



Clanhead

Saga of the Duine

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PREFACE

Some Commissions come to me because people want something that hasn't been done before, for good reasons of course. "Eccentric Anime Game," "Obscure RPGMaker RPG," "Percy Jackson and the Tax Return Documentations" and other such things. But sometimes I get one which is for a game I'm baffled about and have not received anything relating to a tabletop RPG.

Mount & Blade is a series of strange little games about doing two things: Traveling the land and fighting everyone in it. The premise is simple, as a penniless vagrant, do what you do best and beat up other penniless vagrants to build up your band of fools and glory seekers to ultimate mercenary lordship. With three "Main" games, the series has evolved, more mechanics, deeper systems, and now Bannerlord has dynastic mechanics in it as well.

Combined with a bit of the in-depth generational trauma simulator of Crusader Kings III, and you have a strange mixture of ideas for a TTRPG. An RPG that I don't know why hasn't been attempted before, and if it has, I sure haven't seen it.

And thus, here we are. Clanhead: Saga of the Duine, is an exploration of a weird setting to justify galavanting and raising a family of equally galavanting people. Things will get bloody soon as the Duine struggle to find themselves in a new era, or will the Anesians carve a new imperium from the ashes of the Duine's lands?

Seo sinn a-nis!



THE TIR DUINE

THE SEVEN HEROES TALE

Our homeland was besieged by a Dreadful God, covered in gore and the forest itself. Wrathful and murderous it hunted the people, devouring them whole to satiate its never ending desire for power. The people feared this Beast of the World, as it was one of the three who stood by its brothers: The Sun and the Leviathan, to create the world. But this wicked world corrupted it and as with any rot, it must be cut away to save the rest.

To combat this threat, the Witch-of-the-Wilds called upon seven brave heroes to challenge this Dread God. Sending out seven ravens to hunt for them.

The Seven Heroes were rallied and ventured forth. Each with a task to prove their worth to the raven that took interest in their quest.

Abban the Hunter, fleet of foot and armed with a bow carved from the Eld' Tree. He tricked the Red Wolf into protecting the White Stag of the Northlands to impress the raven of his kindness and ingenuity.

Ruarc the Lovely, a thin blade made of star metal at his side. The star which he forged his blade from was a gift from a wandering spirit he carried to a remote forest, this gave the raven reason to trust his honor and nobility.

Tadhg the Poet, his twin blades humming tunes as he swung. The raven was in awe as he recited the hundred-and-one poem in the spirit's tongue to calm a creature which hunted for blood in the Lurking God's name.

Urard the Giant, wielding a giant's ax with a single hand. The raven witnessed the bravery and prowess as he slew a giant holding his Clan hostage, charging the brute with reckless abandon.



Dammond Fair-Hair, armed with a bone spear of that God's watery nemesis. With ritual and faith, he had performed the trials of the Leviathan to earn the right to injure the brother of his patron, the raven was emboldened by his dedication and fervor.

One-Eye Aodh brang nothing but a cold iron dagger forged by the dwarves. His feat was witnessed by the raven as he plucked his own eye out to trade to the Dwarves for help slaying the God, his devotion and sacrifice earning him the right to stand by the others.

And who can forget Cinaed the Orphan, whose raven did not venture far for he had made his way to the Witch-of-the-Wilds to impress upon her, as he had fallen in love, believing that by felling the Dark God, he would earn her heart.

The seven descended upon the Mad God the fury, fighting three days and three nights before the dawn of the fourth day. The Terror God was injured, brought low by the band, but each had suffered terrible injuries and were too weak to continue the fight much longer. Cinaed, his hands seared by his own mystic power, a wicked gash across his chest, and a broken third rib knew what he had to do. He rallied the band together, each of the heroes bloodied, but not yet broken.

With an old tongue which only Tadhg knew little of, a forsaken language erased by the world to protect it, he cast a spell of immense power. The Bloody God let out a terrible roar, for the first time in three days and three nights it staggered and mewled in pain. The six knew the sign and with the last of their strength, descended on the beast with the fury of the lost at their back.

Abban shot the creature with a golden arrow in its skull. Ruarc jabbed his star blade deep into its blackened heart. Tadhg's twin-swords sang as they struck its guts. Urard's axe descended upon the spine of the beast, severing it in twain. Dammond leapt high and



stabbed the bone spear deep into the neck of the creature. Aodh's mystic dagger leapt from his hands to impale its third eye. With a ferocious roar, the Wicked God was killed. For the first time since the dawn first rose, peace was achieved.

Cinaed, for his spell against the world, lies dead as well. The six mourn as they carry him back to the Witch-of-the-Wilds.

The Witch-of-the-Wilds wept as they brought gifts from the Wicked God to placate her, a horn from his brow, a jagged tooth from its maw, and a host of other treasures. But it did little to heal the distraught Witch, who wept over fair Cinaed's body till the six departed.

Each of the Heroes returned to their families and lands, forming the first Great Clans, which formed the first Nations of the Duine. But as the sun and moon crossed the sky, each fell to their mortality and nature. Abban was slain defending his home from the Great Red Wolf, but not before gutting the demon himself. Ruarc passed away peacefully, which the spirit he aided guided him to the Farlands. Tadhg passed in a study, surrounded by his books and poems of the Forgotten Tongue. Urard fell in battle against the giants, slaying a hundred before finally being felled. Dammond sailed off on his silver sloop, far into the ocean trying to find Leviathan's home. And Aodh, who wrote the laws of the land and built the finest cities, only to pass at a hundred-and-five after the last of his companions had left this world.

But now the Nations, as the great old God itself once was, have become corrupted. Descending upon one another for cattle, land, and power. Pity to the Heroes grand memories, that their kin are so fallible.

*Recorded and Recounted for Emperor Maximus and the Anesian Imperial Court in
New Imperial Year 510, Twelfth Year of His Majesty's Reign, Ave Imperator*

THE ISLAND OF CALLIS

The Anesians were born from the crucible of war, and through blade and coin, they morphed from the small republic to an imperial power stretching across the continent. One fateful expedition discovered the coastline of the Duine, which they described as "stabbing out like daggers from the sea." And upon sending a well-armed expedition, they were greeted by people who referred to themselves as "Duine" (Din-a), which the Anesians began to refer to them as.

The expedition grew larger, a camp soon gave way to a fort, and soon that fort became a town. The Adriarc Nation was welcoming, bartering with the Anesians for continental goods, weapons, and "civilization" which they used to assert more influence across the territories. They asked for laws, technology, and even art pieces to impress their peers and build their own cultural footprint. They paid in furs, crop, and their own art pieces. A fair deal to them.

The Anesians saw it as tribute for protection.

This state of affairs changed when an Adriarc Clanhead passed away in a hunting accident, the Duine city of Daire was in flames as the Clans who paid respects to him fought for succession. The Anesian Legate at the time took the initiative, pledging support for Young Callum (later Callis). With four legions of trained Anesians, the opposition was crushed within the week. Callum was made Clanhead, but a puppet to his Anesian overlords. The Anesians established a protectorate across the southern coast, no Adriarc ruled without an Anesian Patrician's grace.



Other Nations saw this as a threat and declared the Reclamation War, which resulted in the battle of Beinn, where the poorly organized Nations were soundly routed by the Anesians and Adiarc auxiliaries. The rest paid their tithes or retreated deeply into their own territory. The Anesians, in only two decades, had tamed the island and established a new gem in the Imperial Crown.

In the Summer Months of New Imperial Year 489, the island was given a name befitting of its new overlord. Callis, which Callus changed his name to to curry favor from his patrons.

But after three centuries of work, the Anesians had struggled to subjugate the Duine. Four campaigns, multiple Legates, and graveyards of Legionnaires all resulted in half the island being firmly in their control. The rest of the Duine paid tribute, but only those on the border or wishing to build favor with the Anesians. Raiding would happen, but for every Anesian field burnt, a dozen more Duine found their herds stolen.

The Imperial Anesian was no stranger to civil war themselves, another round of strife and struggle as the godless Anesians fought for imperial splendor. Rather than manage the land they conquered, the Legate paid mercenaries to do it for them. The Somi were a brutal tribe, like the Duine themselves, from a far northern land who took this deal well. The Moorin were from the deep southern part of the empire, with three groups bringing families and kin with them. They paid not in coin, but land, rulers established themselves and all paid fealty to the Emperor (one of the four anyway).

Then the coin stopped coming in.

It was twenty years after this choice, and soon it became obvious they had been abandoned. No news from the Empire of their new choices and soon, the Legatus, Lannius, adopted the title Tyras. This emergency title granted him absolute power and control without the usual checks the Anesian government afforded.

But soon, Tyras Lannius was murdered on his daily walks through the city of Darius. The remaining Patricians of the Anesians couldn't elect a new Tyrus among them, leading to all of the groups: the Duine, Somi, and Moorin, to break free officially from Anesian domination.

And as a new day dawns, no group holds supremacy, and no lord holds the title of King. This is but a new chapter in the Saga of the Duine.

THE BLOOD OF CALLIS

Three centuries of Anesian domination has left Callis marked by strange advancements and disjointed cultures. With the Somi and Moorin marking their claim to the island and its people to further change the makeup of the Duine.

ANESIANS

The proud Anesians of Callis, distant from their continental kin, but no less dignified. The Anesians on Callis have been there for generations at this point, though the trickle of sons and daughters of the mainlander refill their ranks with new trends and supplies. However, the truth of the matter is that many of the Anesians on the island aren't true blooded, but Adiarc and other Duine who have adopted Anesian customs and names.

The Anesians themselves see themselves above most things, an ego permeating from the highest echelons of power to the lowliest of beggars. To be an Anesian is to have the haughty attitude to reject the notion of fate and destiny. For the Anesians don't believe in such fairy tales or mysticism, they don't even believe in gods. They simply call out to their forebears for guidance, some referring to it as "Ancestor Worship" but to the Imperial Scholars, it's far more conceptual. Every man, woman, and child aspires to be the best at something, indulging their hobbies and talents to create something more perfect than the one before them. They plea to great actors to bestow upon them talent for a show, scream the name of heroic warriors for skill in battle, or ask for forgiveness from fallen family members they couldn't ask in life.

This attitude allowed them to create a diverse empire of thousands of cultures, morphing, changing, and twisting them into the perfected Anesian form. Though this ego would also be the source of many wars and conflicts. Emperor Aurelias the Chainbreaker was a slave before rising up to become an Emperor. General Scipio, later Tyrus Scipio, marched his dozen legions across the Belgica River to seize power for himself. The three Emperor wars led to most of the core provinces to be reduced to ash and bones as each struggled to find themselves as dominator of the world.

But those are far away from the Callis Anesians, they sit back on their coast, sipping fine wines and sweetmeats. Waiting for the day the Duine and their former

mercenaries burn themselves away and their continental legions arrive to finish the Callis insurrection.

ABBAN

The Abba reside on the northernmost point of Callis, far away from the tributary states of the Ruar or Ura, but they have enjoyed the bounty of the Anesian more than most. Any northern trip of the sea lanes will inevitably find themselves next to the Abban villages and towns for supply, leading to an amount of goods and wealth to cross into their hands that many of the Duine would only dream of.

If they could bother to share it of course.

The Abban are a solitary people. Their hamlets are reclusive, their villages are spread thin across a large territory, and "neighbors" interact only when necessary. Some describe the Abban as stoic, others would call them off-putting, but the truth is that the Abban believe that it's better to say nothing than something pointless. Words are measured slowly, their accents thick with meaning and bards tales short with direct tellings of tales for the kids.

They still enjoy their lives of course, Abban celebrate most things of the year. The first snow, the grand weddings, victorious hunts, successful harvests. Everything can be celebrated, often mixed with hearty soups and their own extensive collection of mushrooms. Though winter celebrations are often short lived, each family retreating to their homes to insulate and warm them quickly.

Abban Great Clans tend to be extensive networks of kin and friends, allowing them to manage the great swaths of empty territory. Though many still prefer to live in the coastal regions rather than the interior of their homeland.

RUAR

There is no Callis without the Ruar. Spreading across the Center and Western parts of the island, the Clans of the Ruar are kind, generous, and willing to help those in need. With the Anesians conquests north, it was the Clans of the Ruar who capitulated after the Adiarc, many of their Great Clans paying tribute to avoid the wrath of the conqueror's blade. But the eye of the Anesian wasn't entirely without purpose, the Ruar are the finest farmers on the island, their fields producing high quality crops second only to the continental fields of their homeland.

The Ruar's villages are centralized, densely packed together as both a makeshift shield against attackers and warmth during the cold winter months. Their fields surround their homes, farming wheat, barely, beans, and oats to feed their herds. This community focus portrays the Ruar as a jovial people, willing to let in travelers and wanderers without a second thought. But the Ruar's kindness extends as far as they can reach, these community bonds are strong and those trying to force themselves into it face an uphill battle. If you aren't "Ruar" with their simple dialect and humble nature, you aren't "them" and be treated as such.

The Anesians clash with them frequently over a rather consistent use of slavery, almost all of the Ruar's various laws result in the prisoner being enslaved to the wronged or the Great Clan for a period of time. As the Anesians have outlawed slavery across the empire, this cultural practice is looked down upon. Though the slaves working the fields are efficient during harvest, especially with the threat of a beating should they disobey.

TADGH

To talk about the Tadgh, one must understand the idea of roving. When a Tadgh male reaches maturity, they are encouraged to go roving, taking up what talents they have and making a living elsewhere. Many times they are sent to the town over, or to a family friend, though traveling far off isn't unheard of. The Tadgh for this reason can be found almost everywhere on the island, marked by their braids and colorful wording.

According to the census, they are the most prominent on the island, but few Great Clans have Tadgh's blood flow through them. Often they find themselves in service to others, or marry into families of others. But these wanderers are anything but consistent. The deep north where they hail from is sparse, what Tadgh do live there subsist off hunting and small herds. A distinct contrast to the bombastic bards and fine craftsmen of their roving kin.

This wandering nature does paint a distinct, if negative, opinion of them across most of Callis. The Ruar see them commonly enough, referring to them as cousins and tolerating their families. Though the farther east their opinions dip. The Ura see them as nuisances except when they're useful. Dammon actively distrust them, calling them tricksters and charlatans. The Somi and Moorin have tolerated their presence, though the Somi have adopted families of Tadgh into their ranks, believing they have some cultural similarities to their own homeland.

The Anesians have fully embraced the Tadgh though, with many of the wanderers being invited back to the continent to recite poems and ply their trade elsewhere. To many continentals, the Tadgh are the only ones on Callis. And they'd have it no other way.



URA

The Ura are a dour people, scoffing at the material comforts of their kin and preferring to keep to themselves than enjoy the company of others. But the mountainous homes which the Ura paint a different picture, large communal homes made of strong stone and larger generational families make them more exasperated than mean. It was the Ura who stopped an Anesian expedition north, using the hills and mountains to their advantage. But it was during this time the Anesians began to bargain with them.

For those mountains had riches inside of them.

The Fathach Mountains have been mined and lived in by the Ura since the founding of their nation. The story is that they were owned by the mythical giants before being cut down by Ura blades, and it isn't far from the truth. Gems, gold, silver, and copper all come in vast quantities from the mountains, letting the Ura grow wealthy off of their extensive community operations.

These mines are always owned by the Great Clans, employing hundreds of Ura miners and slaves to work shafts for the goods to feed their families due to the desolate landscapes. They may herd goats, but all families know that the mines and metal are what feeds them. Uran Great Clans are traders at their heart, leveraging their cheap metals for food to keep their people going for the next day of mining.

With the wars ramping up, the Uran Great Clans have clashed with one another for mining shafts as well as with the Dammon over the Great Lake for trading. They have slain one giant, and while the Ura have no love for one another, they see the Leviathan as just another conquest.



DAMMON

Hugging the Eastern Coast, the Dammon are more concerned with their boats and fish than they are of the goings on of the rest of Callis. Considered strange by the other Duine, the Dammon are the only truly religious group on the island, giving thanks to a being called "The Leviathan." What can be gleaned is a being who provides the bounty of the sea and grants them protection, but there is always an air of mysticism with them.

Their villages are spread out, but always built around a religious structure found in a body of water, be it a river, lake or the ocean itself. The main foodstuff of the Dammon are the abundance of fish and crab to fill their diet. But the true wealth of the Dammon came from the Eastern Trade routes.

In recent years the Dammon have been locked in a struggle with the Ura over the Great Lake and the river northward. Whoever controls that territory will have a vital organ of trade in the entire region, with Great Clans residing there contesting over every part of the valuable network from their historic rivals.

ADIARC

Oh the tragic Adiarc, a Nation once so great, reduced so low. When the Anesians first landed, the Adiarc rose to prominence. Trading in furs and supplies to the continental force for weapons, training, and art to bolster their reputations. But treachery would lead to their Nation being reduced to little more than a puppet of their Anesian masters.

What remains of the Adiarc is a Duine Nation infused with the culture of the continent. Their homes, their diet, and names all are adopted from the Anesians. What few Great Clans still claim the blood of the Adiarc, rarely refer to themselves as such, rather calling themselves Patricians.

To know an Adiarc, is to know the future of the Duine if the Anesians conquered the entire island.

CINA

The Cina are not a Nation.

Referring to them as such will earn scornful looks from other Duine, as the Cina are a group of exiles, strangers, and a cult dedicated to ancient stories of witches and warlocks of the island. Mostly found on the Eastern Coast and the Hook, the group keeps to themselves as they build up their city. Often only Anesians or Moorin trade with them on their stops down the coast.

Cina are found throughout the island, though in small pockets and sometimes are given the title as a mark of shame. Truth of the matter is that the Cina are those without Clans, without families to the Duine. Whether there is a generational sin that haunts them or a criminal act is difficult to determine, but what Cina there are who embrace the name, there are a dozen more who reject it.

Many Cina have found themselves in the fields of Anesians, Moorin, or Somi, if only because the risk of being revealed is little more than disappointment from their fellow Duine. The true Cina are deeply religious surrounding their mystic founder, odd rituals, dialect so warped that it's nearly another language.

MOORIN

Hailing from the deep southern tips of the Empire, the Moorin are three groups given purpose as one. Their Great Prophet rode out into the desert, only to return with a scroll of wisdom and the scars to prove it. He founded the Way of Life, worshiping a god with the simple name of God.

The three groups, the Horse, the Stone, and the Oasis, were where the group lived, though each was united under a banner of worship and law. When the call went out for mercenaries, their people armed sons and married daughters to spread the faith from tip to tip of the Imperial Lands. The journey was hard, but those who did make it were rewarded with a cold land and faithless people.

The Ura and Dammon of the borderlands bestowed upon them adopted the Moorin way of life. Horses were traded, herding techniques taught both ways, feasts were held, and soon more of the Duine living there adopted the Way of Life. Now the Moorin, free from the Anesian chains, seek to carve out a new world for themselves, one without the need for the godless patricians. They will spread the word of the faith, but that won't stop them from fighting one another for the coveted spot of their Sult-Khan, King of Kings.

SOMI

When the border marches were up for sale, the Anesian emissaries were told to head to the northern empire first. The Somi were one of many raider groups inhabiting the frontier of the empire, pillaging lands before retreating back for the winter. But after a famine in their lands and Legion repulsing a large assault they were growing desperate.

The Somi were led by Harald Korhonen, a respected leader of them and took the deal quickly. Taking scores of his people to the untamed land of Callis. They quickly found a home there and established themselves as valuable assets to the Anesians. But their adoption by Callis was deeper than just blood and conquest, eerie similarities between the Duine and Somi began to appear. Clan structure, lingual similarities, and even their tales mixed as bards and skalds compared notes. Some Duine even suspect the Somi were distant cousins, while the Somi think they're returning back to their promised land in the old tales.

Regardless of the reason, the Somi and their new Duine subjects bonded. They adapted to the island and its bloody history, the Duine bent the knee to those similar to them. But with the Anesian's promises falling through, the Somi view this island as a new chance. To forge a kingdom stronger than any other of their people.

THE CLANHEAD SAGA

Clanhead: Saga of the Duine is a TTRPG about the lives of a Clan living on the island of Callis. For centuries the Anesians have dominated the island with military precision, but with internal collapse, their client states have broken free into a hostile free for all. At its heart, the characters will take the role of a Clan as they find themselves in this new world. They will take the reins of a family and their allies as they forge a new future for their people, or die as so many have.

To play *Clanhead*, a group of Players (PL) will take the role of the Clan and their domain. It is recommended to have four to six PL, but one will take the role of the Bard, who will narrate the story, play other Non-Player Characters (NPCs), as well as facilitate the action. Each player will need a number of D6's, preferably three to six each, but more is always welcome, writing utensils, and any character sheets.

Whenever a Clansman wants to take an action with a chance of failure, or in opposition to another, they will need to make a Check. A Check has the Clansman take a number of D6's equal to their Attribute and Skill Rank, from there they will roll the die together. Any of the dice that come up as a 4 or higher is a Success, with a number of Successes required determined by the difficulty.

Any excess Successes can be spent to increase the effect of the action, making it faster, higher quality, more precise, or strike harder.

Difficulty	Target Number
Simple	0
Easy	1
Average	2
Complex	3
Difficult	4
Hard	5
Nightmare	6
Heroic	7

Whenever the Clansman is in direct competition with another, both will roll their dice and whoever scores the highest number of Successes will be the victor. If both sides tie, then they will stalemate. During non-combat situations, this may force the two to attempt this competition again.

BOON & BANE

As the Clansmen explore Callis, they will encounter situations in which Boons and Banes become more apparent. Whenever a Clansmen has a Boon, they are under auspicious circumstances, with the right tools, equipment, or friends at their side. But when a Bane haunts them, their fate has turned toward the worst.

Boons and Banes modify the Success number of the roll, which is normally a 4. If a Clansmen has two Boons, then their Success number will be any die that is 2 or higher. But if a Clansmen is under two Banes, then they will need to score a 6 or higher to score a Success. These stretch to three in either direction, canceling one another out should multiple situations present themselves

Boon 3	Boon 2	Boon 1	None	Bane 1	Bane 2	Bane 3
1+	2+	3+	4+	5+	6+	7+

Under the most fortunate situations, any of the Clansmen dice will succeed, allowing them to enjoy many Successes and reap the rewards that follows. But under the darkest nights, none of their dice may Succeed no matter how hard they struggle.

EXTENDED ACTIONS

Sometimes actions just take time, a precious thing on Callis. Whenever a situation that requires a lot of time occurs, the Bard will call for an Extended Action. They will announce the time intervals it will take place and the number of Successes required to complete it.

For example, a project may take Days to complete, with 20 Successes required. Every day the Clansman will make their Check, converting any Success to chip away at the time. If over the course of six days they manage to complete the task, they are successful.

However, should they roll no Successes, then they have Botched the project. Setting them back. If they Botch their project three times, then it's a complete failure and needs to be restarted or scrapped.

DEATH AND TIME

Callis is an unforgiving place, but the real threat is the unstoppable march of time. No brave soldier, no wise statesman, or swarthy bard can ever truly defeat the march of time and death. *Clanhead* is specifically a game about legacy, what happens after death is almost as important as the moments leading up to it.

There will be significant chunks of time passed in the game, and even the bravest of Clansmen will find themselves with a knife in the back or bolt in the eye eventually. When a Clansman dies, the PL is allowed to play any other adult member of the Clan or bring in a new Clansman as well. This should be expected.

Being attached to a Clansman's story, their highs and lows, are what breathes life into them. But understand that they will die one day and breathe as much life into them as the PL can. Life is fleeting, so live it fully.

THREE TIERS OF PLAY

Clanhead has three main tiers of play that the PL will engage with. Each tier pulls out the scope of the adventure and their perspective on matters. Different Bards will focus on different tiers, but this handbook will go over each of them in detail.

The Personal Tier is the day-to-day lives of the Clansmen and their allies. They PL will engage in the personal struggles of their Clansmen, forcing them to act or endure the wrath of Callis.

The Clan Tier focuses on the family, allowing the Clansmen to manage their familial affairs and rally their men to their banners. Generally this focuses more on the management of their assets and personal ties to one another.

Finally, the Domain tier is the farthest out as the Clan is represented as just a single entity on the vast board of Callis. Acting against their rivals to shift the political balance of the island and maybe even find themselves a leader of their people.

CREATING THE CLAN

The most important part of Callis is the Clan. To the Duine, the Clan is the basic building block of society, allowing a family and their associates to be bound together by blood and oath. The Anesians, Moorin, and Somi have all adopted variations of this Clan structure themselves, changing its nature to fit their way of life.

In Duine society, there are two types of Clans: Lower and Greater. Lower Clans are the regular people and their immediate families. Many work the land of others or survive on meager wages elsewhere as a family and little more. The Great Clans are landowners or powerful in their own right. Others work the land they own and they enjoy the spoils of their labor. Not to say the Great Clans are powerful or wealthy, many are as poor as the workers in their fields, only subsisting on what they can grow or feed their herds.

The Clansmen are part of a Great Clan, whether they are related by blood or oath, they are part of the family and will be treated as such.



CLANSMEN

Every Clan is only as strong as the Clansmen who make it up. Many of the Great Clans have a number of family members as well as loyal friends and companions who have been sworn in by oath to their ranks.

The initial Clansmen will be created by following these steps, recounting their history up to this point in their lives. The PL are encouraged to discuss among themselves where they are going to be setting up their Great Clan as well as the expectations.

ATTRIBUTES & SKILLS

Before creating a Clansmen, each one should familiarize themselves with the Attributes and Skills available to them.

Each Attribute is rated one to ten, with one being below average, and ten being the pinnacle of human achievement. Every Clansmen and Character begins with at least one in every Attribute representing being able to perform what's expected of them.

Every Attribute contributes 1d6 to their dice pool for any Check they are making. Thus, having a higher Attribute means having more dice available to them. However, Attributes rarely increase, only under specific circumstances will a Clansmen increase their Attributes. One of these situations is aging, which will slowly degrade the Attributes of the Clansmen as well.

Cunning	The Clansman's natural finesse, awareness, and ability to act with grace.
Esoterica	The Clansman's more practical knowledge of obtuse topics or people.
Learning	The Clansman's understanding of scholarly topics and advanced theories.
Martial	The Clansman's battlefield skill, with bow, blade and weapons of war.
Social	The Clansman's charismatic presence and sense of self among others.
Stewardship	The Clansman's acumen in dealing with matters of civic duty and groups.
Vigor	The Clansman's physical fitness, strength, constitution, and bodily health.

If Attributes are broadly applied to many different fields, Skills are particular applications of those Attributes. Each Skill is ranked out of 250, but only the most dedicated will ever reach that in one skill over the course of an entire lifetime.

For every ten points in a Skill, the Clansman will add another 1D6 to their Dicepool. Thus, having a 20 in a Skill, will add +2d6 to their Check. Unlike Attributes, Skills are used regularly and will improve with use. The more a Clansman uses a Skill, the more the Skill will increase at the end of a Session. Allowing fresh-faced recruits to become hardened veterans with time.

While each Skill is associated with an Attribute, these associations do not impact the learning ability of the Clansman. Allowing a frail man to become an expert rider, or a socially awkward individual to be comfortable at the negotiation table.

Cunning	
Adroitness	The Clansman's talent of coordination and skill.
Roguary	The Clansman's ability at sleight-of-hand and stealth.
Scouting	The Clansman's awareness and ability to see the unseen.

Esoterica	
Circles	The Clansman's understanding of local customs and layouts.
Lore	The Clansman's knowledge of historical events and people.
Occultism	The Clansman's knack for understanding the wyrd and weird.

Learning	
Engineering	The Clansman's study of civic and military engineering.
Literature	The Clansman's skill at reading, writing, and fixing documents.
Medicine	The Clansman's study of human anatomy and medical practices.

Martial

Melee	The Clansman's training in melee weapons and brawling.
Ranged	The Clansman's training traditional ranged weapons.
Tactics	The Clansman's knack of warfare and battlefield awareness

Social

Banter	The Clansman's natural demeanor among the lower classes.
Decorum	The Clansman's etiquette and words among the upper classes.
Negotiate	The Clansman's clever sense of diplomatic conversation.

Stewardship

Faith	The Clansman's faithful ties to the Kirks and faiths of Callis.
Leadership	The Clansman's natural ability to lead men into battle.
Trade	The Clansman's managerial connections to Guilds and Traders

Vigor

Labor	The Clansman's skill at hands-on work and building.
Physicality	The Clansman's physical fitness and ability to use their body.
Riding	The Clansman's affinity for riding the many horses of Callis.

While every Skill is tied to an Attribute, this does not mean that they are eternally bound to it. There may be times when the Clansman will roll a Skill with a different Attribute. For example, making a Social + Circles Check would imply the Clansman is carousing and trying to find particular people, while Learning + Circles would be finding academics who may be of assistance. Not every Skill is easily shifted this way, but most can be approved with the right circumstances.

In addition to all of these basic Skills, the Clansman may choose to invest in some Personal Skills throughout their lives. This could be simply a talent for performance or an uncanny ability at discerning the quality of paintings. Whenever a Personal Skill is chosen, they will write it in as if it was a regular Skill underneath an Attribute of their choice. This also extends to Specialites, when a Clansman adopts a Speciality, they will write in a particular focus for that Skill as well, increasing that Skill in tandem with the original one.

For example, an Anesian Artist chooses to invest a Personal Skill into Painting, this is their passion and life. Later on, they develop a Speciality for one of their Skills. They choose "Duine Art" as a Lore Speciality. Should they identify or look deeper into the ancient Duine's art, they will increase both their Lore Skill and Duine Art Speciality.



THE STORY OF A CLANSMAN

Each Clansman, when first created, will undergo their initial lifepath. These are a series of events which define their personality and abilities. Depending on the location and goals of the group, the Clansmen may be restricted to certain backgrounds. Discuss this with the group when creating the initial Clansmen.

If necessary, one of the Clansmen must be the Clanhead, the chief of the family and leader of the Clan. Among the Duine and Somi, this will be an older male, but Anesian and Moorin have female Clanheads.

The Clansman will choose one Cultural Background, Family Background, Childhood, and then resolve their Breath of Life. The Clansman will obey their Cultural Background, thus a Duine, under normal circumstances, cannot select a Anesian, Moorin, or Somi Family Background.

CULTURAL BACKGROUND

Abba	
Attributes	+1 Cunning and Vigor
Skills	+10 Physicality, Ranged, and Scouting
<i>Hailing from the North, the Abba Nation is a Duine Culture of seclusion in their deep wooded homeland. They care little for authority, but trade when necessary.</i>	

Ruar	
Attributes	+1 Social and Vigor
Skills	+10 Banter, Labor, and Negotiate
<i>From the heart of the continent, the Ruar's homeland is the breadbasket of the island. Jolly among friends and serious at work. Many are Anesian serfs.</i>	

Tadgh

Attributes

+1 Cunning and Esoterica

Skills

+10 Banter, Circles, and Lore

Travelers at heart, the Nation is by far the largest population wise, with a Tadgh rhyme from coast to coast, though few claim the title of a Great Clan.

Ura

Attributes

+1 Learning and Vigor

Skills

+10 Engineering, Labor, and Physicality

Hailing from the mountainous core, the Ura are a hearty and dour people, leveraging their mining operations to keep their herds safe from Anesian blades.

Dammon

Attributes

+1 Learning and Stewardship

Skills

+10 Faith, Labor, and Occultism

From the Eastern coast, the Dammon tend the rivers and ocean for its bounty with extensive fish based diets and fervorous worship of their god, the Leviathan.

Adiarc

Attributes

+1 Learning and Martial

Skills

+10 Adroitness, Decorum, and Riding

Hailing from the South, they were city builders and well organized. Have been culturally merged with the Anesians, with many of their ways forgotten.

Cina

Attributes

+1 Esoterica and Learning

Skills

+10 Faith, Occultism, and Medicine

A cult more than a Nation, the Cina are a band of exiles, strangers, and mystics that wander the island and give thanks to their Goddess, the Witch-of-the-Wild.

All of these are referred to as a Duine "Nation" but there is little unity among them.

Anesians

Attributes

+1 Learning and Martial

Skills

+10 Circles, Decorum, and Physicality

An empire from the continent, have adapted to the island quite well with their rigid laws and militaristic domination. Believe in no gods and care little for the Duine.

Moorin

Attributes

+1 Social and Vigor

Skills

+10 Ranged, Riding, and Scouting

Three groups have banded together to become the marcher lords for the Anesians, now each one competes to find favor of God's Holy Light.

Somi

Attributes

+1 Martial and Vigor

Skills

+10 Ranged, Melee, and [SKILL]

From the deep northern reaches of the Anesian Empire, these warriors were the first to land on Callis to take the offer, and paid for every inch in blood.

All of these are Anesian tributaries or states, though only the Anesians would still refer to themselves as such.

FAMILY BACKGROUND

Slave		Free Duine	
Attributes	+1 Cunning and Vigor	Attributes	+1 Esoterica and Vigor
Skills	+10 Banter, Labor, Roguery	Skills	+10 Circles, Riding, and Labor
<i>An old custom of slavery is still practiced by the Duine far from Anesian rule.</i>		<i>Free Duine are those who have paid off their slave debt and live without a Clan.</i>	

Urban Clan		Rural Clan	
Attributes	+1 Learning and Social	Attributes	+1 Stewardship and Vigor
Skills	+10 Negotiate, Literature, and Trade	Skills	+10 to Barter, Labor, and Trade
<i>Born in the town and raised as an artisan destined to continue a familial trade.</i>		<i>Working for a Great Clan to harvest the soil and fill their bellies.</i>	

Trading Clan		Great Clan	
Attributes	+1 Learning and Social	Attributes	+1 Social and Stewardship
Skills	+10 Circles, Literature, and Trade	Skills	+10 Decorum, Leadership, and Tactics
<i>A family of traders working the docks or boats of well-to-do Clans and Patricians.</i>		<i>One of the Great Clans who hold territory and sway across the Island.</i>	

Anesian Freeman		Anesian Legionary	
Attributes	+1 Learning and Social	Attributes	+1 Cunning and Martial
Skills	+10 Banter, Negotiate, and Physicality	Skills	+10 Leadership, Melee, and Tactics
<i>A freeman born as an Anesian Citizen, loyalty is absolute to the Emperor.</i>		<i>A Legion Family is a rigid family, one awash with uncles and blades.</i>	

Anesian Patrician		Horse Moorin	
Attributes	+1 Cunning and Stewardship	Attributes	+1 Cunning and Vigor
Skills	+10 Adroitness, Circles, and Decorum	Skills	+10 Adroitness, riding, and Scouting
<i>Born with a silver spoon on their lips, and noble blood in their veins.</i>		<i>Hailing from the steppes, they have made fine cavalrymen and herders here.</i>	

Stone Moorin		Sufi Moorin	
Attributes	+1 Learning and Stewardship	Attributes	+1 Esoterica and Learning
Skills	+10 Engineering, Labor, and Trade	Skills	+10 Decorum, Lore, and Occultism
<i>A rugged people, quiet, morose, but strong familial bonds keep them working.</i>		<i>Strange and mystic followers of the One True God.</i>	

Somi Thane		Somi Worker	
Attributes	+1 Martial and Stewardship	Attributes	+1 Cunning and Vigor
Skills	+10 Leadership, Melee, and Tactics	Skills	+10 Banter, Circle, and Labor
<i>A Blooded Somi Family that has given the right to fight for honor and title.</i>		<i>A Somi Labor Family, they toil and struggle for bread and coin.</i>	

Somi Trader		Somi Freeholder	
Attributes	+1 Esoterica and Social	Attributes	+1 Cunning and Martial
Skills	+10 Negotiate, Scouting, and Trade	Skills	+10 Circles, Decorum, and Engineering
<i>Coastal Somi with an eye for profit and trade on the open seas.</i>		<i>Landowners of the Somi Clans, all of them are Blooded and support others.</i>	

Side Note: **Mixed Heritage Backgrounds**

"What if I'm an Anesian-Dammon? What should I choose?" You have access to either the Anesian backgrounds or Duine to be precise. But what culture they were raised in matters most of all. A Dammon born with Anesian blood will learn the waves over the blade, but their Trading Clan may have frequent meetings with other Anesians who view you as one of their own. Even if you aren't.

Side Note: **Rural / Urban**

Rural - Slave, Free Duine, Rural Clan, Anesian Freeman, Horse Moorin, Somi Worker, Somi Freeholder

Urban - Urban Clan, Trading Clan, Legionary, Patrician, Stone Moorin, Somi Thane, Somi Trader



CHILDHOOD

RURAL

Helped in the Fields		Hunted Game	
Attributes	+1 Social and Vigor	Attributes	+1 Cunning and Martial
Skills	+10 Adroitness, Banter, and Labor	Skills	+10 Ranged, Riding, and Scouting
<i>A helping hand in the fields was often all one could ask for.</i>		<i>The calmness of the moment before the arrow struck a deer, serene.</i>	
Worked with Soldiers		Sold Goods at Market	
Attributes	+1 Martial and Vigor	Attributes	+1 Esoterica and Social
Skills	+10 Leadership, Melee, and Tactics	Skills	+10 Circles, Negotiate, and Trade
<i>Watching and mimicking the soldiers' practice forged an iron heart and body.</i>		<i>Hawking wares at the market to make a living was more than enough.</i>	
Listened to Witches		Listened to Bards	
Attributes	+1 Esoterica and Learning	Attributes	+1 Cunning and Learning
Skills	+10 Faith, Medicine, and Occultism	Skills	+10 Banter, Faith, and Lore
<i>The weird ones would come often, giving out sweets for those to listen.</i>		<i>The pluck of string, the hum of a soft tune, sweet words of a learned men.</i>	

URBAN

Got Into Fights		Worked the Caravans	
Attributes	+1 Martial and Vigor	Attributes	+1 Esoterica and Cunning
Skills	+10 Melee, Physicality, and Roguery	Skills	+10 Circles, Negotiate, and Trade
<i>In the alleys and streets, the fist was more powerful than any quill.</i>		<i>Kids were always needed to move the small boxes around, good coin too.</i>	

Worked the Docks		Trained in the Barracks	
Attributes	+1 Learning and Vigor	Attributes	+1 Martial and Social
Skills	+10 Adroitness, Labor, and Physicality	Skills	+10 Banter, Melee, and Ranged
<i>The Dock Kids were essential for moving cargo, paid as well as the cats though.</i>		<i>Every guardhouse enjoyed having the "Recruits" around to run errands.</i>	

Attend Temple		Went to a School	
Attributes	+1 Esoterica and Stewardship	Attributes	+1 Learning and Social
Skills	+10 Decorum, Faith, and Occultism	Skills	+10 Engineering, Lore, and Medicine
<i>Faith in mind, faith in will, and faith in education.</i>		<i>Education was reserved for those who had discipline and funds, or friends.</i>	

Side Note: **Age & Advancement**

Later on, the Characters will advance and age as they develop themselves. Upon reaching new age brackets they will gain Attributes and Abilities, however during Clansmen Creation each of the Clansmen are considered to have all of the "Attributes" and "Skills" of their roughly approximate age. Don't worry too much about the details until the Clansman ages and their kin grow alongside them.

ANY

Prepared for Rulership		Raised as a Courtier	
Attributes	+1 Social and Stewardship	Attributes	+1 Cunning and Social
Skills	+10 Circles, Decorum, and Leadership	Skills	+10 Adroitness, Lore, and Roguery
<i>The title of Clanhead will fall to you. Whether you want to or not.</i>		<i>The Great Clans need noble servants, and training begins young.</i>	

BREATH OF LIFE

After completing all of the following steps, the Clansman will be 16 and legally speaking, an adult on Callis. They can lead armies, be tried in court, and be expected to act as an adult.

The Clansmen will have an additional 5 Attribute Points and 50 Skill Points to round themselves out, allowing them to take on particular roles on the field and court. The maximum Attribute at this point is 7, while every Attribute will begin at 1. Skills have no maximum or minimum, so becoming heavily skilled in one aspect may be beneficial.

However, the Clansman may choose to continue their story further, they may take additional time for new careers or adventures to undertake. Each one of these new avenues in their life will age them by 5-Years.

New Career	
Attributes	+2 Attribute Points
Skills	+25 Skill Points
<i>The Clansman has taken up a new job to feed themselves or their family. It may be simple, difficult, or a strange one.</i>	

Personal Development

Attributes

+1 Attribute Point

Skills

+15 Skill Points, +15 Skill Points in a new Personal Skill

Taking time for themselves to hone their craft, the Clansman has developed a new hobby, skill, or talent befitting of their nature.

Legion Duty

Attributes

+1 Martial and Vigor

Skills

+10 Melee, Ranged, and Tactics

The Clansman has joined up with the Anesian Legion down south, the training is hard and blood has been spilled, but it has become invaluable on their trip home.

Cultural Study

Attributes

Choose Culture

Skills

Choose Culture

The Clansman has imbedded themselves with the local customs of another one of the groups on the island, to learn, to live, and master their arts.

Trading Convoy

Attributes

+2 Attribute Points

Skills

+10 Circles, Negotiate, and Trade

The Clansman has hopped aboard a ship and has spent the better part of five years exploring the ocean lanes of Callis.

An Example Clansman: **Adiarc Free Duine who Listened to Bards (16)**

Attributes:
 Cunning 3
 Esoterica 3
 Learning 5
 Martial 2
 Social 1
 Stewardship 1
 Vigor 3

Skills:
 +10 Banter
 +10 Circles
 +10 Decorum
 +10 Faith
 +10 Labor
 +20 Adroitness
 +20 Literature
 +20 Riding
 +30 Lore

An Example Clansman: **Adiarc Duine, Scribe (21)**

Attributes:
 Cunning 3
 Esoterica 4
 Learning 6
 Martial 2
 Social 1
 Stewardship 1
 Vigor 3

Skills:
 +10 Banter
 +10 Decorum
 +10 Faith
 +15 Circles
 +20 Adroitness
 +20 Labor
 +20 Riding
 +30 Lore
 +40 Literature

An Example Clansman: **Adiarc Duine, Senior Anesian Scribe (31)**

Attributes:
 Cunning 3
 Esoterica 3
 Learning 6
 Martial 4
 Social 1
 Stewardship 1
 Vigor 3

Skills:
 +10 Banter
 +10 Faith
 +10 Physicality
 +15 Literature (Anesian)
 +20 Adroitness
 +20 Decorum
 +20 Labor
 +20 Riding
 +25 Circles
 +30 Lore
 +40 Literature

Our Example Character has gone through their initial Life path. A New Career (21) and then a Cultural Study and Personal Development (31).

FORMING THE CLAN

The Clan is the foundation of the Clansmen's lives and struggles, they will fight together, live together, and struggle together as they attempt to carve a niche out for themselves. After creating the Clansmen, one will serve as the Clanhead, the leader of the Great Clan, and will guide it to victory.

Clans themselves are an entity with Attributes similar to the Clansmen. While they may not have Skills, each of the Clans Attributes serve a role in projecting authority and influence on Callis.

Authority	The Clan's ability to exert their influence on their holdings.
Culture	The Clan's cultural footprint and power within their Nation.
Power	The Clan's ability to wage war and arm their soldiers.
Production	The Clan's ability to extract resources from their holdings.
Reputation	The Clan's reputation on the island and to those around them.

DOMAINS & HOLDINGS

The Clan's main function is to control a series of holdings, locations of importance that generate resources for them to use. The sum of all of their holdings is called their Domain, which represents their total power bloc in the area.

When creating a Clan, the Clansmen must determine where they are going to be establishing themselves as a power player in a region. They will choose to begin at either a Village, Shrine, or Fort to begin their journey to domination on Callis.

Civic Holdings, Villages, Towns, and Cities, create Wealth. Wealth is the raw amount of goods and valuables that the Clan can use to purchase improvements to their holdings or invest in themselves. Cultural Holdings, Shrines, Monasteries, and Kirks, represent the cultural bedrock of Callis. Holding these will generate Glory, which can be leveraged to improve the Clan and the Clan Members. Finally, military holdings, Forts, Keeps, and Castles, will generate large amounts of manpower to leverage in war and conflicts.

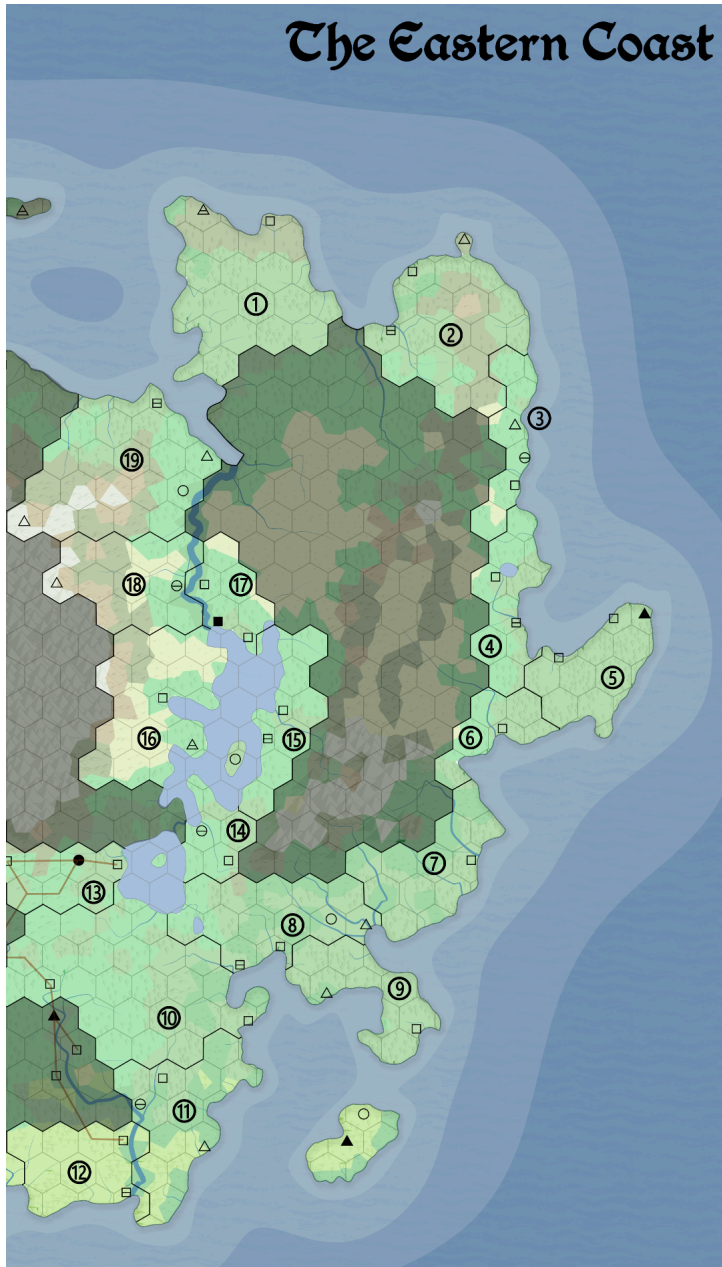
THE EASTERN COAST

The Eastern Coast is home to the Dammond, hugging the sea tightly as they pray toward their Leviathan god. Outright invasion of the territory has been difficult for the Moorin in the south, the rugged lands in the center of the territory is inhospitable with little water and steep cliffs, with only odd hermits and desperate souls making their home there. But the real prize is the Great Lake at the heart of the area.

Playing a pivotal part in trade in the area, whoever controls the lake will control not only the surrounding Domain's incomes, but also their ability to ship their goods out. Starving them of both commerce and food in times of war.

Making a home on the Eastern Coast is making a choice of conflict. Fight for the right to survive on its harsh coast, uniting the disparate Dammond? Struggle against one another across the Great Lake, or finish what the Anesians started and push north into the heart of the Leviathan worshippers themselves?

Eastern Coast Clans
+2 Culture
+2 Production



East Spaelain (1)

Holding	Type	Wealth	Glory	Manpower	Fortification
Spaelain	Monastery	2	4	120	8
Faolan	Village	2	0	100	0

West Spaelain (2)

Holding	Type	Wealth	Glory	Manpower	Fortification
Maddux	Town	5	1	250	10
Moina	Shrine	1	2	50	0
Wynne	Village	2	1	100	0

Povey (3)

Holding	Type	Wealth	Glory	Manpower	Fortification
Beddow	Village	1	0	100	0
Pewyn	Keep	3	2	500	20
Poven	Shrine	0	2	50	0

Ivey (4)

Holding	Type	Wealth	Glory	Manpower	Fortification
Cairin	Village	1	0	100	0
Ivey	Town	5	1	250	10

Leviathan's Coast (5)

Holding	Type	Wealth	Glory	Manpower	Fortification
Elgan	Village	3	0	100	0
Idwal	Village	3	0	100	0
Spearpoint	Kirk	5	9	250	10

Spearpoint belongs to the Dammon Clan of Pyrem (Urian Pyrem, 52, is the Clanhead) and are fanatical Leviathan worshippers.

Moor (6)

Holding	Type	Wealth	Glory	Manpower	Fortification
Moor	Village	0	0	150	0

Moor is little more than a set of swamp shacks barely held together. It will be devoured by the swamp soon.

Heini (7)

Holding	Type	Wealth	Glory	Manpower	Fortification
Heini	Village	3	0	100	0

Keelan (8)

Holding	Type	Wealth	Glory	Manpower	Fortification
Priddy	Village	2	0	100	0
Pryderi	Shrine	2	2	80	0
Lewys	Fort	0	0	250	10
Shoreport	Town	5	1	250	10

The Hook (9)

Holding	Type	Wealth	Glory	Manpower	Fortification
Achos	Shrine	0	2	50	0
Cinaed	Kirk	6	10	350	20

Cinaed and Witchhood are owned by the Cina directly, with the "Clanhead" being the Coven of Seven.

Mewn	Village	2	0	100	0
Witchwood	Fort	1	1	300	10

Daram (10)

Holding	Type	Wealth	Glory	Manpower	Fortification
Dezful	Village	3	0	100	0
Yazdi	Village	1	0	100	0

Goragan (11)

Holding	Type	Wealth	Glory	Manpower	Fortification
Bam	Town	4	1	250	10
Chupanan	Shrine	1	2	50	0
Sabaz	Village	1	0	100	0

Sarkeh (12)

Holding	Type	Wealth	Glory	Manpower	Fortification
Repetek	Town	5	1	250	10
Tejen	Village	2	1	100	0

Astana (13)

Holding	Type	Wealth	Glory	Manpower	Fortification
Bishkek	Village	2	0	100	0
Khanhelm	Castle	4	4	1000	30
Uzgen	Village	2	0	100	0

Niwl (14)

Holding	Type	Wealth	Glory	Manpower	Fortification
Oherwydd	Town	4	1	250	10
Niwl	Village	2	0	100	0

Cwmwl (15)

Holding	Type	Wealth	Glory	Manpower	Fortification
Hirdyn	Town	4	1	250	10
Tewmerch	Village	2	0	100	0
Lookout	Fort	0	0	250	10

Lookout is barely functional as a fort, being reduced to rubble more than a few times by the Ura-Dammon wars.

Teàrlach (16)

Holding	Type	Wealth	Glory	Manpower	Fortification
Diarmad	Monastery	1	4	100	5
Faolan	Town	4	1	250	10

The Mouth of the Lake (17)

Holding	Type	Wealth	Glory	Manpower	Fortification
Dubhthach	Village	3	1	110	0
Taraghlán	Village	3	1	110	0
Tear Lake	City	15	8	750	25

The Tear Lake is owned by Llelwyn Clan and their subsidiaries, but the city has seen downturn after a Uran attack.

Conn (18)

Holding	Type	Wealth	Glory	Manpower	Fortification
Garbhan	Keep	3	2	500	20
Siofra	Shrine	0	2	50	0

Sorcha (19)

Holding	Type	Wealth	Glory	Manpower	Fortification
Jewelle	Town	6	1	250	10
Máire	Shrine	2	2	50	0
Mallaidh	Shrine	0	2	50	0
Slanei	Fort	1	0	300	10

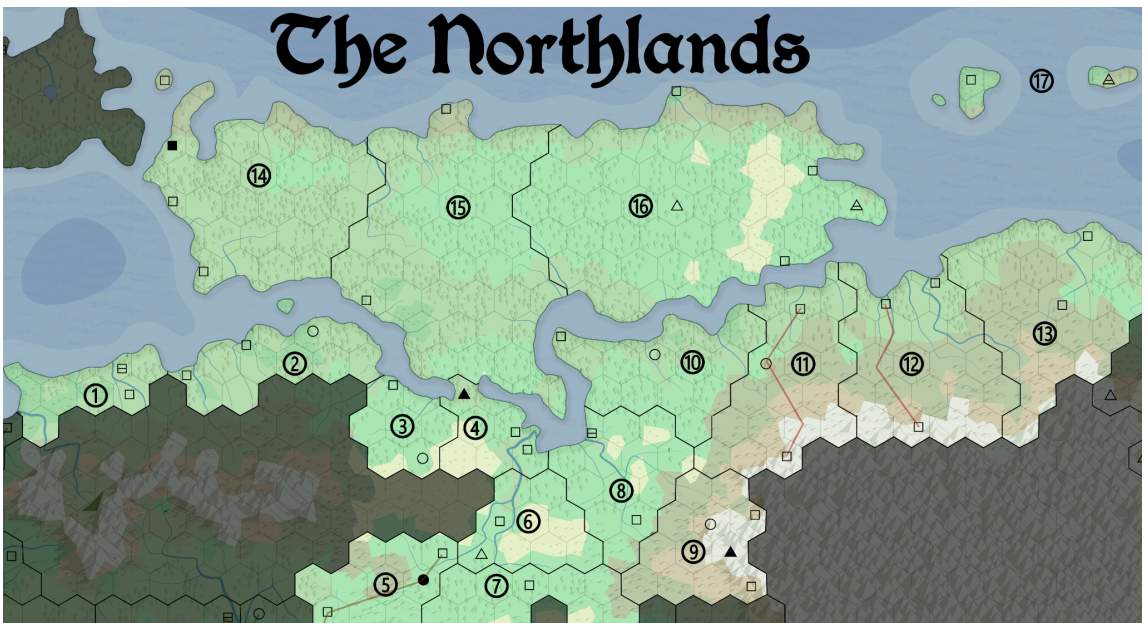
THE NORTHLANDS

The Northlands lives up to its rather frigid name, the Northern coast of Callis is pockmarked by strong life and highland air. The Anesians never pushed past the mountain line, though few would bother to. The Abban Nation's homeland sits in one of the largest forested areas on Callis and is barely touched. But whatever grows in the Northlands is sparse, weak, and hungry. Most of the Abban, Ruar, and Ura who live this far North rely on trade to feed themselves, with the few who don't find alternative sources of food to stay alive.

But these trade lanes are dominated by two monsters: Abbac and Junction. Abbac sits at the mouth of the Western Bay, feeding any traveler who dares enter the lucrative area or seeking to trade with Tadghland. The Abban Clanhead who controls it extorts the sea lanes, with earning favor being worth more than all the gold in the mountains. But to counter them is Junction, not its formal name of course, but the old name of Cwmystwyth is only spoken by the residents. It controls a canal connecting the bay to the Stag River. Only small boats can move through it, but it dominates the local trade lines.

Whether competing for the heart of the territory, fighting on the Western Bay, or dueling for supremacy along the Stag River, the Northlands is ripe for the conquering soul.

Northlands Clans	+2 Power	+2 Production
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Wrecsam (1)

Holding	Type	Wealth	Glory	Manpower	Fortification
Kenfig	Village	2	0	100	0
Litchar	Town	5	1	250	10

Porthaethwy (2)

Holding	Type	Wealth	Glory	Manpower	Fortification
Abertridwr	Village	2	0	100	0
Wattsville	Village	2	0	100	0
Hengoed	Fort	1	0	250	10

Llaneurgain (3)

Holding	Type	Wealth	Glory	Manpower	Fortification
Argoed	Fort	0	0	250	10
Llaneurgain	Village	3	1	100	0

Castell-nedd (4)

Holding	Type	Wealth	Glory	Manpower	Fortification
Junction	Kirk	6	12	450	25

The Abban Clan of Glynn controls the Kirk, or more accurately its vast canal network.

Cwmsyflog	Village	2	1	100	0
Mynyddyn	Village	2	1	100	0

Arbeth (5)

Holding	Type	Wealth	Glory	Manpower	Fortification
Arbeth	City	7	3	750	20
<i>A Ruar Clan of Ellien has fortified themselves as the undisputed masters of Saron, preparing for the next war.</i>					
Deri	Village	1	0	100	0
Northop	Village	1	0	100	0

Abertawe (6)

Holding	Type	Wealth	Glory	Manpower	Fortification
Prestatyn	Shrine	0	2	50	0
Abertawe	Village	2	0	100	0

Rhaglan (7)

Holding	Type	Wealth	Glory	Manpower	Fortification
Rhaglan	Village	1	0	100	0

Rhuthun (8)

Holding	Type	Wealth	Glory	Manpower	Fortification
Rhuthun	Town	4	1	250	10
Penwood	Village	2	0	100	0

Mul (9)

Holding	Type	Wealth	Glory	Manpower	Fortification
Catan	Fort	0	0	300	10
Cesan	Village	1	0	100	0
Eoghann	Village	1	0	100	0
Mul	Kirk	5	10	500	25

Situated on the site of a "Giant's Castle," Mul is run by the Macon Clan of Ura as half castle, half religious site.

Trew (10)

Holding	Type	Wealth	Glory	Manpower	Fortification
Dyserth	Village	2	0	100	0
Trew	Fort	0	0	250	10

Bers (11)

Holding	Type	Wealth	Glory	Manpower	Fortification
Bers	Village	3	0	100	0
Ann	Village	3	0	100	0
Conal	Fort	1	0	250	10

Enen (12)

Holding	Type	Wealth	Glory	Manpower	Fortification
Brighde	Village	3	0	100	0
Enen	Village	3	0	100	0
Etain	Village	3	0	100	0

Hobtow (13)

Holding	Type	Wealth	Glory	Manpower	Fortification
Hobtow	Village	3	0	100	0
Bymei	Village	3	0	100	0

Abbac (14)

Holding	Type	Wealth	Glory	Manpower	Fortification
Abbac	City	12	5	600	20
<i>The Jewel of the Western Bay, owned by the fabulously wealthy (and quite small) Abban Clan of Penwyn.</i>					
Capel	Village	1	0	100	0
<i>Situated upon the island in the Bay, owned by the Penwyn Clan, notably Alber the Eyeless (64) who runs it more like a family estate.</i>					
Garmon	Village	3	0	100	0
Llanrhaeadr	Village	3	0	100	0

Ponciau (15)

Holding	Type	Wealth	Glory	Manpower	Fortification
Cwma	Village	1	0	100	0
Ponciau	Village	1	0	100	0

Wayneni (16)

Holding	Type	Wealth	Glory	Manpower	Fortification
Addfwyn	Village	2	0	100	0
Art Ffynnon	Village	2	0	100	0
Gelligaer	Village	2	0	100	0
Wayneni	Monastery	2	4	150	5
Wyllie	Shrine	0	1	25	0

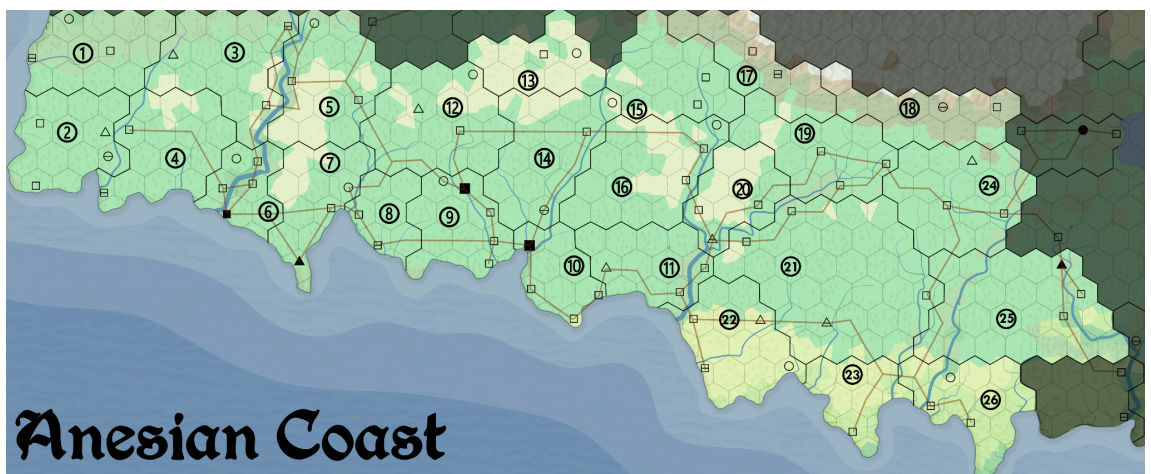
THE ANESIAN COAST

The Anesian Coast is the beating heart of Callis, with a diverse mix of Duine, Somi, Moorin, and of course Anesian to call it home. The Anesian cities dot the coastlines and river networks, becoming their own interlinked network of profitable markets of fur, gems, and anything else they could sell. Further east, the vast rolling hills have given way to Moorin ranches and farms, building up the new Callisian stallion and breadbasket away from the Ruar. To the west, the Spear River cuts a swatch through the Somi Territory, allowing a gold rush of goods to be sent down the river to profitable port cities.

Gold runs deep on the coast, and greed makes fools of all men. The Anesian Patricians have fortified their homes and armed their legions, though almost all of them have taken residence in their own forts awaiting orders from the Tyrus who sits on his hands waiting for orders from the continent. While the Moorin and Somi, now free from taxes to an Emperor they cannot see, find themselves needing to choose to hang themselves on the Duine's wrath or cut their wrists upon the Anesian bulwark.

The Anesian Coast is not home a kind place to those weak of stomach and resolve. A knife around every corner, a blade under every pillow, and poison in every drink. Tread carefully Clanhead and trust no one.

Anesian Coast Clans	+2 Culture	+2 Reputation
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Bredbøl (1)

Holding	Type	Wealth	Glory	Manpower	Fortification
Bredbøl	Town	4	1	250	10
Östsand	Village	2	0	100	0
Aknicut	Fort	0	0	250	10

Strandskov (2)

Holding	Type	Wealth	Glory	Manpower	Fortification
Namdal	Village	2	0	100	0
Turpula	Village	2	0	100	0
Sandlev	Shrine	0	2	50	0
Strandskov	Keep	2	2	500	20

Vilnu (3)

Holding	Type	Wealth	Glory	Manpower	Fortification
Vilnu	Town	4	1	250	10
Talpa	Village	2	0	100	0
Lynggård	Shrine	0	2	50	0

Naris (4)

Holding	Type	Wealth	Glory	Manpower	Fortification
Naris	Town	4	1	250	10
Vallingi	Village	2	0	100	0

Hellamarkus (5)

Holding	Type	Wealth	Glory	Manpower	Fortification
Hanssa	Village	2	0	100	0
Hellamarkus	Fort	0	0	250	10
Trakna	Village	2	0	100	0

Amenia (6)

Holding	Type	Wealth	Glory	Manpower	Fortification
Amenia	City	20	10	1000	40
<i>Amenia was the initial landing site of the Anesians, but as the years marched on the city has diminished in importance.</i>					
Chullu	Fort	0	0	250	10
Dimum	Village	3	0	100	0
Tarquini	Village	3	0	100	0
Zela	Village	3	0	100	0

Kataphrakt (7)

Holding	Type	Wealth	Glory	Manpower	Fortification
Basilia	Fort	0	0	250	10
Kataphrakt	Kirk	12	20	500	25
<i>The Adiarc used the Kirk of Catanphran as a monument to their nation building, when the Anesians seized it, the Kataphrakt was erected to their domination. Ad Victorum.</i>					
Thysdrus	Village	3	0	100	0

Clusium (8)

Holding	Type	Wealth	Glory	Manpower	Fortification
Clusium	Town	4	1	250	10
Chalcedon	Village	2	0	100	0

Castellum (9)

Holding	Type	Wealth	Glory	Manpower	Fortification
Aventicum	Village	3	0	100	0
Batavis	Fort	0	0	350	15
Castellum	City	18	12	1500	50
<i>The Tyrus Calvus owns the Castellum, but his authority is purely on the legacy of his predecessor Scipio. He will be dead within a few years, most likely by a knife in the back.</i>					
Durolipons	Village	3	0	100	0
Nevirnum	Village	3	0	100	0

Sybaris (10)

Holding	Type	Wealth	Glory	Manpower	Fortification
Faesulae	Village	3	0	150	0
Mevania	Village	3	0	150	0
Sybaris	City	15	12	1200	30
<i>The Sybaris Family owns the city of their namesake, alongside most of the infrastructure, smaller Clans, and industry.</i>					
Tibur	Village	3	0	150	0

Theveste (11)

Holding	Type	Wealth	Glory	Manpower	Fortification
Theveste	Shrine	1	3	50	0
Apua	Village	3	0	100	0
Acinipo	Village	3	0	100	0

Veronanis (12)

Holding	Type	Wealth	Glory	Manpower	Fortification
Veronanis	Village	3	0	100	0
Corvinbøl	Shrine	0	2	50	0
Guldkida	Fort	0	0	350	10

Kemava (13)

Holding	Type	Wealth	Glory	Manpower	Fortification
Kemava	Village	2	0	100	0
Castrapua	Fort	0	0	250	10

Nisharvan (14)

Holding	Type	Wealth	Glory	Manpower	Fortification
Rjustad	Village	2	0	100	0
Sandnes	Fort	0	0	250	10
Nisharvan	Keep	2	2	500	20

Dahamas (15)

Holding	Type	Wealth	Glory	Manpower	Fortification
Bariyah	Village	3	0	100	0
Dahamas	Village	3	0	100	0

Sazar (16)

Holding	Type	Wealth	Glory	Manpower	Fortification
Sazar	Village	2	0	100	0
Sadar	Village	2	0	100	0
Banista	Fort	0	0	250	10

Assara (17)

Holding	Type	Wealth	Glory	Manpower	Fortification
Espindia	Village	2	0	100	0
Assara	Town	4	1	250	10

Sheana (18)

Holding	Type	Wealth	Glory	Manpower	Fortification
Madiyya	Village	2	0	100	0
Sheana	Keep	2	2	500	20

Medena (19)

Holding	Type	Wealth	Glory	Manpower	Fortification
Medena	Village	1	0	150	0
Samannoud	Village	1	0	150	0
Atalya	Village	1	0	150	0

Zubathah (20)

Holding	Type	Wealth	Glory	Manpower	Fortification
Abyarvan	Village	2	0	100	0
Graceia	Monastery	3	5	250	10
Zubathah	Village	2	0	100	0

Kemava (21)

Holding	Type	Wealth	Glory	Manpower	Fortification
Baharoft	Village	2	0	100	0
Bayilica	Village	2	0	100	0
The Finger	Monastery	4	8	200	5

The Abbot Fareed is a holy man who guides those to the God's Eye on pilgrimage, alongside all for the money.

Kemava	Village	3	0	100	0
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Eneke (22)

Holding	Type	Wealth	Glory	Manpower	Fortification
Payanekin	Village	2	0	100	0
Eneke	Town	5	1	250	10
Hem	Fort	0	0	250	10
Ruma	Shrine	0	2	50	0

Zeed (23)

Holding	Type	Wealth	Glory	Manpower	Fortification
Zeed	Village	2	0	100	0

Sabah (24)

Holding	Type	Wealth	Glory	Manpower	Fortification
Sabah	Village	2	1	100	0
Quebarya	Village	2	1	100	0
Kayazuk	Shrine	0	2	50	0

God's Eye (25)

Holding	Type	Wealth	Glory	Manpower	Fortification
God's Hand	Village	3	2	100	0
God's Foot	Village	3	2	100	0
God's Eye	Kirk	8	12	500	20

The Patriarch rules the God's Eye and the surrounding area as God's representative on the island.

Nabater (26)

Holding	Type	Wealth	Glory	Manpower	Fortification
Burrab	Village	2	0	100	0
Halay	Fort	0	0	250	10
Nabater	Town	4	1	250	10

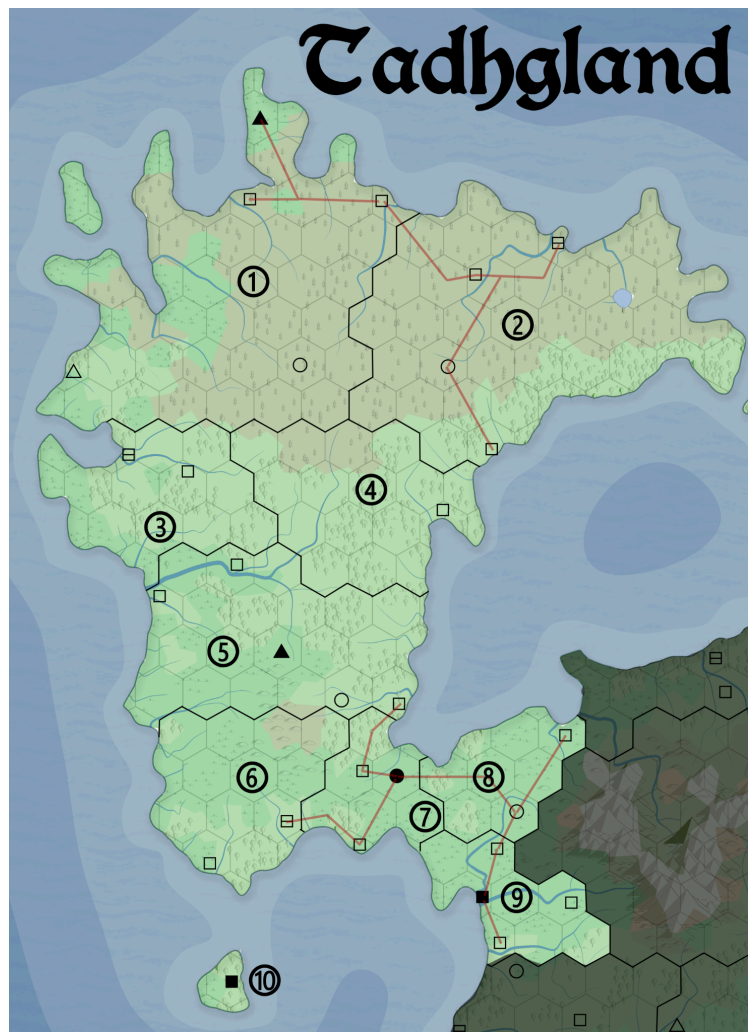
TADGHLAND

Tadghland is cold, poor, and entirely centered around the beating heart of its core. The Tadgh would call this place home, though many would agree that it's understandable why they choose to leave. The winters are long, the summer is bleak, and rains marr it constantly in a cold, humid, mess.

But the truth value of Tadghland is its southern ports, mostly dominated by Ruar traders and the Anesian port city of Lonnis. A interconnected network of towns, villages, and forts make it a heavily defended location that not even the Anesians could hope to break. But the further north one wanders, the more apparent the undeveloped nature of the place is. But this has lead to many criminals, exiles, and other oddities escaping persecution to find a home. Because to the residents, as long as one can farm the fields or pay the rents, it doesn't matter who they are.

Whether the Clan is eking out a humble living or enjoying the bustle of the city life, Tadghland will challenge their desires and force them to keep their family close to them, suggesting they don't go roving themselves.

Tadghland Clans
+2 Culture
+2 Reputation



Kenbeg (1)

Holding	Type	Wealth	Glory	Manpower	Fortification
Awaytan	Village	2	0	100	0
Kenbeg	Kirk	5	15	250	10
<i>Nobody technically owns Kenbeg, three Great Clans bicker over chunks of the Kirk and blood is spilled frequently.</i>					
Nowhen	Village	2	0	100	0
Roadside	Shrine	0	2	50	0

Ardlyne (2)

Holding	Type	Wealth	Glory	Manpower	Fortification
Naime	Village	2	0	100	0
Oppa	Village	2	0	100	0
Palace	Fort	0	0	250	10
Ardlyne	Town	4	2	250	10

Kilisaig (3)

Holding	Type	Wealth	Glory	Manpower	Fortification
Moraine	Village	2	0	100	0
Kilisaig	Town	4	1	250	10

Glasked (4)

Holding	Type	Wealth	Glory	Manpower	Fortification
Glasked	Village	2	1	100	0

Everyone who lives in Glasked hates living in Glasked.

Lochfar (5)

Holding	Type	Wealth	Glory	Manpower	Fortification
Largnavar	Village	2	0	100	0
Rosingar	Village	2	0	100	0
Lochfar	Kirk	3	8	200	10
<i>Clan Gaskar owns Lochfar, they are a Tadgh Clan, but are often confused as Ruar by their subjects. They don't care much.</i>					
Kengar	Fort	0	0	250	10

Kilfearn (6)

Holding	Type	Wealth	Glory	Manpower	Fortification
Colfar	Village	2	0	100	0
Kilfearn	Town	4	1	250	10

Ardanarigg (7)

Holding	Type	Wealth	Glory	Manpower	Fortification
Cairnmore	Village	3	0	100	0
Lochalynes	Village	3	0	100	0
Ardanarigg	Castle	8	5	1500	50
<i>Clan Aitken has the sacred duty of guarding the sea lanes, religiously acting as the gatekeepers of the Western Bay.</i>					

Falroch (8)

Holding	Type	Wealth	Glory	Manpower	Fortification
Largblane	Village	2	0	100	0
Falroch	Fort	0	0	250	10

Stonefort (9)

Holding	Type	Wealth	Glory	Manpower	Fortification
Largfort	Village	1	1	100	5
Benessie	Village	1	1	100	5
Dunathoul	Village	1	1	100	5
Stonefort	City	10	5	1000	35

Many Great Clans have residence in Stonefort, mostly those driven from their lands by the Somi.

Lonnis (10)

Holding	Type	Wealth	Glory	Manpower	Fortification
Lonnis	City	16	10	900	50

The Appius have been the undisputed rulers of Lonnis, though the ancient Patrician is struggling to choose a successor.



NATIONAL CLANS

Depending on the Nation from which the Clanhead hails will influence the Clan's Attributes. This will not be modified upon future Clanhead, but upon the works and events that affect the Clan.

Abba	Ruar
+1 Authority and Reputation	+1 Production and Reputation
Tadgh	Ura
+1 Culture and Reputation	+1 Authority and Power
Dammon	Adiarc
+1 Authority and Culture	+1 Power and Reputation
Cina	Anesian
+1 Culture and Power	+2 Authority
Cina	Anesian
+1 Culture and Power	+2 Authority
Moorin	Somi
+2 Culture	+2 Power

THE CLANSMAN'S TALE

Clanhead's lowest tier of play is the most personal, the personal story of the Clansman and their family. During this scale of play, the Clansman will engage in a variety of problems associated with the current situation before them. Rivals may be making moves, a situation presents itself, or disaster has struck the Clan and they are the only ones able to solve it.

This is the foundational scale of play, the Clansmen will band together to attempt to solve a crisis before them. By blade, quill, or a knife in the back.

HONEYED WORDS & VELVET KNIVES

Intrigue is no stranger to Callis, from the most secluded manor houses of the Anesians to the various Clanhouses of the Duine. The right words, passed messages, and even a secretive gift can all have double meaning and intents behind them. An Intrigue is launched when the Clansmen are attempting to sway opinions and shift the balance of power without drawing a weapon.

At its core, an Intrigue is an Extended Check with a time limit, and possibly an opposing force. The Clansmen involved with the Intrigue will need to announce their intention with the focus of their plot, as well as plan out how they will accomplish such a feat.

An Intrigue Example: **The Hand of the Domina, Part 1**

Avita Acilius, a young woman at 19, has inherited her brother's estates after his death by an accidental knife in the gut. She has not married yet due to his overprotective nature, but without issue, her Clan has pressured her into choosing a partner.

Our Clan has put forward young Saturio, while he may only be 17, he has proved himself as a capable warrior. An Intrigue has been launched by the Clansmen to secure Avita's favor for Saturio, but their rivals, the Celatus, are doing the same for their own scion Scipio.

The Bard sets the difficulty at 50, with the intervals of days, namely a week's party Avita has hosted for eligible bachelors. While Saturio will work his charm, the others plot.

THE DIRECT APPROACH

Intrigues can be approached directly as with any Extended Check. A Clansman takes the time interval and makes a Check with the intent of adding Successes to the final result.

However, these don't always need to be related to the immediate goal. Any of the Clansman may make a Check as long as its related to the end goal and the Bard agrees it will play a part in assisting the goal.

An Intrigue Example: **The Hand of the Domina, Part 2**

Saturio and the Clan arrive at the fabulous party, immediately he approaches Avita and begins to work his charming nature. Rolling 2d6 for his Social and 1d6 for his Decorum. Luckily he manages to hit two Successes. Avita is charmed, but soon is swayed by the handsome Scipio rolling 8d6, and nabbing four Successes. Saturio may be a hero in the making, but his charisma is drinking pals rather than noble ladies.

This does prompt his uncle, Pellio, to roll a Social + Circles Check, with 7d6, with four additional Successes. He finds Avita's family members and begins chatting with them. Learning about Avita's likes, dislikes, and even her preliminary interests.

This brute force approach is ideal when the situation demands it, or there is no other recourse for the Clan to undertake. But this does allow them to find out what the goals of the various actors in this plot are like.

THE INDIRECT APPROACH

For those less inclined for the direct approach, the Clan may opt to find methods to reduce the difficulty of the Extended Check itself. These Opportunities reduce the total number of Successes needed for a successful Intrigue, however they may require the Clan to set up events or make their own Checks to facilitate their plotting.

Each of these events will chip away at the difficulty of the entire Check. Depending on the severity of the event, the Bard will reduce (or possibly increase) the difficulty of the Extended Check entirely.

Event Severity	Difficulty Reduction ¹	Example
Small	-2d6 (7)	Sneaking in a gift, "Convenient" assistance.
Medium	-4d6 (14)	Assisting on personal projects, defending their honor.
Large	-6d6 (21)	"Saving" the person, learning detailed information.
Massive	-10d6 (35)	Finding critical information, dealing with their foes.

An Intrigue Example: **The Hand of the Domina, Part 3**

Saturio's older sister, Tullia, has slinked off from the direct party to wander the estate and see what she can get into. What she discovers is the mutual plotting of Avita's family members to ask for the potential groom to pay for most of their expenses. Tullia, rightfully, takes this news to her darling cousin Livia, who is far less restrained.

With some dedicated roleplaying (active seduction of one of the uncles), Livia drops the information that night upon Avita. Rightfully annoyed at her family, she has shown favor to the Clan for being honest with her. As well as Tullia talking up Saturio's own heroic nature and how he would obviously rectify this immediately. They reduce the difficulty by a whole 19 points.

Only 25 Successes to go, and it's only the first night.

¹ Notated as Die Value (Average), use whichever is more appropriate or facilitates play easier.

RUNNING INTERFERENCE

Not every Intrigue will be two parties competing for a yes or no answer. Often others will get involved trying to find their own outcome of the event, sometimes being exclusive to the end goals of the other.

A Clansman can choose to run interference on these activities. While compromising, it may be the only way to assist the plot. Directly opposing another party may open the Clan up to retaliation later, so perhaps being more subtle about things may be the ideal outcome.

Whenever a Clansman attempts this feat, they will make a standard Check, but instead of contributing Successes to the Extended Check, they will reduce the number of Successes their rivals have accumulated. They may even, with extreme fortune or situation, even be able to roll an Event Severity to reduce their Successes instead. Always be plotting.

An Intrigue Example: **The Hand of the Domina, Part 4**

Marius is an old family friend and teacher to young Saturio. Late that night, drinking wine on the balcony, he spots Scipio slinking around the estate. No doubt trying to find Avita for a midnight conversation. Being less sociable, and more swarthy, Marius stalks the young man and makes a Cunning + Adroitness Check to "accidentally" spill most of his glass of wine upon Scipio.

Netting four successes, he manages to drop enough to hinder his efforts for the night while keeping himself free of any guilt. Though Scipio looks quite angered.

SUCCESS, FAILURE, AND BOTCHING

Depending on the efforts of the group, the Intrigue Plot will be either a Success, Failure, or complete Botch.

Success is when, within the time limit, the group has reached the difficulty. The plot is successful, the target will agree, capitulate, or change their opinion on the matter. Intrigues can never truly change the nature of a person though, they will act according to their ends, but a successful plot will always end in the ideal state as laid out by the Clan.

Failure though is in two situations. Either the Clan has run out of time and will need to wait for another opportunity, or they have been defeated by a rival. While they may not have reached their end goal, they have remained in whatever good graces they have managed to keep.

Botching a Intrigue, often through rolling no Success with the direct approach will lead to the entire plot unraveling in a disastrous fashion. Secrets are revealed, people change course drastically, and enemies who may not have succeeded themselves may eke out a victory from the jaws of defeat.

An Intrigue Example: **The Hand of the Domina, Part 5**

After six days of winning, dining, and arguing. Saturio has managed to be within three Successes of emerging victorious. But his rival Scipio has been hard at work himself, both have been plotting and moving against one another over the past few days. But the final call is coming up. It's do or die.

Saturio congratulates Avita for her efforts as a Domina, putting all his heart and soul into this praise, resulting in only two Successes. The Clan resigns themselves to a failure, but a hard fought one.

However, brave Scipio attempts the same, within only a few points himself, he makes a similarly impassioned speech. But botches the roll entirely. With a previous incident involving one of Avita's family members, Scipio has completely shattered his chances right at the finish line.

Livia, seizing the chance, calls out Scipio for his poor performance and behavior over the entire event, scoring the final Success needed for the group to emerge victorious. Saturio may not be the most well-spoken of men, but he does now have a betrothed who is willing to play the diplomatic game more than him.

BLADES DRAWN & BLOOD SPILT

Where many see the value in quiet words and well placed pieces upon the board, another may find it more pertinent to impale their enemies upon their blade. Combat is no stranger to Callis, with many border skirmishes and outright wars being fought over territorial rights even before the Anesians step foot upon the island.

When a Clansman is threatened and blades are drawn, they'll need to protect themselves with their own steel and resolve.

A Combat Example: **A Roadside Ambush, Part 1**

The Clan of MacLeod has been summoned to a grand feast in a neighboring Town. With it being only two days' ride away, the Clan only brings a few men and themselves. At the end of the first day, the Clan is settling in for the night, when from the trees an arrow flies into the neck of one of their guards.

An ambush!



SEIZING THE INITIATIVE

When a battle breaks out, all of the combatants will need to roll an Initiative Check. This is done by making a Cunning + Tactics Check. Successes determine where in the order of initiative the combatant is, in a descending order.

For example, if a Combatant rolls 4 Successes and another rolls 3 Successes. The first Combatant will act first before the other.

If the Combatants are ambushing a target, they will have Boon 2 for their Initiative. However, if the Combatants are assaulting a fortified location or against a defensive position, they will have Bane 2. In the situation where Combatants are ambushing a fortified group, they will have no Boons or Banes.

When a Combatant's Successes in the Initiative comes up, they will take their Turn. Allowing them to perform a number of actions they are able to. If two or more Combatants have the same number of Successes, they are assumed to be acting simultaneously and leaping into action together. Every Combatant's turn is called the Round.

When the Round ends, every Combatant has two options. They may keep their current Initiative, adding +1 to it, or they may reroll their Initiative with no Boons or Banes from ambush or assault, but they must keep the new results.

A Combat Example: **A Roadside Ambush, Part 2**

There are four Clansman and five vagabonds attacking. Each of them roll their Initiative. The MacLeod's roll a 2, 4, 5, and 6. However, the vagabonds as they are ambushing the Clan, they have Boon 2. Rolling a 3, 4, 6, and 7 on their Initiative.

The Clan is caught unawares, but are not entirely helpless as their own battle hardened veteran, Bethen, leaps to the challenge.



THE BATTLE MAP

Every battle takes place somewhere, when it breaks out, the Bard will provide a small hex based map for the Combatants to place themselves upon.

This Hex Map is represented in Strides, reflecting a number of steps the Clansman may take to cross it. Depending on the location, these Strides may be more difficult to cross, blunting a unrelenting advancing, or setting up the unfortunate for a crossbow bolt in the eye.

Hex Difficulty	Strides	Example
Paved	½	Paved roads, building interiors, tiling.
Path	1	Open ground, light snow, thin woodland.
Earthen	2	Uneven ground, hilly areas, earthen slopes.
Difficult	4	Jagged countryside, deep snow, dense woods.
Hazardous	6	Running water, chest high snow, sheer cliffs.
Impassible	Cannot Cross	Sheer walls, rushing water, shattered rubble

Each Clansman can move 3 Strides without consuming an Action, allowing them to close the distance and power through without too much struggle. However, if they dedicate an action to their attempt, they may increase their Stride by +3 for every Move Action used. This adds together with their base Stride².

If the Clansman is behind cover of some variety, be it a broken tree or door, they will receive a cover bonus against any ranged attack directed at them.

Cover	Bonus
Concealing	+1 Boon
Half	+2 Boon
Full	+3 Boon

² For example, if a Clansman uses a Move Action (+3 Stride) they would have, in total, 6 Stride to work with.

ACTIONS

When a Clansman's turn is called, they have the opportunity to perform a series of Actions. A Clansman will announce the number of Actions they want to perform, taking a penalty to their dice pool for every Action over one by stacking -1d6 on top of one another (taking three Actions would be -2d6 to all three Actions). A maximum of five Actions may be declared together at once.

If the Clansman is forced to make a Reaction, such as defending themselves, blocking, or parrying a blow, they will add additional -1d6 penalty dice to all Actions after this declaration. For example, if a Clansman declares three Actions for -2d6 to all Actions, then must make a Reaction, they would now have -3d6 all Actions including the Reaction. If they are forced to make more Reactions, this penalty will stack continuously.

ATTACK

The Clansman strikes out at a Target with the intent of injuring or killing them. The Clansman will roll their Melee or Ranged + Martial against a Reaction of the Target. If they beat the total number of Successes, they have successfully hit their target.

The Clansman will deal [Weapon Damage - Armor] to the Target at a random hit location as determined by the following Hit Chart. If the Clansman rolls any excessive Successes, they may choose to distribute them among the following bonuses:

Hit Chart	2D6
Head	2
L. Arm	4-5
Torso	6-8
R. Arm	9-10
Legs	11-12

Aimed	Reroll the Hit Chart and take Desired Result.
Breaker	Reduce the Armor of the Hit Location by 5 / Success until the End of the Round.
Power	Increase Weapon Damage by +1d6 / Success

Alternatively, the Clansman may choose to spend a number of Successes on one of the three options below.

Technique	Cost	Description
Condition	4	The Attack inflicts a Condition upon the Target of the Attack of their choice.
Horrific	5	The Target is impaled, broken, or otherwise mangled by the attack. They immediately enter the Shocked state if they take Vitality damage.
Shove	3	The Target is shoved backward, moving one tile back by the Attacker's choice. If moving into an Earthen or worse tile, the Target is knocked down.

DRAG

If the Clansman is adjacent to a downed ally or enemy, they may choose to drag the body with them. Strides are reduced by 3 and they can only use one-hand.

If the ally or enemy is wearing [Heavy Armor] the Stride penalty is increased to -6 as they are far heavier to heave than normal.

MOVE

The Clansman increases their Stride by +3. This allows them to move farther and through more treacherous terrain. If the Clansman reaches more than 10 Stride in a single round, it's assumed they are running to their desired location.

If the Clansman is ever crouched or prone, the Stride increase is reduced to +2 / +1 respectively as they slowly move through an area.

ORDER

The Clansman spends an Action ordering one of their Companions to act in their stead. The Companion will move as directed by the Clansman and engage in combat on their behalf.

Companions will take a penalty equal to the Action Penalty currently suffered by the Clansman ordering them. Companions will never sacrifice themselves with no reason, but will fight to protect their charge.

OTHER

The Clansman spends a small amount of time interacting with the world, object, or another individual. This covers a wide variety of actions that can be successfully completed in a few moments time.

Larger, more complex, actions, such as grabbing a dozen books may take multiple "Other" Actions to complete all at once. Checks may be required to successfully complete the operation.

USE ITEM

The Clansman takes an item from their belt or in the immediate vicinity to use. This could be throwing a knife, drawing a sword, or taking a swig of mead from a small container.

REACTIONS

As dictated earlier, if the Clansman makes a Reaction, they will incur an additional -1d6 penalty to all Actions for the remainder of the Round. If multiple Reactions are being used, then the Clansman must add the cumulative penalties together. All Reactions are considered to be Opposed Actions, forcing both sides to roll against one another. If there is ever a tie, then victory will go to the Defender.

BLOCK

The Clansman raises a shield or weapon with the intent of blocking the attack. They will roll their [Martial + Physicality or Melee] with Boon 1, with the intent of blocking the blow before it would strike them down.

If the Clansman is using a Shield, they are able to Block without incurring the Action Penalty depending on the type of Shield being used. In addition, if they are using a Shield, they may Block ranged attacks, if they are not, they cannot.

DODGE

The Clansman nimbly attempts to avoid the blow coming at them. They will roll their Cunning or Martial + Adroitness to avoid the incoming attack.

If they are successful, they manage to avoid the blow completely, if they fail, they are struck by the weapon and suffer the consequences.

PARRY

The Clansman readies themselves for a parry, making a Martial + Melee Check against the Target. If they are successful, they will deflect the blow with their own weapon, dealing their Weapon Damage to the Target.

Similar to an attack, they may use the Aimed, Breaker, or Power moves with any excess Successes they may have. Normally, a Clansman cannot parry a ranged attack, forcing them to block or dodge the incoming missile.



VITALITY: LIVING & DYING

Vitality represents the living essence of a Clansman. It is both their fighting willpower as well as their lifeblood, should it ever reach 0, they may be doomed.

Vitality for every Clansman is [Vigor x 10], representing the total amount of life the Clansman has in their body. Every successful hit will reduce the total amount of Vitality the Clansman has. However, every body part has an amount of their Vitality associated with it. If any body part reaches 0 Vitality, they will suffer a loss of function or other disaster.

It does not matter how heroic or enduring a Clansman is, if an axe parts their head from their body, they are as good as dead.

When a Location reaches 0 Vitality, it is considered Damaged with an appropriate penalty.

Location	Vitality %
Head	10%
Torso	50%
L. Arm	10%
R. Arm	10%
Legs	20%

Location	Damaged Result
Head	All Checks are at Bane 2
Torso	All Checks are at Bane 1
Arms	Drop item being held.
Legs	0 Natural Stride, Move Action is only +1 Stride.

Finally, when a Clansman is reduced to negative total Vitality in location, it is severed or destroyed. If their total Vitality reaches 0, they enter Shock.

Location	Destroyed Result
Head	Instantaneous Death
Torso	Agonizing Death
Arms	Arm Severed, enters Shock.
Legs	Roll 1d6 (1-3 Right Leg, 4-6 Left Leg) for which leg is Severed, falls over, and enters Shock

When a Clansman is in Shock, they cannot move or act, and will bleed out within [Vigor] Rounds. If an ally performs a Learning + Medicine Check (Difficulty 3) they can stabilize their companion. The limb will remain destroyed.

VITALITY RECOVERY

Vitality will recover at a rate of 1d6 every day or 2d6 at the end of the day when they are in a safe location. This recovered Vitality is applied to their damaged limbs, focusing on their torso first.

If a Limb is Damaged, the Clansman is considered to be Severely Injured and will require a week of bedrest before Vitality can be recovered. If a Limb is Destroyed, then the Clansman will need a month before Vitality can be restored, suggesting they don't die in the meantime.

ADVANCED INJURIES & INFECTIONS

If the Bard wishes, they may implement Advanced Injuries. When a Clansman is reduced to a Destroyed Limb, they may choose to injure themselves instead. They reduce an Attribute by 1 and all associated Skills by -10 (to a minimum of 0). However, the Limb is not destroyed, but they will still enter Shock.

Infections occur when a Limb is Damaged, forcing the Clansman to make a [Vigor + Physicality] Check at Target Number 2, if Successful they ward off the Infection. If they fail, the wound is infected. When a wound is infected, they do not recover Vitality and will reduce their Vitality by 1d6 daily. Amputating the limb will remove the infection, but making an Extended Medicine Check daily (TN 1d6 x 15) they will be able to possibly save them.

CONDITIONS & DEBILITATIONS

While Vitality may be the Clansman's lifeblood, not every wound is as easy to see, and often the most insidious are from situations outside of their control. Conditions are various situations that may erupt in combat, forcing the Clansman to address it, or suffer its effects.

Condition	Description
Bleed	The Target loses 2d6 Vitality at the end of the Round.
Disarmed	The Target's weapon is knocked from their hand, requiring an action to pick it back up.
Disoriented	The Target has Bane 2 on all Reaction Checks until the end of the Round.
Knocked Down	The Target is knocked to the ground, requiring an action to stand. During this time, all attacks against them have Boon +2.
Staggered	The Target has no Natural Stride and only gains 1 Stride from the Move Action until the end of the Round.
Stun	The Target has Bane 1 until the end of the Round.

Debilitations require a particular item, set-up, or method of crippling the target. If successful, it will take time, effort, and maybe luck to recover.

Debilitation	Description
Broken Bone	The Target's bone is shattered, immediately rendering it Damaged.
Drunk	The Target is hammered, halve all dice pools when making any precise action.
Encumbered	Natural Stride is at 2 and all Move Actions only contribute +2 Stride.
Enflamed	The Target loses 2d6 Vitality to all Body Parts.
Paralysis	The Target cannot act or move.
Poisoned	The Target loses 3d6 Vitality at the end of the Round.
Shock	The Target is on the ground unconscious, bleeding out.

COMBAT SITUATIONS

MULTIPLE ATTACKERS

If the Clansman is surrounded by attackers, each of the Attackers will take a Boon for the number of allies attacking the same target. For example, if a Clansman is being assaulted by two Noblemen, then both will have Boon 2 to shank the Clansman. However, if another Clansman rushes to their assistance, the Nobleman will lose their benefits.

MOUNTED COMBAT

If the Clansman is mounted, they will have a Natural Stride of 7, able to quickly close the distance on any of their targets. If they move and attack, they gain Boon 2 on their first attack. As long as they are mounted against unmounted fighters, they will have Boon 1 to all of their attacks.

If the horse is killed, the rider will be thrown to the ground, gaining the “Knocked Down” Condition.

Type	Cunning	Martial	Vigor	Vitality
Callisian	2	2	3	25
Moorin	3	1	2	20

TOURNEY COMBAT

Tourney Combat is performed similar to standard combat, but instead of fighting to lethal wounds, they will stop when they reach Damaged on any limb. The loser may continue the battle if they so wish.

Accidents may happen, and the rule of the combat ending when Limb Vitality reaches 0 may be waived by the Bard.

SHIELD BASHING AND SHIELD SUNDERING

If a Clansman attempts to bash another target with their shield, whether by their own volition or desperation, they will deal [Unarmed Damage + Shield Protection] to the Target. It will be considered Blunt Damage.

However, if a Clansman has a weapon with Pierce or uses Breaking Die, they can spend it to reduce the Protection of a shield by 1. When a shield's protection reaches 0, it has been completely sundered.

FALLING, FIRE, DROWNING, OH MY!

Callis is a cruel country and life itself seems to hunger for the flesh of Clansman. Below is set of damage situations that may occur for a Clansman.

If a Clansman is set on fire, they will take direct Vitality damage equal to how long they are on fire until they are able to be put out.

Type of Fire	1st Round (10 Sec)	2nd Round (20 Sec)	3rd Round (30 Sec)	4th Round (40 Sec)
Oil Fire	3d6	6d6	9d6	12d6
Natural Fire	2d6	4d6	6d6	8d6

Clansman may stay underwater for [Vitality x 7] Seconds, after which they will begin taking Vitality Damage until they perish or are saved.

Drowning	1st Round (5 Sec)	2nd Round (10 Sec)	3rd Round (15 Sec)	4th Round (20 Sec)
Vitality 1	3d6	6d6	Death	Death
Vitality 2	2d6	3d6	6d6	Death
Vitality 3	1d6	2d6	3d6	6d6
Vitality 4	1d6	1d6	2d6	3d6
Vitality 5+	1d3	1d6	2d6	3d6

If a Clansman falls off a high location, they may attempt a Cunning or Vigor Check with Difficulty equal to the distance to take reduced damage.

Meters	Base Damage	Reduced Damage
5	1d6x3	1d6
10	2d6x3	2d6
15	3d6x4	3d6
20	6d6x5	3d6x2
25	10d6x6	4d6x4



EQUIPMENT

Callisan arms and armor are not the highest quality, with most of the metal being funneled into the Anesian homes and legionary supplies. But this hasn't stopped the Duine in forging their weapons of war and fine armor.

WEAPONS

Simple Weapons	Damage	Hands	Type	Tags
Axe	3d6 / 4d6	1 / 2	Sharp	
Dagger	2d6	1	Sharp	
Hammer	2d6	1	Blunt	Rattle
Spear	4d6	2	Sharp	
Staff	2d6	2	Blunt	Rattle
Unarmed	1d3	0	Blunt	Unarmed

Ranged Weapon	Damage	Hands	Ranged	Tags
Arquebus	6d6+4	2	4	Reload 4, Ranged
Crossbow	4d6+4	2	8	Reload 2, Ranged
Handgonne	1d6x1d6	1	2	Reload 3
Longbow	3d6	2	6	Ranged
Shortbow	2d3	2	5	Ranged

Side Note: Starting Weapons

Clansmen are able to choose a weapon to begin with based on their Melee / Ranged Skill Level:

Skill Level	Weapon Types
0 - 20	None
21 - 30	Simple, Shortbow
31 - 50	One-Handed Martial, Crossbow, Longbow
51+	Any

Firearms are restricted to Anesians with Skill Level of 51+ in Ranged Weapons.

Martial Weapons	Damage	Hands	Type	Tags
Bastard Sword	4d6 / 6d6	1 / 2	Sharp	
Battleaxe	5d6 / 7d6	1 / 2	Sharp	Gory
Great Axe	9d6+4	2	Sharp	Cumbersome and Gory
Greatsword	8d6	2	Sharp	Cumbersome
Mace	3d6 / 5d6	1 / 2	Blunt	Rattle
Maul	8d6	2	Blunt	Cumbersome and Rattle
Pick	3d6 / 5d6	1 / 2	Sharp	Pierce
Poleaxe	8d6	2	Blunt / Sharp	Cumbersome, Pierce, and Rattle
Rapier	4d3	1	Sharp	Pinpoint
Sabre	6d3	1	Sharp	
Stiletto	2d6	1	Sharp	Pinpoint
Sword	2d6 / 4d6	1 / 2	Sharp	

Side Note: Weapon Types and Attacking to KO

A Clansman intending to knockout, rather than outright kill, a target will need to make a standard attack check. If using a Blunt weapon, then if they reduce Vitality of the Head or Torso they will collapse unconscious, but not enter Shock. If using a Sharp weapon, then all attacks are at Bane 2, but will result in the same if reducing Vitality to zero.

Weapon Tag	Description
Cumbersome	The weapon is large and awkward, they take Bane 1 in confined spaces.
Gory	Reduce the cost of using the Horrific Technique by 1.
Pierce	When attacking, the weapon will always have Breaking 1.
Pinpoint	When attacking, the weapon will always have Aim 1.
Rattle	When inflicting a Condition, may add the Breaking Bone Debilitation.
Reload	The weapon requires to be reloaded, taking Action(s) to prepare.
Unarmed	This attack is unarmed and can be used without limbs.

ARMOR

Having steel between a blade and flesh may be the only thing keeping a Clansman alive. Wearing armor covers the Head, Torso, Arms, and Legs, keeping them safe from horrific blows. Armor Protection reduces the damage of the attack by a flat amount, with any additional damage seeping toward their body.

Every Clansman has [Vigor x 5] Weight to wear across their entire body, any excess weight has the Clansman suffer the Encumbered Condition as long as they are wearing it. If the Clansman is wearing more than 10 over their maximum halves all of their dice pool.

Headgear	Protection	Class	Weight
Armored Faceguard	15	Light	4
Closed Metal Helmet	25	Medium	5
Cloth Head Wraps	5	Light	3
Commoner Hats	0	None	0
Flat Top Helmet	25	Medium	4
Full Helm	40	Heavy	6
Helmet and Coif	35	Medium	5
Leather Caps	15	Light	2
Mail Coif	20	Medium	3
Padded Cloth Helmet	10	Light	2
Simple Head Wraps	3	None	1
Simple Metal Helmet	15	Medium	5

Side Note: **Stacking Armors**

Clansman can stack armor together if they are Light / Medium or Light / Heavy. The Light Armor contributes half (rounded down) of their Protection to the Clansman Protection.

Side Note: **Starting Armor**

Clansman with a Martial and Vigor 5 may begin with Medium Armor, while Clansman with Martial and Vigor 6 may begin with Heavy Armor.

Armor	Protection (Torso)	Protection (Leg)	Protection (Arm)	Class	Weight
Arm Guards	NA	NA	15	Medium	4
Chainmail	30	NA	NA	Medium	4
Civilian Clothes	0	0	0	None	0
Half-Plate Armor	45	30	30	Heavy	10
Hide Armor	15	10	15	Light	6
Leather Lamellar	25	NA	15	Medium	5
Leather Scale Armor	30	NA	20	Medium	5
Leather Tunic	20	NA	10	Light	4
Light Scale Mail	25	NA	NA	Light	4
Linen Tunic	10	5	5	Light	3
Metal Laced Leather	35	NA	NA	Medium	5
Metal Scale Armor	45	NA	NA	Heavy	6
Padded Armor	20	15	15	Light	3
Plate Armor	60	45	50	Heavy	14
Reinforced Clothing	15	10	10	Light	2
Scrap Metal Armor	40	30	30	Medium	7
Thick Furs	20	15	15	Medium	5



SHIELDS

Shields allow the Clansman to defend themselves with the Block Reaction more easily. Depending on the size of the shield, it will protect different locations, adding its Protection value in addition to that location.

Shields	Locations	Protection	Class	Weight
Buckler	None	0	Light	2
Coffin Shield	Arm, Torso, Head	6	Heavy	5
Feral Shield	Arm, Torso	6	Medium	4
Heater Shield	Arm, Torso	8	Medium	4
Heavy Metal Shield	Arm, Torso, Head	8	Heavy	6
Kite Shield	Arm, Torso	5	Medium	4
Sipar Shield	Arm	3	Light	2
Skirmisher Shield	Arm	4	Light	3
Tower Shield	Arm, Torso, Head, Legs	10	Heavy	8
Wood Shield	Arm, Torso	6	Medium	4

An Example: **Balgran, the Warden**

Balgran has a Vigor of 6, a total of 30 weight for his armor.

- *Closed Metal Helmet + Padded Cloth Helmet // 7 Weight (35 Protection)*
- *Metal Laced Leather // 5 Weight (35 Protection)*
- *Padded Leggings // 3 Weight (15 Protection)*
- *Arm Guards // 2 Weight (15 Protection)*
- *Heavy Metal Shield // 6 Weight (5 Protection)*

Balgran has a total 23 out of 30 Armor Weight. Enough to adapt to the situation, most likely trying to keep his legs and arms safe from an injury.

Side Note: **Dual-Wielding**

If a Clansman is using a weapon in both hands, they can not only use both weapons in their hands, but gain a +1d6 to their Parry Checks. Dual Shields will only contribute to Protection.

Side Note: **Purchasing New Gear**

Purchasing equipment is a bit strange, mostly because most of Callis is experiencing an economic crisis due to their currency being rendered worthless. Most everything is bartered for in regards to weapons or armor, or simply taken off someone's body.

COMPANIONS & THREATS

During their journey across Callis, the Clansman will encounter their fair share of dangers and allies. When creating allies and adversaries with an important presence to the plot, undergo the full Clansman Creation process as if they were a Clansmen themselves, allowing them to have a rich collection of abilities and talents.

For those whose names are often forgotten in the history books, or make adequate side notes, consult the following.

Background Characters will either be a Companion or Threat, representing their position in the story unfolding. There is no need to create a townspeople who the Clansman are asking for directions, but a townspeople who is attempting to drive the Clan out of town would be essential. Each of these Background Characters will have a simple set of Attributes and skills determined by their role in the narrative.

Background Character Chart							
Type	Cunning	Esoterica	Learning	Martial	Social	Stewardship	Vigor
Academic	0	4	4	0	0	2	0
Consul	2	2	2	0	2	2	0
Expert	3	2	3	0	0	2	0
Fighter	2	0	0	5	0	0	3
Guardian	1	0	0	4	0	0	5
Peasant	2	2	0	2	2	0	2
Rogue	5	0	0	1	2	0	2
Scout	5	0	0	3	0	0	2
Sergeant	0	0	0	3	2	3	2
Surgeon	1	0	4	2	0	0	2
Witch	2	4	4	0	0	0	0

From there, the Background Character may select a Skill at 30, 20, and 10 to reflect their innate talents and abilities in the field.

COMPANIONS

A Companion is a Background Character that is sworn to the service of a Clansman and is obligated to follow their orders. This could be through financial incentive or personal loyalty to the Clan. A Companion may be ordered to perform any task by their leader to their best ability, but will not perform any suicidal actions recklessly.

If a Companion has a Skill, they are able to assist the Clansman as if they were a Clansman themselves. During Combat, they may make attacks, defend themselves, and possibly die in bloody clashes should they be left alone.

If a Companion is ordered during combat, they will be directly controlled by the Clansman themselves. However, if they are not ordered directly, they will attempt to protect their charge rather than engaging the enemy. All Companions have Vitality equal to $[\text{Vigor} \times 2] + 10$. However, they will not record Vigor of body parts, but instead just be killed immediately.

When a Companion is being ordered to do something they are uncomfortable with, or in extreme situations, the Clansman will make a Leadership / Tactics Check with Social or Martial to force them to do the action. The Difficulty is measured from 1 to 7 with the intensity of the action requested³. Every year the Companion stays with the Clansman, the difficulty of these actions are reduced by a step, reflecting loyalty, service, and dedication to the cause (to a point of course).

An Example: **Balgruff, a Simple Companion**

Balgruff is a simple man of humble origin, prefers a bow to a blade and keeps to himself mostly. He is a Scout, with Scouting 30, Ranged 20, and Adroitness 10. He has only 14 Vigor, but a shortbow and a knife at his belt, with some simple padded armor on his chest to keep him safe. A natural scout.

³ "Hold that door!" when the enemy is bearing down on it would be TN 2, reasonable, if dangerous. "Hold them off while I escape!" is going to be TN 6 as it is quite dangerous.

THREATS

Threats are Background Characters that would like nothing more than to gut the Clansman. When a threat has been established they will be treated as a regular Character for purposes of acting, using skills and abilities to thwart the Clansman's efforts. There are three things to consider with Threats.

Morale is the insidious killer inside every mind, when the Threats have had over half their numbers, or an important member of their troupe, die they will all make a Cunning + Tactics Check. This is at TN 1 to begin with, but every further loss, including allies who rout, will increase the TN by +1. When over half of the enemies have routed in a given end of Round, all of the remaining Threats will scramble away or surrender to spare their lives.

Each Threat will have weapons and armor appropriate to what they are, common brigands in the woods will have shoddy gear and mismatched armor, while a Anesian Legionnaire will have their full Leather Lamellar, Padded Leggings and Arms, and of course their distinctive helm (Faceguard + Simple Metal Helmet). More exotic enemies may have unique weapons and equipment, but the more ferocious may only have their raw strength.

Finally, the type of threat available. Namely beasts.

Not every threat on Callis is going to be a man with an axe to grind and a shield to splinter, but even the occasional bear or wolf attack will send a Clansman reeling. When creating an animalistic threat, consult the following chart:

Type	Bonus Vigor	Bonus Martial	Unarmed	Natural Stride	Example
Pack Predator	+2	+1	3d6, Gory	4	Wolves
Large Predator	+4	+2	6d6, Gory, Rattle	5	Bear
Hunting Animal	+2	+2	2d6, Gory	5	Hunting Hound
Large Game	+4	+0	4d6, Gory	5	Moose
Small Game	+2	0	1d6, Rattle	8	Deer
Aquatic Predator	+4	+4	6d6, Gory	10	Shark

Generally speaking, most animals on Callis who are going to fight the Clansman, will intend on gutting them and feasting on their corpse. Strike first.

BOOTS ON THE ROAD

Travel across Callis is rarely without issue, but the most treacherous enemy is rain and muddy paths than the song of swords and monsters. Callis is broken up into a series of Hexes, each one representing a patch of land that's able to be crossed by the Clan on their many adventures.

Each Hex is a total of 20 km⁴ across, with the Clansmen (and their retinue) being able to cross two Hexes every day. Depending on the pace, the traveling party will be able to cross a different number of Hexes every day. The pace will determine if the Clansman will recover, or take, Base Vitality damage as they rove across Callis. If they were to lose all of their Vitality during traveling, they will not enter Shock, but the Travelling Party will need to rest a day to recover their Vitality.

Traveling Pace	Hexes Traveled	Effects
Relaxed	1	The Clansman restore 2d6 Vitality / Day
Normal	2	The Clansman restore no Vitality
Brisk	3	The Clansman lose 2d6 Vitality / Day
Sprinting	4	The Clansman lose 4d6 Vitality / Day

If the Hex has a road the Travelling Party will be able to reduce the “distance” crossed by half. For example, normally it would take two days to cross four Hexes, but with a road connecting the locations, it would only take a day as each of the Hexes is “half” its value.

Finally, if the Travelling Party takes a boat up the river, it will take a day to reach their destination. If traveling by sea, choose a location along the coast and if it is naturally within 10 Hexes of the starting location, they'll arrive at the end of the day. If it is within 20 Hexes, roll 1d6 to determine the number of days to travel. Finally if the destination is over 20 Hexes, it will take 2d6+5 days to travel across the sea to their destination.

Side Note: **Mounted Travel**

If the Clansman are fully mounted, they will increase their movement speed by +1. If only part of their retinue is mounted, this benefit does not benefit the group either.

⁴ About 12 Miles.

GREY HAIRS AND HARDENED WILL

Time and trials make heroes on Callis, young men may find themselves exalted by the bards, but few make it far enough to hear their stories. As the Clansman grow older, so will they improve, each phase of their lives hardening their resolve and talents. While they may pick up new tricks and learn new stories during their time on Callis, few things will change them entirely.

There are two ways to improve in Clanhead: Saga of the Duine, Age and training.

AGING

Life is hard and short, but the struggle to live a full life is ever present on the island of Callis and its inhabitants. All of the cultures of Callis consider 16 years old to be “adult” enough to function in society. But these are further broken down into Age Brackets representing their natural advancement.

Age	Numerical	Attribute Effects
Young Adult	16 - 25	None
Adult	26 - 35	+3 to Attributes
Middle Age	36 - 50	+3 to Attributes, -3 to Attributes
Elder	51 - 65	-4 to Attributes
Venerable	66+	-5 to Attributes

When a Clansman ages into a new age bracket (such as turning 26) they will be able to distribute a number of Attribute Points to any of their Attributes that they have access to. For example, if a Clansman were to age into being an Adult, they would be able to give themselves +2 Esoterica and +1 Stewardship, or any other combination of their choice.

However, when they reach Middle Age and older, they must also start losing Attributes.



Following the previous example, our Clansman aging into the Middle Age may have a +2 to Cunning and +1 Vigor, they would have -2 to Martial and -1 Learning. Age is an insidious killer, slowly sapping the strength and mind away from a Clansman until their passing. Clansmen may choose to split their penalties across their Attributes, but it will always come back at them slowly.

Every year past Venerable (67, 68, etc) the Clansman will remove -1 Attribute from any of their Attributes as they are reaching the end of their life.

When a Clansman reaches a 0 in any of their Attributes, they have entered the end of their life, they are no longer playable and will pass away the next Hearth Season, suggesting something terrible doesn't happen.

Attribute	When Reaching Zero . . .
Cunning	The Clansman has lost their sense of awareness, they don't know where they are often.
Esoterica	The Clansman has lost touch around them, they feel like a completely different person.
Learning	The Clansman's mind drifts to far off places, they mumble about old days and sleep.
Martial	The Clansman's sword arm is too weak, they are too weak to stand more than a short time.
Social	The Clansman's unable to speak properly, slurring words and losing meaning to them.
Stewardship	The Clansman doesn't know where they are, lashing out at others for trying to help them.
Vigor	The Clansman has become frail, frequently wracked with disease or illness.



TRAINING

While Attributes will advance, and be lost, slowly over the course of the Clansman's life, their Skills will stay with them forever. During a Session, whenever a Clansman uses a Skill they will mark the Skill used. At the end of the Session, all of the Skills with a Mark will have the Clansman roll a number of D6's depending on their Skill Rank, adding that value to their Skill development. This allows them to slowly advance through their trials in their various Skills.

Skill Rank	Skill Increase
Neophyte (0 - 10)	2d6
Adept (10 - 40)	3d6
Skilled (40 - 80)	2d6
Professional (80 - 150)	1d6
Masterful (150 - 200)	1d3
Paragon (200 - 250)	1d2



For example, if a Clansman has marked their Leadership, which is currently at 20, they will roll 3d6 and add it to the result. If they roll a 16, they would now have a 36 in their Leadership Skill, quite an adept learner.

During extreme situations, the Bard may award Clansman with extra Marks to improve their Skills or grant them Marks to improve Skills they haven't. If more than two Marks are applied to the same Skill, they will add an extra +D6 to the roll regardless of the standard Skill Increase⁵.

Extended downtime and timeskips may allow the Clansman to spend years honing a Skill. For every year that goes by, they are assumed to have a Mark applied to any Skill of their choice. If excessive years are passed, then they may take the average of the Marks instead (+3 to a Skill / Mark).

⁵ For example, if a Clansman has managed to reach the Masterful tier, they would roll 1d3+1d6 for their Two Marks in a Skill.

THE CLAN

No man is an island on Callis, every family has a story to tell and problems that unfold around them. The Clan is the bedrock of society, a foundation from which a story is told and relationships are formed. Managing a Clan is more than just being related, many different souls will join the Clan that are not related by blood or marriage, but instead companions, allies, and occasionally a desperate alliance.

The Clan's story is a story of Callis, unforgiving, but accepting of those who embrace it.

CLAN ATTRIBUTES

The Clan's Attributes reflect a number of benefits and drawbacks that the Clan must manage as they improve themselves through the ages. Each of the Clan's Attributes affects their standing on Callis as well as their ability to manage their Domain.

Attribute	Description	Benefit	Damaged
Authority	The Clan's ability to exert their influence on their holdings.	Directly Manage [Authority + 1] Holdings ⁶ and collect resources from them.	Being insulted by other Clans or being unable to manage rebellions.
Culture	The Clan's cultural footprint and power within their Nation.	Gain +1 Glory for every Culture at the end of every Season.	Losing territory to other Clans or having them besmirch their name.
Power	The Clan's ability to wage war and arm their soldiers.	Gain [Power x 10] floating Manpower at the start of every Season.	Being bested in battle or being too peaceful for too long.
Production	The Clan's ability to extract resources from their holdings.	Gain +1 Wealth for every Production at the end of every Season.	Making bad deals or having major trade routes fail.
Reputation	The Clan's reputation on the island and to those around them.	How widespread the Clan's Saga is and their story to the island of Callis.	Contesting with other Clans and fading into obscurity.

⁶ If the Clan holds more than they can, they will not gain Resources from the latest additions.

Every point in a Clan's Attributes contributes to a bonus of some variety that assists the Clan in climbing the ranks of power. Authority allows them to manage more Holdings. Culture and Production increase the amount of resources they can generate. Power grants them hardened men willing to fight for them more actively. Finally, their Reputation reflects how far their story can affect the world and how others perceive them.

Every Attribute can also be Damaged.

When a Clan is threatened or insulted by another, their Attribute may be damaged until the threat is eliminated. This is a spark for action, bringing justice or the axe to those who would do them harm. However, if the Clan is unable to fix the issue or worse, actively ignores it, they will lose a point in the Attribute. The lowest an Attribute can fall is -1, reflecting a complete loss in that particular area. The Clan must rectify this or risk extinction as their own people begin to question their rule.

Attribute	Reaching -1
Authority	The Clan can hold onto no Holdings, and thus receives no resources from any of their Holdings.
Culture	The Clan begins losing -2 Glory every Season and cannot write their Saga, no matter how glorious.
Power	The Clan's soldiers begin to desert or refuse to rally, they lose 50% of their total Manpower.
Production	The Clan begins hemorrhaging money, losing -2 Wealth every Season. They will begin taking on debt from other Clans to compensate for the loss.
Reputation	The Clan has faded into obscurity, even their own Nation tends to forget they exist. Some even question if they are even a Great Clan.

FAMILY MATTERS

Every Clan has a central family at its core, this is the family of the Clanhead and whom the Clan owes its name. While the Clanhead doesn't have direct control over all of their family members, each of the family understands the importance of the Clanhead and defer to them in moments of need.

Most of the Clan will go about their daily wants and needs, getting into trouble just as much as doing their job.

A CYCLE OF LIFE AND DEATH

Each Clanmember is assigned two Characteristics that are elements of their personality or physical identifiers. These are non-mechanical and dictate how they approach situations or what they look like. These are tied to the family and as they pass down their legacy, it will begin to define what their family looks like and acts like.

Characteristics that are passed down for three generations become locked into that family's look and perspective on Callis. The third generation, the ones to inherit that Characteristic will instead "Lock" the Characteristic and take another one. Subsequent Generations will have that aspect locked and be automatically applied if no other conflicting Characteristic is placed on top of it.

An Example: **Clan Boyda, Abban Clan**

The Boyda are a clan from Northern Callis, while not massive, they have established themselves in a position of authority.

Cathal Boyda (42) is the reserved Clanhead, his Characteristics are [Thick Red Hair] and [Low Voice] to compliment his rather gruff demeanor. His wife, Fionna (38) has the Characteristics [Lanky Build] and [Neurotic], who obsesses over small details and badgers her husband to keep him from hiding away from responsibility. They have three children Fergus (20), Macrath (17), and Sybil (13).

Fergus has [Thick Red Hair] and a [Lanky Build], taking more after his father's dour personality. Macrath has the [Thick Red Hair] as well, but also his mother's [Neurotic], trying to one-up his brother constantly. Finally Sybil has a [Low Voice] and [Lanky Build], taking after her mother in looks, if not personality.

ADULTHOOD

A child stops being one at the age of 16, this coming of age ceremony is both important for the Clansman as well as the Clan itself. When they become a full adult, they are able to be played by the PLs as well as begin their job in the Clan. Adulthood is often celebrated as a transition period in their life into a new, exciting, future of being a member of the Clan fully.

Adulthood also means that the Clansman must begin thinking about the future as well as their own issue. While betrothals are common, it's ultimately up to the Clansman to find love in a treacherous world.

MARRIAGE

Among the Duine, Marriage is an informal binding pact between man and woman. The host will invite many different Clans to witness the ceremony of announcing the partnership and consummating the relationship that night. This is to spread the word that the Clansman has been married and who the spouse is. Multiple marriages may occur on the same night and among the villagers, dozens of marriages may take place during festivals or other get-togethers to guarantee the knowledge of binding families.

Anesians are law bound to the contractual obligations of merging familial assets together. In short, the Anesians view marriage as just another business deal conducted at a magistrate's office. These legal bindings merge any personal assets and may be included in larger business deals between Patricians and other families. Using daughters as a bargaining chip is a time honored tradition among the Anesian aristocrats.

Somi has a fairly lax approach to the concept of marriage, believing it is a waste of time. If two people are living together they are effectively a family and are expected to keep one another in good health. This has led to a few incidents where a "Wife" and a "Husband" do not actually like one another, but live together for mutual benefit. This has also led to honor killings as a "Wife" spends the night at another man's home only for the "Husband" to take bloody vengeance upon them for cuckolding them.

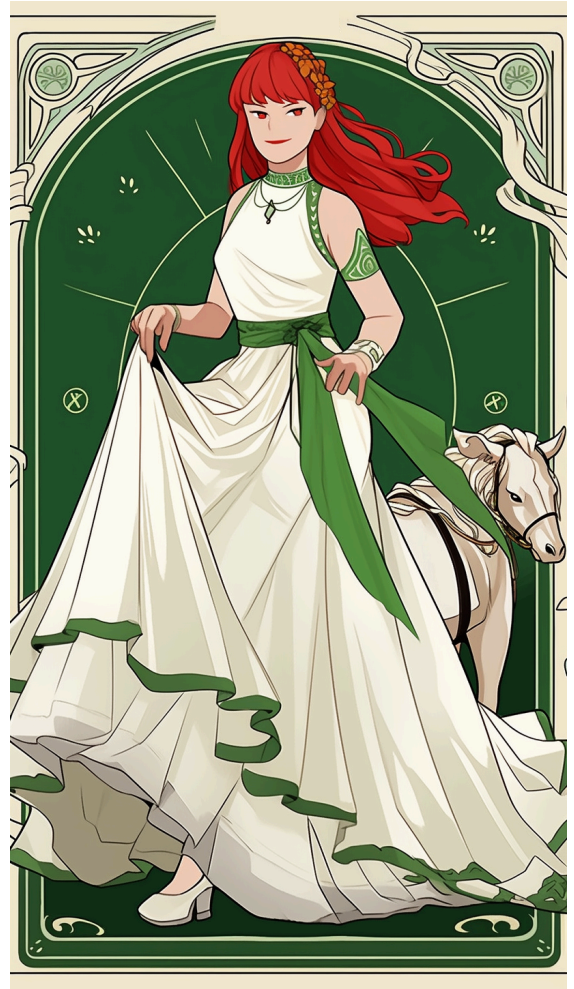
Finally, the Moorin have extravagant wedding ceremonies conducted by a Priest of the Way of Life, or at least an ordained member of the Way of Life. These bonds are not only legally binding, but also culturally binding. Sleeping out the bonds of marriage are discouraged to preserve the sanctity of marriage. With extensive divorce procedures and rituals to "Sever" the bonds between married individuals.

If a Clansman finds someone they care about, performing the requisite ritual or signing the right papers will bind them together. They are, by the laws of Callis, together till death.

Side Note: Why the Long Talk on Marriage?

From a story perspective, some cultures have fairly loose morals regarding the "sanctity" of marriage. Some views it almost as a matter of convenience, while the Moorin have strict rituals surrounding it. It should be a time to celebrate, but also forge those important bonds with other Clans or characters.

From a gameplay perspective, your marriage partner is going to be the "Automatic" partner for relations of a salacious variety. It allows the Bard and in turn the players to know who their children belong to and such. It also enables players who develop feelings for those outside the bonds of marriage as well as investigate those they suspect may be breaking those bonds. People are complicated, stories evolve from complication.



ISSUE

The Clan will not expand without new members. Some of the Clansman will join of their own volition, pledging their service to the Clanhead and in turn the family for monetary incentive or loyalty to another. However, the most common way to build up the Clan is to prepare the next generation.

Children are always needed to pass on the lineage of the Clan and continue to bear its name. During their lives, the Clanhead and any of the main family will always have the specter of the next generation looming over them as a constant pressure. On a gameplay front, the Clansman are fragile individuals who will tragically die at a moment's notice. Should this occur, the PL will need a new Clansman, which they can control the development of through their late Clansman's children.

Anytime a Young Adult (or older) Male and a Young Adult to Middle-Aged Woman have sex⁷, there is a chance for pregnancy. Any time this occurs the Clansman rolls a 1d6.

Woman is a Young Adult	Woman is an Adult	Woman is Middle-Aged
4-6 (50%)	5-6 (33%)	6 (16%)

A Woman will be pregnant for two seasons before giving birth. If they are currently in play, they will be active the first season, but must take the second to rest and prepare themselves.

⁷ To make this easy on players and narrator's from a bookkeeping perspective, assume this is "every Season." If Characters are actively attempting to have more children, feel free to check more often.

Gender of the Child (D6)	
1	Child is Lost
2	It's a Boy!
3	It's a Girl!
4	It's Twins ⁸ !
5	It's a Boy!
6	It's a Girl!

Health of Child (D6)		
1-4	Healthy	No Health Rolls
5-6	Poor Health	2 Seasons of Health Rolls
7	Sickly	4 Seasons of Health Rolls, in the end, roll a D6 on a 1, the Child loses -1 Vigor from health complications.
8+	Death	Child is Lost.

Health of Mother (D6)		
1-5	Healthy	No Health Rolls
6-8	Rough	1 Year, no child should be conceived during this time or the Mother's and Child's Health roll is at a +2
9+	Death	Mother dies in childbirth

Age	If the Mother is Middle-Aged, the Child and Mother's Health is at +2.
Benefits	If the Mother has a Physicality of 40+ or a Vigor of 6+, the Mother has -2 on her Health Roll.
Drawbacks	If the Mother has a Vigor of 1, the Mother and Child have a +2 on their Health Rolls.
Injuries	If the Mother has an Infection, Major Injury, or their Vitality is less than 50% of their base value, both Mother and Child have +2 to their Health Rolls.
Location	If the Mother is giving birth in poor conditions, both the Mother and Child have +2 on their Health Rolls.

⁸ Add +1 to Mother's Health Roll. Each subsequent roll adds an additional up to quadruplets.

Side Note: **Bastards**

Sometimes people make a mistake, things get weird, things get hot, and suddenly they're waking up next to a scullery maid or stable boy. This is the usual start of a Bastard, an unfortunate creature that is a member of the family by one side. When a Bastard is born there are three options of what the family could do with it.

Unacknowledged The Bastard is not brought into the house, but is taken care of by the Clan and the Clanhead themselves. These are mostly Anesian or Moorin Bastards.

Acknowledgement The Bastard is brought formally into the house and given a seat next to their trueborn brothers and sisters. These are common among the Somi.

Legitimization The Bastard is brought formally into the Clan and given full rights and name of their father/mother. They are, by all accounts, true born children. The Duine do not discriminate against Bastards, though resentment is common.

Clansmen may have Bastards, and they inherit one of their parents' Characteristics, in addition to one by the wayward parent. These introduce some quirks into the gene pool as Bastards start cropping up with bizarre Characteristics or personalities. Bastards that are Acknowledged or Legitimized are eligible for the PL to play.



BABES AND TODDLERS 0 TO 5

Babies and Toddlers are developing traits that reflect behaviors and learning. These can be weaned away or encouraged as they age. Every 2 seasons, the child develops a new Trait to reflect their behavior. Rolling 1d6 for the Chart and another 1d6 for their new random Trait. If a Clansman takes care of them, they may choose the trait of their choice.

Chart A (1-3)		Chart B (2-6)	
1	Affectionate	1	Idolizer
2	Brooding	2	Indolent
3	Conscientious	3	Physical
4	Curious	4	Timid
5	Fussy	5	Willful
6	Haughty	6	Random

Affectionate	The Child is incredibly caring and shows love easily
Brooding	The Child is a thinker, sitting in deep thought or solemn silence
Conscientious	The Child is overly responsible
Curious	The Child loves to explore and learn new things
Fussy	The Child is very particular on how things should be
Haughty	The Child is proud and vain
Idolizer	The Child is easily impressed and follows his heroes around ceaselessly
Indolent	The Child is averse to physical activity and would rather read than play
Physical	The Child is prone to physical activity and roughhousing
Timid	The Child is shy and is frightened by crowds
Willful	The Child is strong-willed and stubborn
Random	This Child is . . . Peculiar.

These are kept and added up for when they begin formal training for their destiny as the next generation. They also influence how the babe will act for the Bard and others interacting with them.

CHILDREN 5 TO 10

These young Clansmen must learn the finer points of life and etiquette, going through basic education. While a dedicated teacher will normally be the chief tutor of the children, other members of the Clan will offer words of wisdom and training to the young. A Child will be suited for the education if their first five years developed traits that correlate to the education they will receive⁹. Children with an equal amount in two categories may be placed in either. Any Child may be placed in Independent Education. The Clan may decide to wait and let the child develop further, rolling a new Trait.

Court Education (Affectionate, Conscientious, Willful)

The Child is trained thoroughly in matters of court and diplomacy, they greet guests actively and learn the ins-and-outs of the court they are a part of.

Martial Education (Brooding, Haughty, Physical)

The Child is trained in the art of war by the Master-of-Arms, while all boys learn some semblance of fighting, these children are trained especially hard.

Ruler Education (Fussy, Haughty, Idolizer)

The Child follows the Lord and his courtiers around to learn the method of managing and investing in the realm.

Independent Education

The Child has close ties with a teacher and other servants of the House, learning the ins and outs of various functions of Court.

During their first year of their Education, they will assign their Cultural Attribute Bonus from Clansman Creation, as well as begin adjusting for their childhood experiences. They will also assign their Family Background to either a Great Clan or appropriate type assigned by the Bard. The Childhood will also be chosen to reflect their initial Attributes and Skills. Being young has its upsides and downsides, but learning is always important.

⁹ If the Child is "Random" they have a Wildcard Trait that applies to everything. They're odd.

YOUTH YEARS 10 TO 15

During this time, the Clansman-to-be is undergoing the final stretch of their educational background. In short, they are assigning their Breathe of Life Attributes and Skills. This can reflect many different backgrounds and situations, if the Clansmen have a particular fate for their kin, they can freely assign them, but if they wish to leave it to chance, they will roll 1d3 and select Court, Martial, or Ruler Education, rolling against to determine their education inside of it.

COURT EDUCATION

- | | | |
|-----|-------------------------|---|
| 1-2 | Ward | The Youth is sent off to learn the ways of another court, be it your Lord's or a faraway land of a family friend. |
| 3-4 | Court Accountant | The Youth is always around at Court, keeping checks and tabs on the various courtiers and visitors, always busy. |
| 5-6 | Traveler | The Youth accompanies another to the city, exploring the land and enjoying the sights as they enjoy the world. |

MARTIAL EDUCATION

- | | | |
|-----|-----------------------------|--|
| 1-2 | Legionnaire Training | The Youth undergoes a rigorous trial comparable to Legionnaire training, modified to the surrounding area. |
| 3-4 | Hunting Expedition | The Youth is pledged to a hunting party throughout Callis, pulling their weight by hauling supplies, furs, and occasionally bagging a catch. |
| 5-6 | Personal Training | The Character begins training themselves all hours of the day, having little chance for "dainty" things. |

RULER EDUCATION

- | | | |
|-----|----------------------|--|
| 1-2 | Guildsman | The Youth departs toward the city, taking up a trade or being educated by one of the many Guild Families that reside there. |
| 3-4 | Administrator | The Youth begins learning and managing his own small set of men or women, usually a few servants personally assigned to them or animals. |
| 5-6 | Lord's School | The Youth devotes his time and energy to learning the best parts of ruling and the philosophy behind it. |

THE CLAN SAGA

The Clan is composed of the Clansman who have taken the name upon themselves, from great villains to fantastic heroes, the Clan's story is as much entwined with its members as the Clansman's stories are with it. When a Clansman completes a significant deed in their lifetime, the deed becomes synonymous with the Clan. As long as that Clansman lives, the deed rests with them alone, however, when they pass away (from natural or unnatural causes) it will pass to the Clan's Saga.

The Clan Saga is a record of the Clan's great achievements, significant members, grand events, and tragic failings. For this purpose, every new Deed added fills out a number of perks the Clan has that extends to all of its members. Their forebearer's deeds are a shadow that looms above them, regardless of its heroism or terror.

An Example: **Clan Boyda and The Bloodhand**

The Boyda are a clan from Northern Callis, while not massive, they have established themselves in a position of authority.

Cathal's uncle was a notoriously savage individual, particularly against the Ruar of the southern border, earning him a nickname Bloodhand. When the Bloodhand died, the Deed of "Bloodhand, the Butcher of the Ruar." Later, the Boyda may find themselves called upon by their Abban kinsmen for their "expertise" in battling the Ruar, while Ruar rulers and freemen may fear the name of Boyda stalking the hills once again.

Many different aspects of the Clan's Saga may conflict with one another, gradually overlapping with one another to forge a tangled narrative of the story the Clan has mustered. Their heroic victories and terrible defeats merge together, split apart, and become more than the sum of their total. A Clan's Saga is never a simple tale, but a defining one.

Side Note: **The Mechanics of it All**

The Clan's Saga can be either well defined or a bit more interpretive depending on the kind of campaign the Bard wishes to tell.

If the Bard wishes to have mechanical benefits, and consequences, for the actions of others. Implement the following rule:

Whenever a Deed from the Clan's Saga would be appropriate, the Clansman may invoke it to gain a Boon upon their roll. However, the Deed may also be invoked by the Bard to place a Bane upon their roll. This rule also extends to the other Great Clan's of the island and their Deeds.

WARBAND COMBAT

Callis is not an ideal place for large military maneuvers, mostly due to the rugged terrain and ability for fighters to scatter and hide among the woods. Anesian Expeditions have been thwarted by the vastness of Callis woodland and rocky mountains being ideal for small scale hit-and-run tactics.

As such, most combat that breaks out in Callis is at a Warband Scale, with anything ranging from a few dozen to a few hundred men on either side, routing quickly after a heroic commander takes an ax to the chest.

While on Callis, the Clan will need to rally its men and prepare for these battles.

BUILDING THE WARBAND

Every Warband is composed of the soldiers that have pledged allegiance, or been drafted by, the Great Clan and their Holdings. Every Holding the Clan owns has a Manpower Statistic, this is the number of able bodied men able to be recruited by the Clan to fight their wars.

When building a Warband, Manpower is the currency.

During the rallying cry, the Clan will distribute Manpower to different Units based on what they can afford. Every Manpower not only contributes to creating a Unit, but also the amount of punishment that Unit can sustain in the heat of Combat. While the Clan can have a hundred Units of one man, they'll be quickly cut down by a larger Unit with more men in it.

The two Units below are the simplest Units the Clan can muster, Militia. Going from left to right, each of these Unit Statistics determine certain aspects about them and their battlefield role.

Unit Type	Martial (MEL / RNG)	Protection	Damage	Cost	Notes
Militia Spears	2 / 0	0	1d6	1 / Manpower	
Militia Bows	0 / 2	0	1d3	1 / Manpower	Range 5

The Martial (Melee / Ranged) indicates the Units skill at being in Melee or Ranged Combat. During a battle, the Unit will be able to move into range of their

enemies and begin the assault trying their best to rout them in a bloody skirmish. Each of the Units will have an independent ability with their Melee or Ranged capabilities. For example, the Militia Spears will roll 2d6 while in Melee Combat to inflict casualties, but as they have no Range Skill, they would be unable to attack at range. But the Militia bows have no proper melee weapons to inflict meaningful losses to their enemies in the thick of the fight.

Protection is the amount of armor the Unit has, whenever they are attacked, the Protection reduces the amount of damage the Unit will take. As neither of the Militia have any Protection, they will take the full amount of damage. Damage is the amount of casualties the Unit will inflict for every Success rolled on the die. Depending on the relative sizes of the Unit, this damage may be augmented. Taking the Militia Bowmen, if they roll two Successes, they would deal 2d3 damage.

Cost is the number of resources required to create a Unit. Every Manpower spent creating a Unit is added to Unit's Size and in turn their ability to survive the conflict. If the Militia Spears have 25 Manpower spent on it, they have 25 Size and thus can sustain 25 Casualties. But if the Clan wants to outfit a few Cavalrymen, they will need to spend 1 Wealth for every 5 Size to outfit their cavalry.



LEADERS & HEROES

The Warband is composed of many shields and spears, each one willing to die for a cause in front of them. But among them are the Leaders and Heroes who will guide them into glorious victory or ghastly defeat.

When composing the Warband, one Clansman will be elected the War Leader, the overall commander of the Warband and its choices. This will be a senior member of the Clan or the one with the highest Leadership to guide their men. The War Leader has authority over all of the Units on the field and will be giving them orders and allowing them to enact their will. Each Leader can manage their Stewardship + Leadership Bonus in Units reliably. A War Leader with a Stewardship of 4 and Leadership of 62 can manage 10 Units in their Warband of any size. If they have more than their Leadership capacity, they will have Bane 1 to all of their Unit's Initiatives as they struggle to manage the force.

To ease the load of the Leader, a Hero may take direct command of a Unit. Heroes are Clansmen who have sole authority over a Unit. When a Hero has been added to a Unit, they will not only control the Unit during their turn, giving their orders and fighting alongside them, but also granting the Unit bonuses. These bonuses are toward their Melee or Ranged Skill, taking the Clansman's Melee or Ranged Skill and adding it to the Unit's default. For example, a band of Militia Spears have 2d6 when battling in Melee. With a Hero with 50 Melee Skill, they will be rolling 7d6 to deal damage to their foes.

However, Heroes are rarely safe from danger. When a Unit takes damage in battle, the Hero may take damage to their Vitality directly instead of the Unit. However, during area attacks, such as flames or siege weaponry, the Hero will take damage equal to the damage sustained by the Unit. If a Hero is in a Unit which cannot "pay" the number of men being killed, thus being annihilated, they will take the excess damage entirely. If they're lucky, they will die, if they are not, they'll be surrounded by enemies, alone among the corpses of their own soldiers.

Side Note: **Can a Leader be a Hero?**

Yes, a Leader may choose to be a Hero of a Unit. This Unit enjoys the benefits of being under a Hero as well. If the Leader is ever slain though, all of their Units will rout in terror.

BATTLEFIELD INITIATIVE

When the battle lines are drawn, all of the Leaders & Heroes will make an Initiative Check. Heroes leading Units directly will roll Martial + Tactics while the Leader will, for every Unit not led by a Hero, roll Stewardship + Leadership. All of the Units not-led by a Hero will act on the same Initiative, either being controlled by the Leader or dolled out among the Clansman to move and act.

If the Warband is ambushing a target, they will have Boon 2 for their Initiative. However, if the Warband is assaulting a fortified location or against a defensive position, they will have Bane 2. In the situation where Combatants are ambushing a fortified group, they will have no Boons or Banes.

When a Unit's Successes in the Initiative comes up, they will take their Turn. If two or more Combatants have the same number of Successes, they are assumed to be acting simultaneously. Every Combatant's turn is called the Round.

When the Round ends, every Hero has two options. They may keep their current Initiative, adding +1 to it, or they may reroll their Initiative with no Boons or Banes from ambush or assault, but they must keep the new results. A Leader cannot reroll their Initiative nor will they increase it.

BLOOD SOAKED GROUND

Every battle takes place somewhere, when it breaks out, the Bard will provide a small hex based map for the Warbands to place themselves upon.

This Hex Map is represented in Strides, reflecting a Units pace as they cross it. Depending on the location, these Strides may be more difficult to cross, blunting an unrelenting advancing or ending a charge before it begins. These also reflect the TN to strike the type of Unit. For example if a Foot Unit is on a Paved Hex, the attackers will need a 4+ to Succeed, but if they are assaulting a Foot Unit on a Difficult Hex, they will only need a 3+ to Succeed.

Hex Difficulty	Strides	Foot TN	Cavalry TN
Defensive	1	5	3
Paved	½	4	4
Path	1	4	4
Earthen	2	3	3
Difficult	4	3	2
Hazardous	6	2	1
Impassible	Cannot Cross	NA	NA

Unit Type	Band Stride (1 - 20)	Squad (21 - 50)	Formation (51-80)	Horde Stride (81+)
Foot	5	4	3	2
Cavalry	8	7	6	5

Each Unit has a Size which dictates their Base Stride and how far they are able to move and how much movement they receive during the March Action. Large Units move slower as they are more awkward to maneuver, but have longer staying power than their smaller counterparts.

If the Unit is occupying a Hex that has a Defensive Position they will receive a +2 to the TN to strike them, effectively placing a Bane 2 upon their attacker to strike them. These may be hills, defensive walls, or earthen ramparts.

COMBAT ORDERS

When a Unit's turn is called, they will be given an Order to follow. The Leader or Hero will announce the number of Orders they want the Unit to perform, taking a penalty to their dice pool for every action over the first by -1d6. A maximum of five Orders may be used on a single Unit's turn.

Orders are resolved in sequence, allowing the Unit to move, attack, or desperately retreat given the appropriate circumstances.

ATTACK

The Unit moves into an attack position and begins to assault the Target. The Unit will roll Melee + Hero Bonus against the TN of the Target's currently occupied Hex. Each Success will deal Damage equal to the Unit's Type as well as any Size Bonuses.

		Defending Unit			
		Band (1 - 20)	Squad (21 - 50)	Formation (51-80)	Horde Stride (81+)
Attacking Unit	Band (1 - 20)	NA	-1d6	-2d6	-3d6
	Squad (21 - 50)	+2d6	NA	-1d6	-2d6
	Formation (51-80)	+3d6	+2d6	NA	-1d6
	Horde Stride (81+)	+4d6	+3d6	+2d6	NA

The Target will then immediately retaliate, making the same Check back at the attacking Unit. All damage is resolved at the end of each exchange.

If more than half of the Unit's Total Size has been killed, the Leader will need to make a [Stewardship + Leadership] Check, while a Hero will need a [Martial + Tactics] or a [Stewardship + Tactics] Check to keep the men in order.

	50% Losses	75% Losses	90% Losses	95% Losses
Target Number to Avoid Routing	TN 3	TN 5	TN 7	TN 9

MARCH

The Unit increases their Stride by their Unit's Size. This allows them to move farther and through more treacherous terrain. When a Unit moves through their Natural Stride or adding a March Value, and then makes an Attack, they will have Boon 1 by charging directly into the enemy. Cavalry treat this as Boon 2.

Unit Type	Band Stride (1 - 20)	Squad (21 - 50)	Formation (51-80)	Horde Stride (81+)
Foot	+3	+2	+1	+1
Cavalry	+6	+4	+3	+2

OTHER

The Unit spends time interacting with the world, object, or others. This covers a wide variety of actions that can be successfully completed by the entire Unit. Larger, more complex, actions, such as battering down a wall or digging a trench may take multiple Actions to complete.

Side Note: Retaliations as Actions

Retaliation Attacks do count as making an "Action" for the purposes of their Order Economy. Placing a Unit in a defensive position to whether the blows of an assault, only to immediately retaliate with devastating results may have the Leader or Hero opt to do nothing on their Turn. The gore of a failed charge is enough.

FULL UNIT ROSTER

Unit Type	Martial (MEL / RNG)	Protection	Damage	Cost	Notes
Arbalest	2 / 5	4	2d6	4 / Manpower, 2 / Wealth per Size	Range 5, Cina Culture
Armored Foot	4 / 0	6	1d6+2	4 / Manpower	
Armored Horse	4 / 0	5	2d6	4 / Manpower 3 / Wealth per Size	Cavalry
Arquebusier	0 / 4	0	3d6	2 / Manpower, 3 / Wealth per Size	Range 3, Anesian Culture
Berserkers	8 / 0	0	6d3	5 / Manpower	Boon 2 for all Charges, Somi Culture
Bowmen	0 / 3	0	1d6	2 / Manpower	Range 6
Cataphract	5 / 0	6	2d6	5 / Manpower, 4 / Wealth per Size	Cavalry, Moorin Culture
Celeres	4 / 0	3	1d6+2	2 / Manpower 1 / Wealth per Size	Cavalry, Adiarc / Anesian Culture
Chanters	0 / 0	0	0	2 / Manpower	Boon 1 to all Adjacent Allies, Tadgh Culture
Crossbowmen	0 / 4	2	1d6+2	2 / Manpower 1 / Wealth per Size	Range 4
Crosspikes	4 / 4	2	1d6	3 / Manpower 3 / Wealth per Size	Anti-Cavalry (+2d6), Range 4, Somi Culture
Fryd	2 / 2	0	1d3+1	1 / Manpower	Range 3, Ruar Culture
Highlanders	6 / 0	6	4d6	5 / Manpower 1 / Wealth per Size.	Ura Culture
Jinete	3 / 0	2	1d6+2	2 / Manpower 1 / Wealth per Size	Cavalry
Legionnaire	4 / 2	5	1d6+2	2 / Manpower 1 Wealth per Size	Range 2, Anesian Culture
Light Footmen	3 / 0	2	1d6+1	2 / Manpower	
Longbowmen	0 / 5	0	2d6	4 / Manpower 1 / Wealth per Size	Range 7
Militia Bows	0 / 2	0	1d3	1 / Manpower	Range 4

Militia Spears	2 / 0	0	1d6	1 / Manpower	
Parthians	2 / 4	0	1d6	2 / Manpower, 1 / Wealth per Size	Cavalry, Range 4, Moorin Culture
Pikemen	4 / 0	4	1d6	3 / Manpower	Anti-Cavalry (+2d6)
Raiders	2 / 2	0	2d3	2 / Manpower	Range 2
Rangers	0 / 6	0	2d6	4 / Manpower, 1 / Wealth per Size	Range 7, Abba Culture
Shock Infantry	6 / 0	4	5d3	5 / Manpower 1 / Wealth per Size	
Whalers	2 / 2	4	2d6	2 / Manpower 1 / Wealth per Size	Range 2, Dammon Culture

Unit Tag	Description
Range	The number of Hexes away the Unit can attack another Unit with a Ranged Attack.
Culture	The Great Clan's (or surrounding areas) Culture required to recruit this Unit.
Anti-Cavalry	Bonus number of Damage Die applied to the Damage of the Unit when attacking Cavalry Units.
Cavalry	The Unit is Cavalry, riding on the back of horses. A Hero may substitute their Riding Skill for Melee or Ranged Attacks.

DEATH & LEGACY

A Clansman is going to die.

Death is an inevitability, whether it's on the battlefield or in bed depends on the life lived and the influence the Clansman has over others. Living their lives to the fullest will enable a Clansman to build up their Clan and cement themselves in the Clan's Saga through the Ages. However, glory is fleeting and survival is a constant worry.

When a Clansman dies, they will recount their life and determine any significant events throughout. If there have been heroic or dastardly moments, they will note their line in the Clan's Saga. During this time, the group may take a moment to spend the Clan's accumulated Glory to improve the Clan's standing as well as their Attributes. If a Clansman is unable to write down their legacy in the Saga, they cannot improve the Clan immediately.

Events	Description
Breaking Taboo	A Clansman has committed an ultimate taboo. Marking them for life, and death. Such examples are incest, kinslaying, regicide, or treason.
Dying Heroically	The Clansman has died in a most spectacular fashion, whether it's in the field or in the heat of combat. Better to die in glory than live in obscurity.
Heroic Deed	The Clansman has completed a legendary deed or accomplished a major goal. Taking a City, Saving the Life of a King, or Overcoming a Mighty Enemy.
Horrible Atrocity	The Clansman has committed an atrocity, their name has been blackened and remembered in fear. Massacring a City, Brutal Killing of an Enemy, or Decimating a Family of a Rival Clan.
Mastery of Skill	A Clansman has achieved Mastery in a Skill, with a Skill Level of at least 150 in any of their Skills.

If a Clansman is able to write down more than two Deeds in the Clan's Saga, they add +1d6 for each additional Deed. If they lived up to the ideals of the Clan and exemplified the Deeds of their ancestors, they will add an additional +1d6 to the amount of Glory they contribute to the Clan.

Glory can be spent on improving the Clan directly or assisting with any of the Surviving Clan Members after the death of one of their Kinsman.

Improving the Clan's Attributes cost an amount of Glory equal to [Current Value x 5 + 5], which allows the Clan to build their influence and overpower their enemies through sheer relevance.

Authority	The Clan's ability to exert their influence on their holdings.	Number of Holdings the Clan is able to directly manage.
Culture	The Clan's cultural footprint and power within their Nation.	Bonus Glory collected each Season from Holdings.
Power	The Clan's ability to wage war and arm their soldiers.	Additional Free Manpower mustered each Season.
Production	The Clan's ability to extract resources from their holdings.	Bonus Wealth collected each Season from Holdings.
Reputation	The Clan's reputation on the island and to those around them.	Reputation and spread of the Clan's Saga throughout Callis.

A more direct method of using Glory during the funeral would be exalting their remaining direct family. Any direct family member is able to spend Glory from the Clan's total to purchase Marks for their Skills at 5 Glory every Mark, as well as improve any Attribute by spending [10 x Current Attribute] to increase it by +1.

Clan members who are not part of the direct family are able to buy Marks for 10 Glory and improve their Attributes for [15 x Current Value] Glory instead.

THE DOMAIN

Where the Clansman is an individual in a sea of others, the Clan is a family growing in prominence, the Domain is the summation of holdings and power that the Clan has. During their conquests and deals on Callis, the Great Clans will fight for supremacy to carve out a kingdom for themselves on the island.




Their Domain will be the main method of securing the resources and manpower necessary to protect their borders and rally their troops. As they grow in power, other Great Clans will desire their territory and muster their own strength to oppose them. Callis is but a large board for the game of thrones.

WHAT ARE HOLDINGS?




Callis is divided up into major settlements referred to as Holdings. Each of these represent a population center on the island and those who control them control the flow of trade, manpower, and fate of Callis.

Each of the Holdings have five major identifying features about them: Type, Wealth, Glory, Manpower, and Fortification.




The Type of the Holding indicates what it specializes in as well as the size of the Holding itself. A Village has a population around a thousand individuals, a Town though is a "upgraded" Village that has its own economy as well as around five thousand individuals who call it home. Each of the Types of Holdings are specialized in their own way. Civil Holdings produce wealth, Cultural Holdings produce glory, and Military Holdings produce manpower

Civic Holdings		
Village		Small communities built around a particular trade or farming.
Town		Larger centers of commerce in an area produce many goods.
City		Urban centers and densely populated with people and goods.

Cultural Holdings

Shrine		A tiny group of individuals take care of a cultural landmark.
Monastery		A small town has sprung up around an important monument.
Kirk		Urbanized places of cultural, if not economic, significance.

Military Holdings

Fort		A palisade and barracks protect a small community.
Keep		A significant defensive structure lords over the territory.
Castle		A citadel of stonework that creates a beacon for soldiers to flock to.

Wealth and Glory are Resources produced by the Holdings every Season that allows the Clan to exploit others around or improve themselves. Wealth is the abstracted concept of monetary value, most Anesian Silvers are still accepted of course, but most trade on Callis is through barter or metallic bars for larger deals. Wealth can be used to outfit new Units for a Warband, pay for investments, or bribe others away as tribute. Glory is the cultural value that the Clan has amassed, in short, it's the value that the Clan's word has. While they can use Glory to improve themselves, they may also use it as a tool for bribing or asking assistance from their allies.

Finally, Manpower and Fortification. Manpower is the amount of able bodied men willing to fight, and die, for the Clan. When mustering a Warband, they may use as much Manpower as they wish. However, any men who die heroically will only be replaced at the start of the next year. When a siege begins, Fortification acts as a set number of "Free Manpower " designated to the Defense of the Holding. The Clan will receive [Fortification x 5] additional Manpower exclusively for the Defense of the Holding. In times of need, these may be the only guardians of the Holding.

SEIZING POWER

Whether by force, trickery, or bloodright, the Clans will clash over who holds what Holdings. Every Holding on Callis, whether dictated or not, belongs to a Great Clan who would like to maintain power. When first starting a *Clanhead: Saga of the Duine* Campaign, the Clansman will own a "Tier 1" Holding of their choice anywhere across Callis.

These Tier 1 Holdings are either a Village, Shrine, or Fort as they begin their adventures across the Island. But a single Holding is rarely enough for the ambitious. What occurs when the Clan seeks to dominate another Holding belonging to another? Drama.

Holdings transfer ownership in three ways.

Bloodright is the rarest. When a Great Clan loses authority (or dies out) all of the local Great Clans will petition for authority of the Holding by the locals, assuming they do not create a new Great Clan. The Bloodright has the "victorious" Clan move in and seize the territory relatively bloodless by diplomacy. Bloodright also covers legal transfers of ownership such as through cousin Clans or intermingled internal Clan politics.

Inheritance is another method, slightly different from the Bloodright as the current Clan of the Holding would make a secondary Clan (often through marriage of daughters or waywards sons) the beneficiary of their lands. Merging two Clans together under a single Clanhead.

Finally, the dance of kings, conquest. Marching into a Holding, defeating its garrison and banishing the current holders (or the survivors at least) will make the Clan the sole inheritor of the Holding. All of the Holdings main resources will decrease by one step as the siege takes its hold. The Clan may opt to sack the Holding instead, receiving the entire Year's return (two Seasons) in resources immediately, but lowering all of their values by half.

RULERSHIP & SEASONS

Callis is broken up into two Seasons: Sun & Hearth. The Sun Season is warm and planting begins, it's also a time for heroics and adventuring across Callis for months leading up to the harvest. During the Sun Season, the Clan will embark on any major quests or objectives they may have as Callis is still warm enough to travel actively. During the Hearth Season, the touch of the fall and chill begins. The peasants spend the days harvesting their crops and paying their tithes for protection. Many of the Great Clans retreat into their territory or take up residence in another for the following cold months. Those who do venture out are met with biting cold and deadly nights.

When ruling their Holdings, the Clan will receive all of the Resources of their Holdings at the start of every Season. Thus if the Clan owns a Village that produces [2 Wealth] and [1 Glory] they will begin the Sun and Hearth Season with those resources. They may choose to spend them immediately or build up a mighty war chest for the inevitable disasters.

HOLDING INVESTMENTS

While many Great Clans would be content with sitting on their wealth and laurels, those forward thinking may choose to invest their Wealth and Glory into improving their Holdings.

Each of the Holding Types have different scales of Investments, but each of them can improve all of the Resources. When a certain threshold has been reached, the Holding may choose to upgrade itself into the next tier of Holding over a massive multi-year, possibly decades, long improvement.

When a Holding has reached its Maximum Investment in all categories, they qualify for advancing to the next tier of development. The Clan will spend [100 x Tier] Wealth and it will slowly build over [20+2d6] Seasons to develop. Once fully developed, they will gain a new Investment for free which will be applied automatically.

Type	Wealth	Glory	Manpower	Fortification
City Improvement	+4 / 6 Seasons	+1 / 8 Seasons	+100 / 6 Seasons	+5 / 6 Seasons
Town Improvement	+2 / 8 Seasons	+1 / 10 Seasons	+50 / 8 Seasons	+1 / 4 Seasons
Village Improvement	+1 / 10 Seasons	+1 / 12 Seasons	+50 / 10 Seasons	+1 / 2 Seasons
City Investment	20 Wealth	28 Wealth	35 Wealth	46 Wealth
Town Investment	12 Wealth	16 Wealth	20 Wealth	24 Wealth
Village Investment	5 Wealth	8 Wealth	10 Wealth	12 Wealth
City Maximum	NA	NA	NA	50
Town Maximum	8	3	500	20
Village Maximum	4	1	250	10

Type	Wealth	Glory	Manpower	Fortification
Kirk Improvement	+1 / 6 Seasons	+4 / 6 Seasons	+50 / 6 Seasons	+1 / 4 Seasons
Monastery Improvement	+1 / 10 Seasons	+2 / 6 Seasons	+20 / 8 Seasons	+1 / 4 Seasons
Shrine Improvement	+1 / 12 Seasons	+1 / 4 Seasons	+10 / 10 Seasons	+1 / 2 Seasons
Kirk Investment	35 Wealth	20 Wealth	35 Wealth	46 Wealth
Monastery Investment	20 Wealth	12 Wealth	20 Wealth	24 Wealth
Shrine Investment	10 Wealth	5 Wealth	10 Wealth	12 Wealth
Kirk Maximum	NA	NA	800	30
Monastery Maximum	3	8	200	10
Shrine Maximum	1	4	100	5

Type	Wealth	Glory	Manpower	Fortification
Castle Improvement	+1 / 6 Seasons	+1 / 8 Seasons	+150 / 6 Seasons	+5 / 10 Seasons
Keep Improvement	+1 / 10 Seasons	+1 / 10 Seasons	+125 / 6 Seasons	+5 / 8 Seasons
Fort Improvement	+1 / 12 Seasons	+1 / 12 Seasons	+100 / 6 Seasons	+5 / 8 Seasons
Castle Investment	35 Wealth	35 Wealth	20 Wealth	28 Wealth
Keep Investment	20 Wealth	20 Wealth	12 Wealth	16 Wealth
Fort Investment	10 Wealth	10 Wealth	5 Wealth	8 Wealth
Castle Maximum	12	NA	NA	NA
Keep Maximum	4	4	1000	30
Fort Maximum	2	2	500	20

ROADWORK

Roads on Callis outside the Anesian Coast and some Ruar and Ura Territories are sparse trails and paths for the occasional wagon or weary travelers. Should the Clan feel it's necessary, they may invest 10 Wealth and Four Seasons per Hex to construct a new road in that tile.

Roads will never disappear unless a Warband purposefully begins tearing them up in a month-long process across an entire Hex. If a Warband or other threat enters a Hex with a road being constructed, all work is lost as the peasants are slaughtered or forced to flee for their lives.

Side Note: **Detailed Roads**

If a group REALLY wants to go detailed into Roads. Any Road in an Unpassable Hex (darkened) costs 30 Wealth and an additional two Seasons of work due to the hostile conditions. Most of the Road Work will only take place during the Sun Season as well. Halting progress.

This is a bit detailed, so use it at their own risk.

TERRITORIES & HOLDINGS

Each of the Holdings across Callis are split up into individual larger "Territories." These Territories can have anywhere from one to five different Holdings inside of them that all play a part in one another economy or culture.

If a Clan were to dominate the entire Territory by taking control of all of the Holdings (or owning the sole Holding) they would receive a free immediate Investment in any of their chosen Features for all of the Holdings inside of the Territory.



FIEFS & VASSALS

As detailed in the Clan Section, a Clan can only manage as many Holdings as their [Authority + 1]. If they exceed their limit, their exterior Holdings will soon forget who is in charge, or other forces may move into the power vacuum.

The Clanhead, under their discretion, may choose to uplift another Clan to serve as a Vassal. A Vassal Clan is one that owns fealty and loyalty to the Clanhead and are an extension of the Clan themselves. However, this new Vassal Clan counts as a single "Holding" for all of the Holdings they would own. They would add together all of the resources of their Holdings, delivering half of them to their Overlord in a single lump sum. During times of conflict, they are expected to send their entire Warband to assist their Overlord. Expected.

For example, Clan Badgh owns five Holdings with only an Authority allowing four of them. Eyeing a new Town on the horizon, the Clanhead elect to create a Vassal based out of two of their Villages. Each Village has 3 Wealth, 1 Glory, and 100 Manpower. In total, the Vassal now owns 6 Wealth, 2 Glory, and 200 Manpower. They would deliver half of that back to Clan Badgh while still only counting as a "Single Holding" placing them back under their limit.

If the Vassal is granted an entire Territory, the Overlord may demand the entire sum of one of their Resources once a Season.

Creating Vassals allows a Clanhead with larger territory to more carefully manage it while ensuring loyalty of certain allies or "maintaining" independence of those willing to bend the knee. Vassals won't easily surrender their newfound territory either. Trust is a two-way road.



LARGE SCALE WARFARE

As the major power blocs of the Post-Tyrus Callis begin to form, larger scale wars will begin to break out between the newly crowned kings of the island. Where Warband conflict could be considered "Micro" Warfare, as each of the Units are managed individually, Large Scale Warfare is the Macro Scale.

When building an Army Group, the Clan will instead put Manpower in one lump sum and send out a force with the intent of laying siege to a location or fighting other Army Groups in the field. These lumps of men are not defined until the Clan wishes to engage in a Warband Battle with them, assuming they are present in that Army Group.

WHEN ARMIES CLASH

When two hostile Army Groups clash in the field, both sides will gather their D6's and attempt to beat one another in a single Check.

The Leader of the Army Group will roll their [Stewardship + Leadership] against their Opposition. Depending on a number of factors, they will be able to add additional D6's to their roll to assist them on the field.

Army Training - If the Commander has a Higher Martial Attribute than their opponent . . .

+1d6 - Martial (1-2)

+2d6 - Martial (3+)

Army Size - The overall size of the Army Group in raw numbers or quality.

+1d6 Moderately Larger (25%+)

+2d6 Much Larger (50%+)

+4d6 Overwhelming (100%+)

Battlefield - The position of the army and their ability to manipulate it.

+1d6 Good Position

+2d6 Excellent Position

+4d6 Perfect Position

Supplies and Resources - Both sides will dedicate Wealth to the battle, the more Wealth put into the battle, the more D6's are available.

+1d6 Supplied (1 - 5)

+2d6 Well Supplied (6 - 12)

+4d6 Extra Rations (13+)

Morale - Both sides will contribute Glory to the battle, the more Glory placed into the battle, the more D6's are available.

+1d6 Encouraged (1 - 5)

+2d6 Emboldened (6 - 12)

+4d6 Fanatical (13+)

When all is said and done, both sides will roll. Whoever scores the most Successes has driven the other from the field, routing their forces and emerging victorious. To calculate casualties on both sides, consult the following chart.

Victory Type (Extra Successes)	Victorious in Battle	Defeated in Battle
Hard Fought (0)	Both sides take ([Total]D6 x 2) in Damage ¹⁰ .	
Valiant (1-2)	Opposing D6's ¹¹	Double Opposing D6's
Clear (3-4)	Half Opposing D6's	Double Opposing D6's
Decisive (5-6)	Quarter Opposing D6's	Triple Opposing D6's
Crushing (7+)	1d6	Quadruple Opposing D6's

An Example: **Battle of Boreal Valley**

Clan Hadrian and Clan Ulm have come to blows in the Boreal Valley. Hadrian is fielding 400 able bodied men, while Ulm has 600. Hadrian's Leader is a veteran while Ulm's is a bright, if inexperienced, soldier. Finally, both have invested quite a bit of wealth into the success of this battle.

- Clan Hadrian: 10d6 (Stewardship + Leadership) + 2d6 (Veteran Commander) + 1d6 (Good Position) + 2d6 (Well Supplied)
- Clan Ulm: 11d6 (Stewardship + Leadership) + 2d6 (Army Size) + 4d6 (Great Supplies)

The rolls begin. Hadrian rolls a poor performing 5 Successes from their 15d6. Ulm surprises rolling 9 Successes from their 17d6. Clan Ulm has won a Clear Victory today.

But now for casualties.

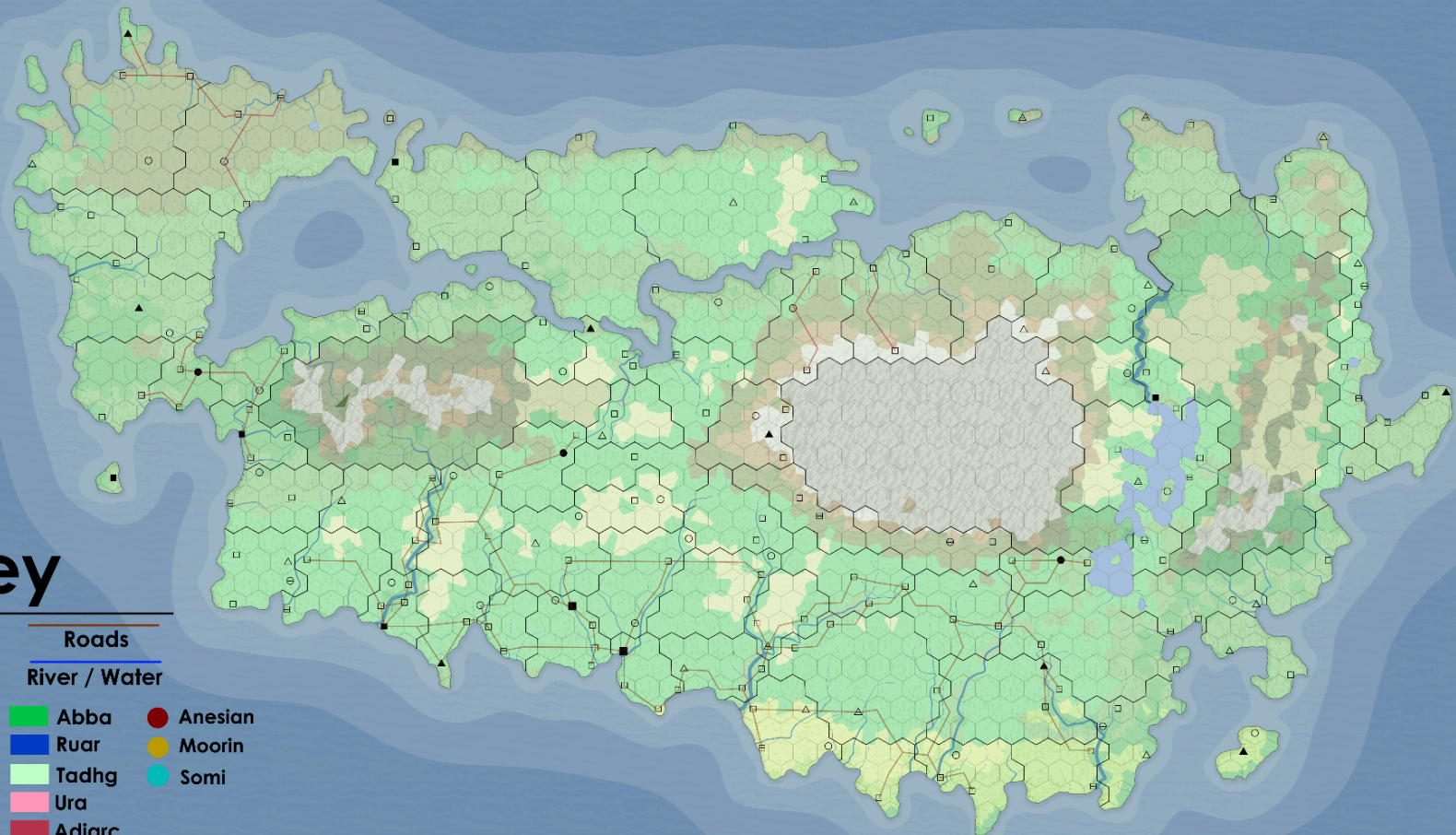
Ulm takes half of the Opposing D6's, with 15d6, they would be dealing with 7d6 casualties. A total of 24 Men fell in battle. Hadrian's losses are far more numerous, taking a total of 34d6 Damage, however this can be summarized easier as a (34x3) 102 of Hadrian's men dying in the valley before retreating.

¹⁰ If Army Group A rolled 6d6, and Army Group B rolled 6d6, both sides take 12d6 Damage, then double that.

¹¹ If they rolled 6d6, they would take 6d6 casualties from the ensuing battle.

Key

 Village	 Roads	
 Town	 River / Water	
 City	 Abba	 Anesian
 Shrine	 Ruar	 Moorin
 Monastery	 Tadhg	 Somi
 Kirk	 Ura	
 Fort	 Adiarc	
 Keep	 Cina	
 Castle	 Dammon	



Key

- Village
- ▣ Town
- City

- △ Shrine
- ▵ Monastery
- ▲ Kirk

- Fort
- ⊖ Keep
- Castle

Roads

River / Water

- | | |
|--------|---------|
| Abba | Anesian |
| Ruar | Moorin |
| Tadhg | Somi |
| Ura | |
| Adiarc | |
| Cina | |
| Dammon | |

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