

SOCIAL STATUS EFFECTS

SCORE	EFFECT
Honour 9+	Exalted: Your Spirit increases by 1 and you may choose a gift.
7-8	Famed: You gain a +1 bonus on d6 rolls to decide your fate while you are incapacitated (see Damage).
4-6	Respected: You make attack rolls in social conflict with 1 weal.
0-3	No effect.
4-6	Mocked: You make attack rolls in social conflict with 1 woe.
7-8	Ill-Omened: You take a -1 penalty on d6 rolls to decide your fate while incapacitated.
Shame 9+	Condemned: You automatically die if you ever become incapacitated.

CASTING PER SPELL RANK

POWER	R0	R1	R2	R3	R4	R5
0	1					
1	2	1				
2	3	2	1			
3	4	2	1	1		
4	5	2	2	1	1	
5	6	3	2	2	1	1
6	7	3	3	2	2	1

GIFTS OF NATURE

LEVEL	NATURE	SPIRIT	GIFTS	TOTAL USES
0	Gift of Nature	0	1	1
4	Second Nature	1	2	4
8	Force of Nature	2	3	9
10	Law of Nature	3	4	16
	Kindred Spirit	+1	+1	
	Exalted Status	+1	+1	

CRAFTS

LYF
GALDR
GAND
RUNAR
SEIDR
SPA

GIFTS

SHAPE
THOUGHT
FOLLOWER
LUCK
MEMORY

AFFLICTIONS

ASLEEP	Both prone and unconscious.
BLINDED	Surroundings are totally obscured. Other creatures make attack rolls with 1 weal.
CHARMED	Cannot attack the source of charm.
COMPELLED	Source of affliction decides all actions.
DAZED	Cannot use actions.
DEAFENED	Automatically fail Awareness rolls involving hearing.
DEFENCE-LESS	Defence 5, Speed 2, cannot use actions.
DISEASED FATIGUED IMPAIRED POISONED	All attack and challenge rolls made with 1 woe.
FRIGHTENED	Attack rolls and challenge rolls with 1 woe, or 3 woes when cause of fear is visible.
GRABBED	A grabbed creature that is of equal Size or smaller than the creature grabbing it cannot move away.
PRONE	Movement by crawling, or use full move to stand. Might and Sleight rolls made with 1 woe. Melee attacks against prone target made with 1 weal, ranged attacks made with 1 woe.
SLOWED	Slow turns only, halved speed.
SURPRISED	Cannot move or use actions. Automatically fails challenge rolls. Defence 5.
STUNNED	Cannot move or use actions. Automatically fail challenge rolls. Other creatures attack with 1 weal.
UNCONSCIOUS	No actions or movement, and all challenge rolls result in failure.

FATE

d6	OUTCOME
1	The character dies immediately.
2	The character falls prone and becomes unconscious. The character dies after 1d3 rounds unless healed.
3	The character becomes unconscious and dies after 1d6 minutes unless healed.
4	The character becomes unconscious for 1d6 minutes and then heals 1 damage.
5	The character becomes unconscious for 1d3 rounds and then heals 1 damage.
6	The character becomes unconscious for 1 round and then heals 1 damage.

RESISTING TRAUMA

SEVERITY	WEAL/WOE	TRAUMA
Minor	1 weal	1
Moderate	--	1
Major	1 woe	1d3
Severe	2 woes	1d3
Extreme	3 woes	1d6

COVER AND OBSCUREMENT

TARGET IS...	EFFECT
Half covered	1 woe
Three-quarters covered	2 woes
Totally covered	Automatic failure
Partially obscured	1 woe
Heavily obscured	2 woes
Totally obscured	3 woes*
In inclement weather or covering terrain	1 or more woes

SHELL SHOCK

d20	EFFECT
1	Death: Your heart stops, and you die.
2	Catatonia: You are Immobilised . At the end of each hour, roll a d6. A roll of 4 or higher ends the effect.
3	Impaired Vision: You are Blinded . At the end of each hour, roll a d6. A roll of 5 or higher ends the effect.
4-5	Tremors: You are Stunned . At the end of each round, roll a d6. A roll of 5 or higher ends the effect.
6-7	Sickened: You are Diseased . At the end of each hour, roll a d6. A roll of 5 or higher ends the effect.
8-9	Anxiety: You are Fatigued . At the end of each hour, roll a d6. A roll of 6 ends the effect.
10-11	Indecision: You are Slowed . At the end of each hour, roll a d6. A roll of 6 ends the effect.
12-13	Panic: You become Frightened and must use an action to rush away from the source of your fear. At the end of each round, roll a d6. A roll of 5 or higher ends the effect.
14-15	Confusion: You are Dazed . At the end of each round, roll a d6. A roll of 5 or higher ends the effect.
16-17	Impaired Hearing: You are Deafened . At the end of each hour, roll a d6. A roll of 5 or higher ends the effect.
18-19	Hypervigilant: You make all attack and challenge rolls with 1 weal until the end of the next round, at which point the effect ends automatically.
20	Revelation: Reduce your Trauma total by 1d6. You permanently make all Will challenge rolls to resist gaining Trauma with 1 weal.

ACTIONS

ATTACK

CAST A SPELL

CONCENTRATE

DEFEND

END EFFECT

FIND

HELP

HIDE

PREPARE

RELOAD

RETREAT

RUSH

STABILIZE

USE AN ITEM

MOVEMENT

BALANCE

CLIMB

CRAWL

FLY

JUMP

RIDE

SNEAK

SWIM

TELEPORT

MOVEMENT BY PACE

TIME	CAUTIOUS	WALK	JOG	RUN
Minute	30 yards	90 yards	120 yards	240 yards
Hour	1 mile	2 miles	4 miles	8 miles
Day	8 miles	24 miles	32 miles	--

ENCOUNTER FREQUENCY

THREAT LEVEL	CHECK
Extreme	Hourly
Major	Once per 4 hours
Moderate	Once per 8 hours
Minor	Once per day and once per night

TERRAIN

TERRAIN	TIME
Desert	× 1.5
Forest	× 1.5
Hills	× 1.5
Mountains	× 3
Plains, roads	× 1
Swamp	× 2

DIFFICULTY PER DAY

GROUP LEVEL	RECOMMENDED DIFFICULTY
Starting	25
Novice	100
Expert	200
Mythic	500

ENCOUNTER TYPE

MINOR	MODERATE	MAJOR	EXTREME	ENCOUNTER
20	20	—	—	Helpful
18-19	18-19	20	—	Harmless
14-17	14-17	18-19	19-20	Environment
6-13	8-13	14-17	17-18	Nothing
2-5	4-7	8-13	13-16	Easy Combat
1	2-3	4-7	7-12	Average Combat
—	1	2-3	3-6	Challenging Combat
—	—	1	1-2	Hard combat

WEATHER

3d6	WEATHER	TIME
3	Powerful storm	× 4 (See text)
4-5	Heavy precipitation	× 1.5
6-8	Unseasonably cold	× 1
9-12	Normal Conditions	× 1
13-15	Unseasonably warm	× 1
16-17	Precipitation	× 1.5
18	Storm	× 2

TARGETING

RANGE	DISTANCE
Reach	-
Short	5 yards
Medium	25 yards
Intermediate	50 yards
Long	200 yards
Extreme	500 yards

LIFESTYLE

LIFESTYLE	PRICE
Thrall	1p
Freedman	1\$
Karl	5\$
Thegn	1Kr
Hersir	5Kr
Jarl	10Kr



Use an action or move up to your Speed. You cannot do both.



Use both an action and move up to your Speed. You can use an action at any point during the move.





