**Talent Check Difficulties**

| Difficulty | Check |
|---|---|
| Easy | 9 |
| Average | 12 |
| Difficult | 15 |
| Extreme | 18 |

**Talent List**

| Talent | Attribute |
|---|---|
| Athletics | Strength |
| Charisma | Valor |
| Combat Rest | Constitution |
| Concentration | Instincts |
| Craft | Dexterity |
| Discipline | Valor |
| Endurance | Constitution |
| Exertion | Strength |
| Faith | Valor |
| Hermetics | Knowledge |
| Notice | Instincts |
| Recuperation | Constitution |
| Scholar | Knowledge |
| Stealth | Dexterity |
| Survival | Knowledge |
| Swimming | Strength |
| Taming | Instincts |
| Thievery | Dexterity |

**Cooperation**: Characters may use Cooperation in a Talent Check, as an Action, when all have at least Apprentice Expertise in the Talent being used. Each Cooperating Character makes a Check and the highest total is used for all.

**Charisma: Inspiring Allies in Combat (Action)**
To halve the # of Rounds Disadvantage due to Reaction.

| # of Allies | Difficulty |
|---|---|
| 1 | Easy (9) |
| 2 | Average (12) |
| 3 | Difficult (15) |
| All | Extreme (18) |

**Charisma: Intimidation in Combat (Action)**
Charisma Check against a Difficulty of 10+ one-half (½) the target's Challenge Level (max 20). Success = Target suffers Disadvantage against intimidator until they succeed in any Check against them.

**Combat Rest: To reduce needed time for rest (Action)**
For each hour rested less than 8, the difficulty of the Check increases, beginning at Easy (9).

**Combat Rest: Sleeping in Armor (Action)**

| Armor Type | Difficulty |
|---|---|
| Light | Easy (9) |
| Medium | Average (12) |
| Heavy | Difficult (15) |

**Concentration: Reattempt (Free Action)**
The Reattempt's difficulty is equal to the difficulty of the failed Talent Check. Then a second attempt may be made.

**Discipline: Staving Off Fear (Action)**
Attempt to overcome their Reactions to Fear.

| Disparity | Difficulty |
|---|---|
| 1 | Easy (9) |
| 2 | Average (12) |
| 3 | Difficult (15) |
| 4+ | Extreme (18) |

**Endurance: Fighting without penalty (Free Action)**
To overcome wound penalties for a Round. Difficulty begins at Easy (9), and gets harder each round thereafter.

**Endurance: To continue on when Down (Free Action)**
When Down make an Endurance Check (Extreme (18)) to take an Action *or* Maneuver, *and* suffer Disadvantage to all Checks. If successful, may do it again next Round.

**Hermetics: Aid (Action)**
If the Character offering aid is successful in their Hermetics Talent Check, the injured Character recovers twice the amount of Health they would have otherwise received from their Worthwhile Rest.

| Time To Treat | Difficulty |
|---|---|
| Less than 30 minutes | Extreme (18) |
| 30 minutes to 1 hour | Difficult (15) |
| 1 hour or more | Average (12) |

**Hermetics: Treating Disease (Action)**
With a Successful Hermetics Check made against the Difficulty of the disease, the diseased Character can forgo the effects of their disease for the day.

**Hermetics: Treating Poison (Action)**
A Hermetics Check against the Difficulty of the poison's severity gives Advantage on one's Endurance Check.

**Recuperation: Recover Stamina in combat (Action)**
Difficulty of 10. Each point above ten (10) recovers a point of Stamina equal to that difference.

**Scholar: Literacy (Action)**
Characters with an Apprentice level of Expertise in the Scholar Talent are considered literate

**Scholar: Reading/Activating Runework (Action)**
Scholar Check vs. Runework's Spell Difficulty. If successful, the Character may activate the runes.

**Swimming: (Action)**
Swimming Checks begin at the Easy (9)

| Condition | Difficulty Increase |
|---|---|
| Rough Water | +1 |
| Fighting the Current | +1 |
| With the Current | -1 |
| In Medium Armor | +1 |
| In Heavy Armor | +2 |

**Armor**

| Type | Cost | Def | Dex | Sta | Wt |
|------|------|-----|-----|-----|-----|
| None | n/a | 9 | n/a | 0 | n/a |
| Light | 30 S | 12 | +3 | -1 | 15 lb. |
| Med. | 50 S | 15 | +2 | -2 | 30 lb. |
| Heavy | 200 S | 18 | +1 | -3 | 50 lb. |
| Shield | 10 S | * | n/a | 0 | 15 lb. |

* Shields offer a Damage Reduction (DR) equal to the level of the wielder.

**Untrained Armor Use:** Individuals attempting to don or wear armor in which they are not trained suffer the following penalties. They receive no bonuses to their Defense from their Dexterity (regardless of the armor's Maximum Dexterity Rating). They also suffer double the normal Stamina penalties (Light=-2, Medium=-4, Heavy=-6). Finally, they receive Disadvantage on all physical Talent Checks.

**Untrained Shield Use:** Individuals attempting to use a shield when untrained do not gain the Damage Reduction for the shield.

**Starting Money**: 75 Silver Septems

**Selling Loot**: ¼ the value of the item

**Earnings**

| Citizenry | Daily Earnings |
|-----------|----------------|
| Upper Class | 4+ Silver Septems/Day |
| Middle Class | 1-3 Silver Septems/Day |
| Lower Class | 5 Copper Septems/Day |

**Food and Drink**

| Item (serving) | Cost | Weight |
|----------------|------|--------|
| Ale, common (mug) | .1 S | 1 lb. |
| Ale, Onin* (mug) | .4 S | 1 lb. |
| Bread (loaf) | .1 S | ½ lb. |
| Brotherhood Cyser* (glass) | 20 S | ½ lb. |
| Burl Spirit* (shot) | 5 S | — |
| Cider (mug) | .1 S | 3 lb. |
| Hard cheese (wheel) | .1 S | ½ lb. |
| Juniper wine* (bottle) | 5,000 S | 3 lb. |
| Kroot* (bottle) | 10 S | 3 lb. |
| Mead (mug) | .1 S | 3 lb. |
| Meal (common) | .2 S | — |
| Meal (hearty) | .4 S | — |
| Meal (meager) | .1 S | — |
| Tea (mug) | .1 S | 1 lb. |
| Travel food* (per day) | .3 S | 1 lb. |
| Whisky (bottle) | 1 S | 3 lb. |
| Whisky (shot) | .2 S | — |
| Wine (mug) | .1 S | 3 lb. |

**Animals & Tack**

| Animal/Tack | Cost | Weight |
|-------------|------|--------|
| Donkey | 8 S | — |
| Falcon/Hawk | 10 S | — |
| Feed (per day) | .1 S | 10 lb. |
| Fen, foal | 30 S | — |
| Fen, mare/stallion | 100 S | — |
| Game hen | .1 S | — |
| Haalu | 400 S | — |
| Hare | .2 S | — |
| Hog | 1 S | — |
| Horse barding (heavy)* | 300 S | 100 lb. |
| Horse barding (light)* | 150 S | 50 lb. |
| Hound | 5 S | — |
| Ox | 40 S | — |
| Saddle & bridle | 10 S | 25 lb. |
| Saddlebags | 4 S | 8 lb. |
| Sheep/Goat | 5 S | — |

**Services**

| Service | Cost | Per |
|---------|------|-----|
| Appraisal | 1 S | Item |
| Artistry* | 5+ S | Commission |
| Banking* | 1 % | Withdrawal |
| Bath | .5 S | Person |
| Contract/Last Testament | 1 S | Draft |
| Funeration* | 5 S | Person |
| Guide | 1 S | Day |
| Haircut/Shave | .1 S | Person |
| Healing, Divine (complete) | 20 S | Person |
| Inn, common room | .2 S | Night |
| Inn, private room | 1 S | Night |
| Laborer | .5 S | Day |
| Laundry | .1 S | Person |
| Messenger* | .2 S | Mile |
| Rent, home (1 bedroom) | 1 S | Week |
| Rent, home (2 bedroom) | 3 S | Week |
| Rent, manor | 10 S | Week |
| Rent, shanty | .1 S | Week |
| Ship passage, cargo* | 1 S | Mile |
| Ship passage, deck* | .1 S | Mile |
| Ship passage, working* | — | Mile |
| Stabling* | .1 S | Day |
| Wagon travel* | .3 S | Mile |
| Whore, common* | .5 S | Act |
| Whore, fine* | 2 S | Act |

*Further descriptions available

**Weapons**

| Weapon | Damage | Range | Designation |
|--------|--------|-------|-------------|
| *Axe* | +1D6 | - | - |
| *Axe, Hand* | +1D4 | 50 | Hu |
| *Club* | +1D6 | - | Cr |
| *Club, Heavy* | +1D8 | - | Cr |
| *Crossbow* | 2D6 | 150 | Rl (S0), Sl |
| *Dagger* | +1D4 | 50 | Hu |
| *Hammer* | +1D6 | - | Cr |
| *Mace* | +1D6 | - | Cr |
| *Sling* | +1D4 | 100 | Hu |
| *Spear* | +1D6 | 100 | Hu, Wi |
| *Staff* | +1D6 | - | Wi |
| Axe, Heavy | +1D8 | - | - |
| Bow, Horn | +3 | 400 | Li (S4), Rq (S2) |
| Bow, Wood | +2 | 200 | Li (S1) |
| Crossbow, Heavy | 2D10 | 300 | Pe, Rl (S3), Vs |
| Flail | +1D6 | - | Cr |
| Hammer, Heavy | +1D8 | - | Cr |
| Lance | +1D8 | - | Le |
| Mace, Heavy | +1D8 | - | Cr |
| Polearm | +1D8 | - | Le |
| Rondel | +1D4 | - | Pe |
| Sword | +1D6 | - | - |
| Sword, Heavy | +1D8 | - | - |
| **Blowgun** | **1** | **50** | **Hu** |
| **Bolas** | **n/a** | **50** | **Hu, Im** |
| **Chain Weapon** | **+1D6** | **-** | **Im, Le, Tr** |
| **Garrote** | **+1D4** | **-** | **In** |
| **Glaive** | **+1D6** | **100** | **Hu, Re** |
| **Lasso** | **n/a** | **-** | **Im, Tr** |
| **Net** | **n/a** | **50** | **Hu, Im** |
| **Sap** | **+1D4** | **-** | **Co** |
| **Whip** | **+1D4** | **-** | **Im, Le, Tr** |

*Common*, Martial, **Specialized**

**Improvised/Untrained Weapon Use:** An improvised weapon does Damage one die smaller than its Class (Light=1D4, Medium=1d6, Heavy=1d8). Characters using weapons they are not trained in suffer Disadvantage on their Hit Checks while using that weapon. *Note*: Improvised weapons do not gain bonuses from Abilities that specifically affect weapons (as improvised weapons are not weapons one is considered trained with). The exception is for Characters who possess the Opportunist Ability (see the Ability section for further information).

**Concuss (Co):** To knock a target out, the attacking individual makes a Hit Check as per normal. However, rather than immediately doing Damage, the target must make an Endurance Check against the result of the attacker's Hit Check. If the defender's result is equal to or greater than the attacker's Hit Check, then they have avoided being knocked out but still suffer 1d6 Damage. If the defender fails to meet or exceed the attacker's Hit Check, they immediately fall unconscious. A target knocked unconscious can make an Endurance Check at Average Difficulty (12) each Round until they are successful - at which point they regain consciousness. Note: Weapons with the Concuss Designation must be used on unsuspecting targets in order to have

the chance to knock them unconscious. Targets aware of the attack simply take Damage from the weapon.

**Crush (Cr):** Allows the Character wielding them to substitute their Strength Modifier in place of their Dexterity Modifier when calculating Hit Checks.

**Hurled (Hu):** Weapons with the Hurled Designation can be thrown and allow the Character throwing them to add their Strength Modifier to their Damage rolls.

**Immobilize (Im)**: Bestow the Immobilized State with a successful Hit Check. Immobilized Targets remain so until they can make An Average (12) Check (Athletics, Exertion, Hit (with a cutting weapon), or Thievery) to untie themselves, escape from underneath, break through, or cut themselves free. Note: Targets Checks are at Disadvantage while Immobilized.

**Incapacitate (In)**: Weapons with the Incapacitate Designation allow the Characters using them to bestow the Unconscious State Stamina expenditures at a discount of -2 Stamina points. *Note*: Weapons with the Incapacitate Designation must be used on unsuspecting targets in order to have the chance to knock them unconscious. Targets aware of the attack simply take Damage from the weapon should the wielder be able to successfully Hit them.

**Lengthy (Le)**: Opponents of a Character with a Lengthy weapon are kept at a distance (and thus unable to attack with non-Lengthy melee weapons) until the Character with the Lengthy weapon misses on a Hit Check. If a Hit Check is missed, their opponent can then close and attack, having "closed rank" on the Character with the Lengthy weapon.

**Limit (Li)**: Weapons with the Limit Designation note a Base Strength Damage limit. Strength Scores over this limit do not apply.

**Penetrate (Pe)**: Allows a Character to more easily puncture through armor. All Defense values are considered one less (-1) when calculating Hit Checks with a Penetrating weapon.

**Returns (Re)**: Allows Characters who wield them to catch that weapon as a free action following an unsuccessful Hit attempt on a Target. Upon a successful Hit, the weapon must be retrieved from the Target.

**Reload (Rl)**: You must possess a Strength Score equal to or greater than the Reload requirement for this weapon to reload it without the use of a Cocker (see the Equipment section for further details).

**Requirement (Rq)**: You must possess a Strength Score equal to or greater than the Requirement of the weapon to use it without suffering Disadvantage on all Hit Checks and Damage rolls.

**Slow**: It takes one (1) Action to reload this weapon.

**Trip (Tr)**: Weapons with the Trip Designation allow the Character using them to bestow the Prone State Stamina expenditures at a discount of -2 Stamina points.

**Very Slow**: Weapons of this magnitude take a great deal of effort to reload. It takes two (2) Actions to reload this weapon.

**Wieldy (Wi)**: Weapons with the Wieldy Designation are especially easy to handle. As such, Wieldy weapons count as having a Light weapon in one's off hand for the purposes of Stamina expenditures for off-hand attacks.

## States

| State | Victim | Opponents | Damage | Movement | Duration |
|---|---|---|---|---|---|
| **Aflame** | Dis | - | Special | - | Special |
| **Bleeding** | - | - | Special | - | Until Healed |
| **Blinded** | Dis | Adv | - | - | Until Healed |
| **Drained** | NA | Adv | Adv | No Man. | Special |
| **Engaged** | - | - | - | - | Special |
| **Immobilized** | Dis | 2xAdv | Adv | No Man. | Special |
| **In Cover** | - | Dis | - | May Not Move | Special |
| **Inebriated** | Special | Special | - | ½ Speed | Special |
| **Invisible** | Adv | 2xDis | - | - | Special |
| **Lame** | - | - | - | ½ Speed | Until Healed |
| **Mounted** | Special | Dis | - | - | Special |
| **Obscured** | - | - | - | - | Special |
| **Outnumbered** | - | Adv | Adv | - | Special |
| **Overrun** | - | 2xAdv | 2xAdv | ½ Speed | Special |
| **Paralyzed** | NA | Adv | Adv | No Man. | Special |
| **Prone** | Special | Adv | - | ¼ Speed | Spend Action |
| **Stunned** | Dis | Adv | - | No Man. | 1 Round |
| **Surprised** | NA | Adv | - | May Not Move | 1 Round |
| **Unconscious** | NA | Adv | Special | No Man. | Special |

**Adv**=Advantage  **No Man.**=No Maneuvers
**Dis**=Disadvantage  **NA**=No Actions

**Aflame:** In the first Round they take 1d4 Damage, progressing to 1d6 Damage the following Round, and so on. The Damage progression for the Aflame State is by die-type (1d4, 1d6, 1d8, 1d10, 1d12, 1d20). Should the 1d20 Damage be reached, the Target takes 1d20 each subsequent Round from there. Also, victims suffer Disadvantage on all Hit Checks while Aflame. The Aflame State lasts until the Target takes an Action to extinguish themselves.

**Bleeding:** Victims lose an amount of Health, each Round, as indicated by the Bleed (ex. Bleed:1). Any healing magic or a successful Hermetics Check (Difficulty equal to 9 + the Bleeding value of the State) will stop the bleeding. Only creatures with an active circulatory system are affected by Bleeding, Constructs and some Exalted are unaffected.

**Blinded:** The Blinded State gives the Target Disadvantage on all Hit Checks and Talent Checks related to vision while also granting opponents Advantage on any Hit Checks against them. Blindness lasts for 1D4+1 Rounds, until either the environment/circumstances changes, any healing magic is received, or a successful Hermetics Check (Difficulty determined by the Game Master) is made to assist them.

**Drained:** Victims are Drained, each Round, the number indicated by the Drained value. When Drained equal to their Level, they fall Unconscious, in a fugue-like state. Out if the Unconscious State puts them back in the Drained State until fully recovered. Drained targets can take no Actions, are half Speed, and must make a successful Difficult Concentration Check to speak coherently. Also, all Checks are done at Disadvantage. Opponents attacking the Drained are at Advantage on Hit Checks and Damage rolls. Drained victims recover 1 Drained point each Worthwhile Rest (see Healing Drained Damage for details).

**Engaged**: When a Character is in a melee combat they are Engaged. Lasts for as long as the Character is involved in the melee. Attacking an Engaged Target with a Ranged or Hurled Weapon is done so at Disadvantage.

**Immobilized:** All Hit Checks and Damage made against a Target with the Immobilized State are done so at Advantage. Victims of the Immobilized State take their Actions at Disadvantage and cannot take Maneuvers. The Immobilized State lasts until either the environment/circumstances change for the victim.

**Inebriated**: Victims of the Inebriated State suffer Disadvantage on any Hit Checks and move at half (½) their Speed. Additionally, Opponents attacking one who is Inebriated suffer Disadvantage on all Damage against the Inebriated Target. Inebriated individuals also suffer Disadvantage on all Physical (Constitution, Dexterity, and Strength- based) Talent Checks and while Inebriated are immune to all Fear (thus never suffer Disadvantage for Combat Reactions). This State lasts until the Inebriated can manage a Worthwhile Rest.

**In Cover:** All Hurled and Ranged Hit Checks made against a Target with the In Cover State are done so at Disadvantage. This State lasts until the individual in cover moves, or is moved out of cover.

**Invisible:** All Hit Checks made against a Target with the Invisible State are done so at Double Disadvantage, but Hit Checks made by the Invisible individual are done so at Advantage. The Invisible State lasts until either the environment/circumstances change for the Invisible individual.

**Lame:** Individuals with the Lame State move at half their Speed. The Lame State lasts until either any healing magic, successful Hermetics Check (Difficulty determined by the Game Master), or Worthwhile Rest can cure the victim.

**Mounted**: Ranged Attacks while mounted are made at Disadvantage, while Hit Checks against a Mounted Character are done so at Disadvantage. The Mounted State remains until the individual dismounts or is knocked from their mount.

**Obscured:** All Hurled and Ranged Hit Checks made against a Target with the Obscured State are done so at Disadvantage. All Notice Checks made against a Target with the Obscured State are also done so at Disadvantage. The Obscured State lasts until either the environment/circumstances change for the individual.

**Outnumbered**: When facing 3 or more Targets enemies gain Advantage to Hit and Damage Checks against the Outnumbered Characters. The Outnumbered State lasts until either the number of enemy Targets is reduced, or environment and positioning change how many enemy Targets can attack the Characters at a time. Note: Only Characters suffer from the Outnumbered State, Creatures do not suffer from the Outnumbered State.

**Overrun**: As Outnumbered, but When facing 5 or more Targets enemies gain Double Advantage to Hit and Damage Checks against the Overrun Characters, and the Overrun Characters move at half speed. The Outnumbered State lasts until either the number of enemy Targets is reduced (perhaps taking them to the Outnumbered State), or environment and positioning change how many enemy Targets can attack the Characters at a time. Note: Only Characters suffer from the Outnumbered State, Creatures do not suffer from the Outnumbered State.

**Paralyzed:** A Paralyzed victim may take no Actions, no Maneuvers, and opponents attacking the paralyzed individual are at Advantage on both their Hit Checks and Damage rolls. Paralysis is recovered from similar to the Unconscious State.

**Prone:** All Hit Checks made against a Target with the Prone State are done so at Advantage. Prone victims may only make attacks with Light weapons, are reduced to one-quarter their Speed, and must spend an Action to stand back up.

**Stunned:** All Hit Checks made against a Target with the Stunned State are done so at Advantage. In addition, Stunned victims make all Checks at Disadvantage, may not take Maneuvers, and remained stunned until the following Round.

**Surprised**: Surprised individuals are unable to act for the initial Round, and grant their attackers Advantage on any Checks made against them, thus giving their opponents one full round to act against them before determining Reaction for the Encounter.

**Unconscious:** All attempts to Hit an Unconscious Target will automatically succeed, and the GM may decide whether or not the Unconscious individual is immediately slain or if Damage is done so at an increased rate. Victims may make an Extreme (18) Endurance Check the following Round to awaken. This difficulty reduces by one each Round until either continuing at the Easy (9) Difficulty or the victim successfully makes an Endurance Check.

**Aiding Another in Battle**: As Cooperation, with each Character making a Hit Check against the same opponent. Whomever hits the enemy rolls damage, but adds the Level (or Challenge Level) of each ally aiding in the fight.

**Environmental Damage**: Since each circumstance for environmental Damage will be different, GMs are encouraged to use their best judgment as to how much Damage a Character suffers and whether it is ongoing or in a single total.

**Falling Damage**:

| Fall Distance | Damage To PC's | Damage To NPC's |
|---|---|---|
| 1 – 5 feet | None | None |
| 6 - 22 feet | 1d8 Fatigue | 10% + 1d8 |
| 23 - 39 feet | As above + 1d8 Battered | 25% + 2d8 |
| 40 - 54 feet | As above + 1d8 Injured | 50% + 3d8 |
| 55 - 99 feet | As above + Down | 75% + 4d8 |
| 100+ feet | Killed Instantly | Killed Instantly |

**Injury & Recovery Table**

| Health Tier | Penalty | Recovery |
|---|---|---|
| Fatigued | None | All recovered following the end of the Encounter |
| Battered | Action or Maneuver, not both | All recovered following a Worthwhile Rest |
| Injured | Disadvantage on all Checks | 1 point recovered following a Worthwhile Rest |
| Down | May only Take Free Actions | Recovered following a Worthwhile Rest |

**Worthwhile Rest**: An uninterrupted eight (8) hours of sleep.

**Traps**

| Trap Statistics | Description |
|---|---|
| Rating | Notice Check Difficulty |
| Attack | Hit Modifier |
| Damage | Trap Damage |
| Effect | Trap Effects |

**Trap Creation Points Table**

| Time | Un. | Apprentice | Journeyman | Master |
|---|---|---|---|---|
| Hasty | 0 | 1 | 2 | 3 |
| Short | 1 | 2 | 3 | 4 |
| Reasonable | 2 | 3 | 4 | 5 |
| Lengthy | 3 | 4 | 5 | 6 |

**Acid Types Table**

| Intensity | Damage | Difficulty |
|---|---|---|
| Minor | 1d4 | Easy (9) |
| Moderate | 1d8 | Average (12) |
| Major* | 1d12 | Difficult (15) |
| Deadly* | 1d20 | Extreme (18) |

* This Acid Type can corrode stone and metal.

**Poison Table**

| Severity | Damage | Difficulty | External | Internal |
|---|---|---|---|---|
| Minor | 2 | Easy (9) | 10 S | 5 S |
| Moderate | 4 | Average (12) | 50 S | 25 S |
| Major | 8 | Difficult (15) | 100 S | 50 S |
| Deadly | 16 | Extreme (18) | 1000 S | 500 S |
| Paralysis | n/a | Extreme (18) | 500 S | 250 S |

**Disease**

| Disease Statistics | Description |
|---|---|
| Contagiosity | The Difficulty to resist the disease as well as the likelihood that the disease spreads. |
| Treatment | How difficult the disease is to treat with the Hermetics Talent (see below). |
| Onset | How the disease is contracted. |
| Effects | The symptoms and mechanical effects of the disease. |
| Recovery | What is needed to overcome the disease. |

**Enchanted Items**: An Arcane Caster with an Aptitude in a given Art has a chance to pick up on any magic stemming from that Art. For the Mage or Arcane Caster to identify the magic, they must succeed on an Arcane Aptitude Check, from the appropriate Art, equal or greater than the Difficulty designated by the Arcane Identification Table. Success on this Check reveals the capabilities of the Enchanted Item, as well as its means of activation. Activating the Effects of an Enchanted Item is a Free Action.

| Enchanted Item | Difficulty |
|---|---|
| Minute | Automatic |
| Minor | Easy (9) |
| Moderate | Average (12) |
| Major | Difficult (15) |
| Epic | Extreme (18) |

**Sacred Relics**: A Divine Caster of the same faith as the Relic automatically recognizes it as a Sacred Relic. A Relic of another faith of the Triad can be identified with an Easy (9) Difficulty Faith Check. A Relic of a fallen faith can be identified with a Difficult (15) Difficulty Faith Check. Once identified, the Caster's made aware of the capabilities of the Sacred Relic, as well as its means of activation (if any). Activating a Sacred Relic (if necessary) is a Free Action.

**Maximum Spell Difficulties**: Spell Difficulties are limited to a maximum Difficulty equal to the Aptitude Score of the Arcane caster plus twenty (+20). For example, a Mage with a Cosmos Aptitude Score of 9 could create Cosmos Spells with a maximum Difficulty of 29. Spells with combined Effects from multiple Arts use the higher Aptitude Score of the Arts contained within the Spell.

**Grimoires**: The amount of time and the number of pages the Spell takes to record is based upon the highest Difficulty Effect within the Spell. Spells with multiple Effects simply use the highest Difficulty to determine its required number of pages and time to record.

| Effect Difficulty | Grimoire Pages | Time to Record |
|---|---|---|
| Easy (9) | 2 | 30 min |
| Average (12) | 4 | 1 hour |
| Difficult (15) | 6 | 90 min |
| Extreme (18) | 8 | 2 hours |

**Casting and Critical Results**: When making an Aptitude Check to cast a Spell, and a Critical result is rolled, double the effectiveness of the Spell being cast.

**Identifying Arcane Arts**: Astute Characters can determine the Arcane Art a Caster is using simply by the Effects themselves. Arcane Casters hurling balls of fire or making watery tentacles from a pool provide plenty to supply the scrutinizing Caster with all the proof they need, but there are those moments when certainty isn't so easily obtained. In such instances, Player's can attempt a Difficult (15) Aptitude Check of the same Art as is being used around them. Success confirms to the Character what Art is being used.

**Activating Runework**: Activating Runework is a Free Action.

**Range**

| Distance | Difficulty Increase |
|---|---|
| Up to 50 feet | +0 |
| Up to 500 feet | +3 |
| Beyond 500 feet | +6 |

**Focus**

| Focus | Difficulty Increase |
|---|---|
| Single Focus | +0 |
| Double Focus Radius | +1 |
| Each additional Focus | +3 |

**Duration**

| Duration | Difficulty Increase |
|---|---|
| Instant | +0 |
| Concentration | +6 |

**Damage**

| Caster Level | Damage Die | Difficulty Increase |
|---|---|---|
| 1st - 3rd | D6 | |
| 4th - 6th | D8 | +4 |
| 7th + | D10 | |

*Note*: Concentration Spells do Damage every Round so long as their Concentration Checks are successful.

**Miscellaneous Modifiers**

| Miscellaneous Element | Difficulty Increase |
|---|---|
| Contingency | +2 |
| Spontaneous* | +4 |
| Additional Effects | +3 per Effect |
| Enchanted Item / Sacred Relic: Minute | +1 |
| Enchanted Item / Sacred Relic: Minor | +3 |
| Enchanted Item / Sacred Relic: Moderate | +5 |
| Enchanted Item / Sacred Relic: Major | +7 |
| Enchanted Item / Sacred Relic: Epic | +9 |

* Casters may lessen the elements of a Spell in their Grimoire without penalty, but increasing elements makes it a Spontaneous Spell.

**Combining Arcane Effects**: When combining various Effects, Players may run into instances where one Effect's capabilities bleed into another. The GM has final say on all aspects of a given Spell, including its potential Effects, elements, or Difficulty.

**Holy Aura**: An Acolyte's Holy Aura is equal to a 10' radius per level of the Acolyte, thus a 5th Level Acolyte would have a 50' radius Holy Aura. Non-Acolyte's Holy Aura is equal to a 5' radius per level of the Character.

**Augmentations Table**

| Augmentation | Favor Cost Increase |
|---|---|
| Contingency[1] | +1 |
| Delay[2] | +1 |
| Make Faith[3] | +3 |
| Double Duration | +2 |
| Double Holy Aura | +3 |

[1]Cast normally, but Effects do not take effect until their Contingencies have been met.
[2]Delays set to a Divine Intervention postpone for any measure of time (Rounds, minutes, days, etc.).
[3]Effects with durations that are Devotee Level, or are Special (GM permitting), may be made into Faith Duration Effects with this Augmentation.

**Prayer**: For each hour of Prayer a devotee regains one point of Favor back (not to exceed their maximum Favor).

**Bless**: Acolytes can bestow a blessing to any willing recipient, other than themselves, within their line of sight. Bestowing a Bless is a Free Action.

**Stamina Expenditures**

| Cost | Effect |
|---|---|
| | **Additional Actions/Attacks** |
| 5 | To take an additional Action |
| 3 | To take an additional off-hand attack with a Light weapon |
| 4 | To take an additional off-hand attack with a Medium weapon |
| 10 | To make a regular Attack against every Target in your immediate area (using the highest Defense of your Targets as your Hit Check Difficulty) |
| | **Hit Modifiers** |
| 1 | To increase the result of a Hit Check by one (+1) |
| 4 | To roll a Hit Check at Advantage/reroll a single failed Hit Check |
| 10 | To automatically obtain a successful Hit Check (non-critical) |
| | **Damage Modifiers** |
| 1 | To increase a Damage result against a Target by one (+1) |
| 3 | To roll Damage against a Target at Advantage |
| 3 | To add an additional 1D4 Damage against a Target |
| 4 | To add an additional 1D6 Damage against a Target |
| 5 | To add an additional 1D8 Damage against a Target |
| 1 | To do one (+1) Damage against a Target on an unsuccessful Hit Check |
| 3 | To do ½ normal Damage against a Target on an unsuccessful Hit Check |
| 5 | To do maximum Damage against a Target |
| 10 | To bestow the Blinded State, on a successful Hit Check, against a Target |
| 3 | To bestow the Lame State, on a successful Hit Check, against a Target |
| 4 | To bestow the Prone State, on a successful Hit Check, against a Target |
| 5 | To bestow the Stunned State, on a successful Hit Check, against a Target |
| 10+* | To bestow the Unconscious State, on a successful Hit Check, against a Target |
| | **Defense Modifiers** |
| 1 | Decrease the amount of Damage received by one (1) |
| 10 | Cancel a single physical Attack made against you |
| 15 | Cancel all physical Attacks made against you in a Round |
| | **Movement Modifiers** |
| 1 | Traverse an obstacle/obstruction without impediment |
| 3 | Double your Speed for your Maneuver |
| | **Miscellaneous Modifiers** |
| 3 | Disarm an opponent* |
| 3+* | To Grab and Hold your Opponent* |

*See below

**Bestow Blinded State**: Lasts for a duration of 1d4+1 Rounds.

**Bestow Unconscious State**: The cost to bestow the Unconscious State to one's opponent is 10 plus the difference between the Level of the Character attempting to bestow the State, and the Challenge Level of their opponent.

**Disarm:** Attempting a Disarm costs an Action. If taking a weapon that is not in use, the Character attempting the Disarm automatically succeeds. If taking a weapon that is currently being used by the opponent, the character is holding the weapon, or the opponent's hand holding the weapon at the end of the Round. This then proceeds into a contested battle where each round the character and the target of the Disarm make opposed Exertion Checks. The higher Exertion Check gets (or retains) the weapon. Ties result in an unresolved battle for the weapon, and another Exertion Check is conducted the following Round.

**Grab and Hold**: Costing 3 Stamina plus the difference between the Level of the Character and the Challenge Level of their opponent. Grabbed and Held results in:

- Hit Checks made against the grabbing individual and their held opponent are done so at Advantage.
- The individual grabbing their opponent is reduced to ½ their Speed, but may move their grabbed and held opponent at will.
- The individual grabbing their opponent can make Hit Checks against their grabbed opponent at Advantage with a Light weapon, at no additional bonus with Medium weapons, but is precluded from making attacks with Heavy weapons.
- You are limited to grabbing and holding opponents that are no more than twice your size.

The hold remains until a successful Hit, Athletics, or Exertion Check (GM has final say) is made at Disadvantage. Difficulty equal to 10 + the Level (or CL) of the individual holding them.

**Actions, Maneuvers, Free Actions Table**

| Category | | Description |
|---|---|---|
| **Actions** | *Attack* | Make a Hurled, Melee, or Ranged Attack |
| | *Magic* | Cast a Spell/Enact a Divine Intervention |
| | *Other* | Cooperate/Tag-Team |
| | | Reload a crossbow |
| | | Stand up |
| | | Trade your Action for an Additional Maneuver |
| | | Use a Talent* |
| **Maneuvers** | | Draw/Ready a weapon or item |
| | | Interact with the environment |
| | | Move up to your Speed |
| | | Mount or dismount |
| | | Stow/Sheathe a weapon or item |
| | | Switch hands |
| | | Use a Talent* |
| **Free Actions** | | Bestow a Blessing |
| | | Cease Concentration on a Spell/Cease Faith on an Intervention |
| | | Draw ammunition |
| | | Drop an item |
| | | Drop to the floor |
| | | Reclaim Mana |
| | | Speak |
| | | Using a Talent* |

*See Talents for details

**Prayer**: Once per day an Acolyte may pray in an attempt to regain Favor from their God.

| Difficulty | Acolyte Favor | Non-Acolyte Favor |
|---|---|---|
| Easy (9) | 1 | 0 |
| Average (12) | 2 | 1 |
| Difficult (15) | 3 | 2 |
| Extreme (18) | 4 | 3 |

**Service**: All fractions are rounded up in favor of the devotee.

| Service | Favor Gained |
|---|---|
| Converting an individual (NPC) | ½ max |
| Converting a community (NPC) | All |
| Creating a lasting monument (token) | 2 |
| Creating a lasting monument (standard) | ½ max |
| Creating a lasting monument (grand) | All |
| Enacting a momentous Divine Intervention before someone new | 1 |
| Enacting a momentous Divine Intervention before a group of new people | 2 |
| Erebos: Midwinter rite | All |
| Erebos: Greet the night rite | 1 |
| Ilios: Midsummer rite | All |
| Ilios: Greet the dawn rite | 1 |
| Leading a group of 1-10 (NPC's) in prayer/service/ritual/etc. | 1 |
| Leading a group of 11-50 (NPC's) in prayer/service/ritual/etc. | ½ lvl |
| Leading a group of 50+ (NPC's) in prayer/service/ritual/etc. | Lvl |
| Sacrifice, Modest | Lvl |
| Sacrifice, Substantial | 2x lvl |
| Sacrifice, Ruinous | All |
| Selene: Perilune rite | All |
| Selene: Greet the moon rite | 1 |
| Service to another (NPC) | Lvl |
| Service to a community | 2x lvl |
| Vow: Pacifism, Poverty, or Silence | Special |
| Exemplar roleplaying | GM's choice |

**Converting**: To cause one to adopt your faith.

**Monument**: Something erected as representative of your faith.

**Momentous Divine Intervention**: an Intervention of great or raf-reaching impact.

**Sacrifice**: Any offering that is thereafter lost to the devotee.

**Vows**: Take vow and gain a variable amount of Favor as determined by the Player. The Vow lasts for a number of days equal to the number of Favor gained. Breaking the Vow results in an immediate loss of all Favor, with no gains possible until the end of the original Vow.

> **Pacifism**: Will not act in a violent manner, and will always choose to distance themselves from other's violence.
> **Poverty**: Will give up all worldly possessions save for a means to clothe themselves modestly and/or to safeguard against the elements.
> **Silence**: Will not speak, nor enact Divine Interventions.

**Base Strength Damage**

| Strength Modifier | Base Damage Alt |
|---|---|
| -3 | 1 |
| -2 | 1d2 |
| -1 | 1d3 |
| 0 | 1d4 |
| 1 | 1d6 |
| 2 | 1d8 |
| 3 | 1d10 |
| 4 | 1d12 |

**Loot Table**

| Strength | Loot | Strength | Loot |
|---|---|---|---|
| -3 | 0 lb. | +1 | 40 lb. |
| -2 | 5 lb. | +2 | 60 lb. |
| -1 | 10 lb. | +3 | 80 lb. |
| 0 | 20 lb. | +4+ | 100 lb.+ |

ATHIA