

# TESTS

## DIFFICULTY TABLE

Difficulty	Test/Modifier
Very Easy	+60
Easy	+40
Average	+20
Challenging	no modifier
Difficult	-10
Hard	-20
Very Hard	-30

## Simple Tests

Simple Tests are used to determine success/failure.

To perform a Simple Test, roll d100 and compare the result to the Skill or Characteristic best suited for the action.

This test may be modified using the Difficulty Table.

Success: You roll lower or equal to the Skill or Characteristic.

Failure: You roll higher than the Skill or Characteristic.

## Dramatic Tests

Dramatic Tests are used to determine the success/failure where the degree to which the character succeeded for failed matters such as Opposed Tests and combat.

This test may be modified using the Difficulty Table.

Success: You roll lower or equal to the Skill or Characteristic.

The degree of your success is determined by the SL.

Failure: You roll higher than the Skill or Characteristic.

The degree of your failure is determined by the SL.

## Extended Tests

Used for time consuming tasks that require X SL. Use Dramatic Tests and use the SL from multiple rolls added together to reach a target number. The current SL level of the test can rise and lower.

Success: The target number of SL has been reached.

## SUCCESS LEVELS (SL)

SL = subtract the 10s number of the roll from the 10s number of the Characteristic or Skill being tested including modifiers.

## Assistance

- The Character with the best chance to succeed rolls.
- Each Assisting Character gives a bonus of +10.

Assisting Characters must:

- Have at least 1 Advance in the Skill being tested.
- Be adjacent to the Testing Character.
- Number of Assisting Characters cannot exceed appropriate Characteristic Bonus of the Testing Character.

# ADVANTAGE

## BENEFITS OF ADVANTAGE

Each Advantage adds +10 to any appropriate Combat Test or Psychology Test.

## Gaining Advantage

The following grant +1 Advantage in combat:

- Attacking Surprised enemy.
- Charging into combat.
- Gaining tactical advantage with a Skill.
- Defeating an opponent.
- Winning an Opposed Test.
- Wounding an opponent without Engaging.

## Losing Advantage

Lose all Advantage if you:

- Lose an Opposed Test.
- Suffer any Conditions.
- Lose any Wounds.

# ACTIONS

## Free Actions

Shouting a warning, drawing your weapon, drinking a potion, etc. If it requires a Test, it should be an Action.

## Actions

All Tests require an Action. Actions can be Simple Tests, Dramatic Tests or Extended Tests, Combat Tests, etc.

# COMBAT

## Timing

- Rounds:** Enough time for all characters to attempt a Test and to Move into position.
- Turns:** During a Round, each combatant has a Turn to perform an Action and a Move.
- Initiative Order:** Combatants take their Turn in order of their Initiative, 1d10 + Initiative Characteristic, from highest to lowest.

## Combat Summary

- Determine Surprise
- Round Begins
- Characters Take Turns: Initiative order, 1 Move, 1 Action.
- Round Ends
- Repeat Steps 2-5 as required

## Surprise

Surprise your opponent by hiding, sneaky tactics or distractions.

Opposed Stealth vs Perception to be spotted.

- Use character with the lowest Stealth opposing all potential spotters.

Success: Defeated characters gain the Surprised Condition.

- Surprised Characters may spend a Resolve point to remove the Surprised Condition.

Failure: Proceed with combat as normal.

# MOVEMENT

Movement	Walk	Run
3	6	12
4	8	16
5	10	20

## Charging

- If not Engaged, Move can be a Charge up to 2x Movement.
- Action for the Turn must be a Melee Test.
- If Charge distance > Movement, gain +1 Advantage.

## Engaged

- If attacking or being attacked in melee, you are Engaged.
- If you don't attack or are attacked for a full round you are no longer Engaged.

## Disengaging

If Engaged, the following are options for Disengaging:

### Use Advantage:

- Must have Advantage greater than opponent.
- Reduce Advantage to 0.
- Move as normal.

### Use Dodge:

- Advantage equal or less than opponent.
- Use Action to make an Opposed Dodge/Melee Test.

Success: Gain +1 Advantage and Move as normal.

Failure: Opponent gains +1 Advantage, you cannot Move.

### Fleeing

- Voluntary or Involuntarily leaving combat.
- Opponent gains +1 Advantage.
- Opponent gains 1 free Unopposed Melee Test with +20.
- If hit: enact a Challenging (+0) Cool Test.

Failure: Gain Broken Condition, +1 per SL below 0.

- Move as normal.

# COMBAT TESTS

## 1: Roll to Hit

Melee:

- Must be Engaged with opponent.
- Perform Opposed Melee Test, highest SL wins.

Success: Hit opponent and gain +1 Advantage.

Failure: Opponent gains +1 Advantage and Action is finished.

Ranged:

- Weapon must be in Range opponent.

- Perform Ranged Test.

Success: Hit opponent and gain +1 Advantage.

Failure: Action is finished.

## DEFAULT COMBAT DIFFICULTY

Challenging (+0)

## 2: Determine Hit Location

### Reverse successful Hit Roll to determine Hit Location

Roll	Location
01-09	Head
10-24	Left Arm (or Secondary Arm)
25-44	Right Arm (or Primary Arm)
45-79	Body
80-89	Left Leg
90-00	Right Leg

## 3: Determine Damage

- Damage = Weapon Damage + SL of the Opposed Test.

## 4: Apply Damage

- Wounds Suffered = Damage - (Opponent's Toughness Bonus + Armour Points)
- Minimum Wounds Suffered: 1
- If Wounds Suffered exceeds opponents remaining wounds, opponent suffers a Critical Wound and the Prone Condition.

## USING SKILLS DEFENSIVELY

As your Action, choose a Skill to use defensively. Tests using that Skill until the start of your next Turn gain +20.

## CRITICALS AND FUMBLES

### Criticals

- Any successful Combat Test that scores a double.
- Critical rolls can occur as an attacker or defender.
- Opponent receives a Critical Wound.
- A Critical Wound on an armored location can be ignored by reducing the armor by 1AP.

### Fumbles

- Any failed Combat Test that scores a double.
- Critical rolls can occur as an attacker or defender.
- Roll 1d100 on the following table:

Roll	Result
01-20	Hurt yourself, lose 1 Wound.
21-40	Weapon damaged, weapon suffers 1 Damage. Next round, you will act last.
41-60	Out of position, next round Actions suffer penalty of -10.
61-70	Stumble, lose your next Move.
71-80	Stumble, miss your next Action.
81-90	Twist your ankle. Suffer a Torn Muscle (Minor) injury (page 179). This counts as a Critical Wound.
91-00	Hit 1 random ally in range using rolled units to determine SL. If impossible, you hit yourself and gain the Stunned Condition.

### Misfires!

If Black-powder, Engineering or Explosive weapon and fumble with an Even Number:

- Weapon is destroyed, Hit Location = Primary Arm
- Damage = Full Damage + (units die of misfire roll)

# MAGIC TESTS

## Second Sight:

Characters with the *Second Sight* may use any appropriate *Skills* with your *Intuition*, *Perception* and *Track Skills*.  
• *Second Sight* is considered always on.

## Spells:

- *Petty*: Simple tricks using negligible amounts of magic.
- *Arcane*: Generic spells open to all casters.
- *Lore*: Only available to those with *Arcane Magic (X) Talent*.
- *Chaos*: *Spells* practiced by those in league with Chaos.

## Memorizing Spells:

Transcribing a *Spell* to a **Grimoire** allows the user to cast the spell. However in order to cast it from memory, without the **Grimoire**, you need to spend XP noted in your *Spellcasting Talent*.

## Ingredients:

- *Ingredients* cost *Casting Number (CN)* in shillings.
- *Ingredients* are consumed on use.
- *Ingredients* reduce *Miscast* by one category. *Major* > *Minor* > *Nothing*.

## Casting Spells

Make a **Language (Magick) Test**.

- Must be able to see target and speak loudly, to cast a *Spell*.
- If close to *Corrupting Influence*, units roll of an 8 cause a **Minor Miscast**. If you already have a **Minor Miscast**, the *Miscast* becomes a **Major Miscast**.
- *Casting Spells* from a **Grimoire** require x2 the *Casting Number*.
- -1 SL if wearing inappropriate garb and for each *Armour Point*.
- Ingesting *Warpstone* doubles the SL of the *Test*.

*Success*: If SL => *Casting Number*, spell goes off with described effects.

- *Spells* continue for the *Duration* unless *Dispelled*.
- For every 2+ SL choose one:
  - *Range*: x2 yards
  - *Duration*: x2 *Rounds*
  - *Area of Effect*: x2
  - *Targets*: x2

*Failure*: *Spell* fails to *Cast*.

## Critical Casting:

- If *Critical*: Unless you have *Instinctive Diction Talent*, roll on the **Minor Miscast Table**.
- Additionally, choose one:
  - +1 **Critical Wound** if spell causes damage.
  - *Spell* casts even with insufficient *Casting Number*.
  - *Spell* cannot be *Dispelled*.

## Fumbled Casting:

- If *Critical*: Suffer a *Miscast*. Roll 1d100 on the **Minor Miscast Table**.

## Magic Missiles:

- *Hit Location* struck is determined by reversing the dice rolled on **Language (Magick) Test** and using the *Hit Location Table*.
- **Damage** = *Language (Magick) Test SL* + *Willpower Bonus*. This is reduced by *Toughness* and *Armour Points* as normal.

## Touch Spells in Combat:

- Make an **Opposed Melee (Brawling) Test** vs *Melee* or **Dodge Skill** after completing the *Casting Test*.

## Channeling Test

Harness much more of the Winds of Magic.

Make an **Extended Channeling Test**.

- When SL reaches CN of the target *Spell* you have enough magic. Next *Round* you may *Cast* using the normal rules.
- If interrupted: Make **Hard (-20) Cool Test** or suffer a **Minor Miscast** and lose all SL you have accrued.
- -1 SL if wearing inappropriate garb and for each *Armour Point*.
- Ingesting *Warpstone* doubles the SL of the test.

*Success*: • CN of target spell = 0.

- If *Critical*: *Cast Spell* next *Round* regardless of how many CN you have. Roll on the **Minor Miscast Table** unless you have *Aethyric Attunement Talent*.

*Failure*: • All channeled magic energy is lost.

- Suffer a **Minor Miscast**.
- If *Critical* or units die ends in 0 over your skill: Suffer a *Miscast*. Roll on the **Major Miscast Table**.

# Dispelling

*Spell* targets you or a point you can see within *Willpower* yards.

Make an **Opposed Language (Magick) Test** vs the **Casting Test**.

- You may only *Dispell* one spell per *Round*.

*Success*: • The target *Spell* has no effect.

*Failure*: • The caster uses the SL of the **Opposed Test** to determine if *Casting* was successful.

## Dispelling Persistent Spells

Make an **Extended Language (Magick) Test**.

- When your SL reaches the CN of the *Spell*, it is *Dispelled*.

# PRAYER TESTS

## Bless:

Characters with the *Bless Talent* may enact *Blessings*.

## Invoke:

Characters with the *Invoke Talent* may enact powerful *Miracles*.

## Blessings and Miracles

*Blessing* and *Miracles* are prayers spoken by one of the Blessed.

Make a **Challenging (+0) Pray Test**.

- You must be able to speak to enact a *Blessing* or *Miracle*.
- Only a single *Blessing* or *Miracle* can be active at once.
- When performing a **Pray Test**, if the *units die is* =< *Sin Points*, suffer the **Wrath of the Gods (p218)**.

*Success*: • *Blessing* or *Miracle* manifests according to its rules.

- For every 2+ SL on a *Blessing* choose one:
  - *Range*: +6 yards
  - *Duration*: +6 *Rounds*
  - *Targets*: +1
- For every 2+ SL on a *Miracle* choose one:
  - *Range*: x2 yards
  - *Duration*: x2 *Rounds*
  - *Targets*: x2

*Failure*: • Nothing happens.

- If *Fumbled*: roll on the **Wrath of the Gods table (p218)**.

## Sin Points & Wrath of the Gods

You have acted in contrary to your gods' will.

- If you violate any of the *Cult Strictures*, gain 1-3 *Sin Points*.
- Particularly pious displays may result in removal of *Sin Points* with a **Pray Test**.
- When rolling on the **Wrath of the Gods table**, add +10 for each *Sin Point*. Remove 1 *Sin Point* after resolving the roll.

# FORTUNE & FATE

## Spending Fortune

- Reroll a failed *Test*.
- Add +1 SL to a *Test* after it is rolled.
- At the start of a *Round*, choose when to act in that *Round*.

## Spending Fate

- **Die Another Day**: Instead of dying, your character is knocked out, left for dead, and takes no further part in the encounter.
- **How Did That Miss?** You completely avoid the incoming damage by some extraordinary fluke.

# RESOLVE & RESILIENCE

## Spending Resolve

- Immune to *Psychology* until end of next *Round*.
- Ignore modifiers from a **Critical Wound** until end of next *Round*.
- Remove a *Condition*. If **Prone** is removed, regain 1 *Wound*.

## Spending Resilience

- Do not develop a *Mutation*. Keep all *Corruption Points*.
- Instead of rolling, choose the result. You win by at least 1 SL. You may do this on a *Test* that has already failed.

# PSYCHOLOGY

## Terror (Rating)

Upon encountering Character with *Terror* make **Cool Test**.

*Success*: See below.

*Failure*: Receive a number of **Broken Conditions** = (*Rating*) + *number of SL below 0*.

After **Cool Test** is completed, Character causes *Fear (Rating)*

## Fear (Rating)

Upon encountering a Character with *Fear* make an **Extended Cool Test** with a target SL = *Fear (Rating)*.

Until passed, Character is subject to *Fear*:

- Suffer -1 SL to all Tests affecting source of *Fear*.
- Cannot *Move* closer to source without **Challenging (+0) Cool Test**.
- If source comes closer to you, **Challenging (+0) Cool Test** or gain **Broken Condition**.

## Frenzy

Become subject to *Frenzy* by passing a **Willpower Test**.

While subject to *Frenzy*:

- Immune to all other *Psychology*.
- Will not flee or retreat for any reason.
- Must *Move* and attack closest enemy.
- Gain +1 Free **Action Melee Test** each *Round*.
- Gain +1 **Strength Bonus**.
- Remain in *Frenzy* until all enemies are pacified or you receive the **Stunned** or **Unconscious Condition**.
- After *Frenzy* is over, gain **Fatigued Condition**.

## Hatred (Target)

You are unable to socially interact with (Target).

Upon encountering (Target) make **Psychology Test**.

*Failure*: You are subject to *Hatred*. You may Test again each *Round* to remove *Hatred*.

While subject to *Hatred*:

- You must attempt to destroy (Target).
- Gain +1 SL on all **Combat Tests**.
- Immune to *Fear* and *Intimidate* (not *Terror*)

## Prejudice (Target)

Upon encountering (Target) make **Psychology Test**.

*Success*: Act normally with -10 to **Fellowship Tests**.

*Failure*: You are subject to *Prejudice*. You may Test again each *Round* to remove *Prejudice*.

While subject to *Prejudice*:

- You must loudly insult (Target).

# ENCUMBRANCE

**Encumbrance Limit** = *Strength Bonus* + *Toughness Bonus*

- Items worn have their *Encumbrance* reduced by 1.

Enc	Example Trappings
0	Knives, Coins, Jewelry
1	Sword, Mandolin, Sling Bag
2	Greatsword, Tent, Backpack
3	Halberd, Cask, Large Sack

Enc	Penalty
Up to limit	No penalties
Up to double limit	-1 Movement (min: 3), -10 Agility, +1 Travel Fatigue
Up to triple limit	-2 Movement (min: 2), -20 Agility (min: 10), +2 Travel Fatigue
More than 3x	You're not moving.

# MONEY

Standard coin values are:

1 gold crown (1GC) = 20 silver shillings (20/-) = 240 brass pennies (240d)

1 silver shilling (1/-) = 12 brass pennies (12d)

## The Cost of Living

To maintain *Status*, expect to pay 1/2 your status level each day for cost of living (food, room, clothing, etc.)

## Tracking Money (Optional)

Assuming the item is *Available*:

- Characters may purchase anything they need that cost equal to or less than their *Status Level*.
- One purchase per day may be made for items above their *Status Level* with a successful **Haggle Test**.

## Availability - Buy/Sell

Make an **Availability Test** for purchases and for available sellers and buyers based on *Availability* of the item.

- Selling is worth half the items listed price.

	Village	Town	City
<b>Common</b>	In Stock!	In Stock!	In Stock!
<b>Scarce</b>	30%	60%	90%
<b>Rare</b>	15%	30%	45%
<b>Exotic</b>	Not in Stock	Not in Stock	Not in Stock

# CORRUPTION

## Corrupting Influences

Upon encountering a *Corrupting Influence* make a **Challenging (+0) Endurance Test** or **Challenging (+0) Cool Test**.

### Minor Exposure

Witness a Lesser Daemon, Exposure to Mutants, Warpstone, Chaos Artifact, Exposure to Skaven, Chaos Temple, Lairs, etc.

*Success:* No *Corruption Points*  
*Failure:* Gain 1 *Corruption Point*

### Moderate Exposure

Witness multiple Daemons, Contact with a Daemon, Warpstone, Chaos Artifact, Brief exposure to environments steeped in Chaos.

*Success (2+ SL):* No *Corruption Point*  
*Marginal Success (0-1 SL):* Gain 1 *Corruption Point*  
*Failure:* Gain 2 *Corruption Points*

### Major Exposure

Witness a Greater Daemon, Prolonged contact with a Daemon, Warpstone, Chaos Artifact, Consuming refined Warpstone, Making a deal with a Daemon, Prolonged exposure to environments steeped in Chaos or dark magic.

*Impressive Success (4+ SL):* No *Corruption Points*  
*Success (2-3 SL):* Gain 1 *Corruption Point*  
*Marginal Success (0-1 SL):* Gain 2 *Corruption Points*  
*Failure:* Gain 3 *Corruption Points*

## Corrupting

Should you ever gain more *Corruption Points* than your **Willpower Bonus + Toughness Bonus**, make a

**Challenging (+0) Endurance Test**.

*Success:* No effect. *Test* again next time you gain *Corruption Points*.

*Failure:* Lose **Corruption Points = Willpower Bonus** and then roll on the following table:

	Elf	Halfling	Human	Dwarf
<b>Body</b>	-	01-10	01-50	01-05
<b>Mind</b>	01-100	11-100	51-100	06-100

Now roll on either the *Physical Corruption Table* (page 184) or *Mental Corruption Table* (page 185).

# CONDITIONS

## COMPLETE CONDITION LIST

Ablaze, Bleeding, Blinded, Broken, Deafened, Entangled, Fatigued, Poison, Prone, Stunned, Surprise, Unconscious

### Ablaze

You are on fire!

- At the end of every *Round*, suffer 1d10 *Wounds*, modified by **Toughness Bonus + Armour Points**, with a minimum of 1.
- Each extra **Ablaze Condition** adds +1 *Damage* suffered.
- Remove an **Ablaze Condition** by making an **Athletics Test**. Each **SL** removes an extra **Ablaze Condition**.

### Blinded

You are unable to see properly.

- Suffer a -10 penalty to all *Tests* involving sight.
- Opponents attacking you gain +10 to hit you.
- Remove a **Blinded Condition** at the end of every other *Round*.

### Entangled

You are wrapped in something restricting your movement.

- On your *Turn*, you may not *Move*
- All *Actions* involving movement suffer -10
- Remove an **Entangled Condition** by winning an **Opposed Strength Test** against the source. Each **SL** removes an extra **Entangled Condition**.

### Bleeding

You are bleeding badly.

- Lose 1 *Wound* at the end of every *Round*.
- Suffer -10 to *Tests* to resist *Festering Wounds*, *Minor Infection*, or *Blood Rot*.
- If you reach 0 *Wounds*, gain the **Unconscious Condition**.
- At the end of *Round*, you have a 10% chance of dying per **Bleeding Condition**.
- You cannot regain consciousness until all **Bleeding Conditions** are removed.
- Remove a **Bleeding Condition** with a successful **Heal Test**. Each **SL** removes an extra **Bleeding Condition**. *Spells* or *Prayers* remove 1 **Bleeding Condition** per *Wound* healed.
- Once **Bleeding Conditions** are gone, gain **Fatigued Condition**.

### Deafened

You are unable to hear properly.

- Suffer a -10 penalty to all *Tests* involving hearing.
- Opponents attacking you from the side or rear gain +10 to hit.
- Remove a **Deafened Condition** at the end of every other *Round*.

### Fatigued

You are exhausted or stressed, and certainly in need of rest.

- Suffer a -10 penalty to all *Tests*.
- Remove a **Fatigued Condition** requires rest, a *Spell*, or a divine effect such as a *Prayer*.

### Surprised

You aren't at all ready for what's about to hit you.

- You can take no *Action* or *Move* on your *Turn*.
- You cannot defend yourself in **Opposed Tests**.
- Opponents striking you in melee combat gain +20 to hit.
- Remove all **Surprised Conditions** at the end of each *Round* or after the first attempt to attack you.

### Broken

You are terrified, , panicked, convinced you are going to die.

- Your *Move* and *Action* must be used to run away as fast as possible until you are in a good hiding place beyond the sight of any enemy.
- You may then use your *Action* on a *Skill* to hide.
- Suffer a -10 to all *Tests* not involving running and hiding.
- You cannot *Test* to rally from being **Broken** if you are **Engaged**.
- Remove a **Broken Condition** at the end of each *Round* with a successful **Cool Test**. Each **SL** removes an extra **Broken Condition**. Modifications based on circumstances.
- Remove a **Broken Condition** at the end of a *Round* where you were in hiding, out of line-of-sight for the entire *Round*.
- Once all **Broken Conditions** are gone, gain **Fatigued Condition**.

### Poisoned

You have been poisoned or injected with venom.

- At the end of each *Round*, lose 1 *Wound*, ignoring all modifiers.
- Suffer -10 to all *Tests*.
- If you reach 0 *Wounds* when **Poisoned**, you cannot *Heal* any *Wounds* until all **Poisoned Conditions** are removed.
- If you fall **Unconscious** when **Poisoned**, make an **Endurance Test** after a number of *Rounds* = **Toughness Bonus** or die.
- Remove a **Poison Condition** with a successful **Endurance Test**. Each **SL** removes an extra **Poison Condition**. A **Heal Test** provides the same result.
- Once all **Poison Conditions** are gone, gain **Fatigued Condition**.

### Prone

You have fallen to the ground,

- Your *Move* can only be used to stand up or crawl at half your *Movement* in yards.
- If you have 0 *Wounds* remaining, you can only crawl.
- Suffer -20 to all *Tests* involving movement of any kind.
- Opponents striking you in melee combat gain +20 to hit.
- Remove the **Prone Condition** when you stand up.

### Stunned

You have become disoriented or confused.

- You are incapable of taking an *Action*.
- You may *Move* at half your normal rate.
- You can defend yourself in **Opposed Tests**.
- Suffer -10 to all *Tests*.
- If you have any **Stunned Conditions**, opponents striking you in melee combat gain +1 *Advantage* before rolling the attack.
- Remove a **Stunned Condition** with a successful **Endurance Test**. Each **SL** removes an extra **Stunned Condition**.
- Once all **Stunned Conditions** are gone, gain **Fatigued Condition**.

### Unconscious

You are knocked out, asleep, or otherwise insensible.

- You can do nothing on your *Turn* and are completely unaware of your surroundings.
- Melee attacks targeting you automatically hit the location of the attacker's choice with the maximum possible **SL**, and also inflicts a **Critical Wound**.
- Remove **Unconscious Condition** when 1 *Wound* is healed.
- You may spend a *Resolve Point* to remove **Unconscious Condition**. However if the cause persists, gain **Unconscious Condition** at the end of the *Round*.
- Once **Unconscious Condition** is gone, gain **Prone Condition** and **Fatigued Condition**.

# HEALING & DEATH

## Wounds

**Wounds = Damage - Toughness Bonus - Armour Points**

Some *Damage* does not allow *Armor* or *Toughness* mitigation.

- If *Wounds* is reduced to 0, gain the **Prone Condition**.
- You cannot remove **Prone Condition** until 1 *Wound* is healed.
- Gain **Unconscious Condition** if not healed in **Rounds = Toughness Bonus**.
- You cannot remove **Unconscious Condition** until 1 *Wound* is healed.
- If *Wounds* is reduced to below 0, suffer a **Critical Wound** in addition to the above.

## Healing Wounds

You are *Wounded* if you have lost any of your *Wounds*.

*Good night sleep:* **Average (+20) Endurance Test**  
**Wounds Healed = SL + Toughness Bonus**

*Taking it easy:* No *Test*  
**Wounds Healed = Toughness Bonus**

*Heal Skill:* See **Healing Skill Test**

*Bandages:* See **Consumers' Guide**

*Healing Poultice:* See **Consumers' Guide**

## Death

To be at risk of *Death* you must meet **all** the following:

- You have 0 *Wounds*
  - You have the **Unconscious Condition**
  - You have **Critical Wounds > Toughness Bonus**
- You die at the end of the *Round*.

# SKILLS & ACTIVITIES

## COMPLETE SKILL LIST

### BASIC SKILLS

Art, Athletics, Bribery, Charm, Charm Animal, Climb, Cool, Consume Alcohol, Dodge, Drive, Endurance, Entertain, Gamble, Gossip, Haggle, Intimidate, Intuition, Leadership, Melee, Navigation, Outdoor, Survival, Perception, Ride, Row, Stealth

### ADVANCED SKILLS

Animal Care, Animal Training, Channeling, Evaluate, Heal, Language, Lore, Perform, Pick Lock, Play, Pray, Ranged, Research, Sail, Secret Signs, Set Trap, Sleight of Hand, Swim Track, Trade

### Bribery (Fel) basic

Engage in bribery or asses likelihood to accept a bribe. Make a **Bribery Test** to tell if a target may be bribed.

- Success:**
- GM secretly determines price of cooperation using targets *Earnings*.
  - Player can guess *'higher, lower, equal* up to the number of **Bribery Test SL**.
  - Player offers money. To succeed the value must be equal or higher than the determined number.

*Bribery* can be used in combat to stop a fight, but you must pass a **Hard Bribery Test (-20)**.

### Charm/Gossip (Fel) basic

Make people think favorably of you.

**Opposed Charm/Cool Test vs. Charm/Cool Test.**

• **People affected = Fellowship Bonus + SL.**

- Success:**
- Influence the behavior of one or more targets.
  - In combat, persuade someone to stop attacking you for one *Round*, gain +1 *Advantage*.

**Failure:** • No further **Charm Tests** may be made.

## CHARM & STATUS

Those of a higher Tier gain a bonus of +10 to Charm Tests influencing those of a lower Tier.

Those of a lower Tier suffer a penalty of -10 to Charm Tests influencing those of a higher Tier.

## GOSSIP & STATUS

Those of a different Tier than their target suffer a penalty of -10 to Gossip Tests.

### Consume Alcohol (T) basic

Your ability to handle alcohol.

**Consume Alcohol Test** modified by strength of the drink.

**Success:** • No effect.

**Failure:** • Each failure suffers a -10 penalty to WS, BS, Ag, Dex and Int. Maximum of -30.

• If **failures => Toughness Bonus**, you are considered *Stinking Drunk*. Roll on the following table:

1d10	Stinking Drunk
1-2	Gain a bonus of +20 to your <i>Cool Skill</i> .
3-4	Ignore all your <i>Prejudices</i> and <i>Animosities</i>
5-6	<i>Move</i> or take an <i>Action</i> , not both.
7-8	Gain <i>Animosity (Everybody!)</i>
9-10	Black out, wake up next day. GM and players decide what happened. Pass <b>Consume Alcohol Test</b> or gain <i>Poisoned Condition</i> .

**Lasting effects:**

**Challenging (+0) Consume Alcohol Test**

• The effects wear off after **10 - SL** hours.

• After the effects wear off, make a **Challenging (+0) Consume Alcohol Test**. You gain the *Fatigued Condition* for **5 - SL** hours.

• You may spend 1 *Resolve Point* to ignore effects of being drunk until the end of the next *Round*.

### Drive (Ag) basic

*Adverse circumstances:* Make a **Drive Test**

• If nothing in *Drive*, a *Test* is needed for basic maneuverer.

• If the result is an *Astounding Failure (-6)* roll below:

1d10	Result
1-2	<b>Snapped Harness:</b> One horse (or equivalent) breaks free; reduce speed accordingly.
3-5	<b>Jolted Carriage:</b> Passengers suffer 1 <i>Wound</i> and fragile cargo might be damaged.
6-8	<b>Broken Wheel:</b> Pass a <b>Drive Test</b> every <i>Round</i> to avoid <i>Crashing</i> . Two-wheeled vehicles <i>Crash</i> automatically.
9-10	<b>Broken Axle:</b> The vehicle <i>Crashes</i> .

**Crashing:**

**Wounds suffered = 2d10 - (Toughness Bonus + Armor Points)**

• Repairs require appropriate **Trade Skill (X)**.

• Spare wheels can be repaired by anyone with a **Drive Test**.

### Gamble (Int) basic

• Make a **Gamble Test**, (-10) if unfamiliar with game.

• Player with highest **SL** wins.

• On a tie, highest players enact another **Gamble Test**.

• Cheating is done through *Sleight of Hand*.

### Haggle (Int) basic

Make a **Haggle Test**:

**Success:** • Reduce price by 10%.

• *Astounding Success (+6)* reduce price by 20%.

### Heal (Int) advanced

Make a **Heal Test** to do one of the following:

**Success:** • Diagnose an illness, infection, or disease.

• *Treat a disease (see page 188)*

• **Heal Wounds = Intelligence Bonus + SL**

note: only one *Heal* per *Encounter*.

• Remove a **Bleeding Condition**, each **SL** removes an extra **Bleeding Condition**.

**Failure:** • If **Intelligence Bonus + SL < 0** then you cause *Wounds*.

• If **Heal Test** is *Astounding Failure (-6)* you cause a *Minor Infection (see page 187)*.

Target with a disease:

**Success:** You do not contract the disease. Each **SL** also prevents others from contracting. Each day of rest reduces duration of disease by one.

**Failure:** ???

### Intimidate (S) basic

**Intimidate Skill** opposed target's **Cool Skill**

**Success:** • **Targets Intimidated = Strength Bonus + SL**

• Targets will back down or move away.

**Combat:** • You cause *Fear* to *Intimidated* targets.

• May use **Intimidate Skill** instead of **Melee** when defending to cause target to back away.

## INTIMIDATE & STATUS

Those of a higher Tier gain a bonus of +10 to **Intimidate Tests** against those of a lower Tier.

### Intuition (I) basic

**Success:** • Learn about environment or something hidden.

• If someone is trying to keep it hidden, resist by

**Opposed Cool Test vs your Intuition Test.**

• In combat, gain +1 *Advantage*.

### Leadership (Fel) basic

Make a **Challenging (+0) Leadership Test**:

**Success:** • **Issue orders to # targets = Fellowship Bonus + SL**

**Combat:** • **Leadership Test** to inspire others. They gain +10 to **Psychology Tests** until end of next *Round*.

• Transfer 1 *Advantages* per **SL** to ally.

## LEADERSHIP & STATUS

Those of a higher Tier gain a bonus of +10 to **Leadership Tests** influencing those of a lower Tier.

Those of Tiers 2 higher than the target gain a bonus of +20 to **Leadership Tests** influencing those of a lower Tier.

### Leaping and Falling

Jumping to reach high ledges, leaping and falling.

**Leaping:**

• You can leap your *Movement* in feet without a *Test*.

• Jumping further requires an **Average (+20) Athletics Test**.

• Jumping without proper run up requires a **Challenging (+0) Athletics Test**.

**Success:** • Each **SL** adds an extra foot to the leap.

**Falling:**

• **Damage Suffered = 1d10 + 3 Damage/Yard** you fall

• *Damage* is reduced by your *Toughness Bonus* only.

• Purposely falling or jumping down requires an **Average (+20) Athletics Test** to lessen the damage.

• If **Wounds suffered > Toughness Bonus**, gain *Prone Condition*

**Success:** • You count as having fallen 1 *less yard* + 1 per **SL**.

• If distance you fell is 0 or less, suffer no *Damage*.

### Outdoor Survival (Int) basic

Fish, hunt, forage, build fires, shelters, read the weather, track.

Make a **Challenging (+0) Outdoor Survival Test**.

**Success:** • Gain sustenance and shelter. Each **SL** provides

shelter and food for one more person.

• In combat, gain +1 *Advantage*.

**Failure:** • Make a **Challenging (+0) Endurance Test** or gain the *Fatigued Condition*.

### Pick Lock (Dex) advanced

Make an **Extended Pick Lock Test** with the number of **SL** required to open the lock dependent on the complexity.

## LOCKS AND LOCK PICKS

Lock Type	Difficulty	SL
Latch	Average (+20)	0
Normal Door	Challenging (+0)	2
Secure Door	Difficult (-10)	2
Treasure Chest	Hard (-20)	5
Vault Door	Very Hard (-30)	10

### Pursuit

1: *Determine Distance* - GM decides a number to represent the distance between the pursued and the pursuers. Typically between 1 and 8.

2: *Test* - Everyone in the pursuit makes a movement test. Typically this is a **Drive Test**, **Ride Test** or **Athletics Test**.

3: *Update Distance* - Difference between **lowest SL** of the pursued and the **highest SL** of the pursuers is: added to the *Distance* if the pursued won, subtracted from the *Distance* if the pursuers won.

4: *Determine Outcome* - If the *Distance* falls to 0 or less, the pursuers have caught the quarry. The pursued can sacrifice their slowest member that round to delay the pursuers as the rest flee. If this occurs, pursuers must decide who will stop and who will continue pursuit.

If *Distance* reaches 10+ the pursuers have lost their quarry.

### Stealth (Ag) basic, grouped

**Opposed Stealth Test vs. Perception Test**

• Apply modifications for darkness, route, etc.

• *Impressive* or *Astounding* failure immediately draws attention of the people you are trying to avoid.

*Specializations:* Rural, Underground, Urban

## SHADOWING

Shadowing is following someone secretly. To do this requires a **Combined Perception and Stealth Test (see page 155)**. If the target is actively trying to lose a tail, it is **Opposed** with the target's **Stealth Skill**.

If you pass the **Perception Test**, and fail the **Stealth Test** you follow the target, but are spotted. If you fail the **Perception Test**, yet pass the **Stealth Test**, you lose your target, but go unnoticed.