



Abilities, Measures & Saves

This chapter describes your character's Abilities, Measures, Saves, and rules for how they interact with the game world.

Abilities

Characters have six Governing Abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Each ability is rated from 3-18. Each rating determines the modifier that is applied to skills, combat, social conflicts, etc.

Testing Abilities

Your abilities represent mental resilience, intuition, physical strength, and fortitude -among other things. When you try to notice an obscure detail, swim a freezing river, hold open a heavy wooden portcullis, or overcome certain conditions you test your governing ability.

- ❖ Roll a d20 equal to or under your ability score.
- ❖ Only test an ability if there is no applicable skill to be tested or a saving throw to be made.

Daniel's character Sergund must brace a wall to allow the other characters time to escape. He has a Strength of 13 and rolls a d20 - 11! He is successful and holds the wall just long enough for everyone to make their escape!

Measures

Your character's secondary stats help expand and detail the character. Alignment, Defense, Exertion, Hit Points, Morale, Reputation, Resolve, Wealth, and Will are detailed here.

Alignment

Is your character aligned with the cosmic forces of Law or Chaos? Or have you aligned yourself with family, friends, and looking after what's important to make a living? Your character's alignment describes the ends and justification for a character's actions.

Testing Alignment

Your alignment begins listed at a rank of 3/6. You don't often test alignment in this game, but it may come up from time to time. Whenever there's a crisis in game of a character's alignment, players will have to make a hard decision to either benefit themselves -playing into chaos or act for something bigger -playing into law and the betterment of others.

This crisis always costs the character something -a friend's respect, one's blood, or personal power.

- ❖ The Game Master will never ask for an alignment test, this decision is purely up to the player, and alignment tests should never be for punitive reasons.
- ❖ If the result of the test is a success, the character will act within their alignment. If they fail, they act in contradiction to their alignment. Either way, the player earns a check towards alignment.
- ❖ Players Mark XP at the end of a session for making the alignment test.





Tapping Alignment

Situations will arise during play where a player feels their character's actions are playing into their alignment. When this occurs the player should speak up and explain the situation to the table. If the table agrees that the justification behind the character's actions is the fulfillment of their alignment, the player may tap into their alignment for one test.

- ❖ Spend a point of resolve.
- ❖ Add your alignment score to the skill rank for the test being made.

When Alignment Fails

If your test fails after you tap into your alignment, your alignment rank suffers because of it. Your devotion to your cause is not as strong as you thought. Reduce your alignment by 1.

Alignment Helps Circles

When players test circles to locate an NPC in town, they may add +1 to their Circles rank if the NPC they're after has a matching alignment.

Defense

Combat is a fierce fray of deadly blows. Defense measures how hard it is for your enemy to land such a blow.

- ❖ A character's Defense (DEF) is equal to 10 + Dexterity modifier if they wear no armor.
- ❖ It is equal to their armor and shield Defense rating + Dexterity modifier if they wear armor.

Exertion

Exertion is a pool of points that you track during the game. They represent the amount of toil placed on a Cleric's body, mind, and spirit.

Gaining and Recovering Exertion

See the chapter on Ritual & Prayer for information on Gaining and Recovering Exertion.

Hit Points

Hit Points (HP) measure your character's fighting condition. They are tracked during combat to determine how many hits your character can take before being knocked out of the fray. Hit Points are a pool of points accrued from the roll of your Hit Die and your Constitution modifier.

- ❖ You subtract HP when your character takes damage from combat, falls, magic spells, etc.
- ❖ You recover HP by re-rolling your Hit Die when you rest in camp and town. See the chapters on Camp and Town for more info.
- ❖ If you're badly wounded in battle your character loses morale.

If your Hit Points drop to zero during combat you're knocked out of the battle. See the chapter on Combat for more information.

Morale

Morale is a score that represents your character's mental grit and determination, and the ability to press on against overwhelming odds.

Your character's Morale is affected when events occur in the fiction that may challenge your character's courage and resolution such as being terribly wounded, withstanding dark magics, or witnessing the death of a close friend.

Morale Effects

- ❖ Entering a site of low-grade magic (a necropolis or cursed church): -1 morale.
- ❖ Seeing another of your party flee in terror: -1d2 morale.
- ❖ Being badly wounded (down to 1 or 2 hit points): -1 morale.
- ❖ Seeing a ghost or apparition: -1 morale.
- ❖ Being mortally wounded, and surviving: -1 morale.
- ❖ Witnessing the death of a friend: -1d2
- ❖ Being witness to the sorrow of Elven song: -1 morale.
- ❖ Being beset by aberrant (nonhumanoid) creatures: -1 morale.
- ❖ Being beset by the living dead: -1d3 morale.
- ❖ Being in the presence of demons or angels: -1d6 moral.

Regaining Morale

Characters regain d3 points of morale immediately after combat, after camp, and when they reach town.

Morale & Steel

If your character's Morale ever drops to 5 or below, you must immediately make a Steel test. This Steel test may be made at a +1 modifier (max +3) for every ally standing within 5ft.

Morale Threshold:

- ❖ 5: When your Morale drops to 5 test Steel. On a failure, your character hesitates for their next action.
- ❖ 3: When you drop to 3 points of Morale, test your Steel: On a failure, your character flees from the perceived danger.
- ❖ 0: When you drop to 0 Morale your character immediately drops what they're holding and runs screaming in a random direction, or falls to their knees to beg for mercy -you make the choice.



Reputation

Your character's renown is a measure of your social influence and recognition. Reputation is a measure ranked from 0/6 to 9/10. Dirty adventurers like yourself begin with zero reputation.

Example Reputation Order

- ❖ 9/10 The High King or Queen
- ❖ 7/8 Jarls and Greves
- ❖ 5/6 Clan Chieftains & Gothar
- ❖ 4/6 Thegns and Nobility
- ❖ 3/6 Huskarls and vassal-knights
- ❖ 2/6 Guild members (merchants, apothecaries, doctors, financiers, etc)
- ❖ 1/6 Peasants, laborers, and the lot
- ❖ 0 Criminals, Adventurers, Soldiers

Testing Reputation

Reputation is a ranked stat, but you don't roll it much in this game. Though from time to time a situation may arise where you feel it's important for an NPC to acknowledge and recognize your character for their deeds. This is when you make a reputation test. On a success, the NPC knows of your deeds. On a failure you get yourself into trouble, perhaps they mistake your identity.





Tapping Reputation

You can tap into your character's Reputation much like you can their alignment. When it's important to the scenario at hand, you may explain how your reputation ties into a Circles or Wealth test. Does this person know you because of your past deeds? Are they willing to give you a deal this one time? Petition the table for this advantage, and tell them how this NPC knows your character. What was your magnificent deed?

If the table agrees that the character's story applies to the situation and that it relies on their reputation, the player may tap into their reputation for one test.

- ❖ Spend a point of resolve.
- ❖ Add your reputation score to the Circles or Wealth rank for the test being made.

When Reputation Fails

When you tap into your Reputation for a Circles of Wealth test and it turns out to be a failure, you prove that you're not quite as famous as you thought. This hurts your reputation, reduce it by 1.

Resolve

Resolve is another stat characters have. It is equal to their Constitution score and advises how many turns a character may adventure before they need rest, food, and water. After they run out of resolve, Characters immediately take the Exhausted condition.

A player may reduce their resolve by 1 to get a re-roll on any failed test, by calling on their character's ancestors to intervene against fate. But they must take the second result, no re-rolling a re-roll. Each time this is done though, increases a character's Exertion.

Wealth

A character's prestige, influence, and monetary capital are represented by the Wealth stat. All characters begin the game with a Wealth rating of 0/6. During play, this Wealth rating is modified by Loot, Reputation, and Loans the character gathers. It follows the standard dice rules that skills do. Purchasing sundry goods at the market requires a Wealth stat test.

Making your first successful Wealth test to purchase an item in Town will cause your Wealth rating to become 1/6. Be careful though, because you may lose everything again.

Loans

You can take out a loan from a character or NPC that has a Wealth rating greater than yours. Having this loan gives you a +1 to your Wealth rating for one test. Giving another character or NPC a loan does not modify your Wealth rating, it's easily within your means.

Purchasing

To make a purchase make a Wealth test as you would test a skill. If the value of the item is less than the numerator of your Wealth rank, you don't need to test - purchasing the item is well within your means.

With a Wealth rating of 2/6, you don't test to purchase Candles (1) - it's within your means.

If the value is equal to or higher than your rating's numerator, make a test using the item's value as a penalty to your Wealth rating. If you succeed, you can make the purchase without any complications.

If you fail, you're in too deep, choose one:

- ❖ The item isn't quite as advertised! Its quality is shoddy, or it's broken!
- ❖ You become indebted for an amount equal to your failure. This debt will need to be paid next time you're in town.
- ❖ Unable to afford upkeep you become Sickened, or unable to repair your gear. The GM will tell you what piece of gear is broken!
- ❖ Your Wealth rating drops by 1.

Will

Will acts similar to Hit Points. Instead of measuring a character's fighting condition, however, it measures mental resilience for social conflicts. Will is a pool of points initially determined by your Wisdom score.

- ❖ You subtract Will when you take damage from lies, insults, or when the truth hurts.
- ❖ You recover Will quickly. Immediately regain 1d6 points of Will after the social conflict, and recover 1d3 every day after.
- ❖ If your Will becomes zero you become flustered or contemplative and cannot speak.

If your Will becomes zero you agree to the terms set at the beginning of the social conflict. See the chapter on Social Conflict for more information.

Saving Throws

A saving throw is a roll made with a 20-sided die. It measures your character's resistance to outside forces. There are four saving throws: Poison & Plague, Terror, Magic, and Luck.

- ❖ All saving throws are ranked at 16/20 at the start of the game. A roll on a 20-sided die greater than or equal to the target number succeeds.
- ❖ Your character's class dictates which improvements you take to your Saving Throws during character creation. Each one that is listed improves again by one each time you gain a level, thus lowering the target number required for success.

Poison & Plague

Dungeons are full of worms and rot. Bogs are filled with flies and festers disease. This save is used to resist poisons and diseases that afflict your characters. Your CON modifier affects this save. (Reduce the target number equal to CON modifier)

Terror

Save vs Terror when staring down supernatural foes of immense otherworldly power and precedence. The GM will confer with the table to determine when this is appropriate. You also Save vs Terror when you fight

off the Frightened condition. Your WIS modifier affects this save.

Magic

Dark ensorcelling magics pervade the mind. Sorcerous Fire consumes all. Save vs Magic when your character comes under the influence of magic spells.

Luck

Lucky characters seem to survive longer, most of the time. Sometimes things will happen in the game where only dumb luck can save a character from certain death. Save vs Luck when slipping off a cliff, being crushed by a falling tower, being struck by lightning, or similar circumstances.

