

**PICARO KNACKS**

1 SPELL-STEALING	9 STEALTH	15 SPEED
2 TINKERING	9 ACROBATICS	16 INTIMIDATION
3 IMPERSONATION	10 CRAFTSMANSHIP	17 LINGUISTICS
4 PICK-POCKETING	11 ARTISTRY	18 ALERTNESS
5 LOCK-PICKING	12 ACADEMIA	19 HAND-TO-HAND
6 CHARLATANRY	13 TRIVIA	20 SMELL
7 CLIMBING	14 HUSBANDRY	

ALCHEMIST ELIXIRS

1 PHILOSOPHER'S STONE	8 POISON	15 FLASHBANG
2 MUTAGEN	9 PANACEA	16 SMOKE BOMB
3 NEPENTHE	10 HEALTH POTION	17 COOLANT
4 VERITASERUM	11 MANA POTION	18 AMPHETAMINE
5 ANACHITIS	12 FULMINATING GOLD	19 ADHESIVE
6 ALKAHEST	13 HYPNOTIC	20 AQUA VITAE
7 PARALYTIC	14 ALCHEMIST'S FIRE	

SORCERER SPELLS Roll *LORE* for strenuous casting.

1 METEOR	8 CHARM	15 ARGYROPOEIA
2 SUMMON	9 LIGHTNING	16 FRIGHTEN
3 FLIGHT	10 FLAME	17 TRANSLATE
4 PORTAL	11 ICE	18 VENTRILOQUISM
5 BANISH	12 TRANSMUTATE	19 MAGGOTS
6 OUBLIETTE	13 PYROTECHNICS	20 FROGS
7 PETRIFY	14 UN/LOCK	

ZEALOT MIRACLES Roll *INSIGHT* for strenuous casting.

1 AVATAR	8 AUGURY	15 FRIGHTEN
2 RESURRECT	9 CURSE	16 GERMINATE
3 EARTHQUAKE	10 DIS/ENCHANT	17 LOVE
4 PLAGUE	11 HELLFIRE	18 FOG
5 SHAPESHIFT	12 CURE	19 DISEASE
6 ABJURE	13 HEAL	20 SUNLIGHT
7 ENLARGE	14 CORRODE	

OCCULTIST TECHNIQUES Roll *SPIRIT* for strenuous casting.

1 PRECOGNITION	8 LEVITATE	15 RETROCOGNITION
2 INVOCATION	9 COMMAND	16 SLUMBER
3 RE/ANIMATE	10 PYROKINESIS	17 PHANTASM
4 TELEPORTATION	11 CLAIRVOYANCE	18 BLINDNESS
5 BRAINSTORM	12 TELEKINESIS	19 SORROW
6 EXORCIZE	13 HYPNOSIS	20 HEADACHE
7 VAMPIRISM	14 TELEPATHY	



EQUIPMENT

SLOTS. You can carry your LORE in SLOTS before being immobilized. Each SLOT is a handful, so 20 talents take 1 SLOT and a zweihändr takes 2 SLOTS. Beyond your SLOTS, you carry basic, well-stocked survival gear.

USAGE. Equipment that depletes over time, like ammo, has a USAGE DIE (UdX). When you use it, roll the USAGE DIE; it goes down a die type if you roll a 1. Rolling a 1 on Ud4 means the item is depleted.

ARMOR. The heaviest armor you're wearing allows you to resist a certain amount of damage, always taking a minimum of 1. For light armor (i.e. shield), resist 1. For medium armor (i.e. hauberk), resist 2. For heavy armor (i.e. plate), resist 3.

RANDOM EQUIPMENT

1 RANDOM SCROLL

- 1-2 SORCERER SPELL
- 3-4 ZEALOT MIRACLE
- 5-6 OCCULTIST TECHNIQUE

2 RANDOM ELIXIR

3 COMPANION

- 1 HORSE
- 2 WOLF
- 3 FALCON
- 4 MANSERVANT
- 5 HOMUNCULUS
- 6 TALKING SKULL

4 FAMILIAR

- 1 CAT
- 2 DOG
- 3 RAT
- 4 SNAKE
- 5 SPIDER
- 6 AUTOMATON

5 HUMOR-POTS, for first aid (Ud8)

6 ROPE

7 LOCKPICKS

8 IRON MANACLES

9 VIAL OF...

- 3 BOOZE
- 1 OIL
- 2 GLUE
- 4 BLOOD
- 5 LAVENDER PERFUME
- 6 HOLY WATER

10 JAR OF...

- 1 ASHES
- 2 SPIDERS
- 3 MARBLES
- 4 GLASS
- 5 NAILS

11 COSTUME or DISGUISE

- 12 FAKE JEWELRY
- 13 EVERBURNING CANDLE
- 14 NOTEBOOK AND QUILL
- 15 PAINT SET (Ud6)

16 MUSICAL INSTRUMENT

- 17 HOLY SYMBOL of the Sculptor
- 18 METAL POLE
- 19 RUSTY SHOVEL
- 20 NEWT JERKY (Ud4)



RULES AND PROCEDURES

ROLLING. Roll a d20 equal to or under your STAT to succeed in risky situations. If you have ADVANTAGE, roll twice and use the best result. If you have DISADVANTAGE, roll twice and use the worst. A roll of 1 is a CRIT (success and then some), while 20 is a FUMBLE (failure and then some, usually equipment breaking). This is most of the game.

BURNING. Permanently reduce your FORTUNE by 1, but not below 5, to reroll any die. You must take the new result, even if it's worse.

JOURNEYS. When TRAVELING, check each half-day for a random encounter. Automatically incur one if you're wandering or lost.

UNDERTAKINGS. While EXPLORING, any nonviolent requiring a significant time commitment is an UNDERTAKING. Halfway through an UNDERTAKING, check for a random encounter. After an UNDERTAKING, deplete light.

TURNS. While FIGHTING, go clockwise from left of the DM. On your TURN, take a MOVEMENT, OFFENSIVE, and MANEUVER, or two of the same.

OVERKILL. If you outnumber your foes when FIGHTING begins, roll a d6 and tick it down by 1 at the end of each player's TURN. When the OVERKILL DIE hits 0, your foes act, and the OVERKILL DIE is rerolled.

VIOLENCE. When you make an OFFENSIVE, roll a HIT DIE (d6) to see how much damage you deal. Attacks with ADVANTAGE deal 2 HD of damage, while those with DISADVANTAGE deal 1 damage. Magical damage and black power damage explodes (if you roll a 6, reroll and add the result).

DYING. You have your MIGHT in HIT POINTS. When you're at 0 HP, roll FORTUNE on your TURN or die. Allies can roll LORE to heal you for 1 HP, with ADVANTAGE if equipped or trained, giving you an automatic success on your next FORTUNE roll against death on a failure.

HEALING. Lick your wounds as an UNDERTAKING to regain d6 HP. Regain all HP with a good night's sleep. Cure 1 lingering ailment per day of bed-rest in civilization.