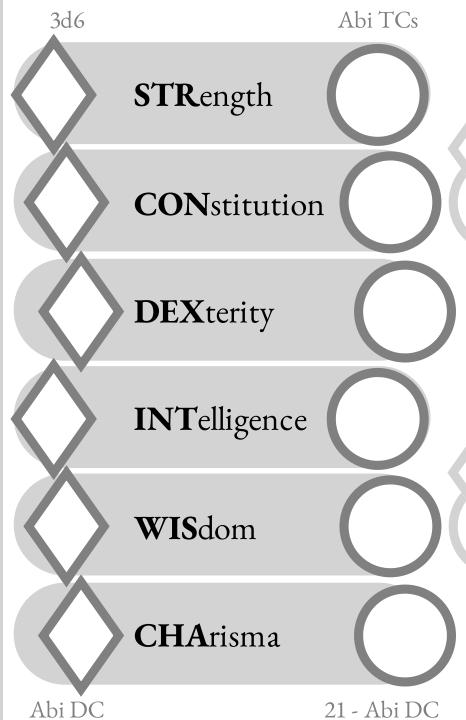


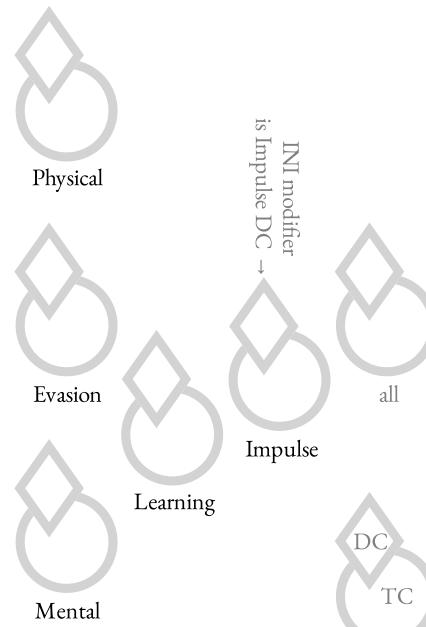
↑ Abilities



↑ Skills

11 Administer	[+]	33 Scout	[+]
12 Build	[+]	34 Spy	[+]
13 Connect	[+]	35 Steal	[+]
14 Cook	[+]	36 Swim	[+]
15 Exert	[+]	37 Trade	[+]
16 Fish	[+]	38 Travel	[+]
17 Gather	[+]	41 Craft	[+]
18 Grow	[+]	42 Know	[+]
21 Heal	[+]	43 _____	[+]
22 Herd	[+]	44 _____	[+]
23 Hunt	[+]	d5d8 _____	[+]
24 Lead	[+]		
25 Negotiate	[+]	1 Weave	[+]
26 Perform	[+]	2 Feel	[+]
27 Pray	[+]	3 Seize	[+]
28 Read	[+]	4 Soak	[+]
31 Ride	[+]	5 Mutate	[+]
32 Sail	[+]	6 Entwine	[+]

circles are TCs / diamonds are DCs



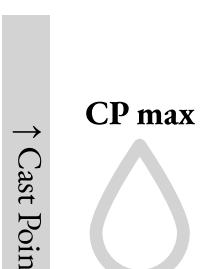
↑ ranged

↑ melee

skills start at +0, but default to -2, max is char level + 1  
 $1d20 + \text{skill} \geq \text{some TC}$

- 1 Bows  
2 Crossbows  
3 Slings  
4 Javelins  
5 Throw
- 7 Axes  
8 Maces  
9 Staves  
10 Spears  
11 Swords  
12 Knives  
13 Punch  
14 Grapple
- 16 Shields  
17 Dodge

name



↑ Cast Points

↑ Configurations

player

origin

level

class

background

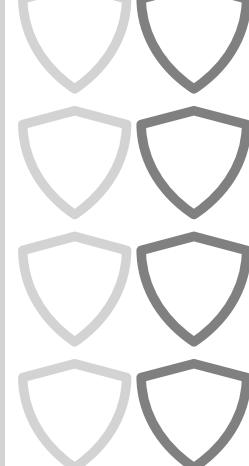
appearance

traits

scars


Amber Blue Coal Copper Gold Night Quartz Red Scarlet Silver Turquoise Faery Arrow Ball Crown Disk Finger Flail Hand Hut Net Pole Powder Shield

AC  
base AC + best of  
Dodge, Shield or F Skill  
no shield      shield

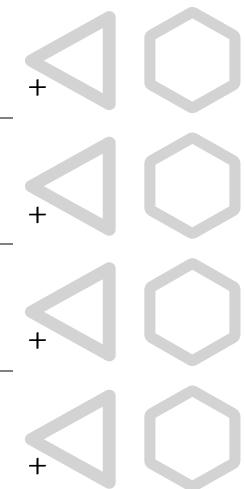


Weapon

Range

Attack Damage

F Skill  
Dice  
+ F Skill if  
melee



base AC: no armour 10 / gambeson 12 / mail shirt 14 / mail hauberk 16