STUNTS

SP

Stunt

- 1+ **SKIRMISH**: You can **move yourself or the target** of your attack 2 yards in any direction for each 1 SP you spend.
 - 1 **RAPID RELOAD**: You can immediately **reload** a missile weapon.
 - 1 **STAY AWARE**: Make a **TN 11 Perception test** with the focus of your choice. If you succeed, the GM may either make you aware of some battlefield situation that has so far escaped your notice, or give you a **+1 bonus to the next test** you make, up until the end of your next turn.
 - 2 **DEFENSIVE STANCE**: **Defense +2** until the beginning of your next turn.
 - 2 **DISARM**: You and your opponent must make an opposed attack roll. If you win the test, you knock your enemy's weapon **1d6 + Strength yards** away in a direction you nominate.
- 2 or 4 **ENVENOM**: Your enemy immediately suffers the basic damage (penetrating) and additional effects of your **poison**.
 - 2 **KNOCK PRONE**: You knock your enemy prone.
 - 2 **MIGHTY BLOW**: You inflict an **extra 1d6 damage** on your attack.
 - 2 **PIERCE ARMOR**: The enemy's **armor rating is halved** (rounded down).
 - 2 **TAUNT**: Within 10 yards, opposed test of your **Communication (Deception) vs. the target's Willpower (Self-Discipline)**. If you win, she suffers a -1 penalty on attack rolls and casting rolls on his next turn.
 - 2 **THREATEN**: Within 10 yards, opposed test of your **Strength (Intimidate) vs. the target's Willpower (Self-Discipline)**. If you win, he must attack you in some way (melee, missile, spell, etc.) on his next turn.
- 3 **KABOOM!**: Your attack **detonates a grenade** held (that is, prepared to throw) or carried by your target. It inflicts its full damage on your target and anyone else within 2 yards.
- 3 **LIGHTNING ATTACK**: You can make a **second attack** against the same enemy or a different one within range and sight. You must have a loaded missile weapon to make a ranged attack. If you roll doubles on this attack roll, you do not get any more stunt points.
- 4 **DUAL STRIKE**: Pick a **secondary target**. He must be adjacent to you if you are using a melee weapon or within 6 yards of your primary target if you are using a missile weapon. Apply the test result of your original attack roll to the secondary target. If you hit the secondary target, inflict your normal damage on him.
- 4 **SEIZE THE INITIATIVE**: You move to the **top of the initiative** order. This means you may get to take another turn before some of the combatants get to act again. You remain at the top of the order until someone else seizes the initiative.
- 5 **LETHAL BLOW**: You inflict an **extra 2d6 damage** on your attack.



STANDARD SPELL STUNTS

SP

Stunt

- 1-3 **PUISSANT CASTING**: Increase the Spellpower of your spell by 1 per stunt point spent, to a maximum of 3.
 - 1 **ARCANE ACUITY**: Make a **TN 11 Magic test** using the focus of your choice. If you succeed, you either become aware of some key magical detail of the current encounter or else gain a **+1 bonus on your next magic-related test**, up until the end of your next turn.
 - 1 **ARCANE ADVANTAGE**: The target of the spell suffers a **-1 penalty to resist** your next spell until the end of your next turn.
- 1+ **ARCANE ARMOR**: You gain an **Armor** Rating equal to the SP spent until the beginning of your next turn.
- 1+ **MANA GRAB**: If the target of the spell has a mana score, you can make an **opposed Magic test**; if you win, you take points of mana from the target equal to the result of the Dragon Die, costing 1 SP per mana taken. You cannot reduce the target below 0 mana. If you lose the opposed test, spend 1 SP and you cannot attempt another mana grab against that target in this encounter.
- 1+ **STAGGERING SPELL**: If the spell does damage, you can **move the target** 2 yards in any direction for each 1 SP you spend.
 - 2 **MIGHTY SPELL**: If the spell does damage, one target of the spell of your choice takes an **extra 1d6 damage**.
 - 2 **SKILLFUL CASTING**: **Reduce the mana cost** of the spell by 1. This can reduce the mana cost to 0.
 - 3 **HEALING MANA**: Spend 3 SP and **3 MP** to regain **1d6 Health**.
 - 3 **LASTING SPELL**: If the spell has a duration beyond instant, it is extended to **twice the original duration** with no additional mana cost.
 - 3 **MANA SHIELD**: **Defense +2** until the beginning of your next turn.
 - 4 **IMPOSING SPELL**: Until the beginning of your next turn, anyone attempting to make a melee attack against you must make a successful **Willpower (Courage) test. The TN is 10 + your Magic ability**. Those who fail must take a move or defend action instead.
 - 4 **MANA SURGE**: Immediately after casting the spell, **regain 1d6 mana**.
 - 4 **MASTERFUL CASTING**: **Reduce the mana cost** of the spell cast by **2**. This can reduce mana cost to 0.
 - 4 **SPLIT SPELL**: If the spell affects only one target, you can have it **affect two**, so long as the second target is within the spell's range and no more than 6 yards from the original target. There is no additional mana cost. Targets test against the spell separately.
 - 5 **DISRUPT MAGIC**: Test of your **Magic (Spirit) vs. the Spellpower** of any spell effect on the target. Success removes the effect.
 - 5 **LETHAL SPELL**: If the spell does damage, one target of the spell takes an **extra 2d6 damage**. Alternately, all targets of the spell take an **additional 1d6 damage**.
 - 5 **PENETRATING SPELL**: All the damages of the spell this round becomes **penetrating damage**, ignoring the target's armor rating.

CREATION SPELL STUNTS

SP Stunt

- 1+ **BOLSTERING SPELL:** You or one ally within two yards of you with greater than 0 Health recovers **one Health for each SP** spent.
- 1 **QUICKENING SPELL:** One ally within two yards of you gains a **+1 bonus to Dexterity** until the beginning of your next turn.
- 1 **STRENGTHENING SPELL:** One ally within two yards of you gains a **+1 bonus to Strength** until the beginning of your next turn.
- 2 **SUSTAINING SPELL:** An ally within 10 yards currently at 0 Health doesn't count this round when determining how many rounds he can survive with 0 Health.
- 3 **EMPOWERING SPELL:** You gain **+1 Spellpower** on the next spell you cast, until the end of your next turn.

ENTROPY SPELL STUNTS

SP Stunt

- 1 **CONSUMING HUNGER:** If a character within 10 yards of you dies this round, you **recover 1d6 mana**.
- 2 **LEADEN FEET:** The target of your spell is briefly drained of vitality. The target suffers a **-1 penalty to Speed** until the beginning of your next turn.
- 2 **MINOR CURSE:** The target of your spell suffers a **-1 penalty to Defense** until the beginning of your next turn.
- 3 **DARK MERCY:** A character within 10 yards currently at 0 Health counts this round twice when determining how many rounds he can survive with 0 Health.

PRIMAL SPELL STUNTS

SP Stunt

- 2 **DAZZLING SPELL:** The target of your spell is at a **-1 penalty for all tests involving vision** (including attacks) until the start of your next turn.
- 3 **IMMOLATION:** You burst into flame. It causes you no harm, but until the beginning of your next turn anyone who comes into contact with you or attacks you in **melee takes 1d6+1 damage**.
- 3 **THICK SKIN:** **Adds 1 to your Armor** Rating until the beginning of your next turn. This stunt may not be used if this spell raises your Armor Rating or if you already have a spell cast on you that raises your Armor Rating.
- 4 **LIGHTNING ARCS:** Electricity arcs from your body, inflicting 1 point of penetrating energy damage to any foes within 2 yards.

SPIRIT SPELL STUNTS

SP Stunt

- 1+ **SPIRIT SHIELD:** Until the beginning of your next turn any spell stunt that costs up to the number of SP you spent to activate energy shield has no effect on you, only you even if the spell stunt affects multiple targets.
- 2 **KNOCK PRONE:** You knock the target of your spell prone.
- 3 **ENERVATING SPELL:** If the target of this spell is a spellcaster, that character loses 1 mana point.

EXPLORATION STUNTS

SP Stunt

- 1 **ADVANTAGEOUS POSITIONING:** You make your discovery from an advantageous position of your choice within 2 yards.
- 2 **EFFICIENT SEARCH:** Resources of any kind typically consumed in the course of your test, you use only half as much as would be normal.
- 2 **SPEEDY SEARCH:** You complete your test in half the time.
- 3 **THAT MAKES ME WONDER:** You immediately make another **Perception test** to discover more information about your surroundings, or the object of your test. This test must use a different focus from the first test and doubles on this bonus test do not give rise to stunt points.
- 3 **THE OBJECT OF YOUR ATTENTION:** You receive a +1 bonus to further tests to examine or perceive additional aspects of the object of your test.
- 4 **THE UPPER HAND:** If your discoveries lead to combat within a moment or two you receive a +3 bonus on your initiative roll.
- 4 **RESOURCES AT HAND:** Choose a focus that you don't have, that falls under the same ability as the test you're making. You are considered to have that focus until the time or venue changes.
- 4 **WITH A FLOURISH:** The manner of your success is impressive to those who are nearby to watch you. You have a +1 bonus to opposed tests against them until the time or venue changes.

ROLEPLAYING STUNTS

SP Stunt

- 1 **BON MOT:** You tag the perfect witty remark onto the end of your action, affecting all those who hear it that much more deeply.
- 2 **AND ANOTHER THING:** You manage to weave a second thread of conversation into the primary interaction that called for the test.
- 2+ **SWAY THE CROWD:** You affect one additional person of your choice past the original target. You may use this stunt multiple times on the same roll. However, if the test that gave rise to this stunt was an opposed test you may not expand the effect to anyone who has a higher ability + focus total than the original target.
- 3 **STUNNED SILENCE:** You are so impressive that you leave all those who witness your display completely dumbfounded and unable to speak.
- 3 **JEST:** You make some comic motion that leads those nearby to laugh, or stifle their snorts. Anyone nearby who wishes to avoid laughing must make a **TN 11 Willpower (Self-Discipline) test**.
- 4 **FLIRT:** Opposed Communications (Seduction) vs. Willpower (Self-Discipline) test. If you win, that character becomes enamored with yours, assuming gender-preference compatibility.
- 4 **TOWER OF WILL:** For the rest of the current roleplaying exchange you gain a +1 bonus to any opposed tests where an opponent.
- 5 **ENRAGE:** A single target you designate must choose between either attacking you or storming away from the scene.