



CHARACTER CREATION

You can have any number of characters, but you can only control one at a time.

STATS. You start with 6 STATS: MIGHT, FINESSE, LORE, INSIGHT, BEARING, and FORTUNE. Roll 3d6 to determine each STAT in order, rerolling them all if no stat is above 12.

CLASSES. Choose or roll for a CLASS: WARRIOR, PICARO, ALCHEMIST, SORCERER, ZEALOT, or OCCULTIST (only available through rolling, or if another character of yours has rolled their SPIRIT STAT).

1-5: **WARRIORS** *elevate violence into art.*

- Attacks made with your favorite weapon have ADVANTAGE.
- Inflict a SCAR, some lasting bane, when your HIT DIE comes up 6.
- Start with 2 random items and your favorite weapon.

6-10: **PICAROS** *flaunt extraordinary skill.*

- You've mastered 2 random KNACKS, which you can use freely.
- Start with 3 random pieces of equipment and a weapon.

11-13: **ALCHEMISTS** *bottle miracles.*

- Each day, brew 2 random ELIXIRS with a 24 hour shelf life.
- You can taste magic.
- Start with 2 random items, an alchemy set, and a weapon.

14-16: **SORCERERS** *channel unfathomable magics.*

- You know 2 random SPELLS, with 3 CHARGES per day to cast them.
- You speak an exotic language, like Bird or Door.
- Start with two random items, a totem of your magic, and a weapon.

17-19: **ZEALOTS** *are the righteous hand of God.*

- You know 2 random MIRACLES, with 3 CHARGES per day to cast them.
- Your touch heals 1 HP.
- Start with 2 random items, an emblem of your faith, and a weapon.

20: **OCCULTISTS** *pierce the veil.*

- You know 2 random TECHNIQUES, with 3 CHARGES per day to cast them.
- You can see emotions as auras.
- Start with 2 random items, a focus for your powers, and a weapon.



PICARO KNACKS

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| 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

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| 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.*

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| 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.*

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| 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.*

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| 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
- 6 FORMALDEHYDE

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.

URNS. 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.