Dark fairytale

Heroes of the dark ages

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Save Alejandra from the perils of war, fight the necromancers, hunt the cultist and their demon masters. This game has the rules, story and all you need to play the game. enjoy dark fairytale.

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. Legal stuff

Introduction

This is what a role playing game is. It's a cross over between a improvised theatre and a board game. The improvised theatre: this game is played between several players and one is the game master, it is this persons job to create a situation for the other players to play out . all the other players create a character

Board game: the board game part is that each player gains a character sheet, this page contains all of the characteristics and limits of the character you play. When the game master decides to test a characteristic the player must test with the D10.

Goal of the game: unlike other games it is no to defeat the opponent but to work out a story, when the game master wins it means that the players want to come back for another session. The players win when the game master had it easy and wants to play again.

Changing the game:

Changing some of the rules are allowed but not all. If you change rules that are to important the game, the game may not be balanced anymore.

Changing the story or world, no problem. You can change the example world as much as you like, I don't recommend it for starting game masters.

Know never change the basics of the game or then it will become complete chaos.

Terminology: these are words that are common used in any role-playing game, these can also be other words but they mean the same thing.

-Player character (PC): these are the characters that the players except the game master control.

-Game master: this is the person who makes the story, he controls the NPC's. Note the game master always has the final saying.

Non player character (NPC): the characters that are controlled by the game master. These are the people of the world where the payers encounter.

-Session: this is a game session, if it was TV you would say on episode of a program. After the session the player will gain experience that they can use to improve the characters.

-Campaign: if a session is one episode then a campaign an entire season. At the end of the campaign the characters will have grown a lot stronger that in the beginning.

-One shot: this is a single session, usually with prepared characters. The advantages off a one-shot the players do not think a lot about the consequences.

Character creation: this is the short version of character creation, later the more extended version can be found later in the text starting on page 5. If you want to create a character you'll need a character sheet, a pencil, a normal paper and probably an eraser.

-First you spend 15 points amongst the statistics like strength, speed and intelligence.

-choose 20 skills, backgrounds, lore's and others. These start at level 1, see the next page what skills you have.

-you gain experience according to your age, for each year beyond the 15th year you gain 4 experience. So if your character is 16 years you gain 4 experience and if he is 25 he gains 40 experience.

-either use the experience to increase the level of the attributes you chooses or buying new ones. To increase it pay the level you currently have +1.

Recommended: starting equipment, status. The status makes that you are not an outlaw, at least make it level 2. Starting wealth gives you equipment.

Note: at the end of your character creation you need 5 attributes at a level before you can buy a sixth a level higher. See limit in level next page.

If you write down all the numbers on the character sheet, write everything down on note if there is no place for it.

Important: at the end of this book there are several examples that can be used. Just write down what the attributes are written in the right place and you can start to play. Also there are monster and opponents that can be used in session.

Testing: one part of the game, that uses a D10. The D10 is 10 sided dice that can be found in any game shop, at least each player should have one.

When testing, the player rolls the die and add their bonus, this can be skills, lore and probably statistics. The game master will decide what bonuses the players gains, the rules below will tell you what you can use but the game master has the final word.

This can be more than one die, when you test with lore you can role two to three dice. When rolling only one counts and that is the highest.

Point spending: when you use the factions you will spend points to buy favours. These points are not gone permanently, so they can be regained. This is the second part of the system.

Age: when a character becomes 45 years, he has a chance that his character might get ill or even die. A starting character can never be 46 years old or older. After the winter of your 45, when you become 46 test on the aging table. Every time you test, your character gains a cumulative -1 on his next test.

The table is on page 52.

skills
dexterity
perception
resistance
fellowship
insight
knowledge

others
status
faction status
income
starting wealth
backgrounds
retinue

lore: basic
tactics
artefacts
occult
weapons
traps
heal
trade
language
alchemy
logic
law
history*
religion

lore: location
lower city
upper city
villages
slums
castle
forest
dungeon
mountain
arctic
dessert
celestial plains (heaven)
infernal plains (hell)
sea

lore: creatures
beast
magical beast
undead
infernal
elementals
people
celestial
fey
aberration
dragons

limit in levels
levelling cost: the current level +1
maximum level 6
to unlock level 2:
need 5 on level 1
to unlock level 3:
need 5 on level 2
to unlock level 4:
need 5 on level 3
to unlock level 5:
need 5 on level 4
to unlock level 6:
need 5 on level 5

factions and lore**
temple
underground
guild*
spirits
druid circle
military
government
cult
noble

back grounds
combat training
defender
berserker
ranged combat
fast archer
assassin
discipline
command
beast master

* multiple are possible.

** for both lore or faction.

starting wealth
wealth: 0 broke (3 points)
wealth: 1 very poor (9 points)
wealth: 2 poor (18 points)
wealth: 3 average (30 points)
wealth: 4 rich (45 points)
wealth: 5 very rich (65 points)

starting equipment
cheap: 1 point
common: 3 points
costly: 6 points
expensive: 10 points
very expensive: 15 points

status cannot be raised to level 6
0: outlawed
1: peasant
2: free man or woman
3: patrician
4: lesser noble
5: noble

Character creation

Step one: choose a concept. Make up the start of your character with two or three words. Fill in your name, your character's name and the characters age.

Example: *a player wants to create a sword wielding dualist, he calls him Jordan and his age is 24.*

Step two: divide 15 points amongst your you statistics, strength speed or intelligence. No stat can be higher than 7 or lower than 3.

Example: *the statistics of Jordan are strength 6, speed 5 and intelligence 4.*

Step three: starting to develop your character, first your character does not come into the world from one day and be like he is the other day.

When you create a starting character experience of the years before he is 15 years is spend, pick 20 skills, backgrounds, lore's, faction and/or others. These start at level 1.

Example: *the character created here is given the all of the skills that start at level 1, 2 backgrounds (close combat and defender), 8 lore's (people, weapons, military, government, logic, lower city, upper city, noble) and 5 others (starting wealth, status, faction: military, faction: noble).*

Step four: calculating additional experience. After the first 20 options decide what age your character will be, the older he is the more experience he has and the faster he will die of old age.

For each year beyond the age of 15 the character gains 4 experience points.
So if he is 16 years he gains an extra 4 XP
If he is 25 he gains an extra 40 XP.
If he is 30 he gains an extra 60 XP.
This experience can be used to improve the skills and extras your character already has.

Levels: if you want your character to have a skill or anything else at a certain level, he needs to have at least 5 others at a lower level. You need 5 at level 1 to gain a level 2, you need 5 at level 2 to gain a level 3, and so on.

Example: to gain level 4 you need the following, 5 at level 1, five at level 2 and five at level 3.

Hint: get a piece of paper before starting on a character sheet.

The things you can buy with starting experience are:

level	Cost to buy	Cost to upgrade
1	1	1
2	3	2
3	6	3
4	10	4
5	15	5
6	21	6

-Skills: see page 7.
-Backgrounds: see page 10.
-Lore: see page 13.
-Factions and status: see page 16.
-others: see page 19.

Statistics

Strength: this is the power and resistance of your character. Used for giving damage or reducing it. This also increases the carrying capacity of the carrying equipment.

Strength 3: your persona is weak, he has almost no strength and even the weakest attack could kill him if he has no armour.

Strength 5: the strength of the protagonist is average, this could be an fighter who don't depend on his strength.

Strength 7: probably the strongest man in the village, his muscle show his strength and people notice it. Carrying better armour will come fast.

Speed: this is your personas reaction ability. Used for defence and ranged combat. If you are planning a ranged warrior this is the best statistic to get the highest.

Speed 3: the lowest score of speed, the persona is slow and acts a while after the situation has done.

Speed 5: this is the average speed of a character, standard close combat fighters use this score so no defence is sacrificed.

Speed 7: the fastest person you ever met, some say he could act before trouble started. This is the highest score a human can have.

Intelligence: this is your persona's mental power. Magical combat and lore are influenced by this stat.

Intelligence 3: the lowest number a human can have in the wits and smarts. Even talking cost energy and words for some the character may even think about it.

Intelligence 5: the average intelligence of the common men, he is neither stupid nor very smart.

Intelligence 7: the highest intelligence of a person, he learns things easy and knows a lot. Many players who want to play mage take this number.

Skills

Dexterity: the ability to finer manipulate the world around you. Used for attack and defence. This is also used for any action that requires your body.

Dexterity 1: the character has a bit of dexterity and can manipulate his hand without being a clumsy idiot.

Dexterity 3: the average of your dexterity, you are either a trained warrior or a skilled thief.

Dexterity 5: like a master of balance and quickness, the most skilled warriors have this calibre of dexterity.

Perception: the ability to observe the world around you. Used for ranged combat and other actions.

Perception 1: the character can see and notice details, it's not much but more than nothing.

Perception 3: this level is of the average bowmen or rogue, when he looks for something he will find it.

Perception 5: the highest level a person can get, even the smallest details do not stay hidden.

Resistance: this is the condition of your character, his toughness. Used for armour, stamina and reject poison.

Resistance 1: your protagonist has a basic resistance, he can resist poison and wear armour.

Resistance 3: the resistance of a warrior, he can already carry armour of chain and scale without penalties. And his stamina is not that horrible.

Resistance 5: your character is probably the toughest person around, he has an high stamina and can endure the hashed conditions.

Fellowship: the manipulation of the people around you, in a friendly way or intimidating. Used for charm and fast talk actions.

Fellowship 1: in conversations your persona is not an entire slob, he can talk but not like masters.

Fellowship 3: a skilled talker and probably a shrewd dealer, your persona can use his tongue to make people do as he pleases.

Fellowship 5: either years of diplomacy and politics or a silver tongue talent. The skill of this character has no equal.

Insight: the counter against fellowship and intimidate. Used against bluff and deception.

Insight 1: the basic knowledge of peoples expression, your persona can estimate the characteristics of a person by looking at them.

Insight 3: your protagonist knows the way of a man by his behaviour, he can tell if it's a lie or the truth.

Insight 5: the character is a eye for details on others, it is also as if he could reads their mind.

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Knowledge: the things your character learned and can remember, this usually used with lore. A good skill to get information.

Knowledge 1: the basic of knowledge, the man knows the basic and principals of a structure of anything.

Knowledge 3: this level is more for scholars who can have their hand around knowledge and lore.

Knowledge 5: maximum of what a person can accomplish, he knows a lot and will have no troubles knowing even more. This level is a scholars dream.

Skill tests

Basic testing: the basic system of this game is rolling a D10, this is a 10 sided dice. When a person rolls a D10 he usually adds one of the skills from above to the roll, when he hits a target number or higher the test is successful.

Example: *a scholar tries to remember what the title of a book was, the game master lets him roll a knowledge test. The player rolls a D10 and adds the scholars score of 3 to the test, the target number is 8. If he rolls an 4 or lower he misses the number and fails the test, if he rolls 5 or higher he succeeds the test.*

The target number: the difficulty a player must roll on his skill test. Each level is harder to succeed that the last one. Below here we have a few examples.

Target	difficulty
4	Very easy
6	Easy
8	Normal
10	Hard
12	Very hard
14	extreme
16	Near impossible
18	Impossible*

* only without help

Very easy: target number 4: the matter is trivial, even the best trained won't back down for this level of test nor will the lower trained.

Example: *jumping a knee high wall.*

Normal: target number 8: this is the average of a test, hard to the untrained and not so difficult for the trained. The masters of a skill will still laugh at this.

Example: *climbing a 2 meter wall.*

Very hard: target number 12: this is hard, even for the trained and masters. The novice won't even have to try.

Example: *climbing a brick wall of 4 to 5 meters.*

Near impossible: target number 16: this type of test is impossible to even the trained, only with others help can the character succeed in the endeavour.

Example: *climbing a smooth wall of 8 meters high.*

Bonus or penalties: these modify you when you try to make a test in dire or excellent circumstances. Bonus increases your D10 on a skill test and penalties reduces the D10 on the test.

Example: the scholar from before has a tiny list of books that he has, he knows all the books are close to one another. He gains a +3 on his test.

Modify	The name it goes by
+/- 1	Minor or small .
+/- 2	Just bonus or penalty.
+/- 3	Good or bad.
+/- 5	Horrible or great

A few examples:

A bonus gives a +2.
A great bonus gives a +5.
A small penalty gives a -1.
A penalty gives a -2.
A bad penalty gives a -3.

Backgrounds

Background are the types of training your character has invested in. Each is related to a combat oriented part in one way are another. When you buy a level in a certain background you gain a new talent, the player can choose what talent that can be but must always pick the basic first.

Basic: this is the first talent your character gains when he takes the first level of background.

Multi x*: this talent can be taken multiples times, the * is the amount of times it can be taken from that back ground. If the others also have the talent in the background it can be taken.

Requires *: this means that an skill requires another skill or talent, without it the talent cannot be taken.

For more extended information about the talents see page 22.

Combat training: (advanced possible) the skill you have with close combat weapons like swords and axes.

-Close combat: (basic) lets you use close combat weapons with this talent.
-two weapon: the persona can fight with two weapons without penalties.
-Shield bearer: the shield gives you extra defence bonus to ranged and close combat attacks.
-Great weapon: the fighter can wield great weapons.
-Tough: increases your life points.
-Brutal damage: increases the damage of your character.
-Quick draw: draw an item as a free action.
-Close combat master: requires combat training 3) increases the attack and defence of a warrior.
-Quick wits: increases the wits of your character.

Defender: (requires combat training 2) these talents support your character in combat on the defensive way.

-Tough: (multi x2): increases your life points.
-Greater defence: increase the defensive bonus given by defensive stance.
-Prepare: lures attacks away from allies.
-Defensive move: can move while in defensive stance.
-Quick wits: increases the wits of your character.

Berserker: (requires combat training 2) the talents are meant for offensive actions like doing damage.

-Brutal damage:(multi x2): increases the damage of your character.
-Rage: when you get damage you do more damage.
-Far charge: when charging some distance is added to your movement
-Brutal charge: increase the damage when charging.
-Accurate aim: when performing the aim action increase the bonus on attack.

Ranged training: the training with ranged weapons, bows for example. Each level gives you a new talent.

-Ranged combat: (basic) the character can carry bows and use them.
-Accurate aim: when performing the aim action increase the bonus on attack.
-Combat shooter: ignore allies when aiming and shooting in combat.
-Powerful shot: increase the damage of your ranged weapon.
-Double shot: spend two actions for two shots, decrease the penalty.
-Rapid reload: reduce the time to reloads a slow reloading weapon.
-Tough: increases your life points.
-Ranged combat master: (requires ranged combat 3) increase the attack of ranged weapons.

Rapid archer: (requires ranged training 2) this background is placed for the stunt archers who will see fight at close range.

-Fast aim: can move and aim in the same action.
-Improved multi shot: (requires double shot) ignore the penalty given when performing the double or triple shot.
-Triple shot: (requires double shot) can fire three shots instead of two shots.
-Point blank: the archer can fire in close combat without free strikes or close combat penalties.
-Powerful shot: (multi x2) increase the damage of your ranged weapon.

Assassin: (requires ranged training 2) treasured by assassins, this aims on single but very powerful shots.

-Accurate aim: when performing the aim action increase the bonus on attack.
-Better aim: (requires accurate aim) increase the aim bonus even more.
-Vital parts: (requires accurate aim) increase the damage when performing an aimed attack.
-Sneak attack: (requires vital parts) when the target does not expect the ranged attack, it counts as an aimed attack.
-Powerful shot: (multi x2) increase the damage of your ranged weapon.

Discipline: (requires resistance 3) this is the background of priest paladins and monks, it reduces the chances of falling unconscious or be feared.

-Smite: increase damage for a point of stamina.
-Courage: increase test against fear effects.
-Fearless: (requires courage) ignore fear effects.
-Improved smite: (requires smite) increase the smite damage for the same amount of stamina.
-Eternal warrior: (requires tough) stays conscious even after 0 life points.
-Tough: increases your life points.

Beast master: (requires fellowship 3) this back ground is the one of beast masters

-Charm creature: (basic, multi 3) you can charm a creature and let it think you are one of his friends. Choose the type: beast, magical, fiend, ...
-Animal companion: one of the beast you charmed can become attached to you, he knows you are a friend.
-Pack strike: gives bonus to the beast when you are in melee.
-Pack mentality: (multi 3) can charm an extra beast.
-Ferocious charge: the beast you charmed gain brutal charge.

Commander: (requires fellowship 3)

-Gather followers: the character can gather people around his banner with a fellowship test.
-Shield order: with an action can you give all allies in the group greater defence.
-Charge order: allies gain brutal charge this round.
-Attack order: all allies gain brutal damage for this turn
-Inspire courage: the courage effect goes to your allies.
-Guidance: gives a bonus on your allies attack test.

Lore

lore is what your character knows, or at least has learned in the past. Each gives a bonus to a certain roll, mostly this will be knowledge but perception and insight can also help.

When to use lore: if a text says knowledge/forest, the player test with a skill test like normal but modifies according to the level of lore. The levels decide how the test is going.

Level 0: none: this is the lowest level, the persona does know nothing about the subject. Every lore is this level, when testing no bonus is applied.

Level 1: basic: your character knows the basics of the subject, the player gains a +1 on skill test.

Level 2: advanced: the more advanced part of the lore, the bonus on test of this level is +2.

Level 3: extended: far more advanced lore, the character know a lot about the subject and does not misses for long. The bonus is +2 and you roll 1D10 extra and take the highest.

Level 4: expertise: the persona has almost mastered the type of lore, it is not a lot he misses. The player still gets a +3 and rolls 1D10 extra and pick the highest.

Level 5: master: master of the lore and knower of the subject, rarely misses about his subject. The player gain +4 and rolls 1D10 extra and pick the highest.

Level 6: mastered: the persona knows anything about the lore and never misses. The player gain +4 and rolls 2D10 extra and pick the highest.

Learning lore: there are several ways of learning lore and increasing the lore levels.

The first is experience, the amount of experience you need is the current level +1.

Example: *the player wants to upgrade his lore from level 2 advanced to level 3 extended, this will cost him 3 experience points.*

The second way is learning, this can be done by books or by other people. The person cannot be learned from a source that is equal or lower than your knowledge.

A person spends a number of months equal to the level you want to learn, this can be studying out of a book or even learning from a person. The character must be close contact from the learning source at least every day.

This can be done by a hireling who is a specialist.

Using factions: you can gain information from factions, by spending some faction points you gain the bonus of a certain level. The bonus you gain from your own lore still applies, of course using the faction multiple times you can increase this bonus. Be careful if the question is sensitive.

Example: *a diplomat wants to know if there is a way around a certain law. His own lore is advanced, He uses the faction government and ask them for common information, this gives him an extended lore. The player rolls 3D10 and adds 3 points to the roll, 1D10 +2 from extended lore, 1D10 +1 from advanced lore and 1D10 from the test.*

Testing lore: the target number for lore is the same as the normal skill test, the bonus helps you to gain the number easier.

Lower we have several examples of the type of lore you can have and the target number needed for the specific information.

Basic lore: the basic lore's are about the knowledge that is diverted from standard skills that is not related from a faction, species or location.

Most of these lore's are not for information but to help you in certain actions.

-Basic information: target number 6: the character knows the basics of the subject, he can use this information to his advantages but not further.

-Advanced information:
target number 10: the persona has detailed information about the subject and one or two parts that is related.

Examples: *tactics, artefacts, occult, weapons, traps, heal, trade, alchemy, logic, history*, religion.*
*more than one faction.

Locations: with this type of information can the player gain information about a specific area or building, this can help in the quest or even solve it.

-Basic information: target number 6: the character knows the big lines, he can find his way around and has no problem going to the location.

-Advanced information:
target number 10: the persona knows a lot more than just the way, he can find locations and the rough history about it. When in need he can find an escape route.

-Detailed information:
target number 14: with this amount of information the protagonist knows detailed information about a structure or a part of the location. These details are not famous and can give clues about the quest.

-<u>Very detailed information</u>:
target number 18: the character knows extended information about the location. The little dirty secrets and all of the secret pass ways.

<u>Examples</u>: *lower city, upper city, villages, slums, castle, forest, dungeon, mountain, arctic, dessert, celestial plains, infernal plains, arcane planes and sea.*

Creatures: the game master can give the details about a creature of the type, this information

-<u>Basic information</u>: target number 6: this is the basic information about the creature, you know how it acts and what it looks like.

-<u>Advanced information</u>:
target number 10:the more advanced information about the creature, this is information like where the creature lies and what its hole looks like. In game statistics you can also guess some of its abilities like fast movement and natural ranged weapon.

-<u>Detailed information</u>:
target number 14: this type of information is the type like what sound it makes, when you here it you can indentify it and where it is. Also it gives you details lesser known to others.

-<u>Very detailed information</u>:
target number 18: this is the most advanced type of information, you know every detail about the creature.

<u>Examples</u>: *beast, magical beast, undead, infernal, elementals, people, celestials, fey, aberration, dragons.*

Factions: this is the lore of a faction, the people, the structure and function. This information helps the player giving him an idea about the faction and an help him in the future.

-<u>Basic information</u>: target number 6: you know the basics of the factions, what they want and how they do it.

-<u>Advanced information</u>:
target number 10: this is more specialization of the faction, the ranks they have and people that are member. This also tells the player how to recognize them, but only the ones that show it. the name of the most renown members of the faction can be found at this level.

-<u>Detailed information</u>:
target number 14: this type of information tells the player about the factions details that cannot be known by the factions enemies, secrets and holes in the defence. This not only shows the hidden marks about members and rank but also the less known members of the group

-<u>Very detailed information</u>:
target number 18: this is for the most detailed parts of the faction, the secrets and the members that don't want to be known. If you are not friend of the faction they'll make you one or remove you.

<u>Examples</u>: *temple, underground, guild*, druid circle, military, government, cult and noble.*
*more than one faction.

Factions and status

Factions are the contacts and allies of your character in the campaign world, these people can help you and make things done for you. Of course the game master can use this to create a story line or just a side quest.

The levels of status: the levels come in several titles that match the level you choose. These are a few examples that the basic status has, each faction has its own titles like priest and high priest.

There are two types of status, the first is noted below is the common status used all over the world. The second is the status that are tied to the faction. Your status not only increases the maximum pool but also restores it, full for the faction bound status and half for the common status.

Level 0: outlaw: the factions and people don't really care about you, if someone would attack you none would help. Most who have this level have done something wrong and have a price on their head.

-Increasing to level 1 or other: when you gain a royal pardon from a king or a noble you gain your former rank, one lower or serf.

Level1: serf: the lowest class that still important for people to care. You serf the local lord as a not much better slave.

-Increase to level 2: there the lord can give you your freedom by good will or coin, or you can flee. If the character can survive one year and one day in a free city or town he gains the title free man or woman.

Level 2: free man or woman: your higher than the common peasant, people will take you more seriously. You have no lord, you are independent.

-Increase to level 3: when a lord or royalty that you have the qualities to be more sufficient and help them in return, they give you a trading permit which makes you a patrician.

Level 3: patrician: you are higher than the freemen, you have the rights to perform political functions and people take your word seriously.

-Increase to level 4: one of the greater noble can give you the title of knight, this knighthood can help you a lot.

Level 4: lesser noble: you have a title of great stature and responsibility, the people follow your word and will probably stand behind you.

-Increase to level 5: when the king or emperor see you have greater potential as a true noble, they give you a title and land but expect taxes.

Level 5: greater noble: you are a great noblemen, and even the lesser noble listen to your word. This is the highest level but it is possible to get higher.

Increasing the status: there is only one way of increasing any status, the explanation stands with the status itself.

Level of alliance: alliance comes just like status into several titles, each higher than the last. These titles are all the same for the factions.

Level 1: contacts: these are people that can give you information about the faction or what it comes into contacts.

Level 2: allies: you not only have contacts amongst the faction but also friends, these allies can give you support and information.

Level 3: close allies: your character knows a lot of people on the faction, he can ask favours from everyone walks around.

Level 4: influence: you not only know the people of the faction but also can manipulate the faction.

Level 5: greater influence: the persona controls the faction, he can divert it wherever he wants to go.

Support: when your character has level 2 of a faction at the start of his character he gains a bonus. Usually this is a discount on your starting equipment, see the individual factions for more information. This does not count if your character gains level 2 during play.

Funded: when your character gains level 4 or higher in a faction he gains 1 level of income, if this happens in one or more factions than the level still stays 1.

Example: *a character has two level 4 and one level 5 in a faction, he gains 3 level 1 income and not a level3 income.*

Favours: The amount of favours comes in points that can be used to buy items or actions and influence of the NPC's. These are called favours and can help the character and player.

Maximum points: The maximum amount of a faction is the status you have in the faction + alliance, the common status does not count.

Example: *the alliance of a alchemist to the traders guild is close allies (4) and his status is master adept which is equal to patrician (3). So the maximum is 7 points.*

If you have a faction status and common one pick the highest.

Spending points: you can spend points to buy information about people or situations and places. Each cost a certain amount of points, if these are paid reduce it from your pile.

If the cost is higher than the points you have left, the action cannot be done. For more information see faction actions.

Example: *the alchemist has 7 point to spend, he wants some information and an item from the guilds vaults. Both cost him 1 point, this reduce his pool from 7 to 5.*

Regaining favour points: there are two ways of regaining favour, the first is time and the second is actions. These give the points back you spend before.

-Time: in time people forget the dept that others made, by chance or by willing. If you have a status the points increase each year equal to the level, or half level of your common status and fame. When you move to your maximum or above no new points are gained.

-Action: completing quests and side quests can restore the points that you have spend, of course this can be higher than your maximum.

Types

-Lesser favour: these are like side quests or a item given to the faction. This restores 1 point.
-Favour: these are quest that take an entire session. This restores 2 points.
-Greater favour: quest and missions that take several sessions, sometimes entire campaigns.

Raising the alliance: the ways of raising an alliance can be done in several ways.

The first is experience, just like a skill it cost the same as the current level +1. This says that the character hangs out with the people of the faction and helps them occasionally.

The second way is using faction points, by calling in favours. If you can choose, you can combine the first and second ways to gain the new level. The amount of points needed is equal to the level +1.

Of course you cannot reduce the amount of points spend with a fellowship test.

The third way is doing quests for the faction itself, just like regaining favour points. The character can only increase one level at the time.

Actions from the factions: here we have several actions that can be done by the player through the character. The actions and their cost can depend on the faction

Least action: 1 point: this is the type that requires no real risk, it can be small parts like harmless information.
-Minor or non-dangerous information.
-Hirelings with no additional cost.
-Free item with cost costly or less.

Lesser action: 2 points: this is either risky information or an action that requires one or several men.
-Information of lesser importance.
-Hireling at half price.

Action: 3 points: these are actions that help you, you can hire hirelings at half price or gain a expensive item for free.
-Important information.
-The faction takes minor action.
-Items with cost expensive or lower for free.

Important action: 4 points: the action gives you dangerous information or a minor influence that controls the entire faction.
-Dangerous information.
-The faction takes an action.
-Items of very expensive or lower.
-One hireling for free or 10 for half price.

Greater action: 5 points: these are actions that can control the entire faction.
-the faction takes a greater action.
-An army of up to 100 hirelings.

With a fellowship test (8) you can reduce the cost of the action by 1 point, the least action can be for free.

Others

There are several other types of levels you can buy, the income of your character, the wealth that gives you starting equipment and others.

These can be bought by the starting experience but not increased by the experience gained by role-playing.

Starting wealth: the wealth and equipment you start with, each level increases the amount of points you gain for buying equipment.

Level 0: broke: the lowest of level, even the poorest man has some equipment. At this level he has 3 points to buy equipment.
Level 1: very poor: 9 points.
Level 2: poor: 18 points.
Level 3: average: 30 points.
Level 4: rich: 45 points.
Level 5: very rich: 65 points.
Level 6 : royally: 90 points.

The cost of equipment is dependent on the cost of the equipment, each cost a little more. Of course your character still needs to buy basic clothing.

Cheap: 1 point.
Can be traded for 30 coin.
Common: 3 points.
Can be traded for 100 coin.
Costly: 6 points.
Can be traded for 300 coin.
Expensive: 10 points.
Can be traded for 600 coin.
Very expensive: 15 points.
Can be traded for 1000 coin.

Income: each person has an income if he has a level of at least 1, at level 0 he gains nothing and most adventurers have this level. The income can be of anything, a job, a business or even extortion.

Level 1: the income of a peasant, the lowest amount a person can have. Most people who gain help of social security gain this amount.
-Each month the character gains 200 coin.

Level 2: this level brings a bit more income, in a dark age world the highest paid peasant gain this level.
-Each month the character gains 500 coin.

Level 3: this is the income of professional soldiers or poor merchants, this gives you an amount that you can live like the upper class if you don't save any.
-Each month the character gains 900 coin.

Level 4: this is the average income of mercenaries, rich merchants and lesser noble. You can live in luxury but the money you have left is not that much.
-Each month the character gains 1400 coin.

Level 5: this level of income is equal to that of noble men, you can live in uttermost luxury and have a part left.
-Each month the character gains 2000 coin.

Multiple levels of income is possible but not during character creation, at game masters discretion.

property: the house or land your character has, this can be a mansion or a poor cottage. In more abstract ways it could be a mage tower or an entire dungeon complex.

Level 1: a small cottage or a rundown apartment in the city. The room has all needs but nothing more.

Level 2: this is a house outside the city or a good apartment in the city. It has several rooms but two or three.

Level 3: a large house or a small one in the city, it has four to six rooms and two storages.

Level 4: a huge house in the city or an mansion outside, the place has about seven rooms or ten and a lot of space.

Level 5: this is the highest level of house, this building has more than eleven rooms, these level of buildings are rarely seen in the city.

Furniture is already placed in the house according to your starting wealth, a poor character does not have a luxurious bed.

Retinue: these are is a group that follows you and helps you in the heat of battle, or supports you out of it. Hirelings, animal companions and other NPC's that you control are written on this. Of course this is one of the stats that can be increased beyond 5 levels, this statistic can only be taken up to 6 at character creation.

Increasing it with experience is not possible after character creation. But during play you can hire bodyguards, specialist and other hirelings to help. The creatures of the beast master background belong to this one.

Fame: when the character performs exceptional features, he then gains fame. This makes that the person can manipulate the factions better, every ones can forgive a celebrity who saved your friends.

This score is added to the pool of all factions, next to your social rank or faction rank.

Increasing fame: the character cannot increase fame with experience, except for character creation like a normal skill. But during play he can use the factions to boost his reputation, or when he performs a greater feature. See fame score.

Fame score: the level of fame is harder to increase the higher it comes, the score is increased with 1 point when the character does a heroic feat like defeating a monster. A legendary feature increases it with 3 points. Each year people forget you a little and you lose one point per year.

Losing in greater numbers: when people never see you can lose fame faster. So characters who never show their face in public will lose one point a month. These can be helped by boasting about your actions, or hire a troubadour.

The levels:

-Level 1 (1 point): people know you at the local bar and tavern, they cheer to your name and usually buy you a drink when you pass.

-Level 2 (3 points): everybody in your neighbourhood knows your name, they shout it and when you past get a good morning or evening.

-Level 3 (6 points): your name is known through the city and towns in the area, when people see you there is a chance that they recognise you and you'll have to tell you about the adventures you had.

-Level 4 (10 points): you are famous trough the entire land, people cheer your name and the noble organize arties in your name.

-Level 5 (15 points): your fame even reached the king, next time you are with him and can make a good impression. Knighthood is not far away.

Special rules: the game master can option to put in none human characters, these gain special rules. You can buy the special rules but these don't count as other score nor follow the same rule. See page 26 for more special rules.

Talents expanded list

Talents are the bonus your character can gain from backgrounds, each background has its own group of talents.

Each level you gain in the background you gain a new talent. When one of the talents have a requirement, the character must have the requirements when he wants the talent. Also when with close combat master and ranged combat master, you need the background on level 3 before you can buy the talent on level 4.

Accurate aim: when the character performs an aimed action he gains a +4 on his next attack roll instead of the normal +2 bonus.
-Requires: ranged combat or close combat.

Animal companion: one of your beast can become an animal companion. The beast is more loyal and does not run when your allies become hostile or you pass out. The creature is not suicidal but with a fellowship test (8) it will do dangerous stunts. Making an animal your companion takes a week of training.

After the week of training the player must make a hard fellowship test (10) to make it his companion. Lore beast can be used to increase the bonus on the test.
-Requires: charm animal.

Attack order: you order your allies to attack the enemy, all allies within the 10 meters gain the benefit of this order. The benefit gives the target either the brutal damage talent or the powerful shot talent for until the start of next turn.

Only people who are under your command can be ordered and not others. Only one order can be given at the time to a person.

Better aim: when you perform an aim action the bonus becomes an +6 instead of an +4, the next action must be an attack action or the bonus is lost. -Requires accurate aim.

Brutal charge: gain a +4 instead of a +2 on your charge damage.
-Requires: close combat.

Brutal damage: +1 damage on close combat attacks.
-Requires: close combat.

Charge order: you spend an action to order all your allies to perform a charge on the next turn, if they do they gain the brutal charge talent.

Only fighters under your command can be ordered by you, only one order can be given to a character at once.

Charm creature: with a hard fellowship test (10) your character can charm a creature. The beast treats you as an ally but runs away when you either harm it or faint. The master can only have one beast under his command others cannot be charmed.

The beast are under the masters command, they follow his word but do not perform suicidal acts like running into a burning building. The charm is broken when the master or his allies act violently towards the beast.

The charmer must choose a type of creature, but only the creatures with a beast mind can be charmed.

Creatures under direct of a caster or other charmer cannot be charmed, of course they can however be made non-hostile. The non-hostile will not attack you unless specified by its master.

Types of beast:
-Charm animal: mundane animals such as bears, wolves or big rats.
-Charm magical beast: magical beast like unicorns, wyverns or chimeras.
-Dominate demon: you can control a demonic beast like hellhounds or celestial bears.
-Control plant: you can control plant creatures like monster plants and animated plants.

Close combat: the persona can carry a hand weapon and use it without penalties. Also he may use his high defence against close combat attacks. You can carry any weapon that is not counted as great or ranged weapon. See equipment and combat for any further information.

Close weapon master: your character becomes specialized in close combat weapons and can better attack and defend himself.

increase your attack of close combat weapons and increase your high defence and wits with 1.
-Requires: combat training, defender or berserker 3.

Combat shooter: the character is accustomed to shooting in close combat, this gives him an advantage when the battle is in heat. The shooter can ignore allies when shooting in combat, the bonus only applies if the player uses the aim action.
-Requires: ranged combat.

Courage: you gain a +3 on your moral tests. This is to resist the effects of fear and terror.

Defensive move: you can perform move actions while in defensive stand, this movement does not remove the defence bonus on your character. Free strikes are made against your close defence. The character can only perform one move action per turn, if he or she moves the defence bonus is gone.
-Requires: close combat.

Double shot: the persona uses two actions to load his bow and to shoot two arrows. The target for both attack can be the same or different, of course if there are two targets they must be within three meter of each other.
The shooter gets a -1 bonus on both shots and can only be used when you fire a bow.
-Requires: ranged combat.

Eternal warrior: if your life points hit 0 then your persona does not faint. Each point of damage goes to your stamina. When both stamina and life reaches 0 your character dies.
-Requires: tough.

Far charge: when charging the distance is increased by 2 meter. If you perform an extended charge the range is increased by 4 meters, because of the double distance.
-Requires: close combat.

Fast aim: when your character moves, he can issue an aim action at the same time. But only when he moves once in the turn.
-Requires: ranged combat.

Fearless: ignore any fear test. Except if it is caused by an insanity.
-Requires: courage.

Ferocious charge: when the master wounds a target, the beast that are under his command gain a +2 movement to charge the target and brutal charge.
-Requires: charm animal.

Great weapon: the character can wielding a great weapon without the -3 attack penalty. This counts as a weapon combo and only one combo may be equipped.
-Requires: close combat.

Greater defence: when the character goes into defensive stance he gains a +4 instead of a +2 on his defensive stance bonus.
-Requires: close combat, shield required.

Guidance: gives an order to one ally within 10 meters, this ally gains a +2 on his next attack. Only one order can be given to a character.

Improved smite: increase the smite damage to +5 points instead of +3, no additional stamina is needed.
-Requires: smite.

Improved multi shot: ignore the -1 penalty on double or triple shot. To ignore the penalty you must perform an aim action before the attack, any other bonuses of the aim action is gained as normal.
-Requires: double shot.

Inspire courage: all allies within 10 meter gain the courage talent. This does not count as an order, so allies can benefit from other orders.
-Requires: courage.

Master armourer: reduce the encumbrance from armour with 2 points, if you are wearing two armour it's the combined amount.

Pack mentality: your persona can have an additional beast under his command.
-Requires charm creature.

Pack strike: the beast under your command gain a bonus (+2) to attack enemies that are in melee with your character.
-Requires: charm creature.

Powerful shot: your ranged damage gains a +1.
-Require: ranged combat

Prepare: this improves your character to defend his allies in combat, when the character gets into defence stance he activates prepare and gains 2 prepare counters.

When an enemy performs any type of action that do not target your persona, he can perform a free strike against that character. Your persona does not gain an out of balance marker but loses one prepare marker, when all prepare markers are gone the next strike gives you an out of balance marker.

Characters with the prepare talent in defensive stand do not count when being targeted.

Quick draw: your character acts very fast in drawing a weapon or item, when an action to ready a item cost 1 action then it counts as a free action.

Quick wits: increase the wits of your character with 2 points.

Rage: when the character has been hit, the next damage roll gains a +1.

Ranged weapon master: the persona is trained with a ranged weapon and starts to know the little details, this improves your characters shooting skills. Increase your attack of ranged combat weapons with one.
-Requires: ranged training 3.

Rapid reload: reduce the reload time of a slow reload weapon. If action reaches 0 than no reload action is needed.
-Requires: ranged combat.

Shield bearer: the ability to carry a shield and utilise it in combat. The persona may use his high defence against long ranged attacks. This counts as a weapon combo and only one combo may be equipped. Also the shield gives a +1 bonus on the personas high defence and low defence.
-Requires: close combat.

Shield order: your character spend an action to give an order, and all allies within 10 meters gain the greater defence talent for one turn. Only one order can be given to a character at the time.

Smite: +3 damage on close and ranged combat attack this turn. You must spend a stamina point for this action. The bonus last until your next turn and does not require an action to activate.

Sneak attack: when a character is out of balance the shot count as an aim for the talents vital parts. Don't count the aim bonus unless you perform the aim action.
-Requires: vital parts.

Tough: your character gets life points added to his maximum pool according to his size.
-Tiny creatures gain 1 life point.
- Small creatures gain 2 life points.
-Medium creatures gains 3 life points.
-Large creatures gain 4 life points.
-Huge creatures gain 5 life points.
-Gigantic creatures gain 6 life points.

Triple shot: instead of using two arrows, the character uses 3 arrows to fire. use two actions to fire three arrows, -1 attack on both shots. Like double shot the shots must be fired at either the same target or two or three different targets within three meters. Two shots can be on the same target and one on another.
-Requires: double shot.

Two weapon fighting: fighting with two hand weapons, you get a -1 on the first, second and third attack instead of the -3 on the second and third. Also you get a +1 on the high defence statistic. This counts as a weapon combo and only one combo may be equipped.
-Requires: close combat.

Vital parts: the attack does 3 points more damage when performing the aim action.
-Requires: accurate aim.

Special rules
These rules give your character unnatural features. Each cost a number of points or give a certain number of points. These points are used from the character creation. The points are taken from your experience before the age of 15, so if your character takes the big and fear aura rules he can only take ... skills and others.

Note: these rules can only be taken by none humans, only the game master can allow the rules.

Fly: your creature can move without being effected by ground effects. It can also elevate to any level he wants. When the winds are rural a dexterity test or lose high, if he falls to much can cause damage when he hits the ground.
-Cost: 3 points.

Strong, smart or fast: choose one statistic that is increased by 1 an another that is reduced by 1. This can increase your stat to 8 or 3. Strong is strength, fast is speed and smart is intelligence.
-Cost: free.

Undead: magical healing has no effect on you unless its specified for undead. Eat, sleep or other living needs are not necessary. Ignore the effects of fear. The score of stamina is changed by construction points, the strength still counts as bonus.
-Cost: free.

Fear aura: the character automatically performs a intimidate test against all who he wants to as a free action. Terror gives a large bonus (+3) on intimidate.
-Cost: fear: 1 point (fear), 3 points (terror).

Natural ranged weapon: your creature has a ranged attack. He cannot run out of ammo unless its specified and it has a range of 10 steps minimum.
-Cost: 1 point + 1 point for 10 extra steps.

Poison: your natural attack is poisonous. When you roll for damage, the target loses a point of stamina every time he gets damaged.
-Cost: the effect cost 1 point, and an extra 2 points for each additional effect. See items poison page @@.

Construct: magical and natural healing has no effect on you unless it's meant for constructions. Sleep, eat and others are to ignore. Ignore effects of fear.
-Cost: free.

Resistance to damage: choose a damage type element, weapons, fire, ice, lightning or others. Your character has resist that type of damage, all damage he gains is halved. The special effects of the damage like the -2 speed on ice is ignored.
-Cost: 3 points per resistance.

Natural armour: increase the armour of the creature with 1 point, when a enemy uses an armour destruction ability then the armour is not destroyed but ignored. The extra armour has no effect on your encumbrance.
-Cost: 2 points.

Size change: your character has a different size, he can be either larger or smaller. This changes the rules and defences, also this has an effect on the tough talent.
-cost: varies.

Example:

Diminutive: strength (STR): -3, speed (SPD): +2, attack +2. The creature can be on the same square of other diminutive creatures.
Tough talent: you cannot take the tough talent.
Cost: 4 points.
Examples: rats, very small fey.

Tiny: strength (STR): -2, speed (SPD): +1, attack +2. The creature can be on the same square of other tiny creatures or smaller. Cannot carry normal sized weapons, only light ones.
Tough talent: increases your life points with 1 points.
Cost: 2 points.
Example: small fey, rats.

Small: strength (STR): -1, speed (SPD): +1, attack +1, only use versatile weapons like great weapons but use the normal versatile bonus.
Tough talent: increases your life points with 2 points.
Cost: 0 points.
Example: fey, goblins, dogs, cats.

Normal: nothing special, every creature that has no size modifier has this size.
Tough talent: increases your life points with 3 points.
Cost: free.
Example: humans, large dogs.

Big: strength (STR): +2, speed (SPD): -1, attack -1. Versatile weapon become hand weapons, and great weapons becomes versatile. The great weapon still gain the bonus and penalties of great weapon.
Tough talent: increases your life points with 4 points.
Cost: 2 points.
Example: trolls, horses, ogres.

Huge: strength (STR): +4, speed (SPD): -2, attack -2. The creature takes up 4 squares (2x2). Use great weapons as hand weapons. No other weapon can be used.
Tough talent: increases your life points with 5 points.
Cost: 5 points.
Example: wyvern, chariot.

Gigantic: strength (STR): +6, speed (SPD): -3, attack -2. The creature takes up 4 squares (3x3). Cannot use normal sized weapons.
Tough talent: increases your life points with 6 points.
Cost: 10 points.
Examples: dragons, giants.

Combat

Combat occurs when two or more groups get into conflict. To say it simple, combat is a series of manoeuvres and tests. This combat last until the either one of the party is destroyed, fled or gives up the fight.

Initiative (individual): when the combat starts, each player and the game master does an initiative test.

The player rolls a D10 and adds his persona's wits to the roll. The total number is the initiative roll and your ranking in the initiative rank. The player who has the highest on the roll goes first then the second, the third and so on.

If some players have the same position in the initiative ladder, then the one with the highest wits go first. Still equal roll again.

Each player activates when it's his turn ion the initiative on the ladder, when all players have done their action including game master that round ends and the next begins. Any affect that end at the end of the round ends now.

Initiative (team): instead of rolling initiative each team, the players team and game masters team go on the same moment. Each member of one team goes than the other team, the team chooses the order.

When all the characters went on one team their round ends, if any effect works at the end of your teams turn or round ends now.

The last one gives more room for tactics and tricks.

A round: the combat goes in rounds, each round all characters take a turn. If all characters have taken their turn a new round goes starting with the highest in the initiative order.

In game time an entire round takes 6 seconds. 10 rounds are 1 minute.

If an effect last until the end of the round, it truly ends before your personas or teams turn.

A turn: each character gets a turn, in this turn the player can nominate two actions and one out of balance action. The normal actions go first and then the out of balance action.

If the player nominates his turn end it ends, if the character gets an out of balance marker his turn ends.

Note there are trick that nullify this. See later chapters.

First action: this is the first action your character does, no standard penalties are placed on this one. If an action takes more actions then the character counts as taking the first and second action.

Second action: the second action your character performs during a turn. If your character already has performed the action this turn he usually gets a penalty to the test. If the persona uses an action that requires two actions then he gains an out of balance marker

Third action: the third and last action, this works exactly like the second action. Your character gains an out of balance marker on him after the action. This action can always be performed when your persona has no out of balance marker.

If an action causes your protagonist to go out of balance, you place the out of balance marker.

The actions

Move: the character moves 5 meter, you can perform this action for each action you have. No penalty occurs for second or third movement.

When you use a grid the character can move 5 squares, this icon be horizontal vertical and eve diagonal.

Using two actions to move 10 meter or three actions for 15 meter counts as a run action.

Attack: the persona performs an attack test. The player rolls a D10 and adds the characters attack of his weapon to the roll. If its equal or higher than the characters defence you hit and perform a damage roll. The second and third attack get a -3 on the test.

close combat attack: use dexterity as attack bonus and strength as damage bonus. The attacker tests against the defence of his target. Only against a target within melee range, this means targets within 1 meter or 2 meter if the weapon has reach.

Ranged combat attack: use dexterity or perception, the lowest, for attack bonus. Speed for damage bonus. This attack is tested against defence, the attack has range combat penalties. This attack is tested against the defence.

Short range: when the target is within the first number times 10 of the ranged weapon you gain no penalties are applied.

Medium range: when the target is within the second number x10, he loses 3 points on the attack roll.

Long range: when the target is within the third number x10, the penalty is -5.

Out of range: when the target is farther than the third number, the attack misses automatically.

Cover: the character gets a -3 on his attack roll. This penalty occurs when an obstruction occurs, like a wall.

In melee combat: the shooter loses 3 points when he shoots at a target in melee with an ally. If the player rolls a 1 on his D10, he hits another target, determine randomly and do not include the original target.

Feint attack: this works like a close combat attack but against wits instead of defence, but when you hit no damage roll is done. The victim gains a out of balance marker. Can be done against targets that have an out of balance marker but no extra marker is added.

Charge: the warrior moves 5 meters and can perform a close combat attack. The player gets a +3 on his damage roll, but this manoeuvre cost two actions and is lost if you don't get into melee with an enemy.

Extend charge: With the third action, the out of balanced one, you can move an additional 5 meters. Decide after the initial charge move.

Defensive stance: for an action the character gains a +2 on his high defence and wits. This bonus is lost when he performs any action except pass or gain a out of balance marker.

Aim: the character spends an action and gains a +2 on either his next ranged, close combat attack.

Disengage: the persona spends two actions for disengaging the enemy, the first action is to disengage and the second to move.

Dodge: when an attack hits your combatant, the player can nominate a dodge. The player rolls a D10 and ads his wits to the roll, if he rolls equal or higher the attack misses anyway. This attack is done out of your turn and gives an out of balance marker. You cannot perform a dodge when your persona has an out of balance marker.

Free strike: when an enemy moves out of your characters melee area you are allowed on a free strike. Perform a close combat attack against the low defence. After this attack your persona gains an out of balance marker.

Ready item: your persona gets an item out of his bag or draws a weapon. Putting a weapon or item away is also an action. Dropping it is a free action.

Reload: you reload a weapon with the slow reload rule. If you do not perform the number of reload actions equal to the slow reload number the weapon cannot be fired again.

Stand up: you stand up when you are knocked down, this cost one action but the enemy is allowed for a free strike. If you spend two actions to stand up no free strike are allowed.

Unarmed strike: you perform a close combat attack, you don't need the close combat talent. The damage inflicted after the armour calculation, and is only half and is on the stamina not life, unless he has no stamina left.

Use skill: this can vary, the character performs an action not combat oriented like repairing or add first aid. This can be one action or more, see the skills on page 34.

Pass: you give up your turn to act on another place later in the initiative rank. You can delay your turn even to the next round by giving up this one.

Shift: the persona spends an action point to move 1 meter, he ignores all the free strikes. If the next action is a move the free strike is still applied of the last space.

Other rules

Life points: these are the health of your character calculated in a number between maximum life and 0. If it reaches 0 your character is dying. With healing you can gain life points but cannot go higher than your maximum life.

Your maximum life is 10 + strength + any talents such as tough.

Dying: when your persona is on 0 life points he is knocked out. Every point of damage gained then is stamina loss, even the points lost when reaching 0 are stamina loss.

When your character restores to 1 life point he still laying down and must perform a stand up action. When dying you character counts as helpless, which means he cannot perform an action and has defence 0.

Optional: NPC like monsters can die when their life points hit 0, this makes it easier on the players and the game master who does not have to keep stamina in account.

Stamina: this is the energy your protagonist has, some effects like magical healing makes you lose stamina. When this hits 0 your character is exhausted. By resting you can gain stamina but cannot get higher than your strength + resistance.

Exhausted: when your stamina reaches 0 your character is exhausted. He gains a -2 on all his actions and every additional loss of stamina are life points. When your character is exhausted he cannot gain the effects of the friendly actions that do stamina damage. Hostile actions that do stamina damage does life points instead.

Out of balance: if the person has an out of balance marker, he loses all benefit of high defence. The only defence he's allowed to use is the low defence.

Outnumbered: when a combatant is in melee with three or more opponents, he is outnumbered. The character loses one point of speed for the third opponent and another one for each extra. When outnumbered some gain combat advantages. This influences the low and high defence.

The opponent only counts if he is not in melee with another ally of you.

Surprised: when a character is not expecting combat he is surprised, he counts as unbalanced and do not take action. After the first round the persona is no longer surprised and can act according to the initiative order.

Knocked out: your persona cannot do anything but pass. He lays down and when he would be acting again he must use a stand up action. This is applied when he reaches 0 life points. His defence is now 0.

Melee range: all targets that stand within melee range can be attacked by close combat attacks and get a in melee penalty. The melee range is 1 meter unless the weapon has reach which becomes 2 meter.

Defences: you have two defences, on high one low. The low defence is equal to your characters speed and any potential bonuses. The high defence is the sum of your characters speed + dexterity.

When you are armed with a hand weapon or great weapon, you gain the high defence against close combat attacks. If you are armed with a shield, you can use the high defence against ranged attacks. If you are out of balance or are unarmed you always defend with the low defence.

Wits: the quickness of your characters mind, this protects your character against feint attacks and other distractions. Your wits is calculated from the sum of either your characters speed or intelligence and your perception.

Armour: the armour of your character is how much your damage is reduced. The number is a combination from your personas strength and anything that improves armour, these are like armour, the talent master armourer and magic .

Resistance: this is the minimum that a armour can be reduced, this number is diverted from your strength. Example if your reduction is 5 and armour 6, if the armour is reduced with 3 point it can go no lower than 5.

Skill uses

Testing: one part of the system is a part that uses a D10, the player wants to do an action and must therefore roll a die with ten sides. Not all actions ask for a test, some actions that are common and actions that take a lot of time. The player only needs to test when failing is possible or is important.

Taking a test is not that hard, the player rolls a D10 and adds a bonus of a skill, lore or statistics. If the total is equal or higher than the target number the game master names, the test is successful and the action succeeds. If the player rolls lower than the number, the test fails. additional bonuses or penalties can be applied.

Having a skill as bonus is nothing but with a statistic the number changes a lot, using a stat to a roll usually means that the other part also has a great number.

Target number: This is the number that the game master nominates to test upon, the number can be ranging from 1 to infinite. The number can depend on the difficulty of the task, the more difficult the test the higher the number.

Here is a example of a simple climb test, also what name the test. If you read a supplement than there will be a word for a test instead of a number.

	The name	example
4	Very easy test	Climbing a knee high wall.
6	Easy test	Climbing a waist high wall.
8	Normal test	Climbing a shoulder high wall.
10	Hard test	Climbing a two meter rough wall.
12	Very hard test	Climbing a three meter rough wall.
14	Near impossible test	Climbing a three meter smooth wall.
16	Impossible test	Climbing a five meter smooth wall.

Opposing tests: when two characters NPC or players are doing a action that collides with each other, there is a opposing test. Both players roll a D10 and add their skill bonus to the roll. The player that has the highest roll wins the test, with a draw the player with the highest bonus wins the test. Both players will have either a bonus or a penalty, these vary upon the situation. When after everything the players are still equal, test again.

Multiple bonuses: when there are multiple skills written with the bonus of the test like perception and knowledge, then take the highest.

Bonus and penalties: As with these test there can be bonuses and penalties that increases or decreases your roll. As with the difficulty number there are also, a few words that can describe the bonus or penalty. These words can sound like a small bonus (+1) or a great penalty (-5), if there is just the word bonus or penalty its either +2 or -2.

The modifier	Name of bonus or penalty
+/- 1	Minor , small modifier
+/- 2	modifier
+/- 3	Good, heavy modifier
+/- 5	Great , horrible modifier

Example: *the looking glass gives you a bonus on your search, this means you get a +2 on the search test. The smoke gives a heavy penalty on your perception and all ranged attacks, this means the smoke gives you a -3 on looking and ranged attack tests.*

Taking my time rule: a character can take his time to solve a puzzle or trying to find something, this will demand 3 times the time a roll demands and the character cannot be under stress. If a player takes this action he gets a automatic 6, if the time he spends is 10 times longer than the effort for the action he rolls a 10.

Retries: when a test fails it is possible to test again, of course this is only possible if the test is not a complete failure like the lock is broken.

When you test again it is possible that the game master allows a stackable

light bonus to the test for each retry until the character gives up. When the players decides the penalties are to high than his character can lose a point of stamina to remove the retry penalties.

Actions of the game

-Appraise
Bonuses: skill: knowledge or perception. Lore: occult, history and trade
Function: the character can estimate the price and rarity of an item he sees or hears of, test against a normal number. The more information he wants the higher the target number will be, the origin of the item decides what lore must be used.
Time: free action.
Example:

example	number
The item is very rare.	+2
The character has no lore of the origin.	+3
The player wants to know more than the price, history or function.	+2
The player wants to know the price.	+2

-Balancing

Bonuses: skill: dexterity.
Function: if the character wants to walk on a unstable surface the player can do a balancing test, he rolls a D10 and adds his characters dexterity to the roll. If he rolls equal or higher he can move half his speed statistic over the surface, if he rolls lower he does not move. 3 fails and he falls.
Time: 1 action.
Example:

example	number
Normal test	6
The surface is slippery or unstable.	+2
The area is unstable like wind or he's being attacked.	+3
He has something to balance.	-2
He has something to hold on to.	-5

-Battle tactics

Bonuses: skill: perception. Lore: tactics.
Function: the character can test to see what's the best action is in the heat of combat, a normal test is enough to let the player know what the enemy is planning to do. (this can also be used for gaining bonuses on massive combat tests.
Time: free action.
Example:-

-Bluff

Bonuses: skill: fellowship. Lore: people, beast or other.
Function: the character can try to let a other character believe something he that is not true, the player rolls a D10 and adds either his fellowship if it's a friendly lie or a false warning. The test is against the sense motive action.
If the bluffer wins than the target believes anything he says, if the target wins he know there is a lie and can act upon that information.
Time: interaction.
Example: sense motive.

-Breaking

bonuses: statistics: strength. Skills: dexterity. Lore logic.
Function: the character can try to break an object, he first must test a dexterity test to hit the weak point of the object. When the dexterity test is successful or not the player rolls a D10 and adds his strength to the roll, deduct the hardness from the total and that's the amount of damage it takes. If the dexterity test fails, then the strength is not added to the roll.
Time: attack action
Example:

Table 1: hardness.

Materials	Reduction
Paper, cloth or twine	5
Wood, leather or soft plastic	8
Glass	8*
Metal, Brick and granite	12
Harden steal	24
Titanium or harder	36

* double the damage

Table 2 damage and effects.

Amount of damage	Effects
0-1 points	No problem.
2-4 points	Shaken: the object gives -1 penalty to tests for using the item.
5-7 points	Fractured: the object gives -2 penalty to tests for using the item.
8-9 points	Falling apart: the object gives -3 penalty to tests for using the item and gains a point of damage each time you use it.
10 points	Destroyed: the item is no longer of use.

if the object is bigger than the size category small only a part is damaged, if it's a machine it can stop functioning.

-Charm

Bonuses: skill: fellowship. Lore: people, beasts or other.
Function: if the player wants to change the emotions of a target towards his character he must pass a charm test, he rolls a D10 + fellowship against the target sense motive. If the player wins his character status changes one step up the ladder if he fails on step lower at the target controllers options. Knowing something about the person can help. The + number is the bonus the target gains to test against you.
Time: interaction.
Example:

status	example
Close ally +5	Will put himself in great risk for you.
Ally +3	Will put himself at risk but for a small risk.
Friendly +1	Will not put himself at risk for you but will happily to help
Indifferent +1	Will neither risk himself for you or help you, at a cost he might.
Hostile +3	He will try to hurt you the best he can but will not put himself at risk.
Very hostile +5	Will try to hurt you even if he has to put you at risk.

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-Climbing

bonuses: statistics: strength and speed. Skill: dexterity. Lore: logic.
Function: the player can test to climb a wall or vertical surface, he test with his dexterity and logic. If he passes then he moves half his speed, the character can move a number of times equal to his strength score before he must test again. overweight is here also applied to the strength of the character.
Time: move action
Example: -

-Command

bonuses: skill: fellowship. Lore: tactics.
Function: you can order a group of people to act upon your order, this requires a fellowship test. If successful the group does what is ordered, but if it fails the group does nothing or the wrong order. If the group acts due to a fail test, this is mostly a logical act like charge or flee.
Time 2 actions for commands.

Example:

Order	Target number
Charge, move or shoot at the closest enemy or rally unit.	6
Shoot at a designated enemy that is not the closest or hold the line against a fear causing creature.	8
Rearrange the ranks.	10
Order counts as 1 action	+4

-Concentration

Bonuses: statistic: intelligence. Skill: resistance.
Function: when your character has difficulties with continuing a task than a concentration test is needed, if the annoyance is longer than a moment the player only needs not to test for another couple of minutes. System wise the player must roll a D10 add his characters resistance to the roll, if he rolls higher than 8 the test is successful and the player must not test for a few minutes (intelligence x 3 minutes).
Time: free action
Example: when you try to hold something like a spell or keep reading when you are either attacked or had a long interruption from the task.

-Diplomacy

Bonuses: skill : fellowship test lore: people.
Function: this action made to calm down a person or to start negotiations, the player rolls a D10 and add his fellowship to the roll. If he rolls 8 or higher the negotiations start, if not the target may not respond so friendly. Several circumstances may make it easier or even more difficult, like if it's a friend or someone who likes you it may give +1 on your test, a good friend or a family member can give you a +2 or +3 to your test. Of course there are several other negative effects like your enemy will give you a, -1 or if it's a mortal enemy could give you a -3 to -5. After the test the target will listen to your offer and if he agrees or not is up to the enemy.
Time: interaction.
Example: when you try to fending off an attack without hurting the enemy or attackers.

-Disable or open mechanism

Bonuses: skill: dexterity. Lore: logic.
Function: this action is to open a lock or disable a device, the player makes a test against the quality of the object to open or disable it see table 1. He rolls a D10 and looks at the table, if he rolls higher than the success difficulty the lock opens or the item is disabled beyond decent repair. If you roll lower the test is failed and if you roll lower than the break risk the lock is broken and the door will not open, or the item can be quick repaired without tools.

quality	Disable or open score	Break risk
Very poor or improvised.	4	3
Poor quality.	6	4
Descend quality or average.	8	5
Good quality or expensive.	10	6
Master crafted.	12	6

Time: 1 minute (12 rounds)
Example: opening a lock or disabling a trap.

-Disguise

Bonuses: skills: perception and fellowship, lore: people or faction.
Function: to infiltrate the character must sometimes disguise himself to go on unnoticed. This action is meant for that, the player nominates to what he wants to look like and rolls a perception test to see if the disguise is good enough. Decrease the total by 8 and this is your disguise modifier, tools like a disguise kit an give you bonuses to the perception test or penalties if you have to improvise. Each time you want to talk to someone roll a fellowship test against his insight + intelligence to keep your disguise, if you roll equal or higher the character does not notice your disguised. If you fail the character will act accordingly, some modifiers can be applied to the fellowship, the target knows the person you try to mimic +3 or it's a old friend or someone very close like partner +5 . the target never has seen your alter self I real +2, but if you never met the person your disguised like you get a -5 on your perception test.
Time: several minutes.
Example:-

-Escape

Bonuses: skill: dexterity. Lore logic.
Function: to escape from the boundaries of a rope or manacles the player must make a dexterity test to get out, the difficulty for manacles is like the table of for disabling devices and if you roll lower than the break risk you wound yourself in the progress. If you are bound by a rope the difficulty is decided by the opponents rope use test.
Time: 1 round.
Example: see rope, disable device.

-Gather information

Bonuses: skill: fellowship. Lore: faction, people or other more logical.
Function: if the player wants to gain information about a person or place he can perform a fellowship test, see the knowledge lore for more information about the score. If the player is gathering information about a person or item and he wants it to keep a secret, the player must perform a fellowship test (8) to keep it a secret. Every fail is more information about you that gets leaked. The fellowship test can be ignored by spending the amount of faction points, but the test to keep it secret still must be done.
Time: several interactions
Example: see common, advanced or forbidden knowledge.

-Haggle

bonuses: skill: fellowship. Lore: trade.
Function: if the character wants to buy something at a cheaper price or sell something at a higher price than the player can perform a haggle action. He does a fellowship test to against the character sense motive. If the player rolls equal or higher he gets a -10% discount, if he rolls lower he must buy the item at full price.
Time: interaction.
Example:-

-Heal

Bonuses: statistic: intelligence. Skill dexterity. Lore: heal.
Function: when a character is wounded the player can nominate to heal the character, he makes a dexterity test against the number 8. If he rolls equal or higher than 8 the test succeeds and the action is done, if he fails than it fails and there is no benefit.

First aid: the character heals a ally for one life point, this test can only be done once per day or when he's wounded again.

Long term treatment: the character that recovers gains a +3 on his resistance test for natural healing, this bonus is applied for a number of weeks equal to the doctors intelligence.
Time: long term treatment during the treatment, first aid 2 actions.
Example:-

-Hide

Bonuses: skill: dexterity. Lore: logic.
Function: if you want others not to see your character, he must make a hide check. The player rolls a D10 and adds his dexterity to the roll, the total number is the difficulty to search your character.
Time: 1 action.
Example: search.

-Intimidate

Bonuses: skill: fellowship. Lore: people or beast or other.
Function: your character can terrify people only with words or acts, and by intimidating he can be easier manipulated. Perform a intimidation test against the targets sense motive if you succeed the target gets one step lower on the ladder. If you fail you could go a step higher.
Time: interaction.
Example:

Status	Example
Not scared	The character is and has no reason to fear you.
Indifferent	The character does not fear you.
Shaken	The character is a little scared of your character, interaction tests with intimidation +1.
Fear	The character fears you, interaction tests with intimidation +2.
Terrified	The character is terrified of you a simple intimidation test and he runs. interaction tests with intimidation +3.

-Jump

bonuses: statistics: strength and speed. Skill: dexterity.
Function: when your character leaps roll a D10 + speed + strength + dexterity - armour total, divide the total number by four and that is the amount of steps you move and ignore the effects of the ground. If you have moved previous action you get a +3 on the roll, +6 if the two previous actions where move actions.
Time: 1 action.
Example: jumping over a pit.

-Recall information

Bonuses: skill: fellowship. Lore: faction, people or other more logical.
Function: your character can recall information about a certain object, place that is only known by certain people who invest time and energy in the subject. Test against a number, the lore must be related to the target of the information. Faction points can be spend for additional lore bonuses
Time: free action or several interaction in combination with gather information.
Example:

Type of lore	Target number
Basic knowledge like a known name or place.	6
Advanced like a not s known name or a small piece of information	8
Hidden information like a name not known or a small incident in the history.	10
Something of a long past and well hidden in the mind of the character.	12

-Listen

Bonuses: statistic: intelligence. Skill: perception.
Function: the character can try to listen through a door or in the room, the player must make a perception test and roll equal or higher than 8. If he succeeds he can hear the target or person that is trying to sneak or what he is saying. Several modifiers can decrease your test total by a few points see example. If you keeping watch your perception + intelligence is the number one must roll to succeed a move silently test.
Time: interaction.
Example:

Source	Modifier
Rain, a bit of noise the hearing is a bit muffled .	-1
Storm, people are whispering, the sound is muffled by a door.	-2
A lot of noise someone is speaking to you.	-3
Someone is doing effort of distracting, you the sound is muffled by a thick wall.	-5

-Navigate

Bonuses: skill: perception. Lore: any area.
Function: if the player wants to know where his character is, he can perform a navigation test. The player performs a perception test, if he has lore of the area it can be used. If it's an extended action then he must roll a perception test (8) if he's interrupted with the action as combat.
Time: 1 action or extended action.
Example:

Example	Target number
Knowing where he is.	8
Finding the north or navigate on a road.	6
Navigating through a complicated area or of road.	8
The one above but in a hostile situation.	+3

-Rally

Bonuses: skill fellowship. Lore: tactics.
Function: the character performs a fellowship test to give their allies some courage. The test is against the monsters fear level, number and others. The test cannot be done if the character is fleeing himself. If successful the allies within 10 meter do not run away or cower, they fight on as normal.
Time: free action.

Example: see fear monster rule.

Example	Target number
Fear causing	8
terrifying	12
Nightmare	16
Creatures outnumber	+3
Allies outnumber with 3 to 1	-3

-Research

Bonuses: not done yet.
Function: you try to find information about something or person by reading books or documents. You can gain any information by spending days in a library or studying a book.
Time: extended action.
Examples:

-Ride

Bonuses: skill: dexterity. Lore: beast or magical beast or what's appropriate.
Function: for riding animals normally there is no test needed, but if you try some trick like jumping over a obstacle the player might need to make dexterity test. If the mount doesn't trust you, you get a -2 on your roll. If you fail the test you fall of the mount.
Time: 1 action.
Example:

Action	Difficulty
Keeping stable if mount is terrified.	6
Jumping a small obstacle or pit.	8
Jumping a obstacle or pit.	10
Jumping a large obstacle or pit.	12

-Rope

Bonuses: skill: dexterity. Lore: logic.
Function: when you want to tie a rope or bound someone, you can perform a dexterity test. The total number is the difficulty the player has to roll for his escape test. if the character tied the knot to something the total score is the lifting strength before the knot breaks. If the character has poor quality rope he gets a -2, a +2 for good quality rope.
Time: 1 minute.
Example: -

-Search

Bonuses: perception, lore area and survival.
Function: the character tries to find a small object or is scanning the area trying to find something. The player rolls a D10 and adds his perception to the roll, if he rolls 8 or more the test is successful and the character finds what he's looking for.
Time: 1 minute per 10 m².
Example:

Example.	Modifier
It's a bit dark.	+1
It's dark.	+3
It's pitch black.	+5
The character doesn't know what it is.	+1
The character has lore about the object or place.	+2

See hide.

-Sense motive

Bonuses: statistic: intelligence. skill: insight . lore: people.
Function: the character adds his intelligence and his insight, that's the total difficulty the opponents need to manipulate your character. See the examples for what tests it means. Double the point bonus that the lore people gives but ignore the extra dice.
Time: free action, automatic.
Example: bluff, intimidate, haggle, disguise and charm.

-Sneak

Bonuses: statistic: speed. Skill: dexterity. Lore: logic.
Function: your character can move silently so he goes undetected, he performs a dexterity test against the opponents perception and intelligence. If he rolls equal or higher he can move the half of the characters speed rounded up and staying undetected, if he rolls lower the target know he's there but can react any way he wants to. The modifiers of spotting and listening can apply to the total score of the guard.
Time: move action.
Example: spot and listen.

-Spot

Bonuses: statistic: intelligence. Skill: perception.
Function: add the intelligence to the perception, this is the difficulty number of your character. If someone wants to hide or stay hidden this is the number he must roll, if the one hiding rolls equal or higher then he stays unseen. This also works for sneak. Any extra bonuses and penalties are the same as search
Time: free action automatic.
Example: sneak, hide.

-Outdoor survival

Bonuses: skill: perception, or knowledge. Lore: area.
Function: by spending a point of survival the character can make a campfire, hunt or do all the things a scout or survivalist must do in the open. This does not mean the character must make a test for every step he wants to make.
Time: several minutes.
Example: starting a campfire cost 1 point, making camp cost.

-Swim

Bonuses: skill: dexterity. Lore logic..
Function: the character can try to swim, the player needs to rolls a dexterity test (8) to swim successfully. This test is not necessary for normal swims in calm water but when your swimming against current, are over your encumbrance or wearing armour of 2 or more. If the test succeeds the character moves halves his movement.
Time: move.
Example:

Examples	modifier
Heavy current.	-2
Armour points over 2	-1*
Reduction of encumbrance.	-2*

This counts for every point.

-Tracking

Bonuses: skill: perception. Lore: area.
Function: the character can try to find the track of a creature, or just finds something. With a knowledge/logistic test he knows some information about the track, the number, the load, the speed they are moving and others.
Time: 1 minute to find the track.
Example:

Terrain effect	modifier
Soft ground (snow or mud).	+3
Hard ground (rock or constructed terrain).	-3
It's raining or snowing heavy.	-1
There are many tracks (outside the city through the main gate).	-5

-<u>Tumble</u>

Bonuses: skill: dexterity. Lore: logic.
Function: this action can be used for two functions the first is falling. The player rolls a D10 and adds his dexterity bonus to the roll, divide the number by three and that's the number of meters you ignore for falling. The second function is combat, the character can do a tumble test to escape from combat he rolls a D10 and adds his dexterity to the roll, if he rolls 8 or higher he tumbles one meter and ignore free strikes.
Time: move.
Example:-

The rules of the items:

this is the type of items the persona can us, here are the rules explained of the many items available in the campaign world.

The list of items: if you see a list of items there are several parts of that explains the item.

Name: the first column is the name of the subject but the other columns have another description.

Cost: what the item cost or how it is described in a word. The haggle is the target number you need to roll to reduce the price.

Also during character creation this is how much wealth points you must spend for the item.

-Cheap: everyone can buy it, it does not cost a lot and even the lowliest peasant can buy it. It is easy to haggle (6).
Wealth: 1 point.

-Common: a bit more expensive, normal people could buy it and not being bothered by the price. It is not easy to haggle (8).
Wealth: 3 points.

-Costly: the price is a bit high but is not a real problem if it is ea one in a lifetime buy. Haggling will require some effort (10).
Wealth: 6 points.

-Expensive: this price is outrageous and burns a hole into your pocket. It is difficult to haggle and will demand an opposed test (12).
Wealth: 10 points.

-Very expensive: too costly for the lower peasant and even noble will think twice. To haggle will demand a great effort (14).
Wealth: 15 points.

-Too expensive: these cannot be bought with your starting wealth but can be acquired in other ways. Example a house is to expensive but can be bought with the property score.

When you choose a master crafted weapon or other equipment increase the cost with 5 points

Coin: the cost in coin, the common currency of the world. If the world uses another type of coin, you'll have to recalculate.

Availability: how easy it is to find it . common items are a lot easier than the ones that are rare or very rare.

Abundant: this item can be found everywhere, you might even fall over it. No gather information test is required.

Common: the object is easy to find and can be found in any market or almost any shop. No gather information test is required.

Uncommon: the good is not easy to find and will take some effort to find it. An easy gather information test is required.

Scarce: the wares cannot be found in any shop, many people will look for it and finding it can be difficult. An normal (8) gather information test.

Rare: the item in question is hard to find, some shops who normally have it will have problems to find it. A hard gather information test to find the object.
Note it could also not be available in the town or village.

Very rare: impossible to find without any help from a faction or lore about it. A very hard gather information test is required.
Note it could also not be available in the town or village.

Unique: only one or two copies exist of the item, finding it can be a quest of its own. If some item gets higher than unique, it counts as unique.

This requires three hard gather information tests and five haggle test to getting it. The game master can say it does not exist in the city or even a metropolis.

Raising levels and lowering them.

If some text says the availability increases by one level, then it becomes easier to find. Common becomes abundant, uncommon becomes common and so on. This can also work the other way around, that items are harder to find. Sometimes the text says that it become 2 levels higher, this means that uncommon becomes abundant and rare becomes uncommon.

Kg: the weight in kilograms, this is important because the character cannot carry more than his maximum weight. If this occurs penalties on his speed occurs.

Materials: what it is made of.

Weapon rules

All weapons have special rules, this define their function and use. Below here we have a number of rules for the numerous weapons.

Ammunition: the type of ammunition the weapon uses, each time you fire or attack reduce the ammunition with 1 or equal to the shots.

Armour piercing: ignore 3 points of armour when rolling for damage.

Brutal damage (X): increase the damage of the melee weapon with the score of X.

Great weapon: works like a hand weapon but, the damage of your character is increased by 3 points. The downside you get a -1 on his high defence. All great weapons are carried with 2 hands.

Untrained: if you don't have the talent great weapon, you gain a -2 on attack and -4 on high defence.

Hand weapon: this is a basic weapon, your character can perform close combat attacks and use dexterity to boost close defence. When equipped with two weapons you only can use the dexterity for the first attack unless you have the two weapon fighting talent.

Untrained: you cannot use your dexterity for the attack.

Magazine: this is the number of attacks you can use before your character must reload the weapon. Combined with slow reload.

Master crafted: increase your characters attack and high defence with 1. If he carries two master crafted weapons then the defence only is increased with 1.

Mechanized weapon: no training is needed to use the weapon, so there is no penalty for untrained ranged weapons.

Powerful shot (X): increase the damage of the ranged weapon with X.

Ranged weapon (X1-X2-X3): you can perform a ranged attack, X1 is the number of meter x10 you can reach. If you shoot farther than the first number you get a -2, a -5 if farther than the second number and automatic miss with the third number.

Untrained: you cannot use the dexterity of your character, this does not count when the weapon has the mechanized rule.

Rapid fire (X1-X2): X1 is the minimum shots, and X2 are the maximum shots. increase the attack of the weapon with the half of X2, for each point above the defence score is an additional hit. You cannot kill more than the score of X2 rapid fire. It takes 2 actions to use rapid fire. The character can fire the weapon with a minimum shots (X1) that cost 1 action.

Reach: the range of your close combat attack is 2 steps instead of 1.

Shield: you can count your high defence against ranged attacks and gains a +1 on your defence both high and low.

Untrained: when you don't have the shield talent, your character gains the +1 DEF on your high and low defence but not the dexterity against ranged attacks.

Slow reload (x): your weapon takes time to reload, the x is the number of actions it cost to reload it. If your weapon is not reloaded then you cannot use it to fire. If there is a strength number with the slow reload, your character needs minimum that strength to reload the weapon.

Thrown: the weapon can be used as a ranged weapon, the ranged weapon can be used only once unless you have more. The range of the attack is your character strength x5. This works like a ranged attack but strength is your bonus on damage. If there is a x2 at the end of thrown than double the distance.

Two handed: the weapon must be used with both hands, no shield or additional weapon can be carried.

Unwieldy: the weapon is not easy to use in defence but does more damage. Increase the damage from the weapon with 2 but reduce the defence by 1.

Versatile: you can carry the weapon in one hand or both, if both increase the damage with 1 points, if your character has the great weapon talent. Without the great weapon talent you get a -1 on the attack and -2 on defence. Combine with hand weapon. If you carry it with one hand it counts as a hand weapon.

Armour rules

Encumbrance: armour is heavy, and if your character is not build for it he will get penalties for wearing the suit. If the strength and stamina are not equal or higher than the required amount the cumbrance, penalty occurs.

Example: *a character wears a heavy armour, his armour is increased by 3 points and his speed is reduced to 5. If the sum of his strength and resistance where lesser than 8 then his speed will be reduced to 3 and dexterity to 3.*

Light armour: these are lightest of armour like leather clothing and other types of leather.

-<u>Example</u>: leather jerkins, leather vests and other leather clothing.
-<u>System</u>: increase the armour with 1.this type of armour can be combined with other armour including the light armour.
-<u>Putting on the armour</u>: to put on the armour, it takes 10 rounds or 1 minute.
-<u>Encumbrance</u>:
 the resistance + strength must be 5, or your maximum speed becomes 5
<u>combining</u>: this type of armour can be combined with any type of armour, including light armour itself. The strength + resistance encumbrance increases with 2 points.

Example: if you combine light armour with heavy armour, you have 5 armour points and your STR + RES must be 11 or higher.

Medium armour: constructs of metal and iron like chainmail and scale mail armours.

-<u>Example</u>: chainmail, scale mail, splint mail.
-<u>System</u>: increase the armour with 2, maximum speed can be no higher than 6.
-<u>Encumbrance</u>: strength + resistance must be higher than 7, if not the maximum speed is 4
-<u>Putting on the armour</u>: to put on medium armour it takes 40 rounds or 4 minutes, but this can be done in 2 minutes if helped by another person. If it's done fast it takes 2 minutes but reduce the armour with 1 point.
-<u>Sleeping in the armour</u>: half the amount of stamina you regain, rounded down.

Heavy armour: plated armour like breastplates and half plates, these armours are tough yet flexible enough to move.

-<u>Examples</u>: half plate.
-<u>System</u>: increase the armour with 3. Maximum speed can be no higher than 5.
-<u>Encumbrance</u>: strength + resistance must be higher than 9, if not the maximum speed and dexterity is 3.
-<u>Putting on the armour</u>: equipping your character with a heavy armour takes 6 minutes with help of another person or 10 minutes alone. When done hastily it takes 3 minutes but you need help, the armour loses 1 point.
-<u>Sleeping in the armour</u>: no stamina is regained by the armour.

Very heavy armour: plated armours like full plates, these armours are made from iron and steel are heavy and very difficult to move in.

-<u>Examples</u>: full plate.
-<u>System</u>: increase the armour with 4. Maximum speed can be no higher than 5.
-<u>Encumbrance</u>: strength + resistance must be higher than 11, if not the maximum speed and dexterity is 3.
-<u>Putting on the armour</u>: equipping your character with a heavy armour takes 10 minutes with help of another person and cannot be done alone. When done hastily it takes 5 minutes but you need help, the armour loses 1 point.
-<u>Sleeping in the armour</u>: when you wake up you have no stamina at all.

Other items

Many items have their use described in the rules, most give a bonus on certain test, others cannot be done without the right materials.

Master crafted tools: these items are balanced and very carefully constructed, the cost price of these items doubles and availability lowers with 1 level. When buying them as starting equipment increase the point cost with 2.

When using the they give a bonus +2 for what they are meant.

Experience

At the end of a session or after three hours of playing the game master can give the players experience points to improve their character.

Give 1 point normally. 0 points when the player being annoying or no help at all. 2 when he helped, was original or fun to play with. But no more than 2 points.

Each season or 3 months the character gains an aging experience point, this is added to the pool.

Spending points: the player can spend points after a session to increase his personas skills, backgrounds, lore and faction.

Skills, backgrounds and lore's: the cost to upgrade a skill or background cost the level you want, or current level +1. Either way their equally cheap. If you don't have the points you cannot ask for the upgrade.

The maximum level these can gain is 6, higher a player cannot go.

Cont acts: contacts can be increased in two ways, the one explained here is with experience points, just like the skills and backgrounds they can be increased.

Others and status: these cannot be upgraded by experience points, they must be upgraded through role-playing or meeting the conditions.

Aging

Every winter a character gets a year older, this is normally a bad thing. In the dark ages the average life expectancy was 45 years old, this number was also counted as unnatural deaths like murder or disease.

When your character becomes 46 years old the player tests on a table, see below, to see what his character is going through. When the character finally dies, the player must create a new character.

Each time a player tests on the table he gets a -1 on his next test. The living condition is also important, if it is good he gains a +2 on his aging test, common gives no bonus or penalties and poor gives a -2 on the test.

The table:

-1: your character dies, he gets a stroke or a heart attack and his live it's as his chapter comes to an end.

-2 to 3: your character dies almost, he gains a stroke but recovers from the malice. He loses 1 point on all his statistics strength and so. On the next test he gains a -2 instead of a -1.

-4 to 5: minor trouble: He loses 1 point on one his statistics strength and so

-6 to 9: the character feels that his age is gaining on him, but for the rest nothing special happens.

10: the person feels fine, next test is the cumulative penalty ignored.

Role playing

If players want to role play characters, it is not easy for a starting player to role-play like someone how being at it for several years. To play a character you first need a concept, then create a story for the character.

Important note: there are few rules that the game master has no say over about role-playing.

-First of all your party members are your friends, unless the campaign is meant to backstab, don't do it. The campaign city has ten thousand idiots walking around with purses, don't steal from the people you know out of the game.

-stay in game as long as possible. Role playing is fun, but if you go out of character every five minutes the game experience will fade and it will become boring.

-don't agitate the game master, this person did a lot of trouble trying to understand the rules. If you are a thorn in the side of the game master, either he or other players will ask you to stop the game. So don't fret about the rules, or a lousy penalty that no one's cares about.

Below here we have several examples that can help you create a character. The subjects are classes, alignments, merits and flaws. Al the once your persona has must written in the box that says nature/personality, these will help you remember.

To role play a character choose two or three, but don't make it to had on yourself. It is easy to make a character that you can never play decently.

Classes: these are the archetype you can play, they are meant for guidelines on how to role-play a character. Combining the arch types or making your own is no problem.

Fighter: driven: your persona is a fighter, he'll fight for his cause and will not be afraid to break a few rules. When you are done wrong you'll take up arms to fix the issue and will never give up.

Paladin: the defender: the fighters of justice, your persona is kind and forgiving but like the fighter you'll come up for what you believe in. You won't break the rules but only the ones that go in alignment with your own, second you'll think before you act and try to avoid problems.

Rogue: the survivalist: quite selfish, when a problem arise you will try to find the easiest way to solve it or just dodge the whole thing. If you do something, it's mostly for yourself but not all rogues are cold heart bastards.

Scholar: the finder of secrets and solver of puzzles, when confronted with a problem you will find the most logical solution. Also you follow the path of knowledge is your friend and ally, you will try to figure out anything not known to you.

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Warlock: search for power: the power is out there, in pure force or in knowledge. Either way it will be yours and you will take it at any cost possible. The warlock arch type is the one that would do anything to achieve greatness, even making deals with devils. Most don't care who they hurt or have to walk over.

Adventurer: curiosity: The protagonist has found something that he does not understand yet and wants to know it, Touching in the darkness trying to understand the un-understandable. This is the drive of an adventurer, when he is choosing a path he will always take the one that is a mystery to him.

Witch hunter: destroying evil: evil is everywhere because power corrupts, people that use it can be dangerous. Now you know it and must stop the evil from spreading any way you can. Anyone that stands against of your believes and drive is an enemy of you and you will not be afraid to take up arms, even to allies.

Arch enemy: search for vengeance: pride is in your blood, you know of a monster or a nemesis that you hate. The battle will last until either one of you is no more or the end of days, after one vanquished another only an emptiness will last.

Alignment: the nature of your character in the large lines, your character can be good, evil, chaotic ,lawful, social or anti social.

Chaotic: you have a switching nature, you don't follow the laws of others but make your own rules. When people ask if you will stop something you will always ask why, if it's for another alignment like good or evil that's another reason to stop but you will wonder why if it was not clear enough.
Counter: you cannot take lawful.

Lawful: you trust in the law and respect others laws, breaking the law is a greater offense to you than it really is. When something bothers your other causes and morals you'll get confused but there is still a chance you'll break the law.
Counter: you cannot take chaotic.

Good: you are helpful and kind towards others, you will think twice before hurting someone and if you must kill than you make sure he, she or it did not suffer. If others make people or living thing suffer you get nauseous when it happened and you did nothing about it.
Counter: you cannot take evil.

Evil: your selfish and think about your own good, this does not forbid you to help others if you gain something in return for your services. Helping other out of your good will is weird and alien to you.
Counter: you cannot take good.

Social: people are a necessity in your life, they are important and you'll go crazy if they are not around or even sharing their taught. You'll helpful as long as they don't double cross you.
Counter: you cannot take antisocial.

Antisocial: you have a fear of people or don't really care of what they think about you or care about their health and welfare. Being alone is not that much fun but it helps, being amongst people can also be fun as long as they don't pour their troubles on you.
Counter: you cannot take social.

Merits: these are the ups of your character, the good things he has and can do. These usually works on the advantage of the character but can restrict him from getting several other advantages, a good example is when your character is honest, stealing will be a problem.

Charity: you give to the poor and will be happily to help them, still it's better to learn someone to get food than give it to him. Keeping money or not helping the ones in need is weird and strange when other are not doing it.
Counter: you cannot take greed.

self-control: you can control yourself and are not easily tempted, this does not mean that you will get angry and get back to them but you'll wait. Over excess is possible unless it will have to many downsides.
Counter: you cannot take gluttonous.

Diligent: not afraid to get your hands dirty or getting them out of your sleeves, if people work they'll get rewarded that's the basic rule. Of course you'll be al to happy to learn other people how to pull their own weight.
Counter: you cannot take slothful.

Patient: careful thinking and not getting angry, there is always a good reason why things happen and why people act that way. Patients can be in quantity but always remember that even the deepest well will dry up some times.
Counter: you cannot take wrathful.

Humility: if your rich you don't care, if you're smart others will be too and if you did something good than people will be happy and so will I be. No thanks is required and will only take the gifts I really need or must accept.
Counter: you cannot take pride.

Kindness: people have feelings and they can feel hurt to, there is no reason to harm other when they did something wrong. Forgiveness is the better part than punishment.
Counter: you cannot take envy and wrath.

Flaws: these are the bad sides of your character and usually the sinful quirks. They will let you do more immoral things but can be a nuisance at some times, when your character is greedy and he can take money legally but will gain an enemy by that action.

Greedy: you're either a bean counter or someone who hates it to spend money. On the other hand if you receive it on legal matters or not is an complete other story, so people with these flaw will love to receive money but hate it to spend or worst lose it.
Counter: you cannot take extravagant.

Prideful: honour and name is important to you, you will never let anyone drag your reputation through the mud. If anyone does it a minor punishment equal to the sin is required, of course you won't kill anyone when he makes a yoke about your name.
Counter: you cannot take humility.

Wrathful: you don't know what forgiveness means, your life is an eye for an eye and punished equal to the crime. Grudges, wounds and scars not easily fade and always start to itch when you see the source of your misery.
Counter: you cannot take patient.

Envious: being at the top is only possible when there is no one around, you will always be troubled with others that are a little better than you or have it easier than you.
Counter: you cannot take kindness.

Lustful: people and objects of your desire are the most important of all, this does not only means sex but pleasing the senses of the mind. If you can indulge your passion and in excess measures than you can do anything, but it still needs to be quality over quantity.

Sloth: work, sweating, effort and doing things is hard, complicated and should be avoided, on the other hand you will not have any trouble trying others doing it for you.
Counter: you cannot take diligent.

Gluttonous: more, you love to eat and do other things but in large proportions. Whenever you should decide between quality or quantity, the latter will win in a heartbeat unless it's too horrible to pick. This works a lot like lust but you will always choose the bigger number.
Counter: you cannot take self control.

Extravagant: money is something to spend, wealth is a burden that is to heavy when you cannot spend it. You're the type that is not happy with money unless you can use it to make others happy.
Counter: you cannot take greedy.

Insanity's: the last of the nature but also the most dangerous, when a flaw, virtue, or cause becomes an obsession it turns into an insanity. This is optional and not recommended for new players, also this can be used for survival horrors or gritty campaigns. As an optional rule the permanent insanity your gains will be used from this list. Do not pick any sanities when you're new to the game.

Mania: you have an action you need to do or will become troubled by it, choose a simple action like stealing (kleptomania) or put thing on fire (pyromania) when you done the action you will not be troubled. When you are denied your action you are troubled and might not be focussed, this can leave a penalty on your actions.

Psychotic: you don't care about others and their feelings, and empathy is an alien feeling. If you can get something when stepping on someone no tear is spend, feeling sympathy is still strange.

Game master

Playing the game master is not that very hard, the only thing you must have is a good imagination, a story, flexibility and be able to tell stories. The first is you problem, the others will be helped here.

The basics

Your job: the game masters job is to tell the a story, he describes what the world looks like and must react upon the players action. The game master must know the rules or at least a large part of them.

Use the statistics of the creatures at the end of this book to fill your story with monsters and people.

It all comes to telling a story and react on what the players do, don't bother finding the specific rule if the players won't mind. Also many other RPG say the game master decides what rules they are, but that's only partially right.

Improvising: Improvising is one of the most important parts of the game, of course it is not the main cause of the game. The game master must have at least a few notes about what the story holds, like how the town is named or the names and behaviour of non player characters in the game.

Don't overdo it. If you created an entire background story about one non player character and its behaviour and wrote it on five pages, one swing of the sword is enough to take him out permanently.

Still each time you get blocked in preparing the game, saves you five other block during the game itself. You never want the search the book for the statistics of a fire golem when they already rolled initiative.

The rules: Every game has rules, this one to. The game master has the power to change the rules, the only reason he has the power is to make the game flow faster. It's no fun pouring over books to find one simple rule about a character choking someone when battle is going on, just roll a D10 and add your dexterity with the roll and see. The players only can suggest a rule but the game master has the finely word on the rule. Important be fair about it.

Big changes: The game is based on a specific system and changing the game to another die roll will change the game a lot, replacing a die roll with spending a point will only change a little (getting the draft … no ok ill explain it).

When changing the die to a D6 (a die with 6 sides) mutates the entire system, some modifications will have great effects on the outcome of a roll. A good example is a +2 on your dexterity roll is big with a D10 but with a D6 it's a third of your die. Get it.

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On the other hand if you change a +1 on a skill test to a +2 that has an impact of the game but not that big one. These are the changes a game master can do, replacing small numbers is no problem.

But if you do it for one player you must do it for others as well, choosing favourites is dangerous because it ruins the game.

Changing the setting: This part is up to the game master to choose the world the players live in, he can choose anything he wants. The supplements are here to help and the game master has the final word on the rules, example if dwarf did not live in a mine but only on water and they have fins and gills that can be done. The players can have a saying but the game masters word is final. If they don't like it than become a game master yourself and make your own world.

A story: all the game master needs is a story, this does not have to be a very extended one of 30 pages but a simple idea. This idea can be travelling from point A to point B, hunting a monster or just raiding a dungeon.

Every story starts with this simple thing and can be worked out, create the story in several steps. First think what the players are after, a goal is needed to let them move in the right direction.

-Add some twists, a plot twist is always fun to see the players react. When a NPC does something no one expects makes the story worthwhile.

-Don't go to slow, a story can go slow and players can enjoy the features a city has. This can be fun but a party can fall to a standstill and players get bored.

-avoid plot holes, plot twist can be fun and putting the story in new perspective. This has a downside, if the twist is illogical or too farfetched the players will get annoyed and confused. So if there is a twist make it realistic.

-Steal ideas, you're a game master and need to be entertaining not original. So if you like a idea of a movie or game, put it in your game and enjoy. If the players say you stole it, then ask him to be the game master next and see how easy it is to be original.

-Keep ideas, if something was not done or has been done don't throw it away. In a few years you'll probably be grateful you never threw it away when the players meet the same NPC again.

Playing the game: playing the game is as equally as important as writhing the story, if the game master does not know what he is doing the game can be ruined.

-Be prepared, have a good story and make it flexible. The players will not always go your way, if you where planning something always have a plan B. there will always be occasions that can ruin your story, like killing the main villain before minion number 1 of the 563 has drawn his sword. Always have a plan be.

-Share the spotlight, when the spotlight is put on a character, all the others will feel ignored. This must be avoided, you can let a player shine but let everyone have his moment.

-Flexibility is very important, saying no was one of the most important things your mother learned you too say. As a game master saying no is easy but is boring, saying yes lets the players believe that it's a real world. That's the point.

-Avoid silence, silence is deadly. When the game master falls silent, the boredom will start and the players will get distracted. This can ruin the game and destroy all the fun. It is also to import a brake so the players can stretch their legs and walk around for a while.

-Allow curiosity and mistakes, curiosity killed the cat, this is not true for this game. Don't give your players permanent penalties because they looked behind the door, this ruins the players courage and they will never try something new again.

Extras to the rules: here are a few examples on extras to this book, when playing the game master is free to use the al he wants.

The add-on's: These books and documents are additional rules about the game that are not mentioned in these rules. One example is the arcane and divine rules, these are not mentioned in this book because I want to keep it basic. The add-on's are extension of the rules, using them can change the flow of the game.

Supplements: The supplements are information about the worlds the game plays, these books are just informative and are not that bound to the rules. Of course they will be some things mentioned like a hard test, but these are explained in the test section of this book.

The example world: Later in this book there will be explained of a example story, this is the story about the adventures guild and is a perfect story to let players and the game master to begin the campaign. The story is made so the game master don't have to make up a entire setting to play ones and not liking it, if you had fun and want to continue go ahead. The story works in any low fantasy setting you want.

Creating your NPC's:

Creating NPC's is as game mastering, not that hard if you know how. There are two types of NPS's, the first are the minions. These are not very important and can be used in numbers to challenge the players in combat, these characters have no real identity and do not ask much work to create.

The more advanced characters the game master uses, the more work they ask. In a statistically way they are no more than minions. But in a role playing way they are much more than the numbers you pitch against the players.

To creating an advanced character you must create three parts of him, his past, his goals and his description.

The description: a short description of the character, this tells him how he looks like ad how to recognize him. Of the three this is the shortest, only a line or two is required.

The past: this is what the character has experienced, this is his past. Also it can decide what the personas goals are. Of the three parts this one should be the longest, because it tells more about your creation than the other two.

The goals: what the protagonist or antagonist wants, his goals and motivations. Of the three this is one of the most important ones, it drives your character and tells you how he will act and his behaviour.

The statistics: not counted as one of the previous ones but important if you want to use him. Don't overdo it though this part is not that important, if he is meant for combat create combat statistics, if he is meant as a political opponent just create his status and alliance with factions.

If you don't need specific parts, then don't use them.

Statistics for NPC's:

Creating the statistics of the character the game master uses, are like normal characters would. Example pick 20 skills, backgrounds, lore and/or others. These rules are meant for a full character, not a partial.

Easy opponents: these characters are like the starting characters of the age of 20 years, these warriors are good for starting characters.
-System: you have 20 points to spend amongst your skills and others you chosen at the start.

Normal opponents: the opponents of this calibre is perfect for characters that are experienced or for a group of starting characters as a boss.
-System: divide 60 points amongst skills, backgrounds and others you chosen at the start.

Hard opponents: these opponents are dangerous and can easily kill a starting character, they are meant for groups of players.

-System: divide 100 points amongst skills, backgrounds and others you chosen at the start.

Very hard opponent: the strongest of opponents, these are mostly used as bosses, greater villains and masters behind the screen.

-System: divide 150 points amongst skills, backgrounds and others you chosen at the start.

Even higher: it is possible to go even higher, but these opponents are very dangerous.

The campaign world

The players live in a copy of the western dark ages, people live in constant fear and superstition. The church is one of the strongest of the factions and even surpass all others. The king rules the land officially but everyone's know that it is a lie.

The year is 546 after creation, the years started to count when the great kingdom was forged by the first king.

Alejandra: the name of the land, the surface of the land is 650.000 square kilometres. Probably twice the size of Germany, the population is around the 17 million people.

The land: Alejandra is covered with green mountains and forests, a few rivers pass through the land. To the north and south there is a sea, to the west we have the eternal frost lands and the east a dessert.

Monarchy: the monarchy of the land is falling apart, after the wife of the king died of child birth he lost his two other sons. Locked within the tower of his castle, the rule of the land is falling apart. Duchy's starting to get independent and preparing to defend themselves.

The duchy's: after the self exile of the king, each leader of a great city declared himself duke or duchess. The title was lost years ago, it only surfaced when the king disappeared.

In the land there are 6 duchy's, each taking up the name of the past.

Other factions: next to the duchy's there are several other factions, first and most famous is the church. The less loved factions such as the conclave of necromancers and the order of devils. The less control horde that are made out of fey and goblins. Ach struggling the other.

What kind of world it is: the world the characters are in is much like the middle ages, no real technology. The people live in medieval cities where they are packed upon each other like sardines. Outside the city it is unsafe, monsters and fey terrorises the population. Only a few dare to enter the wilds, the greedy traders and merchants and the adventurers who want fame glory and of course coin.

The land is divided into 6 duchy's, each with a story of their own. There is still peace between the duchy's but times can change, below here we have the time line and the duchy's. Also there are several factions that can help your story, like the demons of the choir, the necromancers of the conclave or even the church.

This story is an example, and can be changed. If you are not used to role-playing don't change the story too much.

The timeline of Alejandra

Year -20: twenty years before the time line a powerful mage summoned an army of demons, he used them to take over the land and destroy all who did not succumb to his will.

Year -5: after a vicious campaign of 15 years the demons comes at the wall of Andolfhoff. There the legions of the creatures of nightmare broke on the walls. Through the leadership of the great king the army was fought back.

Year 0: the legion was defeated and driven back, after the king claimed his victory. And drove the devils back from where they came.

Year 15: the last demand the king demanded before he died was to rise an order that would take out the last remnants.

Year 23: the new king demands that the country should be rebuild to its former glory. And so the six duchy's where founded. For the next 500 years peace reigned over the land.

Year 517: the pig saves the king and has gained the title of duke, he gained a part of land and named after himself the red boar.

Year 520: the conclave started to rebel against the king, they wanted the country and that everyone donated their body to the conclave after their death.

Year 523: the defeat of the conclave, any men fought bravely against the army of the dead. The pig defeated the lord of the black sparrow by impaling him on his throne of corpses.

Year 530: the daughter of the lord of the conclave takes up the throne and rebuilds her land. The scourge of the black sparrow duchy is raised and starts to hunts the necromancers of the conclave.

Year 536: the sons of the king are killed in a caravan raid by bandits, and the youngest has been kidnapped by someone but no one knows who.

Year 542: the brother of the duke of the grey wolf was murdered in his bed, rumours goes it was lady Astrid who wielded the dagger. No guilty was found an she became duchess of the green hornet.

Year 546: the current time and the start year of the campaign.

The grey wolf is unofficially in war with four of the five other duchy's, his temper will get the better of him. It is only a matter of time that the country is in war again.

The grey stallion duchy: this was the former capital named Andolfhoff, the grey stallion was raised after all the other duchy's. The duchy was raised by the nephew of the king, he wanted to rival all other duchy's. Officially he only raised it to reclaim the land of the king once again, in reality he wants the power.

Capitol city: Andolfhoff is the capital city of the grey stallion, it is the biggest city that exists in the land. With the population of 185.000 people, the size is 12.5 square km big. The city is ruled by the nephew of the king, neither cruel nor chivalrous he rules nonetheless. The city is surrounded by a big wall, the wall is 50 meter high and 4 meter think. Some say impenetrable.

The known features of the city:

-The cathedral: this monument is one of the biggest the world has ever seen, it took 200 years to build and many lives. Yet it is the seconded biggest in the world.

-The senate: formerly meant to rule the complete land, now only rules the grey stallion (so they think). The senators create laws and ask the duke to approve the law, off course the duke makes his own laws.

-The guilds: the guilds are in charge of the city and the worst enemy of the duke, challenging each other constantly over rule of the city. It will only take time before the city will end in civil war.

Best known guild is the masons guild.

-The stone wall: the pride of the city is this 50 meters high wall, filled with solders and towers. five hundred and forty years ago the army of demons broke upon the wall as water did. This monument is the reason why the land still exist and the reason why the city is called the unshakable. Rumours has it you need politics to take the city.

-Order of the witch hunters: this is the order that after five hundred years still hunt after the remnants of the choir. They hunt the heretics with the blessing of the church, but some say they hunt innocent and guilty alike. It is not the first time that the order burned a guild member at the stake.

The army: the main capitol has the biggest army of the land, with this iron hammer the duke could crush the other dukes and take the worlds back. Only the church and the guilds can control the madness of the duke. But it only takes time before the strength is turned on the city, ignoring the great wall.

Ruling power: the ruling power of the grey stallion is the nephew of the king, he is determent to reunite the country. The other power that rules is not the senate, but the guilds. The city has about 30 of them and united they can destroy the duke in a mere day, the problem is that they can't cooperate. The duke knows this.

Alliances: the grey stallion has no real allies, the lord was offended by each of the at least once. 896 times by the red boar, but whose counting.

The purple trout duchy: Stonebridge is the main city of the duchy. The duchy lies in the north of the land, between the mountains and sea. This is the smallest of all the duchy's, but it is also one of the best defended. Mountains and forests keep invaders away, the horde keep the enemy away. The easiest way to invade the north is by the traitorous sea.

Capitol city: stone bridge is a harbour that holds the north, the army is a joke but the navy is a power to be feared. The population of the city is a lousy 9500 people on a surface of 0.63 km². The trade goers by ship through the green hornet and grey wolf duchy's.

The known features of the city:

-Harbour: the harbour of this city is one of the most defended in the world, locked within a natural wall. Surrounded by towers, it seems impossible to take this city but it's a lot easier than moving your army through 200 km goblin infested mountains.

Travelling to the duchy: the only way of travelling through the duchy is by sea, starting from Keyport or the sea towns of the grey wolf. You need to pas the rivers of the east and the frozen ones of the west to get to the purple trout capital.

Ruling power: the ones ruling this duchy is no other than the duchess Helga Varna, she was the daughter of a captain and a master of trade. She rules the land with chivalry and deception, the people prosper under her rule and loyalty is, the strongest here

Alliances : the duchy has no quarrel with the red boar, of all the duchy's he is the only one that could invade the land of the lady Varna. The city is allies with the green hornet and the gray wolf. The turmoil of both lands will make the trout to decide on which side they are once the war starts.

Everyone's knows that they will pick the green hornet because, 1: most of the trade comes from there and 2: the red boar favours the green hornet.

The red boar duchy: the duchy of the fierce red boar, laying between the frozen west and the rest of the kingdom. This land is ruled by a strong man who took it up by force. Sir Alfonse the pig was the son of a bandit, he was pardoned for his crimes after he killed a boar with his bare hands and saved the king. After this he gained the land that is now known as the red boar duchy.

Capitol city: Mithriltine is the name of the capital, it has a population of 24000 people on a ground of 1.6 km². The city is militaristic and everyone knows how to wield a sword, the pig rules it with an iron hand but is just nonetheless. Not many dispute the rule of the pig.

The known features of the city:

-The barracks: unlike the other duchy's, the red boar has barrack that almost looks like a city. It surrounds his castle and has soldiers in numbers, these men and women fight with strength and determination. Yes women where aloud to join the army, for two reasons. First it a lot harder for a man to fight a woman and because all other armies have only men at their disposal, woman gives them an advantage. The second reason is that his mother was the bandit and his father a simpleton who no one cares for.

-Order of the paladin: the pig is an atheist with no equal, yet he respects the paladin as no other do. The order would happily except him as one of their own, alas he does not believe in the one god. Yet no paladin comes closer to the cannon as the pig. The rumours have it should the church ever renounce the paladin, the pig will become the leader of the order an all the other ones.

Alliances: the boar is loyal to himself and the lady of the green hornet, the reason is that he proposed 8 times. None of them where neither rejected nor accepted. To the purple trout he is ally, the only reason is because he is the only one standing between the trade route of the two cities.

With the grey wolf he has an unofficial war going on, the reason is because they threaten the green hornet. If the lord of the grey wolf ever would try to invade the land of the lady, then they would have the full force of the red boar on them.

The army: the red boar has no big army but the few soldiers they have are stronger than any other, next to the grey wolf the red boar has an army of paladins to support them. Rumours has it if the red boar should ever attack or be attacked he would have two paladin orders on his side.

The green hornet duchy: this duchy is ruled by lady Astrid, she is widow to the lord Herington the younger. She rules the land better with chivalry than her late husband, who ruled it with an iron hand and cruelty. The life force of this land is farmland and export, the duchy has trade rights with everyone except the grey wolf.

The capital: Keyport the city is a hub of trading, everything can be found here. Legal and illegal, the lady resent people breaking the law but still it is the blood of the city. Each day the gate's swarm with merchants that sell their wares in the markets of the city.

The known features of the city:

-The grand market: the market is one of the greatest of the world, it is almost a city of itself. Goods and coin are passed every second and there is never a moment where you can hear the wind blow.

-The guilds: the guilds are the power of the city, these people rule the trade and control the income. Of course the lady is one of the few leader who controls the guilds in her city.

Best known is the traders guild.

-The harbour: the harbour is the only one in the duchy, every dock is filled with boats that come from the purple trout, black sparrow and the grey stallion.

Alliances: the lady has is ally with the red boar, she was asked to marry him several times but could not reject him because she liked him. Neither could she accept him cause the grey wolf would take up his arms. Lord Herington was the twin brother of the grey wolf lord. With any duchy she has a trade agreement including the duchy of lore Herington the older..

The army: the green hornet has no real army, but she has a lot of robbers and bandits in the forests covering her land. If the green hornet ever should be attacked, she can raise an army in a week that could decimate one of the grey wolf armies in a matter of a month. But he has three .The coin is power, and the pig is a nice support.

The black sparrow duchy: the duchy of the swamp, a few years ago this was the duchy that ruled the undead. As their lord was one of the high members of the conclave of necromancers, he was killed by the pig in a bloody battle between the living and undead.

Now the granddaughter of the black sparrow has reclaimed the throne, with the blessing of the king. Lady Ceres has claimed a hunt on any members of the conclave, living or dead. Now she rebuilds the land to its former glory.

The capital: dark gate was once the seat of the conclave, now mere a shadow of its former self. To the others peasant and noble alike it's a new start, most live in the walls of the capitol but each day the walking dead lose ground and people moving out of the city. During the rise of lady Ceres the capitol counted 180.000 people, now only 119.000. life has once returned to the land

The known features of the city:

-The senate: this was the former bas of the conclave, now it is a house for refugees and a home base for the scourge. The noble here plot the destruction of the conclave and is sending its agent not only around the duchy but also outside. With the owner's consent.

-the academy: this was once the school of the conclave where the necromancers trained their ways, now it's a school to train the famous scourge. Learning about the undead, their library has the widest amount of lore about necromancy.

Alliances: the black sparrow has no real alliances, no one attacks them because they have nothing. But lady Ceres has set up a deal that the scourge has the right to enter cities and duchy's at will, this was originally meant to hunt the undead in other countries but spies can be useful for anything.

The army : next to the shambling horde that walk the land the black sparrow has no real army, the scourge cannot count as one. These warriors are trained to fight in small groups and their leaders have no real combat experience for huge armies. On the other hand no member of the scourge finds it normal to kill the living.

The grey wolf duchy: the duchy of lord Herington the older, this land lays in the middle of country with all the duchy's surrounding it. This is why the grey wolf duchy has not invaded any of the lands, if he starts one fight the others will come. The lord is one of the most vicious the land has ever seen with a personal grudge towards lady Astrid of the green hornet. Because the rumours said she killed his brother.

The capitol: this city is next to Andolfhoff one of the biggest cities, the city of Hawthorn. Controlled by the iron fist and dreadful gaze of the wolf itself, the iron guard is one of the most terrifying warriors the land has ever seen. On the other hand these wisdom of trade is to the older equal to none except lady Astrid. Many say if the wolf didn't prepare for war against the green hornet he could be the strongest of duchy the land, and even unite it again.

The known features of the city

-The guilds: the guilds ask the lord of the trading wolf for advice and counsel, being in the centre of the country has its advantages. The wolf is not a fool and know that the green hornet is one of the best deals he still made, but his quarrel with lady Astrid holds their glory back.

Best known is the traders guild and warriors guild

-the order of the paladins: the wolf is a paladin of his own, even though he is a monster in the eyes of peasants non has really suffered under his rule, as the leader of the order being his closest friend. Next to being surrounded by almost everyone is the high paladin the one holding him back.

-The barracks: the barrack is one of the most famous of the in the entire land, it trains the soldiers of the grey wolf, the iron guard and the rangers of the Feywold. These barracks are the pride of the wolf and in the past where the pride of the country.

Alliance: the wolf has a shambling alliance with the grey stallion and the black sparrow. He has a trade alliance with the green hornet but keeps this up with a grudgingly feeling.

The army: the grey wolf has 3 armies to support him. The first is his pride, the iron wolf guard is the elite of is power. They are highly trained and five times stronger than any other soldier, the only weakness there are not many. The second is the order of the paladin, led by his oldest friend. The third is the rangers of the Feywold, master archers and superior skirmishers. They guard the northern borders against invasions of the horde.

Other groups: in the land of Alejandra, the duchies are not the only powers dwelling. We have several others that are allied with the duchy's, but others aren't.

The church: this is the religion of the people of the world, raised a few thousand years ago. Today it still stands strong, many followers but only a few brave dare to call themselves atheist in the open. The church has a few sub chapters that sends his agent everywhere to help the greater good.

Leader: the High father, this is the leader of the church, he is chosen by the cardinals and high exemplars of the church. This job is one that is meant for life, in some cases it ends sooner than expected.

Goal: they try to take the people and guide them in being good, this was the original cause of the church. Now they are the richest faction and with the strongest hand in the world they want to keep is firm. The church has started entire wars because people dint believe in them.

Base in the land: the base of the church in this land is in the grey stallion duchy, the head seat is across the dessert in a far away land. The cathedral in the grey stallion holds a few of the cardinals, each other duchy has one cardinal or a high exemplar.

The groups of the faction: the orders of the church is the steppingstone her it is built upon, these groups are individual and can live with another. Unfortunate the order of the paladin has trouble with the church for their own reason.

-The order of the paladin: this is the order of the faithful warriors of the church, with the initiates at the lowest ranks, the paladins and exemplars at the higher ranks and the high exemplars as the leaders. The paladin was always the most loyal servant of the faction, but the new leader has trouble with them. They follow the old way before the order of the preachers "simplified" them, this can denounce the order from their position as the shield of the church.

-The order of the preachers: the priests and the cardinals of the church, it was the goals of these people to convert the unbelievers peacefully. In time their lessons became twisted and corrupt, now you have the old ways and the new ways. If the paladins should ever be renounced by the leader of the church, then a third of the followers would go with them.

-The order of the hunters: this is the witch hunter order, they are burden with the destruction of anyone committing heresy. This does not mean that other people cannot believe in their own gods and spirits, but if devils and creatures of the abyss are in play the witch hunter will start their torches and weapon. With the two other factions the hunter have the most quarrel with the paladins, because these devoted hunters believe not all can be saved.

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The choir of demons: this is the group of the demon that was defeated five hundred years ago. Now an army of possessed people hide from the incursion of the witch hunter.

Leader: forgotten, none of the demons truly know who the leader of the choir is. The fiend is killed a long time ago and has never returned. Now the demons lose their grip on the world, the only way they can stay is by possessing man.

Goal: the goal of the demons ids to restore their former glory and revive their lord, until now all of them form groups and squabble until the ruler returns and start an incursion.

Base in land: the demons of the choir have no real base, each city has a few possessed followers that still does the bidding of a full demon. Most are in cults and hidden temples.

The groups of the faction: the demons are divided into 3 groups, the possessed, the true demons and the cultist. Each group has a true demon as its leader, each leader has a few true demons as his lieutenants that are 5 to 20 other true demons, each lieutenant has a few followers and possessed. The followers can range from ten to thousands per demon, only the half of them are possessed.

-The true demons: these are either remnants of the old war, a few hundred years ago or summoned after the war. The summoned demons are very rare, this is because that no demon wants to summon any competition or the mortals are too weak and ignorant to do it. Sometimes a demon goes to the trouble of summoning some true allies.

These creatures are horrifying to behold or just beautiful beyond compare. But what they all have in common, they don't look human and you know they are demons.

Because most non believers and followers of the church panic when they see one, and start a torch wielding mob, the demons refer to mortals to do their bidding. These can be the possessed or just common followers.

-The possessed: these are people that either gave their body voluntary or where forced by a demon. Somewhere on their body a mark of the demon appears, the mortal soul has no control over the body but knows anything that happens.

For the reason that the possessed gain a marks they are not very useful for undercover work, but are excellent soldiers.

-The followers: these are normal people, they gather in a cult and follow sermons. The witch hunters try to hunt these wretched souls down kill them. On the other hand followers can be recruited at the highest and lowest ranks of any society.

The horde: the fey of the wilds, these are the goblins, trolls, fairies and other mystical creatures. Scholars still wondering if they are demons or not, many look like them but they don't leave a taint. As the goblins and trolls are in some areas common as people they are still wrapped in mystery.

Leader: there are thousands of leaders each war band has their own leader and armies their generals, the groups fight amongst each other as they do against humans. But legends say that one day a being will come and will be recognized as the goblin king and unite the horde in one.

Base: most fey live in war camps outside the city of men, these camps mostly lies in forests and mountains. There is no main base just war camps big and small scattered through the land.

The groups of the faction: most fey don't have distinctive groups but the goblins do, they are divide into four groups and each have their way of living and fighting. The other fey mostly join these groups and try to take the habits of the group. Some fey don't feel at home with a certain group and look for others. This does not mean that two war camps of the same group won't fight amongst each other.

-The field runners: these fey live in the open, most use wolves to travel and love open combat. They live in camps like nomads and travel most of the time, in combat they prefer the open ground tactics and hate the sneaky tactics or cheating. These goblins have green toned skin.

 -The fire walkers: these goblins are the demon worshippers, they summon demons to do their bidding and use magic rituals to improve their combat skills. Shunned by most members of the fey race, this comes because of the relationship they have with demons. These goblins have red toned skin and most of them have horns.

-The night stalkers: the dark goblins, these are assassins and necromancers. They don't work with the conclave because they use different type of magic. Most of these goblins use assassin tactics to take out enemies, but against all surprise, they fight their enemies on open ground to. These goblins have purple toned skin.

-The swamp crawlers: the ambushers that live in the darkest of forest and swamps. The clan is specialized in ambush and hit and run tactics, on open ground they are weak and prefer to fight in overgrown areas.

The conclave of necromancers: the conclave of necromancers is a collection of people that studies necromancy. After the war of the undead, the conclave has broken up in small groups. Now they only gather once every year in a random location, the scourge of the black sparrow uses all it means to find the location of the next gathering.

Leader: when the conclave was defeated a few years ago, the lord of the black sparrow was its leader. But after the pig impaled the man on his own throne, no one rules the conclave. Some say the lord of the black sparrow rules it still even after his demise.

Base: when the war of the undead ended, then the old castle of the black sparrow was burned. After this their never became a base like that, but each year all of its members come together to one random picked location.

The groups of the faction: the group of necromancers have several groups that build the structure of the conclave, each group looks the same but many. Each group has its own ideas of what should be happening.

-The death knights: these are mortal knights that once brave and honourable knights that defended the land. Now old and afraid to die, they turn to necromancy prolong their life. Each night these men study old tombs that they took from the evil necromancers, now becoming the vile beings they once fought. Some become the undead they want to be and lose the fear of dead, others die in the process.

-Necromancers: people and scholars who studied the art of death, the biggest reason why they study the art of the undead is because they fear getting old and die. Day and night they pour over old tombs in order to find a way for immortality. It is very uncommon for a necromancer to be alone, most of them are surrounded by the undead they summon.

-Liches: these are the product of the studies of necromancy, the death knights and the necromancers finally become a part of the undead legion. Now immortal and never to fear a natural death again these beings further their studies to the necromancy. Still being hunted by the scourge of the black sparrow. The liches look like the undead they control, their skin looks corpselike and their eyes glow with a sick green glow.

Equipment

Weapons:

weapons	cost	coin	availability	Kg
club	cheap	20	abundant	1,5
crossbow	expensive	450	uncommon	2
dagger or knife	common	50	abundant	0,5
flail	expensive	450	scarce	2,5
great axe	expensive	480	scarce	3
great club	cheap	25	abundant	3,5
great hammer	expensive	550	rare	3
great sword	expensive	500	scarce	3
hammer	costly	260	uncommon	1,5
hand axe	costly	250	common	1,5
heavy crossbow	very expensive	900	scarce	4
javelin	common	40	common	1
lance	expensive	550	rare	4
long spear	common	120	common	4,5
long sword	costly	350	uncommon	1,2
longbow	costly	350	uncommon	1,5
mace	costly	300	common	4
pole arm	expensive	600	scarce	1,5
shield	costly	250	common	2,5
short bow	costly	250	common	1
short spear	common	50	abundant	1,5
short sword	costly	250	common	1
sling	cheap	10	abundant	0
staff	cheap	15	abundant	2
throwing darts	cheap	10	abundant	0

Club

A normal wooden club, this was easily made from a heavy piece of wood and normally modified for extra damage like nails or other lovely bits.

Weight: average of 1.5 kg.
Length: 1000 mm.
Other examples: spiked club.

Rules: hand weapon, unwieldy.
Cost: cheap (20 coin).
Availability: abundant.

Crossbow

A short bow mounted on a stock, has more power than a common longbow and shoots farther. Downside, it takes a long time and a lot of strength to reload.

Weight: average of 2 kg.
Length: 800 on 800 mm.
Other examples:

Rules: ranged weapon (8-16-24), two handed, powerful shot 1, armour piercing, slow reload 5 (strength 5) ammunition (bolts), mechanised weapon.
Cost: expensive (450 coin).
Availability: uncommon

Dagger or knife

A small blade that can be hidden for easy access, when you need to stab someone. Most daggers where more for stabbing than cutting.

Weight: average of 0.5 kg.
Length: 120 mm to 250 mm .
Other examples: Kris, Dirk, punching dagger.

Rules: hand weapon, light, thrown.
Cost: common (50 coin).
Availability: abundant.

Flail

A pole with a chained and spiked ball attached to, this weapon was strong and to attack and easy to disarm an opponent. The downside is that it was horrible way to defend.

Weight: average of 2.5 kg.
Length: 600 mm handle, 500 mm chain and 100 mm ball .
Other examples:

Rules: hand weapon, unwieldy.
Cost: expensive (450 coin).
Availability: scarce.

Great axe

A two handed axe that packed a lot of strength, not good for defensive but everything he lacked he made up in strength.

Weight: average of 3 kg.
Length: 1000 mm .
Other examples:

Rules: great weapon, reach, unwieldy, throwing weapon.
Cost: expensive (480 coin).
Availability: scarce.

Great club

Like the common club, cheap and easy to make. Not like the common club, this weapon was a bit bigger and needed two hands to wield.

Weight: average of 3.5 kg.
Length: 1500 mm.
Other examples:

Rules: great weapon, reach, unwieldy.
Cost: cheap (25 coin).
Availability: abundant.

Great hammer

Larger than standard hammers and used with two hands, this is a favoured weapon by the many offensive warriors.

Weight: average of 3 kg.
Length: 1000 mm.
Other examples:

Rules: great weapon, unwieldy, throwing weapon.
Cost: expensive (550 coin).
Availability: rare.

Great sword

A sword used with both hands, these weapons pack a great amount of strength but reduces the defensive capabilities.

Weight: average of 3 kg.
Length: 1500 mm, 1000 mm (blade).
Other examples: Zweihänder, claymore.

Rules: great weapon, reach.
Cost: expensive (500 coin).
Availability: scarce.

Hammer

This weapon is used in combat and there are several types of weapons, some have a spike others are just standard hammers used by the smiths.

Weight: average of 1.5 kg.
Length: 500 mm.
Other examples: warhammer.

Rules: hand weapon, unwieldy, throwing weapon.
Cost: costly (260 coin).
Availability: uncommon.

Hand axe

One of the most common weapons that can be found, this weapon could be used for woodcutting and fighting.

Weight: average of 1.5 kg.
Length: 600 mm.
Other examples:

Rules: hand weapon, unwieldy, throwing weapon.
Cost: costly (250 coin).
Availability: common.

Heavy crossbow

A bit heavier than the crossbow, the bow is made of steal and has a lot more punch to the shot. On the other side its harder to reload.

Weight: average of 4 kg.
Length: 800 on 800 mm.
Other examples:

Rules: ranged weapon (10-20-30), two handed, powerful shot 2, armour piercing, slow reload 8 (strength 6) ammunition (bolts) mechanised weapon.
Cost: very expensive (900 coin).
Availability: scarce.

Javelin

A light spear meant to throw to the enemy, used by many ranged fighters.

Weight: average of 1 kg.
Length: 1500 mm.
Other examples: throwing spear.

Rules: thrown weapon x2.
Cost: common (40 coin).
Availability: common

Lance

Used by knights to thrust the enemy from horseback, not easy to use when walking but can be fought with.

Weight: average of 3 to 4 kg.
Length: 2000 mm to 4000 mm.
Other examples:

Rules: hand weapon, unwieldy, reach, charge weapon.
Cost: expensive (550 coin).
Availability: rare.

Long spear

This is a weapon of defence, used by most soldiers that fight in ranking file. These weapons where originally meant to keep the enemy away, and it worked.

Weight: average of 4.5 kg.
Length: 2000 mm.
Other examples:

Rules: hand weapon, unwieldy, brutal damage 1.
Cost: costly (300 coin).
Availability: common.

Long sword

Longer than the shorts sword, more common in military company than the common thugs. Still a weapon to be feared.

Weight: average of 1.2 kg.
Length: 1100 mm, 840 mm (blade).
Other examples: broadsword, bastard sword, falchion.

Rules: hand weapon, versatile.
Cost: costly (350 coin).
Availability: uncommon.

Longbow

The longbow is a weapon that could fire arrows at a long distance, it is longer than the short bow.

Weight: average of 1,5 kg.
Length: 1500 mm to 1800 mm (2000 mm for English longbow).
Other examples:

Rules: ranged weapon (8-16-24), two handed, ammunition (arrows).
Cost: costly (350 coin).
Availability: uncommon.

Mace

A improved version of the club, the head is surrounded with iron. This is mostly used by the clerics.

Weight: average of 4 kg.
Length: 1000 mm .
Other examples:

Rules: hand weapon, unwieldy, brutal damage 1.
Cost: costly (300 coin).
Availability: common.

Pole arm

A pole arm with a axe head attached to the end, this was a great weapon to fight cavalry or even incoming enemies.

Weight: average of 1.5 kg.
Length: 1800 mm.
Other examples: halberd

Rules: great weapon, reach, charge weapon.
Cost: expensive (600 coin).
Availability: scarce.

Shield

This was the most common object in combat next to the sword, not meant for offence but great defence.

Weight: average of 2.5 kg.
Length: 500 mm on 500 mm.
Other examples:

Rules: shield.
Cost: costly (250 coin).
Availability: common.

Short bow

Most common ranged weapon found in both military and civil ranks, it fires arrows at a distance.

Weight: average of 1 kg.
Length: 1000 mm.
Other examples: self bow, reflex bow,

Rules: ranged weapon (6-12-18), two handed, ammunition (arrows).
Cost: costly (250 coin).
Availability: common

Short spear

These are the short spears, usually used by warriors that don't have enough money to buy a decent sword.

Weight: average of 1.5 kg.
Length: 750 mm.
Other examples: pointy stick

Rules: hand weapon, reach, two handed, charge weapon.
Cost: common (120 coin).
Availability: common.

Short sword

This one handed sword is a most common weapon type to come across amongst the common folk. Used in many indoor fighting.

Weight: average of 1 kg.
Length: 860 mm, 700 mm (blade).
Other examples: gladius, broadsword.

Rules: hand weapon.
Cost: costly (250 coin).
Availability: common.

Sling

Made to throw rocks or pellets a lot farther than the normal hand just a leather strap. Used by many common peasants.

Weight: average of 0 kg.
Length: 400 mm.
Other examples:

Rules: ranged weapon (3-6-9), ammunition (pellets).
Cost: cheap (10 coin).
Availability: abundant

Staff

A wooden pole that can be used for combat, most use it for walking. Most spell casters use this as a weapon.

Weight: average of 2 kg.
Length: 2000 mm.
Other examples: quarterstaff

Rules: hand weapon, reach, two handed.
Cost: cheap (15 coin).
Availability: abundant.

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Throwing darts

These weapons are small arrows of 30 centimetre, looks more like a small javelin. Smaller versions do exist but is used in pub games

Weight: average of 0 kg.
Length: 300 mm.
Other examples:

Rules: thrown weapon.
Cost: cheap (10 coin).
Availability: abundant.

Ammunition

ammunition	cost	coin	availability	Kg
bodkin arrowhead	common	100	abundant	2
bolts	costly	200	common	6
broad arrowhead	costly	200	common	2
harden arrowhead	costly	200	scarce	2
iron pellets	cheap	10	common	2
stone pellets	common	100	common	2

Arrows

This is the ammunition for short and longbows, different lengths and types exists.

Cost , weight and quivers are calculated for 30 pieces.

Weight: average of 2 kg.
Length: 750 mm.
Other examples:

Bodkin arrowheads
Rules: ammunition.
Cost: common (100 coin).
Availability: abundant.

Broad arrowheads
Rules: ammunition, powerful shot 2.
Cost: costly (200 coin).
Availability: common.

harden arrowheads
Rules: ammunition, armour pierced.
Cost: costly (200 coin).
Availability: scarce.

Pellets

Small pebbles that is used with the sling, these are small metal balls that have a quite impact, stones pebbles can be used.

Cost , weight and quivers are calculated for 30 pieces.

Weight: average of 2 kg.
Length: 750 mm.
Other examples: pebbles.

Iron pellets
Rules: ammunition, powerful shot 1.
Cost: common (100 coin).
Availability: common.

Stone pellets
Rules: ammunition.
Cost: cheap (10 coin).
Availability: common.

Bolts

Used for crossbows, these are iron bolts that are tough and don't break easily.

Cost , weight and quivers are calculated for 30 pieces.

Weight: average of 6 kg.
Length: 300 mm.
Other examples: quarrels

Rules: ammunition, tough ammo.
Cost: costly (200 coin).
Availability: common.

Armour

armour	cost	coin	availability	Kg
animal hide	costly	200	uncommon	6,5
chainmail	expensive	500	uncommon	15
full plate	very expensive	1200	rare	20
half plate	expensive	750	scarce	20
heavy coat	costly	400	common	10
leather armour	common	150	common	7,5
leather coat	common	150	common	7,5
scale mail	expensive	600	uncommon	15
studded leather	costly	400	uncommon	10

Animal hide

This is an armour made from the hide of animals, many barbarians wear this type and some soldiers according to their uniform.

Weight: average of 6,5 kg.
materials: leather.
Other examples:

Rules: light armour.
Cost: costly (200 coin).
Availability: uncommon.

Chainmail

An armour made completely out of small rings woven into e vest or shirt. This armour is easy to wear.

Weight: average of 15 kg.
materials: iron.
Other examples: hauberk.

Rules: medium armour.
Cost: expensive (500 coin).
Availability: uncommon.

Full plate

This armour is completely made out of iron plates which is harder to move in but improves your defence abilities greatly.

Weight: average of 20 kg.
materials: iron.
Other examples:

Rules: very heavy armour.
Cost: very expensive (1200 coin).
Availability: rare.

Half plate

This is an armour that is made out of a combination of chainmail and plate armour. Its more manoeuvrable than full plate but less protective.

Weight: average of 20 kg.
materials: iron.
Other examples:

Rules: heavy armour.
Cost: expensive (750 coin).
Availability: scarce.

Heavy coat

A leather coat reinforced with iron plates for the shoulders and wrists, most warriors use this armour to wear above other armour.

Weight: average of 10 kg.
materials: leather and iron.
Other examples:

Rules: light armour.
Cost: costly (400 coin).
Availability: common.

Leather armour

Normal leather armour, this could protect your character from normal attacks but damage still comes through. Can be combined with other armour. Exist out of a leather breastplate, leather sleeves, and harden leather shoulder pads.

Weight: average of 7,5 kg.
materials: leather.
Other examples:

Rules: light armour.
Cost: common (150 coin).
Availability: common.

Leather coat

A long vest that can be worn over other armour, it protects the complete body except the head.

Weight: average of 7,5 kg.
materials: leather.
Other examples:

Rules: light armour.
Cost: common (150 coin).
Availability: common.

Scale mail

A shirt made completely out of tiny scales, two iron shoulder pads. This is lighter than chainmail abut stronger.

Weight: average of 15 kg.
materials: iron.
Other examples:

Rules: medium armour.
Cost: expensive (600 coin).
Availability: uncommon.

Studded leather

Like the leather armour but improved with iron rivets that can hold back a attack, if lucky.

Weight: average of 10 kg.
materials: leather and iron.
Other examples: brigandine.

Rules: light armour.
Cost: costly (400 coin).
Availability: uncommon.

Item list

Adventurer list: these are the type of items that adventurers use on their travels.

Item: adventure	cost	coin	availability	Kg
adventurer pack	costly	100	uncommon	11,5
backpack	common	40	common	1
bedroll	common	10	abundant	2,5
blanket	cheap	20	abundant	2,5
caltrops	costly	25	common	1
candle	cheap	3	common	0
climbers kit	expensive	300	common	2,5
crayon	cheap	3	abundant	0
crowbar	costly	100	uncommon	2,5
disguise kit	expensive	250	uncommon	4
grappling hook	common	50	common	2
hammer	common	20	common	1
lamp oil	common	50	common	0,5
lanterns	costly	120	uncommon	1
mirror	costly	100	uncommon	0,2
pouch	common	30	abundant	0,2
ration (1 day)	cheap	20	abundant	0,5
rope (20 meters)	cheap	25	common	5
side pouch	cheap	20	abundant	0,5
telescope	very expensive	1500	rare	0,5
tent	costly	150	common	10
thieves tools*	costly	180	common	0,5
tinderbox	cheap	25	common	0
torch	cheap	5	abundant	0,5
water skin	common	35	uncommon	2
whetstone	cheap	10	common	0,5

*Can be master crafted.

Adventure pack: costly (100 coin).

Weight: 11.5 kg.
Use: this is the basic adventurers pack, this contains a torch, a bedroll, a backpack, a rope and a blanket.

Backpack: common (40 coin).
Weight: 1 kg.
Use: this is a sack that is constructed with two belts to hold it on your back. It takes two rounds to get an item out of your backpack.

Bedroll: common (10 coin).
Weight: 2,5 kg.
Use: this is a thick blanket so the character can sleep outdoor, it is like a portable bed. It gives you a good stackable bonus to a resistance test to sleep outdoor.

Blanket: cheap (20 coin).
Weight: 2.5 kg.
Use: this is a blanket that keeps the character warm in the outdoor. It gives you a good stackable bonus to a resistance test to sleep outdoor.

Caltrops: costly (25 coin).
Weight: 1 kg.
Use: tiny iron constrictions that is used to slow pursuers and wound them. When it is used it covers one square meter, this is dangerous terrain.

Candle: cheap (3 coin).
Weight: 0 kg.
Use: this is a source of light, not as strong as a torch but can be placed in a holder. The candle counts as a dim light.

Climbers kit: expensive (300 coin).
Weight: 2,5 kg.
Use: these are ropes and other climbing tools, this gear gives you a good bonus on climbing tests.

Crayon: cheap (3 coin).
Weight: 0 kg.
Use: this is a chalk, a little stick that can be used to write on rough surfaces.

Crowbar: costly (100 coin).
Weight: 2,5 kg.
Use: this is a bend iron that can be used to break doors, chest and other stuff open. The user gains a great bonus to break open a door or chest.

Disguise kit: expensive (250 coin).
Weight: 4 kg.
Use: this is a box that is filled with make-up and other materials to change your looks. Using this takes a hour, the player gains a good bonus on his disguise test.

Grappling hook: common (50 coin).
Weight: 2 kg.
Use: this is a small iron construction that is used to grapple corners, rope is still required.

Hammer: common (20 coin).
Weight: 1 kg.
Use: this tool is a small hammer, when used as a weapon it counts as improvised.

Lamp oil: common (50 coin).
Weight: 0,5 kg.
Use: this is oil for lamp, the amount of oil last for 6 hours.

Lantern: costly (120 coin).
Weight: 1 kg.
Use: this is a source of light, it uses oil to burn and has the same strength as a candle. The candle counts as a dim light.

Mirror: costly (100 coin).
Weight: 1 kg.
Use: a small iron plate that reflects images.

Pouch: common (30 coin).
Weight: 0,2 kg.
Use: this is a small pouch that can be tied on the belt, many use this to keep their coin in.

Rations: cheap (20 coin).
Weight: 0,5 kg.
Use: dried fruit, smoked meat, nuts, this is enough to survive one day.

Rope: cheap (25 coin).
Weight: 5 kg.
Use: this is a hemp rope that can be used to climb up or down, it also can be used to tie people down. The rope is 20 meters long.

Side pouch: cheap (20 coin).
Weight: 0.5 kg.
Use: a leather bag that can be attached to your belt, many use this to get something out of their inventory without extra actions. The bag can carry 2 kilo of materials, getting items out of the bag counts as an action like readying an item, easy for potions.

Telescope: very expensive (1500 coin).
Weight: 0.5 kg.
Use: the tool of explorers, this object lets you see things from afar as they are close.

Tent: costly (150 coin).
Weight: 10 kg.
Use: this is a cloth tent that is holding up by wooden sticks, the tent protects you from the harsh elements of the outdoor. It gives you a good stackable bonus to a resistance test to sleep outdoor.

Thieves tools: costly (180 coin).
Weight: 5 kg.
Use: used by thieves to unlock doors and chests, this is a cloth bag filled with iron tools. The user gains a good bonus on his lock pick and disable tests.

Tinder box: cheap (25 coin).
Weight: 0 kg.
Use: a box that holds flint and steel, this creates a small flame that can ignite flammable materials. It takes a full round to use.

Torch: cheap (5 coin).
Weight: 0,5 kg.
Use: this is a wooden stick with a tar covered cloth, the torch burns for one hour. The torch counts as a strong light.

Water skin: common (35 coin).
Weight: 2 kg.
Use: this is a bag made of animals skin and can hold any liquid, this is mostly used by adventurers to hold water. The bag can hold 1 litre of liquid.

Whetstone : cheap (10 coin).
Weight: 0,5 kg.
Use: this is a stone that is used for sharpening and maintaining weapons.

Scholars items: these items are meant for the scientist and scholars amongst the characters.

Item: scholars	cost	coin	availability	Kg
acid	costly	100	scarce	0,5
alchemist lab*	very expensive	2500	scarce	20
book	very expensive	1000	uncommon	1,5
bottle	common	50	scarce	0,5
healers kit*	common	100	uncommon	0,5
ink	common	30	scarce	0
magnifying glasses	very expensive	600	scarce	0
parchment	costly	100	uncommon	0
quill	common	120	scarce	0
scale	common	30	scarce	0,5
tube	costly	200	uncommon	0,2
vial	common	25	uncommon	0

*Can be master crafted.

Acid: costly (100 coin).
Weight: 0,5 kg.
Use: this is a substance that bites through other materials, including iron. This can be used as a weapon to destroy armour and do lasting damage. Vial is needed.

Alchemist laboratory: very expensive (2500 coin).
Weight: 20 kg.
Use: this item is not one but many different items, it is entire laboratory filled with vials and different substances. The character gains a penalty if he is not using a laboratory to create potions.

Book: expensive (250 coin).
Weight: 250 kg.
Use: a book filled with pages, and bounded in leather. This book has 100 pages of parchments.

Bottle: common (50 coin).
Weight: 0.5 kg.
Use: this is a glass container that holds 0.5 litre of liquid, the fact it is glass makes it easier to see what's in it.

Healers kit: common (100 coin).
Weight: 0,5 kg.
Use: this kit is used to heal, it is a cloth that is filled with bandages and cutting stools. the healer gains a penalty if he is not using the healers kit.

Ink: common (30 coin).
Weight: 0 kg.
Use: this is a vial of ink that can be used to write down text on paper. Vial is needed.

Magnifying glass: very expensively (600 coin).
Weight: 0 kg.
Use: this is a loop with a bent glass in, this magnify everything that is being seen through. The character gains a good bonus on appraising items and other research tests.

Parchment: costly (100 coin).
Weight: 0 kg.
Use: this is a skin of an animal dried, this is a lot tougher than paper.

Quill: common (120 coin).
Weight: 0 kg.
Use: this is a feather of a goose, the tip has being sharpened so it can be used to write in ink.

Scale: common (30 coin).
Weight: 0,5 kg.
Use: this is a weight measure equipment, they are two scales that are in balance.

Tube: costly (200 coin).
Weight: 0,2 kg.
Use: this is a copper tube that can hold parchment and paper, many adventurers use this to protect their maps.

Vial: common (25 coin).
Weight: 0 kg.
Use: like a bottle but much smaller, this container holds 50ml of liquid.

Clothing: these are the cloths characters wear, each outfit comes in several forms bounded to their purpose. Some outfits are only meant for one sex like dresses but if you fancy it, no problem. In some situations the right outfit can give bonuses and the wrong penalties.

clothing	cost	coin	availability	Kg
artisans outfit	costly	150	uncommon	1
cold weather outfit	costly	250	uncommon	1
courtier outfit	costly	250	uncommon	1
entertainers outfit	costly	150	uncommon	1
explorers clothing	common	100	common	1
noblemen clothing	expensive	400	uncommon	1
peasant clothing	cheap	25	abundant	1
priest robes	cheap	25	common	1
royal outfit	very expensive	1000	very rare	1
scholars clothing	common	80	uncommon	1
travellers outfit	common	80	common	1
worn clothing	cheap	10	abundant	1

Artisan outfit: costly (150 coin).
Weight: 1 kg.
Use: this is the outfit of an artisan, this can be of any type of profession. Each profession has its clothing parts.
-Alternatively: this can also be an uniform from soldiers.

Cold weather outfit: costly (250 coin).
Weight: 1 kg.
Use: this clothing is meant to protect the wearer from the cold, when you wear this in a cold temperature zone you don't need to test for cold.

Courtiers outfit : costly (250 coin).
Weight: 1 kg.
Use: the courtiers outfit is fancy and well of taste, for the lowest peasants this does not means anything but it help for the other noble.

Entertainers outfit: costly (150 coin).
Weight: 1 kg.
Use: this type of outfit has bells and if very colourful, it is meant that people notice you. This can be for musicians and jesters.

Explorers outfit: common (100 coin).
Weight: 1 kg.
Use: this outfit is meant for exploring and travelling out door, it protects you from small wounds.

Noblemen's clothing: expensive (400 coin).
Weight: 1 kg.
Use: the clothing of noblemen, for men this is very tasteful and for females fancy dresses.

Peasants outfit: cheap (25 coin).
Weight: 1 kg.
Use: the clothing of a peasant, these are very cheap and easy to make, but it is very low quality.

Priests outfit: cheap (25 coin).
Weight: 1 kg.
Use: the robes of a priest, these robes hold the symbol of the religion that he worships.

Royal outfit: very expensive (1000 coin).
Weight: 1 kg.
Use: the outfit of kings queens and princes and princesses, they are expensive and have jewels or two incrusted in them.

Scholars clothing: common (80 coin).
Weight: 1 kg.
use: these are the clothing for scholars, they are very comfortable for moving and standing still alike.

Travellers outfit: common (80 coin).
Weight: 1 kg.
Use: this is an outfit that protects the wearer from the rough outdoor, this outfit also has a cape for the wind.

Worn clothing: cheap (10 coin).
Weight: 1 kg.
Use: these are clothing's that are old and worn, they feel easy on the skin but dirty no matter how many times you clean them.

Miscellaneous: these are also items that can be used in the game but don't fit in any of the other groups.

miscellaneous	cost	coin	availability	Kg
artisan tools*	common	30	common	2,5
bell	common	30	common	0
deck of cards	common	20	common	0
holy water	costly	120	scarce	0,5
hourglass	costly	150	uncommon	0,5
manacles*	costly	100	uncommon	1
music instrument*	common	30	abundant	1,5
religious symbol	costly	150	uncommon	0,5
ring	costly	150	uncommon	0
wooden cutlery	common	40	common	0,5

*Can be master crafted.

Artisan tools: common (30 coin).
Weight: 2,5 kg.
Use: these are the tools of jewellers, sculptors and other fine workers, these tools include a small hammer, and a chisel.

Bell: common (30 coin).
Weight: 0 kg.
Use: this is a tiny copper construct with a copper spoon in it, when shaken it makes a distinctive sound. This is mostly used for traps, doors and animals, a silver bell can be bought but cost more.

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Deck of cards: common (20 coin).
Weight: 0 kg.
Use: this is a deck of 52 paper card, this is mostly used for entertainment and gambling.

Holy water: costly (120 coin).
Weight: 0,5 kg.
Use: this is water blessed by the high priest, when sprayed on devils or undead it burns like acid. Unholy water also exist but burns undead and angels.

Hourglass: costly cost (150 coin).
Weight: 0,5 kg.
Use: a tiny construct made out of glass and wood, one container holds sand and can let it flow to the other container in one minute. More expensive hourglass last 1 hour.

Manacles: costly (100 coin).
Weight: 1 kg.
Use: these are to hold a person in place, made out of iron and very sturdy. It takes the captive a very hard test to escape these manacles.

Music instrument: common (30 coin).
Weight: 1,5 kg.
Use: this is a music instrument that is used for music, this can be a lute, a harm or even a drum.

Religious symbol: costly (150 coin).
Weight: 0,5 kg.
Use: a symbol that represent your beliefs and god, this is usually made out of silver but gold can also be used.

Ring: costly (150 coin).
Weight: 0 kg.
Use: a small ring that fits on the finger, most have a unique signet that can be used to leave a mark in wax.

Wooden cutlery: common (40 coin).
Weight: 0,5 kg.
Use: wooden cutlery that is used for eating, silver exist also but cost 5 times more than the wooden version.

Animals and equipment: these are the animals characters can buy, when bought the are a part of your retinue. These can be bought as equipment or members of your retinue during character creation.

animals	cost	coin	availability	kg
barding normal	varies	varies*	scarce	x1
barding big	varies	x2	rare	x2
barding huge	varies	x4	rare	x3
barding gigantic	varies	x8	very rare	x4
horse heavy	very expensive	3.000	rare	-
horse light	expensive	1.500	rare	-
pony	costly	800	uncomon	-
warhorse heavy	very expensive	9.000	very rare	-
warhorse light	very expensive	4.500	very rare	-
war pony	expensive	2.500	scarce	-
guard dog	costly	800	common	-
donkey or mule	common	500	common	-
raptor	expensive	1200	uncommon	-
pack saddle	common	250	common	7,5
military saddle	expensive	1.000	scarce	30
riding saddle	common	500	common	15
bridle	common	150	common	0,5
saddle bags	costly	250	common	4

*as much as armour

Barding normal sized creature:
cost just like the armour.
Weight: the same as the armour
Use: this is the armour of a medium sized creature, the price and weight is just like the normal armour.

-Big sized creature: cost just like the armour times 2.
Weight: the same as the armour times 2.

-Huge sized creature: cost just like the armour times 4.
Weight: the same as the armour times 3.
-Gigantic sized creature:
cost just like the armour times 8.
Weight: the same as the armour times 4.

Horse light: expensive (1500 coin).
Weight: not expected to be carried.
Use: this is a light horse, these creatures are easy to use for long distance travel but are not meant to carry a lot of baggage. Statistics on page: 100.

Horse heavy: very expensive (3000 coin).
Weight: not expected to be carried.
Use: slower than a light horse, but a lot bigger stronger and an easy beast of burden. Statistics on page 100.

Pony: costly (800 coin).
Weight: not expected to be carried.
Use: a small breed of horses, these are small and very light and easy to mount. Not recommended for heavy burden. Statistics on page: 100.

Warhorse light: very expensive (4500 coin).
Weight: not expected to be carried.
Use: the same as a light horse, these animals are trained for war and can fight or even be armoured. They are not terrified from the screams of many men, mostly used for light cavalry. Statistics on page: 101.

Warhorse heavy: very expensive (9000 coin).
Weight: not expected to be carried.
Use: the heaviest type of war horse, these creatures can wear full plate barding and a rider. They are trained for war and carry the heavy armoured knights. Statistics on page: 101.

War pony: very expensive (2500 coin).
Weight: not expected to be carried.
Use: small nimble and fast, these are the ponies of war. They are trained for intensive combat.
Statistics on page: 101.

Guard dog or war dog: costly (800 coin)
Weight: not expected to be carried.
Use: these are dogs like mastiff's or Rottweiler's, they are trained for combat and guarding places. Statistics on page: 102.

Donkey or mule: common (500 coin).
Weight: not expected to be carried.
Use: these are pack creatures, they can carry a lot of equipment but are not as fast as horses. Though helpful they can be quite stubborn and remember their mistakes. Statistics on page: 102.

Raptor: expensive (1200coin).
Weight: not expected to be carried.
A giant bird like a falcon or eagle, these creatures are trained to catch small prey. In battle these birds can harm larger opponents. Statistics on page: 102.

Pack saddle: common (250 coin).
Weight: 7,5 kg.
Use: this is a saddle that is not originally meant for carrying the rider, but equipment. When a creature is equipped with a pack saddle he can carry 30% more equipment.

Military saddle: expensive (1000 coin).
Weight: 30 kg.
Use: this is a saddle for combat, the rider is locked in it and can move freely without the trouble of falling off. When in combat, the rider never has to perform a ride test to attack. He also gains a bonus on any ride tests.

Riding saddle: common (500 coin).
Weight: 15 kg.
Use: these saddles are made for riding alone, cheaper than military saddles. The rider gains a bonus on his riding tests.

bridle: common (150 coin).
Weight: 0.5 kg.
Use: a piece of equipment to guide a horse and help it past obstacles, also good to hold on. The character gains a penalty to ride tests when he rides a horse without a bridle.

Saddle bags: costly (250 coin).
Weight: 4 kg.
Use: these are like backpacks, but they can be lashed onto a saddle.

Potions and ointments

Potion: this is a liquid that you must drink, there is no skill test required or special lore. Just imbibed it. To drink the potion takes one action but causes a free strike.

Ointment: the ointment must be applied to a weapon or armour to work. This takes one action but causes a free strike.

Vail: this is a small bottle that can contain 2 ounce or 50 millilitre (ml) of liquid. In game terms this is one sip of potion, so if the effect explains on sip it means 50 ml or one vial.

Bottle: this is a glass bottle is a container like the vial but it holds 500 millilitre. This amount is equal to 10 sips in game terms. When drinking the player can choose how many sips he drinks in one action.

The price: if there is a unit price it means the amount of coin per sip. Example healing potion cost 25 coin per sip, than a vial cost 25 coin and a bottle 250 coin. Also you are not obligated to fill the bottle completely.

Character creation: If you choose a potion that is costly at character creation the entire bottle with 10 sips is costly, not each sip.

The potions and prices.

Healing potion: this heal 3 life points per sip. The healing is like magical healing but your character does not lose stamina.

The unit price is 25 (costly) and uncommon to find.

Ogre potion: this increases the close combat damage of your character with 2 points for 50 turns (5 minute), each additional sip increases the time with 50 turns.

The unit price is 100 (very expensive) and rare to find.

Wind potion: this increases the damage of your character ranged combat with 2 points for 50 turns (5 minute). each additional sip increases the time with 50 turns.

The unit price is 100 (very expensive) and rare to find.

Magic potion: this increases the damage of your characters magic attack with 2 points for 50 turns   (5 minute). each additional sip increases the time with 50 turns.

The unit price is 100 (very expensive) and rare to find. Magic is not explained in this book, wait for expansions.

Flaming ointment: this can be applied to a weapon or 10 projectiles, to a weapon and projectiles it gains the fire element but loses its previous element. The ointment works 50 turns or 10 attacks than the weapon gains its previous element.

The unit price is 60 coin (expensive) and scarce to find.

Poison: when applied to a weapon or 10 projectiles, when you wound the effect wears off but the target loses 3 extra life points. The poison works for 2 hours.

The unit price is 25 coin (costly) and is scarce to find.

-Others: Lower with the poisons you can find other types of poisons that can do harmful things. The time the effect takes is 5 rounds (half a minute) before it stops otherwise this works like poison.

Potion of elemental resistance: the potion gives the character the immunity element quality. When buying the potion or searching for it choose the element.

The unit price is 50 coin (expensive) and is scarce to find.

Elements and resistance.

Fire: when a weapon or a character has flaming attacks, the damage is increased by 2 points.

Resistance: when a creature is resistance to fire apply the +2 bonus but divide the total damage by 3.

Immunity: ignore the damage completely.

Weakness: increase the +2 damage bonus to a +5 instead.

Ice: when a weapon or magical attack has ice, then the enemy gets a penalty when hit. Until the end of the targets turn he loses 2 points of speed, this is applied to all the defences and wits(even if it's based on intelligence..

Resistance: ignore the speed penalty and half the points of damage if there is any.

Immunity: ignore the damage and any ice penalty.

Weakness: double the ice penalty, -2 becomes -4 and so on.

Lightning: when a weapon or attack has the lightning element, than ignore 3 points of armour. This can be increased.

Resistance: ignore the armour reduction when calculating damage and half the damage.

Immunity: ignore the damage completely.

Weakness: next to ignoring armour the target gains a -2 to speed like the ice penalty.

Extra poison

Weakening: the target who is poisoned with this one loses two points of strength. This means he reduces all his close combat damage but not the reduction nor the armour.

Poison: unit price 60 coin (costly) scarce to find.

Numb: reduce the speed of the character with 2 points, also reduce the defences and wits.

Poison: unit price 80 coin (costly) scarce to find.

Confuse: the character loses one action on his turn, this means that the second action brings him out of balance.

Poison: unit price 200 coin (expensive) rare to find.

Clumsiness: the persona loses 2 points of dexterity. This has effect on his attack and defences.

Poison: unit price 100 coin (expensive) scarce to find.

Weapon and armour effects

magical weapons have all an element. The player can upgrade his weapons with a magical effect, these weapons must be master crafted to gain the effects.

Magical weapons: the weapon is imbued with a magical effect that works when the wielder hits something. When not in battle the blade or the hitting part gives of a strange effect. With a perception/alchemy test (8) the player can know that it is a magical weapon, if he scores high enough, perception/alchemy test (12) he knows the effect.

Fire weapons: when at rest the blade is warm, warmer than steel should be. Not hot red but warm like the skin of the living, in combat or agitated it heats up to a certain heat that it burns others. The fire element explains what the effect is when you hit someone.

Ice weapon: this blade is imbued with the power of ice, when at rest the blades lets of a ice cold breath. When agitated it freezes all it comes into contact with. For the rules see the ice element.

Lighting weapons: when the wearer listen to the blade is makes a sound that resembles vibration, yet the blade is perfectly still. When you hit someone it gains the effect of lightning element.

The cost: the price of upgrading your weapon is 1000 coin and is very expensive effect. The weapon must be master crafted, and rare to find.

Example characters:

These are example characters that players can use to play the game, each is equal to a person that is 25 years old.

If the players want the character to be stronger they can increase their age, 4 extra experience per year like character creation. Also lore can be swapped without trouble.

Warrior.

(combat oriented)

Statistics:
Strength: 6
Speed: 5
Intelligence: 4

Skills:
Dexterity: 3
Perception: 2
Resistance: 3
Fellowship: 2
Insight: 1
Knowledge: 1

Backgrounds:

Combat training: 3
Defender: 2

Lore:

Military: 2
government: 2
Lower city: 2
Tactics: 2
Weapons: 1
People: 2
Law: 1
Logic: 1

Other:

Wealth: 3
Status: 2
Faction: government: 1
Faction military: 2

Explanation: the warrior is a sturdy close combat fighter, these warriors are usually mercenaries, soldiers or just guards. There is a option to choose one of the weapon combos.

Talents: Closer combat, weapon combo (see later in equipment), brutal damage, tough, prepare.

Equipment: Half plate, worn cloths, backpack, bedroll, torch, knife.
chooses one long sword and one shield (shield bearer), a great sword (great weapon) or two short swords sword (two weapon fighting).

You gain 100 coin if you have taken great sword.

Other: Status: free men.

Hireling cost: 1400 coin a month or 60 coin a day, for up to 14 days. Danger bounty included. This is the price if you want to hire the character as retinue.

Ranger.

(Combat oriented)

Age: 25

Statistics:
Strength: 5
Speed: 6
Intelligence: 4

Skills:
Dexterity: 3
Perception: 3
Resistance: 2
Fellowship: 2
Insight: 2
Knowledge: 1

Backgrounds:

Combat training: 1
Ranged training: 3
Fast archer: 2

Lore:

Military: 2
Forest: 2
Tactics: 2
Weapons: 2
Villages: 1
Traps: 1
Beast: 2
Logic: 1

Other:

Wealth: 3
Status: 2
Faction military: 2

Explanation: specialized in ranged combat, these warriors are trained with ranged weapons. These can be rangers or ranged combat guards.

Talents: Close combat, ranged combat, combat shooter, accurate aim, point blank, fast aim.

Equipment: Long bow, knife, leather coat, leather armour, quiver 30 bodkin arrows, worn cloths, backpack, long sword, torch, rope and 100 coin.

Other: Status: free men.

Hireling cost: 1400 coin a month or 60 coin a day, for up to 14 days. Danger bounty included. This is the price if you want to hire the character as retinue.

Battle priest.

(Combat oriented)

Statistics:

Strength: 5
Speed: 5
Intelligence: 5

Skills:

Dexterity: 3
Perception: 1
Resistance: 3
Fellowship: 2
Insight: 2
Knowledge: 2

Backgrounds:

Combat training: 2
Defender: 2
Discipline: 2

Lore:

Religion: 2
Temple: 2
Lower city: 1
Heal: 1
Temple: 2
People: 2
Law: 1
artefacts: 1

Other:

Wealth: 2
Status: 2
Faction: government: 1
Faction: temple: 2
Status temple: 2

Explanation: fighters and defenders of the church, these are called paladins or crusaders. These warriors are meant for defensive combat.

Talents: Close combat, shield bearer, improved defence, prepare, courage and smite.
-Optional replace smite with tough.

Equipment: Mace, chainmail, backpack, priest robes.

Others: Status: free man, status temple: paladin.

Hireling cost: 1400 coin a month or 60 coin a day, for up to 14 days. Danger bounty included. This is the price if you want to hire the character as retinue.

Rogue.

(Combat oriented)

Statistics:
Strength: 5
Speed: 6
Intelligence: 4

Skills:
Dexterity: 3
Perception: 3
Resistance: 1
Fellowship: 2
Insight: 2
Knowledge: 1

Backgrounds:

Combat training: 1
Ranged combat: 2
Assassin: 2

Lore:

Lower city: 2
Tactics: 2
Weapons: 2
People: 2
Law: 1
people: 2
slums: 2
guild:
traps: 2

Other:

Wealth: 3
Status: 2
Faction: guild: 1
Faction government: 1

Explanation: burglars, thieves and tomb raiders, they are masters of sneaking and specialist in infiltrating. In combat they best use the side attack.

Talents: Close combat, ranged combat, accurate aim, vital parts and sneak attack

Equipment: short sword, knife, short bow, quiver with 30 bodkin arrows, leather coat, worn cloth, thieves tools, rope, torch.

Others: Status: free man.

Hireling cost: 1400 coin a month or 60 coin a day, for up to 14 days. Danger bounty included. This is the price if you want to hire the character as retinue.

Specialist.

(non-combat oriented)

Statistics:

Strength: 5
Speed: 5
Intelligence: 5

Skills:

Dexterity: 3
Perception: 3
Resistance: 1
Fellowship: 2
Insight: 2
Knowledge: 2

Backgrounds:

None.

Lore:

Main profession: 3
Lower city: 2
Law: 2
People: 2
Trade: 1
History: 1
Villages: 1
Guild: 2

Other:

Wealth: 2
Status: 2
Income: 3
Faction: government: 1
Faction guild: 2
Status guild: 1

Explanation: this is a specialist in a specific job, these are like masons, merchants, carpenters and others.

Talent: None.

Equipment: Worn clothes, backpack, tools of trade, leather armour, 50 coins.

Others:
Status: free man
Status guild: initiate.

Hireling cost: 900 coin a month or 50 coin a day, up to 14 days. Danger bounty not included. This is the price if you want to hire the character as retinue. If the character ever get into danger the price for that day doubles, for the monthly fee it only doubles when the character is more than 3 days on a row in danger.

Courtier.

(non-combat oriented)

Statistics:
Strength: 4
Speed: 5
Intelligence: 6

Skills:
Dexterity: 1
Perception: 2
Resistance: 1
Fellowship: 2
Insight: 2
Knowledge: 2

Backgrounds:

Combat training: 1

Lore:

Upper city: 2
Law: 2
Lower city: 1
Government: 2
People: 2
Trade: 1
History: 1

Other:

Wealth: 3
Status: 3
Income: 3
Faction noble: 2
Status: noble: 1
Faction: government: 3
Status: government: 2

Explanation: the courtiers are the servants of noble men and women, they are more like companions than servants. Each stand side by side by their noble but love to plot and scheme.

Talent: Close combat.

Equipment: Noble man clothes, pouch, ring, dagger, short sword.

Others:
Status: patrician.
Status government: clerk.
Status noble: courtier.

Hireling cost: 900 coin a month or 50 coin a day, up to 14 days. Danger bounty not included. This is the price if you want to hire the character as retinue. If the character ever get into danger the price for that day doubles, for the monthly fee it only doubles when the character is more than 3 days on a row in danger.

Scribe.
(non-combat oriented)

Statistics:
Strength: 4
Speed: 5
Intelligence: 6

Skills:
Dexterity: 1
Perception: 2
Resistance: 1
Fellowship: 1
Insight: 1
Knowledge: 3

Backgrounds:

None.

Lore:

Lore 1*: 3
Lore 2*: 3
Lore 3*: 3
Law: 2
Lower city: 2
Upper city: 2
Government: 2
History: 2
Language: 2
Trade: 1

Other:

Wealth: 2
Status: 2
Faction: government: 2
Income: 2

Explanation: the scribes are the keepers of lore in the dark ages, they write text, keep it safe and research lore.

Talent: none.

Equipment: Noble man clothes, pouch, ring, dagger, short sword.

Others:

Status: free man.

Hireling cost: 900 coin a month or 50 coin a day, up to 14 days. Danger bounty not included. This is the price if you want to hire the character as retinue. If the character ever get into danger the price for that day doubles, for the monthly fee it only doubles when the character is more than 3 days on a row in danger.

*__Lore option__: you can switch the lore with any of these. You can take one he already know and switch it.

tactics, artefacts, occult, weapons, traps, heal, alchemy, logic, religion, villages, slums, castle, forest, dungeon, mountain, arctic, dessert, celestial plains, infernal plains, arcane planes, sea, beast, magical beast, undead, infernal, elementals, people, celestials, fey, aberration, dragons, temple, underground, guild, druid circle, military, government, cult and noble.*
*more than one option.

Animals

These are the animals that the players can add to their retinue or buy as starting equipment. Each has its own advantages and disadvantages. Below is the cost of how much the animal cost per day and per month to support.

Light horse.
(animal)

Statistics:
Strength: 8
Speed: 4
Intelligence: 4

Skills:
Dexterity: 2
Perception: 4
Resistance: 2
Fellowship: 0
Insight: 1
Knowledge: 0

Special rules:

-Big.
-Fast movement.
-Animal instinct.
-Natural weapon.

Extra:

These are the standard horse used by people to ride and travel, they are fast but not strong enough to be beast of burden.

Upkeep: 150 coin a month or 5 coin for fodder a day.

Heavy horse.
(animal)

Statistics:
Strength: 9
Speed: 3
Intelligence: 4

Skills:
Dexterity: 2
Perception: 3
Resistance: 4
Fellowship: 0
Insight: 1
Knowledge: 0

Special rules:

-Big.
-Fast movement.
-Animal instinct.
-Strong.
-Natural weapon.

Extra:

Stronger type of horse, used by farmers to plough the land. Still they can be used as beast of burden.

Upkeep: 180 coin a month or 6 coin for fodder a day.

Pony.
(animal)

Statistics:
Strength: 7
Speed: 4
Intelligence: 5

Skills:
Dexterity: 3
Perception: 4
Resistance: 1
Fellowship: 0
Insight: 1
Knowledge: 0

Special rules:

-Big.
-Fast movement.
-Animal instinct.
-Smart.
-Natural weapon.

Extra:

The smallest race of horse, this type is very fast and nimble.

Upkeep: 150 coin a month or 5 coin for fodder a day.

Light warhorse.
(animal)

Statistics:
Strength: 8
Speed: 4
Intelligence: 4

Skills:
Dexterity: 2
Perception: 4
Resistance: 2
Fellowship: 0
Insight: 1
Knowledge: 0

Backgrounds:

Combat training: 3
Talents:
Close combat
Brutal damage
tough

Special rules:

-Big.
-Fast movement.
-Animal instinct.
-Natural weapon.

Extra:

The light warhorse is used for combat and do not panic when charged, these beast can fight to. Mostly used by light riders to flank the ranks.

Upkeep: 150 coin a month or 5 coin for fodder a day.

Heavy warhorse.
(animal)

Statistics:
Strength: 9
Speed: 3
Intelligence: 4

Skills:
Dexterity: 2
Perception: 3
Resistance: 4
Fellowship: 0
Insight: 1
Knowledge: 0

Combat training: 3
Talents:
Close combat
Brutal damage
tough

Special rules:

-Big.
-Fast movement.
-Animal instinct.
-Strong.
-Natural weapon.

Extra:

These horses carry the knights in combat, they are strong and terrifying beast that do not fear the screams of battle.

Upkeep: 180 coin a month or 6 coin for fodder a day.

War pony.
(animal)

Statistics:
Strength: 7
Speed: 4
Intelligence: 5

Skills:
Dexterity: 3
Perception: 4
Resistance: 1
Fellowship: 0
Insight: 1
Knowledge: 0

Combat training: 3
Talents:
Close combat
Brutal damage
tough

Special rules:

-Big.
-Fast movement.
-Animal instinct.
-Smart.
-Natural weapon.

Extra:

Fastest of all horses, these mounts are light and very nimble.

Upkeep: 150 coin a month or 5 coin for fodder a day.

War dog or guard dog.
(animal)

Statistics:
Strength: 6
Speed: 5
Intelligence: 4

Skills:
Dexterity: 3
Perception: 3
Resistance: 1
Fellowship: 2
Insight: 1
Knowledge: 0

Backgrounds:

Combat training: 2
Talents:
Close combat
Brutal damage

Special rules:

-Fast movement.
-Animal instinct.
-Natural weapon.

Extra:

Weight: not expected to be carried.
Use: these are dogs like mastiff's or Rottweiler's, they are trained for combat and guarding places.

Upkeep: 240 coin a month or 8 coin for meat a day.

Donkey
(animal)

Statistics:
Strength: 8
Speed: 4
Intelligence: 4

Skills:
Dexterity: 2
Perception: 1
Resistance: 4
Fellowship: 0
Insight: 2
Knowledge: 0

Special rules:

-Big.
-Animal instinct.
-Strong.
-Natural weapon.

Extra:

these are pack creatures, they can carry a lot of equipment but are not as fast as horses. Though helpful they can be quite stubborn and remember their mistakes.

Upkeep: 150 coin a month or 5 coin for fodder a day.

Raptor.
(animal)

Statistics:
Strength: 3
Speed: 9
Intelligence: 4

Skills:
Dexterity: 4
Perception: 4
Resistance: 0
Fellowship: 0
Insight: 2
Knowledge: 1

Combat training: 3
Talents:
Close combat
Brutal damage
Two weapon fighting

Special rules:

-fly.
-Fast.
-Animal instinct.
-small.
-Natural weapon.

Extra:

A giant bird like a falcon or eagle, these creatures are trained to catch small prey. In battle these birds can harm larger opponents.

Upkeep: 150 coin a month or 5 coin for meat a day.

Appendix 1: quick creation sheet.

dark fairytale character quick creation (short)

skills
dexterity
perception
resistance
fellowship
insight
knowledge

others
status
faction status
income
starting wealth
backgrounds
retinue

lore: basic
tactics
artefacts
occult
weapons
traps
heal
trade
language
alchemy
logic
law
history*
religion

lore: location
lower city
upper city
villages
slums
castle
forest
dungeon
mountain
arctic
dessert
celestial plains (heaven)
infernal plains (hell)
sea

lore: creatures
beast
magical beast
undead
infernal
elementals
people
celestial
fey
aberration
dragons

limit in levels
levelling cost: the current level +1
maximum level 6
to unlock level 2:
need 5 on level 1
to unlock level 3:
need 5 on level 2
to unlock level 4:
need 5 on level 3
to unlock level 5:
need 5 on level 4
to unlock level 6:
need 5 on level 5

factions and lore**
temple
underground
guild*
spirits
druid circle
military
government
cult
noble

back grounds
combat training
defender
berserker
ranged combat
fast archer
assassin
discipline
command
beast master

* multiple are possible.

** for both lore or faction.

starting wealth
wealth: 0 broke (3 points)
wealth: 1 very poor (9 points)
wealth: 2 poor (18 points)
wealth: 3 average (30 points)
wealth: 4 rich (45 points)
wealth: 5 very rich (65 points)

starting equipment
cheap: 1 point
common: 3 points
costly: 6 points
expensive: 10 points
very expensive: 15 points

status cannot be raised to level 6
0: outlawed
1: peasant
2: free man or woman
3: patrician
4: lesser noble
5: noble

Appendix 2: equipment.

Weapons:

weapons	cost	coin	availability	Kg
club	cheap	20	abundant	1,5
crossbow	expensive	450	uncommon	2
dagger or knife	common	50	abundant	0,5
flail	expensive	450	scarce	2,5
great axe	expensive	480	scarce	3
great club	cheap	25	abundant	3,5
great hammer	expensive	550	rare	3
great sword	expensive	500	scarce	3
hammer	costly	260	uncommon	1,5
hand axe	costly	250	common	1,5
heavy crossbow	very expensive	900	scarce	4
javelin	common	40	common	1
lance	expensive	550	rare	4
long spear	common	120	common	4,5
long sword	costly	350	uncommon	1,2
longbow	costly	350	uncommon	1,5
mace	costly	300	common	4
pole arm	expensive	600	scarce	1,5
shield	costly	250	common	2,5
short bow	costly	250	common	1
short spear	common	50	abundant	1,5
short sword	costly	250	common	1
sling	cheap	10	abundant	0
staff	cheap	15	abundant	2
throwing darts	cheap	10	abundant	0

Ammunition:

ammunition	cost	coin	availability	Kg
bodkin arrowhead	common	100	abundant	2
bolts	costly	200	common	6
broad arrowhead	costly	200	common	2
harden arrowhead	costly	200	scarce	2
iron pellets	cheap	10	common	2
stone pellets	common	100	common	2

*the ammunition is calculated per 30.

Armour:

armour	cost	coin	availability	Kg
animal hide	costly	200	uncommon	6,5
chainmail	expensive	500	uncommon	15
full plate	very expensive	1200	rare	20
half plate	expensive	750	scarce	20
heavy coat	costly	400	common	10
leather armour	common	150	common	7,5
leather coat	common	150	common	7,5
scale mail	expensive	600	uncommon	15
studded leather	costly	400	uncommon	10

Items: adventure.

Item: adventure	cost	coin	availability	Kg
adventurer pack	costly	100	uncommon	11,5
backpack	common	40	common	1
bedroll	common	10	abundant	2,5
blanket	cheap	20	abundant	2,5
caltrops	costly	25	common	1
candle	cheap	3	common	0
climbers kit	expensive	300	common	2,5
crayon	cheap	3	abundant	0
crowbar	costly	100	uncommon	2,5
disguise kit	expensive	250	uncommon	4
grappling hook	common	50	common	2
hammer	common	20	common	1
lamp oil	common	50	common	0,5
lanterns	costly	120	uncommon	1
mirror	costly	100	uncommon	0,2
pouch	common	30	abundant	0,2
ration (1 day)	cheap	20	abundant	0,5
rope (20 meters)	cheap	25	common	5
side pouch	cheap	20	abundant	0,5
telescope	very expensive	1500	rare	0,5
tent	costly	150	common	10
thieves tools*	costly	180	common	0,5
tinderbox	cheap	25	common	0
torch	cheap	5	abundant	0,5
water skin	common	35	uncommon	2
whetstone	cheap	10	common	0,5

Items: scholar.

Item: scholars	cost	coin	availability	Kg
acid	costly	100	scarce	0,5
alchemist lab*	very expensive	2500	scarce	20
book	very expensive	1000	uncommon	1,5
bottle	common	50	scarce	0,5
healers kit*	common	100	uncommon	0,5
ink	common	30	scarce	0
magnifying glasses	very expensive	600	scarce	0
parchment	costly	100	uncommon	0
quill	common	120	scarce	0
scale	common	30	scarce	0,5
tube	costly	200	uncommon	0,2
vial	common	25	uncommon	0

Items: misc.

miscellaneous	cost	coin	availability	Kg
artisan tools*	common	30	common	2,5
bell	common	30	common	0
deck of cards	common	20	common	0
holy water	costly	120	scarce	0,5
hourglass	costly	150	uncommon	0,5
manacles*	costly	100	uncommon	1
music instrument*	common	30	abundant	1,5
religious symbol	costly	150	uncommon	0,5
ring	costly	150	uncommon	0
wooden cutlery	common	40	common	0,5

Items: clothing.

clothing	cost	coin	availability	Kg
artisans outfit	costly	150	uncommon	1
cold weather outfit	costly	250	uncommon	1
courtier outfit	costly	250	uncommon	1
entertainers outfit	costly	150	uncommon	1
explorers clothing	common	100	common	1
noblemen clothing	expensive	400	uncommon	1
peasant clothing	cheap	25	abundant	1
priest robes	cheap	25	common	1
royal outfit	very expensive	1000	very rare	1
scholars clothing	common	80	uncommon	1
travellers outfit	common	80	common	1
worn clothing	cheap	10	abundant	1

Items: animals and equipment

animals	cost	coin	availability	kg
barding normal	varies	varies*	scarce	x1
barding big	varies	x2	rare	x2
barding huge	varies	x4	rare	x3
barding gigantic	varies	x8	very rare	x4
horse heavy	very expensive	3.000	rare	-
horse light	expensive	1.500	rare	-
pony	costly	800	uncomon	-
warhorse heavy	very expensive	9.000	very rare	-
warhorse light	very expensive	4.500	very rare	-
war pony	expensive	2.500	scarce	-
guard dog	costly	800	common	-
donkey or mule	common	500	common	-
raptor	expensive	1200	uncommon	-
pack saddle	common	250	common	7,5
military saddle	expensive	1.000	scarce	30
riding saddle	common	500	common	15
bridle	common	150	common	0,5
saddle bags	costly	250	common	4

*as much as armour

The animals can also be chosen as retinue.

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dark fairytale character sheet non-combat side

name player:	experience current/ total:	nature/ personality:
name character:	**life points** strength + 10	
age character:	**stamina points** strength + resistance	

statistics		skills			
strength (STR)		dexterity (DEX)		fellowship (FEL)	
speed SPD		perception (PER)		insight (INS)	
intelligence (INT)		resistance (RES)		knowledge (KNW)	

lore	LVL

contacts and allies

faction:		faction:	
status:		status:	
alliance:		alliance:	
favours: status + alliance	/	favours: status + alliance	/
faction:		faction:	
status:		status:	
alliance:		alliance:	
favours: status + alliance	/	favours: status + alliance	/

favour cost
least actions: cost 1.
lesser actions: cost 2.
normal actions: cost 3.
important actions: cost 4.
greater action: cost 5.

weight	kg
maximum (STR+RES x6)	
threshold (STR+RES)	
current weight	
speed penalty	

lore levels
level 0: 1D10
level 1: 1D10 +1
level 2: 1D10 +2
level 3: 2D10* +2
level 4: 2D10* +3
level 5: 2D10* +4
level 6: 3D10* +4
*pick the highest

equipment	kg

equipment	kg

financial (income and expenses)	
total each month:	

dark fairytale character sheet, created by Wouter 11-2013 version 2.0

dark fairytale character sheet combat side

statistics	
strength (STR)	
speed SPD	
intelligence (INT)	

skills

dexterity (DEX)		fellowship (FEL)	
perception (PER)		insight (INS)	
resistance (RES)		knowledge (KNW)	

health	score
current life points	
maximum lifepoints	
current stamina	
maximum stamina	

defences	score
high defence SPD + DEX	
low defence SPD	
armour STR + ARM	
reduction STR	
wits SPD or INT + PER	

armour	score
total armour (ARM)	

weapon/attack	attack	damage	special rules

backgrounds	LVL

backgrounds	LVL

backgrounds	LVL

notes:

dark fairytale character sheet, created by Wouter 10-2013 version 2.0

Dark fairytale

In the darkest of ages, the undead lurk, the demons hunt and the horde raids. Yet due to all these problems the kingdom of mans still squabbles amongst each other for power and coin, adventure in a perilous world filled with monsters and heroes.

Dark fairy tale is a role playing game, it uses a D10 and is easy to learn. The player and game master are not bound to the world of the dark ages.

The group wishes it, the can use the rules for modern or future settings.

This is a role playing game, it's a cross between an improvisation theatre and a board game, for more information read the introduction.

To play this game you only need to have this book, a few character sheets and a D10, preferably one for each player.

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