

Name

Knight

14-veteran

Strength, Health, Spears,
Shields, Hafted Weapons,
Swords, Ride

12-professional

Agility, Perception, Willpower,
Charisma, Brawl, Leadership,
Warcraft

10-journeyman

Heraldry, Intimidation, Hunting,
Swim, Religion, Dodge

Equipment

Clothes, rucksack, bandages, oil lantern,
tinderbox, tent canvas, sleeping bag, water
bottle

Armour

Full helmet, plate cuirass, steel arm greaves,
steel leg greaves

Shield

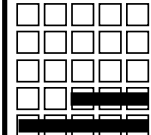
40

Deep Wound

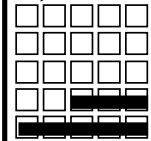
10

Bleeding

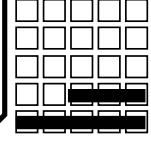
Scratched



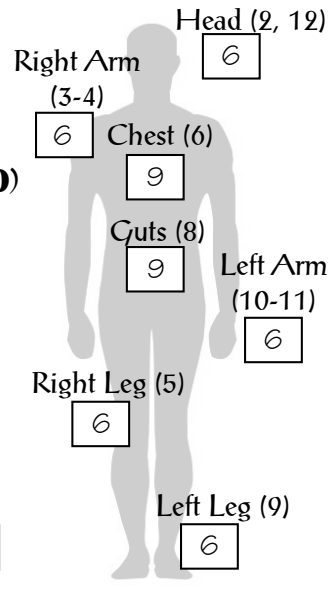
Injured (+1D)



Shock



Hit locations (2D)



Victim decides (7)

Edges

Large, Brave, Lucky

flaws

Honorable, Vassal,
Dependents

Weapons	skill	reach	dam	rang
Broadsword (also 2h)	14	II	7 (8)	
Battle Axe (also 2h)	14	III	8 (9)	
Dagger	12	III	3	
Shield	14	III	2	

Rolling equal or less...
Success! (1st degree)

5+ below skill value
Good Success! (2nd degree)

10+ below or all ■ ...
Critical Success! (3rd degree)

Over value or ■+■
Failure...

■■■■ ...
Fumble!!!

Name

Mountain Barbarian

14-veteran

Strength, Health, Agility, Sneak,
Climb & Leap, Shields, Hafted
Weapons, Ride

12-professional

Hunting, Dodge, Throw

10-journeyman

Perception, Willpower, Charisma,
Woodcraft, Tend Wounds, Hand-
crafts, Brawl, Swim

Equipment

Rucksack, rope & hook, candles, bandages,
water bottle, compass, blanket, tinderbox

Armour

Leather helm, felt hood, leather cuirass,
leather jerkin, leather arm greaves, leather
leg greaves, felt pants

Bleeding

Scratched

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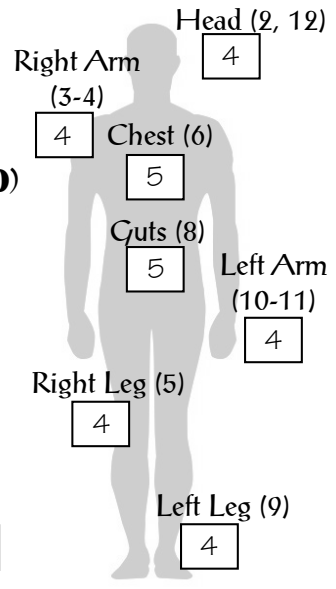
Injured (+1D)

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Shock

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Hit locations (2D)



Shield

40

Deep Wound

8

Edges

Lucky, Good Ears, Winesack

flaws

Scarred, Lecher, Drunkard

Weapons	skill	reach	dam	rang
Axe	14	III	6	
- thrown	12	II	6	10st
Battle Axe (also 2h)	14	III	8 (9)	
Shield	14	III	2	

Victim decides (7)

Rolling equal or less...
Success! (1st degree)

5+ below skill value
Good Success! (2nd degree)

10+ below or all ■...
Critical Success! (3rd degree)

Over value or ■+■
Failure...

■■■■...
Fumble!!!

Name

Forest Folk Archer

14-veteran

Agility, Perception, Climb & Leap,
Bows, Hafted Weapons, Dodge,
Brawl

12-professional

Strength, Health, Woodcraft,
Sneak, Handcrafts, Hunt

10-journeyman

Willpower, Charisma,
Tales & Legends, Swim

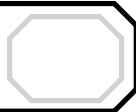
Equipment

Woolen cloak, arrow quiver, rope & hook, reju-
venating herbs, blanket, leather sack, water
bottle, 3 x torches, tinderbox

Armour

Leather helm, leather cuirass, leather jerkin,
leather arm greaves, leather leg greaves

Shield

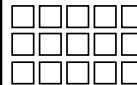


Deep Wound

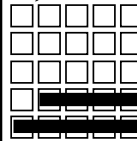
7

Bleeding

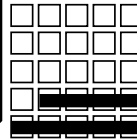
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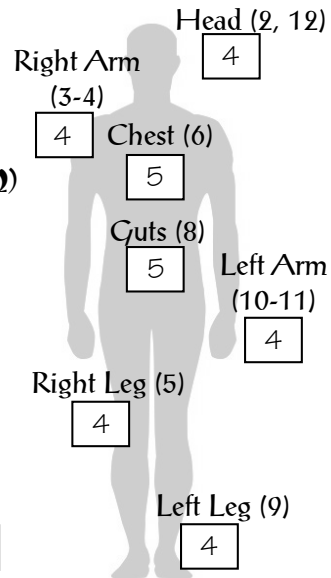
Injured (+1D)



Shock



Hit locations (2D)



Victim decides (7)

Edges

Fast, Lucky, Sharp Eyes

flaws

Hot-tempered, Greedy, Scarred

Weapons

	skill	reach	dam	rang
Longbow 2h	14	I	7	60s
Axe	14	II	6	
Knife	12	II	2	

Rolling equal or less...

Success! (1st degree)

5+ below skill value

Good Success! (2nd degree)

10+ below or all ■...

Critical Success! (3rd degree)

Over value or ■■■■

Failure...

■■■■■...

Fumble!!!

Name

Bard and thief

14-veteran

Agility, Charisma,

Sneak, Climb & Leap, Lockpicking, Dodge

12-professional

Strength, Health, Perception,

Act, Throw, Swords, Dexterity, Sing & Play, Tales & Legends

10-journeyman

Willpower, Human Sense, Gambling, Brawl

Edges

Escape Artist, Lucky, Brave

flaws

Leacher, Fear (deep water), Gambler

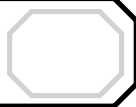
Equipment

Rucksack, lute, rope and hook, blanket, candle lantern, tinderbox, candles, water bottle, lockpick, spare clothes

Armour

Leather helm, leather cuirass, leather jerkin, leather arm greaves, leather leg greaves

Shield



Deep Wound

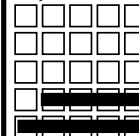
7

Bleeding

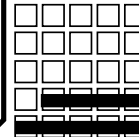
Scratched



Injured (+1D)



Shock



Hit locations (2D)

Head (2, 12)

Right Arm

(3-4)

6

Chest (6)

9

Cuts (8)

9

Left Arm

(10-11)

6

Right Leg (5)

6

Left Leg (9)

6

Victim decides (7)

Weapons

skill

reach

dam

rang

Dagger

10

III

3

- thrown

12

II

3

5st

Broadsword (also 2h)

12

II

7

Rolling equal or less...

Success! (1st degree)

5+ below skill value

Good Success! (2nd degree)

10+ below or all ■...

Critical Success! (3rd degree)

Over value or ■+■

Failure...

■■■■...

Fumble!!!

Name

Artantean priest and healer

14-veteran

Health, Perception, Willpower,
Tend Wounds, Throw, Religion,
Spears

12-professional

Strength, Act, Climb & Leap,
Brawl

10-journeyman

Agility, Charisma, History, Oc-
cult, Tales and Legends

Edges

Brave, Good Ears

flaws

True Faith, One-eyed

Equipment

Travel and ceremonial clothes, sling bag, lots of bandage, bottle of spirits, 10 x healing herbs, candles, tinderbox, blanket, pouch of slingstones, priestly amulet

Armour

Leather helm, leather cuirass, leather leg and arm greaves

Shield

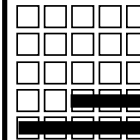


Deep Wound

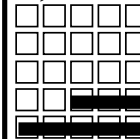
8

Bleeding

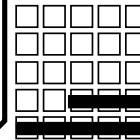
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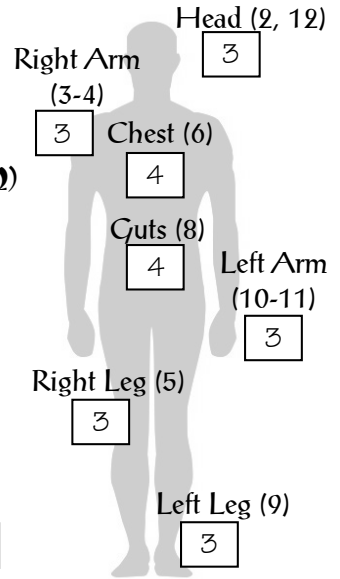
Injured (+1D)



Shock



Hit locations (2D)



Victim decides (7)

Weapons

	skill	reach	dam	rang
Dagger	12	III	3	
- throw	14	I	3	5s
Sling	14	III	3	20s
Halberd (2h)	14	I	8	

Rolling equal or less...

Success! (1st degree)

5+ below skill value

Good Success! (2nd degree)

10+ below or all ■ ...

Critical Success! (3rd degree)

Over value or ■■■

Failure...

■■■■ ...

Fumble!!!

Name

Poacher

14-veteran

Health, Agility, Perception,
Woodcraft, Spears, Bows

12-professional

Strength, Willpower, Sneak,
Climb and Leap, Hunt, Dodge

10-journeyman

Charisma, Tend Wounds,
Human Sense, Cursed Lands,
Handcrafts, Hafted Weapons,
Brawl, Swim

Equipment

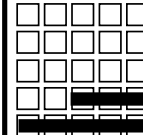
Rucksack, bandages, bear trap, tripwires,
rope & hook, wooden stakes, blanket, candle
lantern, tinderbox, water bottle

Armour

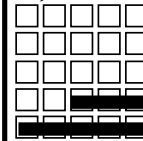
Open Helmet, Felt Jerkin, chainmail hauberk,
felt pants, leather leg greaves

Bleeding

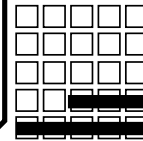
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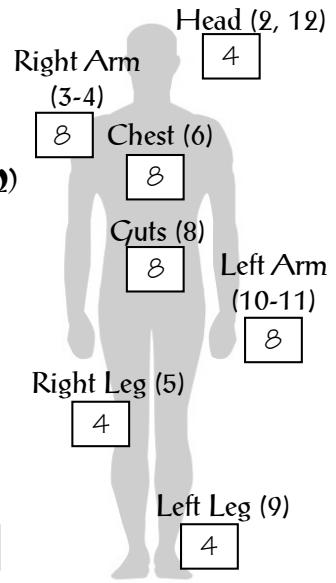
Injured (+1D)



Shock



Hit locations (2D)



Shield



Deep Wound

8

Edges

Shadow vision, Good Ears, Pet
(Hunting Dog)

flaws

Scarred, Superstitious,
Hot-tempered

Weapons

	skill	reach	dam	rang
Halberd (2h)	14	I	8	
Axe	10	III	6	
Crossbow (2h, slow)	14	III	8	40st

Victim decides (7)

Rolling equal or less...

Success! (1st degree)

5+ below skill value

Good Success! (2nd degree)

10+ below or all ■ ...

Critical Success! (3rd degree)

Over value or ■+■

Failure...

■■■■ ...

Fumble!!!

Name

Nomad Peddler

14-veteran

Perception, Charisma, Human Sense, Throw, Bargain

12-professional

Strength, Willpower, Act, Trade Routes, Spears, Ride, Brawl, Dodge

10-journeyman

Health, Agility, Streetwise, Tend Wounds, Herbs and Poisons

Equipment

Blanket, rope and hook, sleeping bag, bandages, water bottle, abacus, oil lantern, oil flask, pony

Armour

Chainmail Hood, Brigandine Vest, Leather Arm and Leg Greaves

Shield

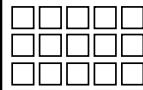


Deep Wound

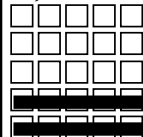
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Bleeding

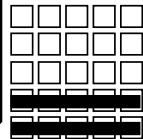
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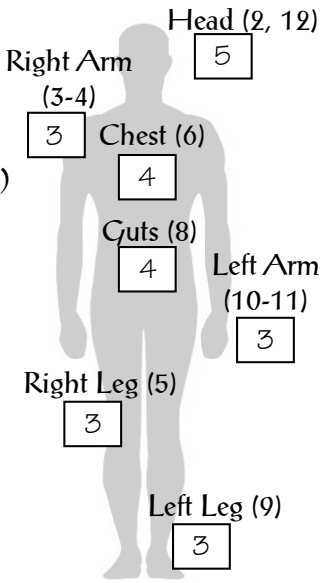
Injured (+1D)



Shock



Hit locations (2D)



Victim decides (7)

Edges

Age and Experience, Numbers Sense, Brave

flaws

Midget, Greedy, Gambler

Weapons

skill

reach

dam

rang

3 x Javelin (snake venom)

14

I

4+ven

30s

Dagger

12

III

3

-thrown

14

II

3

5s

Spear (also 2h)

12

I

5 (7)

-thrown

14

II

5

20s

Rolling equal or less...

Success! (1st degree)

5+ below skill value

Good Success! (2nd degree)

10+ below or all ■...

Critical Success! (3rd degree)

Over value or ■■■■

Failure...

■■■■■...

Fumble!!!

Name

Pioneer

14-veteran

Health, Perception, Willpower,
Handcrafts, Hafted Weapons,
Build

12-professional

Strength, Woodcraft, Tend
Wounds, Throw, Shields

10-journeyman

Agility, Charisma, Leap & Climb,
Religion, Herbs & Poisons

Equipment

Warm clothers, rucksack, carpentry tools,
lots of bandages, bottle of strong spirits,
water bottle, 5 x healing herbs, tinderbox, 3
x torches, blanket, tent canvas

Armour

Leather helmet, Leather Cuirass, Leather
Arm and Leg Greaves

Shield

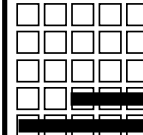
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Deep Wound

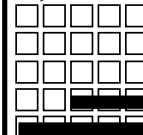
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Bleeding

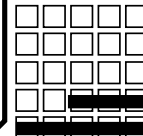
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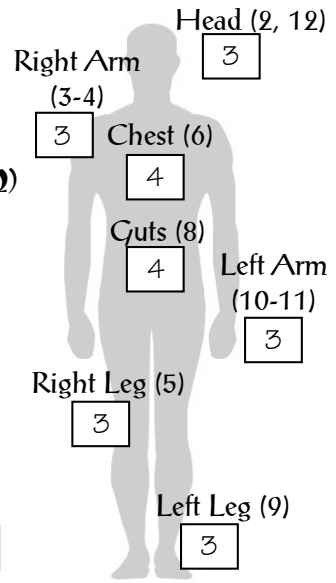
Injured (+1D)



Shock



Hit locations (2D)



Victim decides (7)

Edges

Brave, Good Ears

flaws

True Faith, One-eyed

Weapons

	skill	reach	dam	rang
Battle Axe (also 2h)	14	II	8 (9)	
Shield	12	III	2	
Sling	12	III	3	30s

Rolling equal or less...

Success! (1st degree)

5+ below skill value

Good Success! (2nd degree)

10+ below or all ■...

Critical Success! (3rd degree)

Over value or ■+■

Failure...

■■■■...

Fumble!!!