

POWERED BY THE SAMS ENGINE

SMALL BONES ON THE FRONTIER *PLAYER'S GUIDE*



KIMBERLY-JANE DOE

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SMALL BONES ON THE FRONTIER

PLAYER'S GUIDE

A Brutal Medieval Fantasy Furry Role-Playing Game

Die Horribly, Die Adorably

Powered by the SAMS Engine by Kimberly-Jane Doe/morso



PART I: CORE RULES

WELCOME TO THE FRONTIER

Six moons past, the colony ships beached upon these wild shores. Two hundred souls - cats and mice, foxes and hounds, rats and lizards, rabbits and crows - fled the Old Kingdoms of Tailvorn seeking fortune in a land untouched by civilisation. What they found was older than any kingdom: the ruins of a dead empire, its monuments crumbling beneath the sands.

The Frontier stretches eastward from the coastal settlements, a vast wilderness of cursed dunes and haunted hills. They call these evil lands the Shadowlands - cursed badlands where the old magic still lingers, and things best left buried stir in the darkness beneath.

Your party has been granted royal charter to establish a new settlement on the frontier's edge. The King demands his tax and the ruins demand blood. Every expedition into the Shadowlands brings wealth or death in equal measure.

This is a game about adorable creatures facing horrible fates. About building a home in hostile lands, and about delving into giant dungeons filled with treasures and terrors. It's a game about consequences that will scar you forever.

CORE MECHANICS

The d100 Roll-Under System

When your character attempts something uncertain, roll two ten-sided dice (2d10). One die represents the tens digit, the other the units. A roll of 3 and 7 equals 37. A roll of 0 and 0 equals 100.

Your skill value is your percentage chance of success.

If you roll equal to or below your skill value, you succeed. If you roll above it, you fail.

Example: Your character has Stealth 45. You roll 38. Success! If you roll 67... Failure. You've been spotted.

Critical Success

Roll 5 or lower on your skill check to achieve a critical success. This means exceptional results occur: perfect executions, maximum effects, no possibility of failure.

At higher skill levels (60 or above), your critical range increases:

- Skill 60-69: Critical on 6 or lower
- Skill 70-79: Critical on 7 or lower
- Skill 80-89: Critical on 8 or lower
- Skill 90-99: Critical on 9 or lower

In combat, critical hits ignore all Damage Reduction and deal maximum damage. Take the maximum result of your damage die, add all modifiers, then apply to the target.

Critical Failure

If you roll 95 or higher on any skill check, something goes catastrophically wrong. The GM determines the consequences:

- Combat: Weapon jams, breaks, or you hit an ally
- Stealth: Trigger trap, alert the entire dungeon
- Social: Offend your target beyond repair
- Climbing: Fall and take damage

Critical failures always miss in combat and may impose additional complications.

Difficulty Modifiers

The Game Master applies penalties to represent task difficulty. These stack with other modifiers.

Modifier	Difficulty	Examples
+10	Very Easy	Climb a ladder, lie to a drunk
+0	Routine	Climb a rough wall, pick a simple lock
-10	Challenging	Climb wet stone, pick a complex lock
-20	Difficult	Climb during a storm, open a vault
-30	Very Difficult	Climb ice with no tools, crack royal safe
-40+	Legendary	Feats of near-impossible difficulty

Multiple factors stack. Climbing (-10) whilst wounded (-10) in darkness (-10) equals -30 total.

Opposed Rolls

When two characters directly compete, both roll against their respective skills. The character who succeeds by the highest margin wins.

Example: A fox tries to lie (Fast Talk 50) to a hound guard (Perception 40). The fox rolls 28 (succeeds by 22), the guard rolls 35 (succeeds by 5). The fox wins with a margin of 22 versus 5. The lie is believed.

If both fail, whoever rolled closest to their skill value wins. If both succeed with equal margins, the higher skill value wins. Ties favour the defender.

STATS & DERIVED VALUES

Every creature in Tailvorn is defined by four stats. These range from 1 to 100 and represent your character's fundamental capabilities.

The average person has 50 in each stat. An experienced adventurer might have 60-70. A legendary hero might reach 80-90. A score of 100 represents the absolute peak of mortal achievement.

The Four Stats

Strength (STR): Physical power, health, melee damage, carrying capacity

Agility (AGI): Dexterity, reflexes, weapon accuracy, movement speed

Mind (MND): Mental acuity, knowledge, magical power, perception

Spirit (SPR): Willpower, force of personality, resistance to magic and fear

Derived Values

These are calculated from your stats:

Hit Points (HP) = $(\text{Strength} + \text{Spirit} \div 4) \div 2$ (round down)

- Represents your ability to survive injury
- At 0 HP you fall unconscious
- Below 0 HP you are dying

Mana Points (MP) = $\text{Mind} \div 2$ (for mages only)

- Magical energy used to cast spells
- Recovers through meditation and rest

Initiative = Agility

- Turn order in combat (highest goes first)
- Ties broken by highest Spirit, then simultaneous

Movement = $\text{Agility} \div 10$ tiles per turn (round down)

- 1 tile equals 1.5 metres
- Represents distance you can move in a single combat round

Carrying Capacity = $\text{Strength} \times 0.5$ kg

- Total weight you can carry before becoming Encumbered
 - Encumbered characters suffer -50% movement and -10 to physical checks
-

CHARACTER CREATION

Step-by-Step Process

1. Allocate Stats

- All stats start at 50
- You have 40 points to distribute as you wish (each point raises a stat by 1)
- You may gain up to 20 additional points by reducing other stats by the same amount
- At this stage, stats cannot be lower than 30 or higher than 70

2. Choose Species

- Select one of the eight species
- This automatically grants your Species Advantage (with built-in traits) and a species-specific language
- Species advantages may modify your stats beyond the 70/30 limits

3. Choose Additional Features

- Choose 2 more Advantages

- Choose 1 Disadvantage
- Apply any further stat modifiers

4. Select Languages

- You know the Common Tongue and another language specific to your species by default. You may also choose one additional language.

5. Calculate Skills

- Untagged skills = Stat \div 4 (round down)
- Tag 3 Basic Skills and 2 Combat Skills
- A tagged skill gains +25 points
- **Exception:** Light/Dark Touched characters tag only 1 Combat Skill but gain 3 Magic Skills
- Choose one tagged skill as your "Speciality Skill" - it gains an additional +15 points (+40 total)

6. Distribute Starting Skill Points

- All characters begin with 15 skill points
- Tagged skills cost 1 point per increase
- Untagged skills cost 2 points per increase

Example: A character with 60 Agility tags Bows. Their starting Bows skill is 40 $[(60 \div 4) + 25]$. They spend 10 skill points to raise it to 50, leaving 5 points for other skills.

7. Starting Equipment

- Purchase whatever you need with your starting wealth:

- Default: 50 Marks
- Poor disadvantage: 25 Marks
- Wealthy advantage: 100 Marks

8. Calculate Derived Values

- HP, MP (if a magic user), Initiative, Movement, Carrying Capacity

LANGUAGES

Common Tongue: Universal trade language spoken across the frontier. Mixture of fox, cat, and hound dialects. Everyone knows this.

Feline: Contains purrs, hisses, growls. Instinctive body language.

Canine: Barks, howls, tail signals. Pack-oriented communication.

Squeakish: High-frequency mouse language. Rapid, contains scent-marks.

Rattish: Shares roots with Squeakish but deeper, slower. Street slang.

Lapine: Soft, musical rabbit language. Contains foot-thumping signals.

Vulpine: Fox language with yips and contextual double-meanings.

Saurian: Hissing reptilian tongue. Cold, precise, ancient.

Corvid: Cawing crow language. Contains aerial signals and mimicry.

Ancient Tongue: Dead language of the old empire.

Found in ruins and magical texts. Requires Academic Background or Occult skill to learn.

Orcish: Guttural pig-folk language. Brutal, simple, raid-focused.

Draconic: Serpent-folk language. Rare, mystical.

PART TWO: SPECIES & FEATURES

THE EIGHT SPECIES

Every player must choose a species at character creation. This grants a Species Advantage containing multiple traits. You may then choose 2 additional advantages and 1 disadvantage.

Unlike other advantages, species advantages contain both benefits and limitations built into a single package.

CATS (Feline Hunters)



"Hunters blessed with nine lives, though in truth they possess but one fragile existence with exceptional reflexes."

Appearance: Varied fur patterns - tabby, calico, tuxedo, solid colours. Retractable claws, expressive ears, long tails for balance. Stand 1.5 to 1.7 metres tall. Eyes glow faintly in darkness.

Catkin Advantage:

- **+10 Agility** - Natural grace and reflexes
- **Night Vision** - See in complete darkness as if it were dim light
- **Natural Weapons** - Claws and fangs. Unarmed damage becomes 1d8 + (Strength÷10)
- **Hunter's Instinct** - +10 to Stealth skill, +10 to your first attack roll in combat if hidden
- **+1 tile Movement** - Enhanced reflexes grant extra speed

- **Solitary Nature** - Cats struggle with authority and sharing. Must pass Spirit check (difficulty -10) to follow orders from non-cats.

Culture: Independent wanderers who value personal freedom above all. Form loose communities but resist hierarchy. Natural predators who hunt for sport as much as sustenance. Curious to a fault.

Favoured Skills: Stealth, Bows, Melee, Acrobatics, Perception

Starting Language: Feline (in addition to Common Tongue)

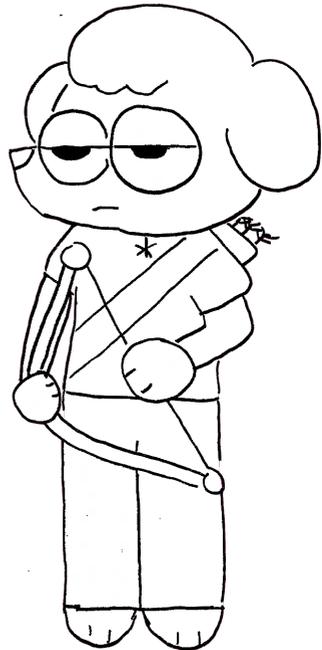
HOUNDS (Loyal Canines)

"Steadfast companions whose devotion knows no bounds, even unto death itself."

Appearance: Varied breeds from small terriers to massive mastiffs. Pointed or floppy ears, expressive faces, wagging tails. Stand 1.4 to 1.8 metres tall depending on breed.

Houndkin Advantage:

- **Pack Coordination** - When fighting alongside allies within 3 tiles, gain +10 to hit and +5



to all defences. Effect doubles if fighting alongside another hound.

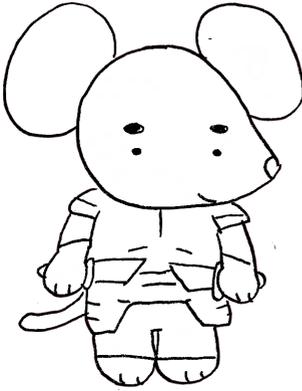
- **Keen Nose** - +20 to Perception checks involving smell. Can track by scent (Wilderness check at +10). Automatically detect poison or disease in food.
- **Faithful unto Death** - Once bonded with someone (GM discretion or after significant shared danger), you gain +10 to all checks when protecting them. However, you must pass Spirit check (difficulty -20) to abandon them, even if it means certain death.
- **Territorial Instinct** - When defending your settlement or chosen territory, gain +5 to all combat checks.

Culture: Community-focused, hierarchical, value loyalty and friendship above gold. Struggle when alone. Form tight-knit packs with clear leadership. Natural protectors and guards.

Favoured Skills: Melee, Perception, Charisma, Block, Animal Handling

Starting Language: Canine (in addition to Common Tongue)

MICE (Diminutive Survivors)



"Tiny folk whose very survival is a daily miracle, blessed with cleverness and cursed with fragility."

Appearance: Enormous ears, long tails, delicate features. Pink skin visible on paws, nose, and tail. Huge eyes for seeing in darkness. Stand merely 0.6 to 0.9 metres tall - truly tiny.

Mousekin Advantage:

- **+15 Agility** - Lightning reflexes
- **+15 Stealth** - Natural sneaks
- **Small Size** - Can fit through spaces one-quarter normal size. Gain +10 to hiding in small spaces.
- **Colony Instinct** - When in a group with 3 or more mice, all mice gain +10 to Perception and Initiative. Mice are never truly alone in spirit.
- **Fragile Frame** - Maximum HP at character creation reduced by 25%. Take double damage from Crushing attacks.
- **Easily Frightened** - When encountering obvious natural predators (bestial cats, owls, snakes, wolves), must pass Spirit check (difficulty -10) or become

Frightened. Penalty stacks (-5 per additional predator present).

Culture: Community-oriented, quick-witted, anxious. Form tight family groups in hidden warrens. Excellent at hiding and fleeing. Terrible at direct confrontation. They find safety in numbers.

Favoured Skills: Stealth, Traps, Investigation, Bows, Acrobatics

Starting Language: Squeakish (in addition to Common Tongue)

RATS (Scrappy Scavengers)

"Where mice are delicate flowers, rats are poisonous weeds that thrive in filth and shadow."

Appearance: Larger than mice (1.0 to 1.3 metres tall), longer snouts, thicker tails, scruffier fur. Brown, grey, or black. Tough-looking despite small size. Scarred and weathered.



Ratkin Advantage:

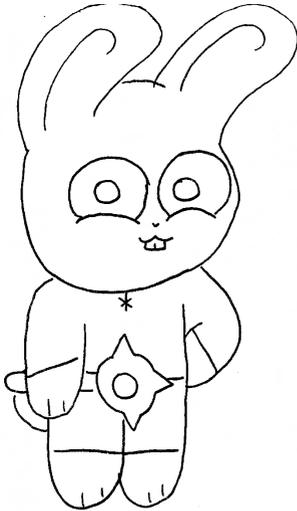
- **+10 Agility** - Quick and nimble
- **+10 Spirit** - Stronger will than mice
- **Disease Immunity** - Immune to all diseases and poisons (natural resistance to filth)
- **Small Size** - Can fit through spaces one-quarter normal size. Gain +10 to hiding in small spaces.
- **Scavenger's Fortune** - Once per session, find one extra useful item in trash, treasure piles or on corpses (GM discretion: rope, rations, rusty weapon, minor treasure worth 1d6 Marks)
- **Social Outcast** - Most species view rats with disgust and suspicion. -10 to all Charisma checks with discriminatory non-rats. Guards watch you closely.

Culture: Pragmatic, resourceful, cynical. Form sprawling families in slums and sewers. Excellent at surviving where others cannot. Used to being unwanted, they trust no one.

Favoured Skills: Stealth, Traps, Fast Talk, Wilderness, Medicine

Starting Language: Rattish (in addition to Common Tongue)

RABBITS (Swift Cowards)



"Fleet of foot and pure of heart, yet cursed with timid souls that betray them when courage is needed most."

Appearance: Long ears, powerful legs, cotton-ball tails. Varied colours (white, brown, grey, spotted). Constantly alert, twitchy. Stand 1.3 to 1.4 metres tall (1.9 metres with ears).

Rabbitkin Advantage:

- **+15 Agility** - Exceptional reflexes
- **+3 tiles Movement** - Powerful legs grant incredible speed
- **Sprint** - When using the Move action in combat, can sprint at double their normal speed.
- **Burrow** - Once per combat, can burrow underground as a Move action (only in dirt/earth) and move up to half their movement speed. They emerge at their destination next turn, gaining +10 to their attack (surprise from below). Enemies cannot target you while burrowing.
- **Danger Sense** - Cannot be surprised. Automatically succeed Perception checks to detect ambushes. +15 to Initiative.

- **Panic Flight** - When reduced below 25% HP OR witnessing an ally die, must pass Spirit check (difficulty -10) or immediately flee at full sprint for 1d4 rounds (no control over direction, away from danger).
- **Weak Heart** - Extreme stress (critical hit against you, witnessing gore, loud explosions) requires Spirit check (difficulty -10) or take 1d10 damage from heart palpitations. If this drops you to 0 HP, you die instantly of heart failure.

Culture: Peaceful farmers and crafters. Avoid conflict whenever possible. Form burrow-communities with extensive tunnel networks. Excellent cooks and gardeners. Cowards in battle but loyal friends.

Favoured Skills: Bows, Acrobatics, Wilderness, Crafting, Perception

Starting Language: Lapine (in addition to Common Tongue)

FOXES (Cunning Tricksters)

"Silver-tongued rogues whose cleverness keeps them alive whilst their arrogance ensures they die young."

Appearance: Bushy tails, pointed snouts, triangular ears. Red, grey, or arctic white fur. Stand 1.4 to 1.6 metres tall. Clever eyes, mischievous expressions.



Foxkin Advantage:

- **+10 Spirit** - Strong-willed and charismatic
- **Silver Tongue** - +15 to Fast Talk and Charisma checks involving deception or trickery
- **Lucky Break** - Once per session, automatically succeed a social check by inventing a brilliant lie or plan on the spot
- **Cunning Mind** - +10 to Investigation checks involving puzzles, riddles, or mysteries
- **Overconfident** - Must pass Mind check (difficulty - 10) to retreat from fights, admit defeat, or accept being wrong. Cannot resist taunts or challenges without a successful Spirit check.

Culture: Nomadic traders and storytellers. Love tricks, games, and outwitting others. Do not form large communities. Natural merchants and spies. Trust is earned slowly, if ever.

Favoured Skills: Fast Talk, Charisma, Stealth, Investigation, Traps

Starting Language: Vulpine (in addition to Common Tongue)

LIZARDS (Cold-Blooded Survivors)



"Ancient reptilian folk whose alien minds and hardy bodies mark them as strangers in mammalian lands."

Appearance: Scaled skin in green, brown, or mottled patterns. Long tails for balance, clawed hands, forked tongues. Eyes with vertical pupils. Stand 1.5 to 1.7 metres tall. Cold to the touch.

Lizardkin Advantage:

- **+10 Strength** - Dense muscle and bone
- **Scaled Hide** - Natural 2 DR from thick scales

- **Thermal Vision** - Can see heat signatures, making warm-blooded creatures easy to spot. +15 to Perception checks to detect living creatures.
- **Regeneration** - Recover 1 HP per hour automatically (even below 0 HP). Can regrow lost fingers, toes, and tail over weeks.
- **Cold Vulnerability** - In extreme cold environments or weather, become Slowed (see status effects). Must pass Spirit check (difficulty -10) each hour or become Lethargic (as Exhausted). Seek warmth obsessively.

Culture: Slow, methodical, patient. Value survival over honour. Often misunderstood by warm-blooded species. Form small clutches rather than families. Excellent trackers and hunters.

Favoured Skills: Wilderness, Perception, Medicine, Bows, Melee

Starting Language: Saurian (in addition to Common Tongue)

CROWS (Scavenging Scholars)

"Black-winged collectors of secrets and shiny things, dancing the line between wisdom and madness."

Appearance: Black feathers (occasionally grey or white), sharp beaks, taloned hands with opposable thumbs. Large wings allowing flight. Eyes gleam with intelligence. Stand 1.2 to 1.5 metres tall.



Crowkin Advantage:

- **+10 Mind** - Intelligent and observant
- **Flight** - Can fly at normal movement speed. If hit by an attack while flying, must pass a Spirit check or fall to the ground.
- **Perfect Memory** - Automatically remember details from previous sessions. +15 to Investigation when piecing together clues.
- **Shiny Obsession** - +10 to Perception checks to spot treasure, coins, or valuable items. Must pass Spirit check (difficulty -10) to leave valuable shinies behind or give them away.
- **Hollow Bones** - Take double damage from Crushing attacks.

Culture: Collectors and storytellers. Form loose parliaments where knowledge is traded like currency. Value secrets and oddities. Often seen as ill omens by superstitious folk.

Favoured Skills: Investigation, Perception, Occult, Bows, Fast Talk

Starting Language: Corvid (in addition to Common Tongue)

ADVANTAGES

Choose 2 advantages at character creation (in addition to your species advantage). More can be gained through levelling.

★ = Can only be taken at character creation

Combat & Physical

Veteran Warrior Years of battle experience. +10 to Initiative, +5 to one combat skill of your choice, impossible to surprise or intimidate. You have seen too much death to flinch.

★**Forest Born** Raised in deep wilderness. Wilderness skill starts at 70 (ignore normal calculation). +10 to Stealth in natural environments. Know which plants are edible.

Brawler's Grit Tavern fighter and street tough. +1d6 damage to Unarmed attacks, +10 HP. Intimidating presence.

Shield Wall Expert with shields. +10 to Block, can protect an adjacent ally with successful Block reaction (they benefit from your shield's DR until your next turn).

Mounted Warrior Trained cavalry. +15 to Riding, can attack at full effectiveness whilst mounted (normally -10). Know horse care and military riding formations.

Runner's Endurance Marathon stamina. +2 tiles to Movement speed, can run all day without Exhaustion (ignore first 2 Exhaustion penalties from travel).

Strong Back Exceptional strength. +20 Strength for carrying capacity only. Can carry wounded allies without Encumbrance.

Ambusher Deadly from hiding. First attack from Stealth deals +2d6 damage and forces target to pass Spirit check or become Frightened of you.

Acrobat Impossibly agile. Take half damage from falls, +15 to Acrobatics, always land on your feet.

Hardy Constitution Tough immune system. +10 to resist disease and poison, heal 1d6 HP at short rest.

Danger Sense Sixth sense for peril. Cannot be surprised, automatically detect ambushes, +10 to Initiative.

Dual Wielder Two-weapon fighter. Can attack with two one-handed weapons simultaneously. Roll separately for each

weapon. Off-hand weapon gets -10 to hit unless you also have Ambidextrous.

Extra Attack Combat veteran. When you take the Attack action, make one additional attack as part of the same action (does not apply to Move & Attack).

Armoured Training Used to heavy protection. Ignore movement penalties from armour. Armour Encumbrance does not count against carrying capacity while worn.

Weapon Master Master of one weapon type (choose: swords, axes, bows, crossbows, spears, etc.). +15 to hit with that weapon type only.

Ambidextrous Equally skilled with both hands. No penalty for using off-hand or non-dominant limbs. Essential for effective dual wielding.

Tough Exceptionally hardy. +25% maximum HP. Shrug off wounds that would fell others.

Mental & Crafting

Healer's Touch Medical training. +20 to Medicine checks, can use Medicine skill to cure diseases (normally requires Alchemy). Recognise symptoms instantly.

Alchemist's Knowledge Potion expertise. +20 to Alchemy, start with Alchemist's Kit (worth 10 Marks). Can identify

potions and poisons by smell or taste.

Master of Traps Expert with mechanisms. +20 to Traps, can build simple traps from scrap with no materials. Spot trap triggers instinctively.

Scholarly Mind Well-educated. +10 Mind for knowledge checks only, +15 to one knowledge skill (Culture, Occult, Investigation). Can read Ancient Tongue.

Beast Speaker Natural with animals. +20 to Animal Handling, can communicate basic concepts to non-sapient beasts (danger, food, friend, enemy).

Pathfinder Never lost. +20 to Wilderness navigation checks, can retrace steps perfectly even in featureless terrain. Read weather patterns.

Sharp Eyes Notice everything. +20 to Perception checks involving sight, can identify species and threats from great distances. Spot concealed enemies.

Sharp Ears Acute hearing. +20 to Perception checks involving sound, can hear through doors and walls. Identify creatures by their footsteps.

Tracker's Instinct Read wilderness signs. +15 to Wilderness tracking checks, can identify creature type, numbers, and age of tracks. Hunt efficiently.

★**Polyglot** Language savant. Start with 5 languages instead of 2, learn new languages after one week of exposure. Understand intent even without translation.

Worldly Well-travelled. +20 to Culture checks, know details about all major regions and species. Recognise customs and avoid offence.

★**Noble Training** Upper-class education. +15 to Charisma when dealing with nobility, know court etiquette. Start with fine clothes (worth 10 Marks). Doors open for you.

★**Street Urchin** Grew up rough. +15 to Stealth and Fast Talk in urban environments. Know thieves' cant and criminal contacts in most settlements. Spot trouble.

★**Perfect Memory** Total recall. Automatically remember details from previous sessions, +10 to Investigation when piecing clues together. Never forget a face.

Magical & Mystical

★**Light Touched** Blessed by the Light God Elin. Tag 3 Light Magic Skills at character creation (Enhancement, Transmutation, Divination). Gain MP = $\text{Mind} \div 2$. Can only tag 1 Combat Skill instead of 2. Access to Temples. Can frighten undead once per day Revered by the faithful.

★**Dark Touched** Bonded to the Shadow Demon. Tag 3 Magic Skills of your choice at character creation. Gain MP =

Mind \div 2. Can only tag 1 Combat Skill instead of 2. Access to Covens. Feared and scorned by most folk. Suspected of dark deeds.

Minor Mystic Slight magical sensitivity. Tag one magic skill. You cannot learn any other schools even through levelling. Gain MP = Mind \div 4. You know an amount of spells in your chosen school equal to Mind/10 (round down). Not scorned like true mages but viewed with suspicion.

Familiar Bond Magical animal companion. Gain a small beast familiar (raven, rat, cat, snake, etc.) with 10 HP. Can see through its eyes at will, shares your Perception. If it dies, suffer -10 to all checks for one day whilst you mourn.

Witch Sight Sense magic instinctively. Can detect magical auras within 10 tiles (always active, no check required). +15 to Occult. Magical items glow faintly to your eyes.

★**Blessed by Fortune** Divine favour or uncanny luck. Once per session, re-roll any failed check. Choose whether to use this before the GM describes the consequences.

Ritual Caster Slow but powerful magic. Can cast spells without MP cost if given 10 minutes of uninterrupted preparation (ritual casting). Spells cast this way cannot be interrupted by damage.

Potion Master Expert brewer. Potions you create are 50% more effective, take half the time to brew. +15 to Alchemy when making potions specifically.

Social & Background

★**Connected** Know people everywhere. Have favours and contacts in most major settlements. +10 to Charisma when calling in favours. Debts owed.

Merchant's Eye Appraise value instantly. Automatically know the approximate value of items and treasure. +15 to Charisma when haggling over prices.

★**Wealthy** Rich family or successful business. Start with 100 Marks instead of 50. +10 to Charisma rolls with merchants and nobility. Own property back in the Old Kingdoms (flavour only unless GM allows).

Born Leader Natural commander. Once per combat, spend your turn to grant all allies within 10 tiles +10 to their next check. Inspire courage.

Inspiring Presence Rally the troops. When an ally within 10 tiles fails a Spirit check, you can make a Charisma check (difficulty -10) to let them re-roll.

Silver-Tongued Master negotiator. +20 to one social skill (Charisma or Fast Talk). Can re-roll social checks once per conversation. Words are your weapon.

Quick Draw Lightning reflexes. Drawing weapons is a free action. +5 to Initiative when using ranged weapons. Always ready.

Gambler's Fortune Lady Luck smiles. +10 to all gambling and games of chance. Once per session, force a re-roll of any d100 roll (must accept second result).

★**Military Discipline** Soldier's training. Tag 1 additional Combat Skill at character creation (total of 3 Combat Skills tagged instead of 2). Know battlefield tactics.

Guild Member Member of a trade guild (Alchemists, Smiths, Merchants, Trappers, etc.). Access to guild resources, discounts on related equipment (-25%). Owe occasional favours to the guild.

★**Extremely Literate** Rare skill on the frontier. Can read and write in all known languages. Access to books, maps, and contracts.

DISADVANTAGES

Choose 1 disadvantage at character creation. More may be gained through play (disease, dismemberment, trauma).

★ = Can only be taken at character creation

Physical Limitations

War Wound Old injury never healed properly. -10 to all checks when stressed, Exhausted, or in extreme pain. Visible scar tells the story.

Missing Limb Lost an arm, leg, ear, or tail to violence or accident. -20 to relevant physical checks unless you have a prosthetic (costs 10 Marks, reduces penalty to -10). Daily reminder of mortality.

★**Fragile Constitution** Weak build or poor health. Maximum HP reduced by 25% at character creation. Take +2 damage from all Crushing attacks. Easily winded.

One-Eyed Lost an eye to violence or disease. -20 to ranged attack rolls beyond 10 tiles. -10 to all Perception checks relying on sight. No depth perception.

Chronic Pain Permanent injury or degenerative condition. Start each day with -5 to all physical checks. Increases by -5 for each day without Medicine check or painkilling herbs. Eventually unbearable.

Crippled Permanent leg injury from old wound. -50% movement speed, cannot Sprint or Dash. Automatically fail Acrobatics checks involving running or jumping. Walking stick required.

★**Sickly** Weak immune system or frail health. -10 to resist disease and poison. Perpetually unwell.

★**Starving** Arrived at colony malnourished. Start with half HP. Must eat 2 rations per day (instead of 1) for first month of play or suffer Exhaustion. Ribs show.

Scarred Horrific scars from fire, claws, or worse. +10 to Charisma for intimidation purposes, -10 to Charisma for friendly persuasion. Children fear you.

★**Sensitive Nose** Overwhelming sense of smell (common in hounds). +10 to Perception checks involving smell BUT must pass Spirit check (difficulty -10) to function near corpses, sewers, or strong odours. Become Nauseated (as Exhausted) on failure.

★**Short Stature** Smaller than average for your species. -10 Strength for the purposes of melee damage and carrying capacity only. -1 tile Movement. +10 to Stealth.

Tremor Shaking hands from age, injury, or disease. -10 to all checks requiring fine manipulation (picking locks, surgery, archery) unless you steady yourself with Spirit check.

Psychological & Social

Haunted by War Traumatic battlefield memories. Must pass Spirit check during intense combat to act normally. Failure imposes -10 to all checks that round whilst you freeze or have a flashback. Wake screaming.

Fear of Confinement Panic in tight spaces. In dungeons, small rooms, or enclosed areas, must pass Spirit check (difficulty -15) or suffer -15 to all checks. Cannot think clearly in these circumstances.

Fear of Heights Terror of falling. Must pass Spirit check (difficulty -15) to climb, cross bridges, or approach ledges. Automatically fail if you can see more than 6 metres down. Vertigo overwhelms.

Fear of Darkness Dread of the unseen. In darkness without a light source, must pass Spirit check (difficulty -20) each turn or become Frightened. Childhood terrors linger.

Fear of Blood Cannot handle gore. Witnessing serious injury or dismemberment requires Spirit check (difficulty -15) or become Nauseated for 1d6 rounds. Vomit uncontrollably.

Alcoholic Dependent on alcohol. Must consume strong drink daily or gain Withdrawal status (-10 Mind and Spirit per day without, stacks to -30 maximum). Drunkenness causes -10 to Agility and Mind. Smell it on you.

Addicted to Poppy Reliant on painkilling herbs. Must take poppy milk daily or suffer Withdrawal (-10 to resist pain, -10 to all checks, stacks daily to -30).

Compulsive Gambler Must pass Spirit check (difficulty -15) to refuse wagers or gambling opportunities. Lose 10% of gold per week to habit. Cannot stop.

Wanted Criminal Price on your head. Bounty hunters seek you (roll 1d6 when entering settlements: 1-2 means they are here). Cannot enter certain regions. -20 to Charisma with law enforcement. Always looking over shoulder.

★**Crushing Debt** Owe dangerous people money. 50 Marks debt to criminals or merchants. They will come collecting (GM discretion), with interest (10% per month). Threats escalate.

Oath-Bound Sworn to a strict code (choose: never lie, never kill, protect the weak, etc.). Breaking oath causes -20 to all checks for one week (guilt and shame). Potential divine or social punishment.

★**Coward** Self-preservation above all. Must pass Spirit check (difficulty -15) to stand ground when outnumbered or facing obviously superior force. Flee first, apologise later.

★**Hot-Headed** Quick to anger and violence. -10 to all social checks when insulted or provoked. Must pass Spirit check

(difficulty -10) to back down from fights or insults. Fists before words.

★**Overconfident** Never admit defeat or error. Must pass Mind check (difficulty -15) to retreat, surrender, or accept being wrong. Will take stupid risks to prove yourself. Pride before the fall.

★**Compulsive Liar** Cannot help but embellish or fabricate. Must pass Spirit check (difficulty -10) to tell complete truth, even to allies. NPCs catch on eventually (cumulative -5 to Charisma per caught lie with same person). Trust erodes.

★**Paranoid** You think everyone plots against you. -10 to all Charisma checks (seem suspicious and defensive). Must pass Mind check to accept help from strangers or trust new allies.

★**Merciful** Cannot kill the helpless. Must pass Spirit check (difficulty -20) to execute surrendered or unconscious enemies. Some situations demand harder choices. Weakness or virtue?

★**Glory Seeker** Must be the hero. Cannot resist taking credit, taking lead, or performing impressive feats. Must pass Spirit check (difficulty -15) to let others shine. Centre of attention or nothing.

★**Illiterate** Cannot read or write. -20 to Investigation involving texts. Must rely on others for written information.

Common amongst the poor. Sign your name with X.

★**Poor** Destitute. Start with 25 Marks instead of 50. -10 to Charisma with merchants and nobility (poverty is obvious and carries stigma). You know hunger intimately.

Social Outcast Unwelcome somewhere specific (choose: Nobility, Criminal Underworld, Specific Species, Religious Folk). -20 to all social checks with that group. Denied basic services.

Cursed Item Possess (or possessed by) a cursed object you cannot discard. GM chooses effects: occasionally controls your actions, attracts enemies, causes bad luck, whispers madness. Cannot destroy or abandon it.

★**Unlucky** Fate despises you. Once per session, GM can force you to re-roll a successful check (must take second result). When it rains, it pours.

Marked by Death Survived something you should not have. Undead and dark creatures are drawn to you (+10% encounter chance). -10 to resist fear effects. Death remembers you.

★**Evil Twin** You have an identical twin sibling who is your moral opposite and causes chaos wherever they go. They share your appearance, species, abilities – but use them for selfish, cruel, or criminal purposes. People constantly mistake you for them (or vice-versa).

PART THREE: SKILLS & COMBAT

SKILLS

Skills represent what your character is good at. They may have learned through formal training, self-teaching, or natural talent. At level 1, skills typically range from 25 to 50, depending on stats and whether they are tagged.

Skill Calculation:

- Untagged skills = $\text{Stat} \div 4$ (round down)
- Tagged skills = $(\text{Stat} \div 4) + 25$
- Speciality skill = $(\text{Stat} \div 4) + 40$

Skills improve through spending skill points when you level up.

Physical Skills

Athletics (Strength): Climbing, swimming, jumping, lifting heavy objects, feats of strength

Acrobatics (Agility): Tumbling, balance, flips, parkour, staying on your feet

Riding (Agility): Controlling mounts (horses, dire wolves, giant beetles, anything rideable). When riding, physical skills are capped at your Riding skill.

Stealth (Agility): Silent movement, hiding, pickpocketing, avoiding detection, lock picking

Mental Skills

Animal Handling (Mind): Taming, calming beasts, reading animal behaviour, training

Wilderness (Mind): Navigation, tracking, foraging, weather prediction, survival in the wild

Crafting (Mind): Repairing equipment, building items, smithing, woodworking

Alchemy (Mind): Brewing potions, identifying substances, mixing compounds, poisons

Medicine (Mind): Treating wounds, diagnosing diseases, surgery, emergency care

Traps (Mind): Building, disarming, and identifying traps and mechanisms

Culture (Mind): Knowledge of different species, customs, territories, history

Investigation (Mind): Crime scenes, deduction, finding clues, analysis

Perception (Mind): Sight, hearing, smell, touch, general awareness

Occult (Mind): Magical theory, mystical traditions, supernatural knowledge

Social Skills

Charisma (Spirit): Honest persuasion, leadership, inspiration, rallying others

Fast Talk (Spirit): Lying, deception, cons, bluffing, manipulation

Combat Skills

Melee & Unarmed

Unarmed (Agility): Fighting with fists, feet, claws, teeth, grappling

Melee (Agility): Swords, axes, clubs, spears, all physical melee weapons

Ranged

Throwing (Agility): Throwing daggers, rocks, alchemical bombs, javelins. Range equals Strength \div 10 tiles.

Bows (Agility): Shortbows, longbows, slings, all muscle-powered ranged weapons

Crossbows (Agility): Light crossbows, heavy crossbows, all mechanical ranged weapons

Defence

Block (Agility): Using shields to deflect and absorb incoming attacks

Magic Skills

Only characters with Light Touched, Dark Touched, or Minor Mystic advantages can use magic.

Offensive & Utility Magic (Mind)

Evocation (Mind): Creating and directing raw magical energy (fire, lightning, force, elemental attacks)

Conjuration (Mind): Summoning objects, creating barriers, calling forth entities

Transmutation (Mind): Altering properties of matter (freezing, melting, hardening, transforming)

Illusion (Mind): Deceiving senses, creating phantasms, bending perception

Divination (Mind): Sensing hidden truths, scrying distant locations, perceiving magical auras

Support Magic (Spirit)

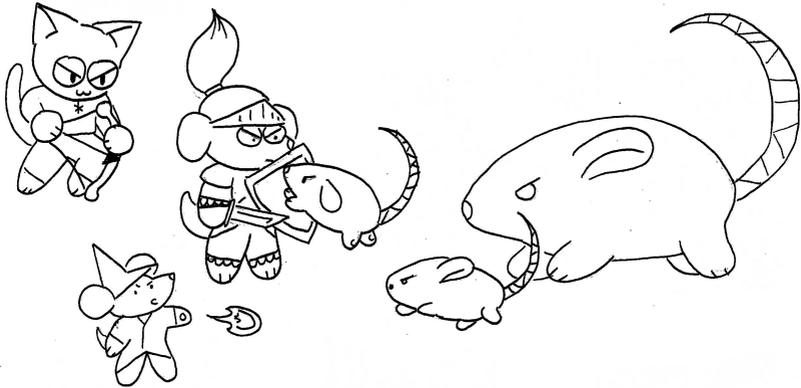
Enhancement (Spirit): Healing, strengthening, empowering yourself and allies

Cursing (Spirit): Weakening, hexing, inflicting misfortune upon enemies

Notes on Magic Schools:

- **Light Mages** can only learn Enhancement, Transmutation, and Divination
 - **Dark Mages** can learn any school of magic
 - **Minor Mystics** can learn only their chosen school
-

COMBAT RULES



Combat in the frontier is brutal and deadly. A single unlucky blow can end your character's story.

Turn Order

Combat is measured in rounds. Each round represents approximately 2 seconds of frantic action.

Initiative: Characters act in order from highest to lowest Agility. Ties are broken by highest Spirit, then actions are simultaneous.

Example: Cat (Agility 65), Hound (Agility 60), Mouse (Agility 75). Turn order: Mouse, Cat, Hound.

Actions Per Turn

On your turn, choose ONE action:

Attack: Make one attack with a weapon or spell

Move: Move up to your Movement speed in tiles

Move & Attack: Move up to your Movement and attack at -10 to hit

Aim: Take careful aim, gaining +10 to your next ranged attack (bonus lasts until end of your next turn)

Ready*: Draw a weapon or shield from your inventory. Neither a weapon nor a shield can be used in combat until a turn has been spent to Ready them

Prepare Defence: Brace yourself, gaining +10 to all defensive reactions until your next turn (Dodge, Parry, Block)

Shield Bash: Attack using Shield skill instead of a weapon. If you hit, the target Stunned until end of their next turn. Defenders can Dodge, Parry, or Block normally.

Reload*: Reload a crossbow or similar weapon (takes full action)

Prepare Spell*: Begin preparing a magic spell (must cast on next turn)

Cast Spell: Complete and cast a prepared spell

Other Action: Use an item, interact with environment, help ally, etc.

*Actions marked with * allow you to move up to half your Movement on the same turn*

Free Actions

These do not consume your action:

- Speaking (a sentence or two)
- Dropping items
- Drawing weapons (if you have Quick Draw advantage)

Elevation

When firing at a target which is *above* you with a ranged weapon, your attack roll is at -10 difficulty. When firing at a target which is below you, your attack roll is at +10 difficulty.

Defensive Reactions

You have defensive reactions that refresh at the start of each of your turns. These do not consume your action but can only be used once per turn each.

Dodge: Roll Agility \div 2 to avoid any attack (melee, ranged, or area effect)

- Success: Negate all damage
- Failure: Take full damage
- Each time you dodge, your next dodge gains a cumulative -5 difficulty until your next turn

Parry: Roll $\text{Melee} \div 2$ to deflect a melee attack with your equipped melee weapon

- Success: Negate all damage
- Failure: Take full damage
- Note: Cannot parry if you do not have a melee weapon equipped

Block: Roll $(\text{Block} \div 2) + \text{Shield Bonus}$ to absorb an attack with your shield

- Success: Negate all damage, shield's DR is added to your armour DR until start of your next turn
- Failure: Take full damage
- Note: Cannot block without a shield equipped

Important: You have ONE parry and ONE block. Once used, you cannot use that defence type again until your next turn. This does not apply to dodges, which can be rolled infinitely at a cumulative -5 damage each time.

Attack Resolution

1. **Declare Attack:** State your target and weapon
2. **Roll to Hit:** Roll against your weapon skill
3. **Apply Modifiers:** Range, cover, movement, wounds, etc.
4. **Defender Reacts:** Target may attempt Dodge, Parry, or Block
5. **Roll Damage:** If hit lands, roll weapon damage dice

6. **Apply DR:** Target's Damage Reduction is subtracted from damage
7. **Apply Damage:** Remaining damage reduces target's HP

Example: A cat archer (Bows 55) shoots at a bandit. Rolls 42, success! Bandit attempts to Dodge (Agility $40 \div 2 = 20$), rolls 35, failure. Damage roll: $1d10+3 = 8$ damage. Bandit has 4 DR, takes 4 HP damage.

Range

Ranged weapons have effective ranges listed in their descriptions. For every range increment beyond the first, apply -10 to hit.

Example: Shortbow has range 20 tiles. Shooting at 25 tiles = -10 to hit. Shooting at 45 tiles = -20 to hit.

Thrown weapons: Range equals Strength $\div 10$ tiles.

Cover

Cover provides bonuses to defensive reactions:

- **Quarter Cover** (behind low wall, tree): +5 to defences
- **Half Cover** (behind barrel, doorframe): +10 to defences

- **Three-Quarter Cover** (arrow slit, small window): +15 to defences
 - **Full Cover** (completely behind wall): Cannot be targeted
-

Called Shots

You may target specific body parts at a penalty:

Body Part (-10 to hit):

- **Arm:** Target drops held item, -10 to actions using that arm
- **Leg:** Target movement reduced by 50% or gains Slowed status

Head (-20 to hit):

- Deal +25% damage OR inflict Blind/Stunned status

Disarm (-20 to hit):

- Weapon knocked 1d4 tiles away from target

Otherwise, all attacks are aimed at the target's torso or centre of mass.

Grappling

To initiate a grapple: Make a Strength roll. Your opponent makes an opposing Strength roll. The highest margin of success wins.

Whilst Grappled:

- Neither you nor target can move
- Both suffer -20 to all actions except attempts to break free
- You can choose to deal Unarmed damage each turn automatically

To break free: Opposed Athletics roll (Strength-based). Winner breaks the grapple.

Critical Hits

When you roll a critical success on an attack (5 or lower, on a d100 or 10% of skill for high skills):

- Ignore ALL Damage Reduction
- Deal maximum damage (maximum damage that can be rolled on die, add all modifiers)
- Target cannot use defensive reactions (Dodge, Parry, Block)

Example: Cat with Claws (1d8+2 damage) scores critical hit. Deals $8+2 = 10$ damage, ignoring all armour.

Critical Failures in Combat

When you roll a critical failure on an attack (95 or higher):

- Attack automatically misses
- Roll on Weapon Malfunction Table (GM discretion)
- At skill level 90 or above, an attack can no longer crit fail

Weapon Malfunction (d6):

1-2: **Dropped** - Weapon falls 1d4 tiles away

3-4: **Jammed** - Weapon jammed, requires action to clear (ranged weapons only)

5: **Broken** - Weapon damaged, -10 to hit until repaired

6: **Catastrophic** - Weapon destroyed OR you hit an ally

Explosives & Area Effects

Grenades, alchemical bombs, and area spells affect everyone in their radius:

To avoid area effect: Roll Dodge. Success halves all damage (instead of negating).

Throwing grenades: Roll Throwing skill. Success places grenade exactly where intended. Failure scatters 1d6 tiles in random direction.

Mounted Combat

When fighting whilst mounted:

- Physical skills are capped at your Riding skill
- Mount provides +1 tile Movement (added to yours)
- Falling from mount whilst moving: 2d6 damage and Prone
- Mount can attack independently (uses its own action if trained for war)

Damage Types

- **Slashing (Sl)**: Claws, swords and other edged melee weapons. Effective against soft armour, but resisted by hard armour.
- **Crushing (Cr)**: Falling rocks, maces and other blunt weapons, effective against hard armour.
- **Piercing (Pi)**: Teeth, spears, arrows and other pointed weapons. Effective against soft armour.
- **Burning (Br)**: Fire and extremely arid temperatures. May cause On Fire.
- **Freezing (Fr)**: Ice and extremely frigid temperatures. May cause Slowed.

- **Lightning (Li):** Lightning and lightning magic. May cause Stunned. 2X effective vs completely metallic enemies.
 - **Magic (Ma):** Spells, magical weapons and magical radiation. Not resisted by any armour, creature or spell.
-

INJURY & DEATH

Hit Points

When you reach 0 HP, you fall unconscious.

When you drop below 0 HP (negative HP), you are dying:

- Roll against (Spirit - Current negative HP Value) each in-game hour
- Success: Alive but unconscious and dying
- Failure: Dead



Example: Character at -5 HP must roll against (Spirit - 5). If Spirit is 50, roll against 45.

Stabilising the Dying:

- Medicine check can stabilise (bring from dying to stable but unconscious)
- Can only attempt once per hour
- Each failed attempt adds -10 difficulty to next attempt

Natural Healing:

- Characters with Regeneration advantage recover 3 HP per hour automatically
 - If a character at negative HP regenerates enough to reach positive HP, they are stable
-

Wounds & Dismemberment

When you take damage equal to 50% or more of your maximum HP in a SINGLE HIT to a specific body part (from called shot or at GM discretion), roll on the Wound Table.

Wound Severity (d6):

1-2: Nasty Scar

- Cosmetic but intimidating. +5 to Charisma for intimidation when scar is visible

3-4: Lingering Injury

- Gain War Wound disadvantage (-10 when stressed)
- Can be healed with Surgery (Medicine -20, costs 20 Marks, takes 1 week)

5: Maimed Limb

- Limb mangled but still attached
- -20 to use that limb until Surgery (Medicine -25, costs 30 Marks)
- Permanent -5 penalty even after surgery

6: SEVERED LIMB

- Limb is completely gone
 - Immediate Bleeding (2d6 damage per turn)
 - Gain Missing Limb disadvantage permanently
 - Prosthetic costs 20 Marks (reduces penalty from -20 to -10)
 - Magical prosthetic costs 100 Marks (no penalty, may grant bonus)
-

Rest & Recovery

Short Rest (1 hour):

- Mages recover 1d10 + (Spirit÷4) MP through meditation
- Can use medical supplies
- Catch breath, patch minor wounds

Long Rest (8 hours):

- Recover all HP and MP
- Remove some temporary conditions
- Requires access to sleep, and/or medical attention
- Cannot long rest in dangerous dungeons while monsters still roam on the same floor as you.

STATUS EFFECTS

Stunned: No actions or reactions. Automatically fail all defences. Usually lasts 1 round.

Paralysed: No physical actions (can speak and think). Automatically fail physical checks. Duration varies by source.

Poisoned: 1d6 damage per turn, -10 to physical checks. Lasts until treated (Medicine or Antidote).

Bleeding: 1d4 damage per turn, stacks with multiple wounds. Lasts until treated (Medicine check at -10).

Wounded: Triggers at below 20% max HP AND failed Spirit check. -10 to physical checks, -2 tiles Movement. Represents shock and pain.

On Fire: 2d6 damage per turn, spreads to flammable objects. Takes 1 action to extinguish (drop and roll).

Exhausted: -10 to all checks, -2 tiles Movement, cannot Sprint or Dash. Lasts until Long Rest.

Disarmed: Weapon knocked 1d4 tiles away. Takes Move action to retrieve.

Blinded: Automatically fail sight-based Perception. -30 to attacks and physical actions. Enemies get +20 to hit you. Lasts 1d6 rounds or longer.

Frightened: Must pass Spirit check each turn to approach source of fear. -10 to all checks whilst source is visible. Lasts until source is gone or threat passes.

Prone: -20 to melee attacks. Enemies get +10 to hit you with melee, -10 with ranged. Takes half your Movement to stand (costs action).

Grappled: Cannot move. -20 to all actions except breaking free (opposed Athletics). Grappler also suffers -10.

Slowed: -50% Movement, -10 to Dodge, cannot Move

& Attack in same turn. Typically lasts 2-3 rounds.

Encumbered: Carrying more than $\text{Strength} \times 0.5 \text{ kg}$. -50% Movement, -10 to all physical checks.

Withdrawal: At least 1 day without your addiction. -10 to Mind-based rolls until you consume it. Increases by -10 for each day without use (max -30).

PART FOUR: EQUIPMENT & MAGIC

CURRENCY

The standard currency throughout the frontier is the **Royal Mark (Mk)** - a lightweight flat silver coin stamped with the King's seal. Its weight is negligible, until it's carried in a large quantity. Each stack of 10mks weighs 0.1kg.

Starting Wealth:

- Default: 50 Marks
- Poor disadvantage: 25 Marks

- Wealthy advantage: 100 Marks

What Money Buys:

- 1 Mark = Day's rations for one person
- 1 Mark = Night at a flea-ridden inn
- 5 Marks = Week's wages for a labourer
- 50 Marks = Month's wages for a skilled craftsman
- 100 Marks = Small cottage
- 500+ Marks = Manor house

ENCUMBRANCE

Every item has a weight in kilograms (kg).

Carrying Capacity = Strength × 0.5 kg

Example: Character with Strength 50 can carry 25 kg before becoming Encumbered.

Encumbered Status: -50% Movement, -10 to all physical checks. You are overburdened and struggling.

Players are expected to store treasure and non-essential items on a mount or wagon, and carry as little as possible into the dungeon.

WEAPONS

All weapons are either **One-Handed** or **Two-Handed**.

One-Handed: Can be used with a shield or dual-wielded (with Dual Wielder advantage)

Two-Handed: Requires both hands, cannot use shield, but generally deals more damage

Some heavy weapons have **Strength Requirements**. If your Strength is below the requirement, you suffer -10 to hit with that weapon.

Cr: Crushing | **Pi:** Piercing | **Sl:** Slashing | **Br:** Burning

Melee Weapons

Weapon	Hands	Damage	Str Req	Weight	Cost
Unarmed	-	1d4+(Str÷10)Cr	-	-	Free
Improvised	1H/2H*	1d6+(Str÷10)Cr	-	Varies	-
Dagger	1H	1d6+(Str÷10)Pi	-	0.5kg	2Mks
Club	1H	1d8+(Str÷10)Cr	-	1kg	1Mks
Hand Axe	1H	1d8+(Str÷10)Sl	-	1.5kg	5Mks
Shortsword	1H	1d10+(Str÷10)Sl	-	1.5kg	10Mks
Mace	1H	1d10+(Str÷10)Cr	40	2kg	8Mks
Warhammer	1H/2H*	2d6+(Str÷10)Cr	50	3kg	12Mks
Longsword	1H/2H*	2d6+(Str÷10)Sl	40	2kg	15Mks
Spear	1H/2H*	2d6+3+(Str÷10)Pi	-	2kg	3Mks
Battleaxe	2H	2d8+(Str÷10)Sl	50	4kg	18Mks
Greatsword	2H	2d10+(Str÷10)Sl	60	5kg	25Mks
Greataxe	2H	3d6+(Str÷10)Sl	60	5kg	22Mks
Maul	2H	2d10+5+(Str÷10)Cr	65	7kg	20Mks

*Can be used one-handed OR two-handed (your choice each turn). Two-handed grants +2 damage.

Special Weapon Properties:

Dagger: Concealable (can hide on person), can be thrown

Spear: Can be thrown, can attack enemies 2 tiles away

Maul: Ignores 3 DR (smashes through armour)

Warhammer: On critical hit, target must pass Spirit check or be Stunned 1 round

Battleaxe/Greataxe: On hit, inflict Bleeding (1d4 per turn)

Ranged Weapons

Weapon	Hands	Damage	Range	Str Req	Weight	Cost
Sling	1H	1d6+2Cr	15	-	0.5kg	1Mk
Throwing Knife	1H	1d6+1d4+(Str÷10)Pi	Str÷10	-	0.3kg	2Mks
Shortbow	2H	1d10+3Pi	20	35	1kg	15Mks
Longbow	2H	2d8+4Pi	30	50	2kg	25Mks
War Bow	2H	2d10+6Pi	40	65	3kg	40Mks
Light Crossbow	2H	2d8+2Pi	25	40	3kg	30Mks
Heavy Crossbow	2H	3d8+4Pi	35	55	6kg	50Mks

Ammunition:

- Quiver of 20 arrows: 1 Mark, 0.5kg
- Pouch of 20 sling stones: Free (collect from ground)
- Case of 10 crossbow bolts: 2 Marks, 1kg

Special Properties:

Bows: Silent (enemies do not know your location when you attack from hiding)

Crossbows: +10 to hit on Aimed shots (due to mechanical precision), but slow to reload (a Ready action is required after each Attack)

War Bow: Armour-piercing, ignores 2 DR

Heavy Crossbow: Ignores 4 DR, can punch through heavy plate

Explosives & Thrown

Item	Damage	Effect	Weight	Cost
Throwing Knife	1d6+1d4+ (Str÷10)Pi	-	0.3kg	2Mks
Alchemical Fire	3d6 / 1d10Br	2-tile / 4-tile radius, On Fire	0.5kg	15Mks
Smoke Bomb	-	4-tile cloud, 3 rounds, blocks line of sight	0.4kg	8Mks
Flash Powder	-	3-tile radius, Agility check or Stunned 1 round	0.4kg	10Mks
Choking Gas	1d6/turn Br	3-tile cloud, 2 rounds, Poisoned	0.5kg	20Mks

Explosives use Throwing skill. Dodge halves damage from area effects.

ARMOUR

Armour provides **Damage Reduction (DR)** which is subtracted from incoming damage.

Armour Types have weaknesses and resistances:

Type	Vulnerable To	Resistant To	Examples
Soft	Slashing, Piercing (-2 DR)	-	Leather, Padded
Hard	Crushing (-2 DR)	Slashing (+2 DR)	Chainmail, Plate

Example: Character in Chainmail (8 DR, hard armour) is hit by an axe (Slashing). Chainmail's effective DR is 10 (8 + 2 = 10). Same character hit by mace (Crushing) has effective DR 6 (8 - 2 = 6).

Armour Table

Armour	DR	Type	Str Req	Weight	Cost	Notes
None	0	-	-	-	Free	Robes, normal clothes
Padded	2	Soft	-	3kg	5Mks	Quilted cloth
Leather	3	Soft	-	5kg	10Mks	Hardened hide
Gambeson	4	Soft	40	7kg	20Mks	Reinforced cloth coat
Chainmail	8	Hard	50	15kg	50Mks	Linked rings
Scale Mail	9	Hard	55	18kg	60Mks	Overlapping scales
Plate Armour	12	Hard	60	25kg	100 Mks	Full plate

Armour with Strength Requirement: If your Strength is below the requirement, you suffer -1 tile Movement and -10

to all physical checks whilst wearing it. The weight is crushing you.

SHIELDS

Shields provide a **Block Bonus** (added to $\text{Block} \div 2$ when you attempt to Block) and **Shield DR** (added to your armour DR after a successful Block, until start of your next turn).

Shield Table

Shield	Block Bonus	Shield DR	Weight	Cost	Notes
Buckler	+0	3	2kg	5 Mks	Small, strapped to arm
Round Shield	+5	6	4kg	10 Mks	Standard shield
Kite Shield	+10	7	6kg	20 Mks	Covers most of body
Tower Shield	+15	10	12kg	35 Mks	Full cover, -1 tile Movement

Shields occupy one hand. You cannot use two-handed weapons whilst using a shield.

GENERAL EQUIPMENT

Item	Weight	Cost	Notes
Rations (1 day)	0.5kg	1Mk	Dried meat, bread, cheese
Waterskin	1kg	1Mk	Holds water for 2 days
Bedroll	2kg	2Mks	Sleep comfortably outdoors
Rope (10 metres)	3kg	2Mks	Climbing, tying, pulling
Torch	0.5kg	1Mk	Light 6-tile radius, 1 hour
Lantern	1kg	10Mks	Light 10-tile radius
Oil (flask)	0.5kg	1Mk	Fuel for lantern, 4 hours
Tinderbox	0.2kg	1Mk	Start fires
Backpack	1kg	2Mks	Carry gear organised
Belt Pouch	0.1kg	1Mk	Small items, coins
Grappling Hook	2kg	5Mks	Climb walls, 10m rope
Crowbar	2kg	2Mks	Force open doors, +10 Strength
Hammer & Spikes	1kg	3Mks	Secure doors, pitons
Lockpicks	0.1kg	15Mks	Required for Stealth or Taps checks to pick locks
Healing Kit	1kg	10Mks	Medicine checks, 5 uses
Antidote (vial)	0.1kg	15Mks	Cure Poisoned status, 1 use
Alchemist's Kit	3kg	25Mks	Required for brewing potions
Holy Symbol	0.2kg	5Mks	Required for Light Mages to cast
Dark Talisman	0.2kg	5Mks	Required for Dark Mages to cast
Tent (2-person)	5kg	10Mks	Shelter from weather
Blanket	1kg	1Mk	Warmth at night
Winter Clothes	2kg	5Mks	Prevent cold exposure
Fine Clothes	1kg	10Mks	Impresses nobility, +5 Charisma with upper class
Disguise Kit	2kg	20 Mks	Change appearance, +10 Fast Talk to impersonate

Item	Weight	Cost	Notes
Musical Instrument	1-3kg	10-30 Mks	Entertainment, can busk to earn coin
Book (blank)	0.5kg	5 Mks	Record findings, maps
Spellbook	1kg	10 Marks	Required for all mages to learn new spells

BEASTS OF BURDEN

Travelling with animals allows you to carry more supplies and move faster.

Animal	Movement	Carrying	Cost	Notes
Donkey	6 tiles	40kg	15Mks	Stubborn but reliable
Mule	7 tiles	50kg	20Mks	Stronger than donkey
Riding Horse	10 tiles	60kg	50Mks	Requires Riding skill to control
Warhorse	12 tiles	70kg	150Mks	Trained for combat, has its own combat initiative
Cart (donkey-pulled)	5 tiles	200kg	30Mks	Slow but hauls massive loads
Wagon (horse-pulled)	8 tiles	400kg	80Mks	Requires two horses

Animal Upkeep: 1 Mark per week for feed and care (or forage with Wilderness check daily)

HIRELINGS

Sometimes you need extra hands. Hirelings can be hired in settlements.

Hireling	Daily Wage	Skills	Notes
Porter	1 Mark	-	Carries gear (20kg), no combat
Torchbearer	1 Mark	-	Holds light, runs if too much danger
Guard	3 Marks	Melee 30, Block 25	Fights if paid, 20 HP, 4 DR
Archer	3 Marks	Bows 35	Fights from range, 18 HP, 2 DR
Herbalist	5 Marks	Medicine 40, Alchemy 35	Treats wounds, brews potions
Tracker	5 Marks	Wilderness 45, Perception 40	Navigates, finds game
Mage	10+ Marks	Varies	Rare, expensive, powerful

Hirelings and Morale: If hirelings witness horrific deaths or are not paid, they may flee. GM rolls Spirit check for them in dire situations.

PART FIVE: MAGIC



THE NATURE OF MAGIC

Magic is the manipulation of reality through force of will. In the ancient days, the dead civilisation that once inhabited the frontier wielded magic openly, building towers that pierced the clouds and tombs that delved beneath the earth. Their empire crumbled to dust, but their power lingers in the ruins.

Two paths exist for those who would channel this force:

The Path of Light: Blessed by Elin, the radiant deity of order and life. Light Mages serve temples, heal the sick, and are revered by the faithful. Their magic flows from divine grace.

The Path of Shadow: Bonded to Malachar, the demon of forbidden knowledge. Dark Mages lurk in covens, feared

and scorned. Their magic is raw, terrible, and unlimited in scope.

Both paths lead to power. Both paths lead to ruin if walked carelessly.

LIGHT MAGES

Light Mages are blessed by Elin, the Light God, and channel divine power through faith and prayer. They are welcomed in temples, revered by common folk, and expected to use their gifts for good.



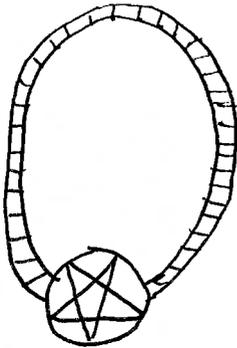
Advantages:

- Access to Temples (healing, sanctuary, training)
- Respected by society (+10 to Charisma with faithful NPCs)
- Can perform religious rites and blessings
- Once a day, can channel Elin's divine energy to force all undead within 10 tiles to make a Spirit Check vs becoming Frightened and forced to turn away once per day.

Restrictions:

- Can only learn Enhancement, Transmutation, and Divination
- Must carry a Holy Symbol to cast spells
- Expected to help those in need, and refusal damages their reputation

Gaining Light Magic: Take the Light Touched advantage at character creation.



DARK MAGES

Dark Mages are bonded to Malachar, the Shadow Demon, who grants them power in exchange for... something. What that something is varies. Some say their souls. Others say their sanity. Dark Mages can master any school of magic but are feared and hated.

Advantages:

- Can learn any school of magic (no restrictions)
- Access to Covens (dark knowledge, forbidden rituals, training)
- Powerful and versatile

Restrictions:

- Feared and scorned by most folk (-20 to Charisma with common NPCs)
- Suspected of evil deeds (guards watch closely)
- Must carry a Dark Talisman to cast spells
- Hunted by zealots and witch-hunters

Gaining Dark Magic: Take the Dark Touched advantage at character creation.

CASTING SPELLS

Mana Points (MP)

Spells cost MP to cast. MP equals $\text{Mind} \div 2$ for full mages, or $\text{Mind} \div 4$ for Minor Mystics.

MP Recovery:

- **Short Rest (1 hour):** Recover $2d10 + (\text{Spirit} \div 4)$ MP through meditation
- **Long Rest (8 hours):** Recover all MP

The Casting Process

Casting a spell takes TWO turns in combat:

Turn 1 - Prepare Spell:

- Declare the spell you are preparing

- Begin concentrating

Turn 2 - Cast Spell:

- Roll your Magic Skill with Power Level modifier (see spell descriptions)
- On success: Spend MP, spell takes effect
- On failure: Spend half MP for a weakened effect OR spell fizzles – spend nothing and nothing happens (your choice)

If you take damage whilst preparing a spell: Make a Mind check to maintain concentration. Failure means the spell fizzles and you lose the MP.

Holding Spells

Once you successfully cast a spell, you may hold it in your mind:

- You can recast the same spell as a SINGLE action (no Prepare turn needed)
- Recasting costs half the normal MP (round down)
- You can only hold one spell at a time
- The held spell remains until you:
 - Cast a different spell
 - Take a Long Rest
 - Choose to release it (free action)

Example: A mage casts Lightning Chain (10 MP). The spell is now held. Next turn, they can cast Lightning Chain again for only 5 MP without preparing.

Burning Mana

You can spend extra MP to boost your casting roll: +1% per additional MP spent.

Example: Mage has Evocation 50, wants to cast difficult spell at -20 (effective skill 30). They spend 20 extra MP to boost the roll to 50%, ensuring better odds.

Avoiding Spells: When you are the target of a damaging spell, such as a fireball, a bolt of cold energy, or a life-draining touch, roll to Dodge, as you would when dodging a sword or blaster bolt. If the spell takes up a 2-tile radius or more, dodging only halves the damage dealt by the spell. Otherwise, it negates all damage as usual. Block and Parry are not applicable when it comes to spells.

If you are the target of a spell which causes a non-damaging effect, such as a spell to transform you into an animal or unwillingly lift you off the ground, you must roll against your Spirit score $\div 2$ in order to resist its effect.

Spell Range

Most spells have a range equal to your Mind stat in tiles.

Example: Mage with Mind 60 can target enemies up to 60 tiles away (90 metres).

SPELL POWER LEVELS

Spells are categorised by power level, which determines MP cost, difficulty modifier, and effect strength. The following perimeters can be used to create your own spells.

Damage/Healing Spells

Power	MP Cost	Difficulty	Single Target	2-tile Radius	4-tile Radius	8-tile Radius
Basic	5	-5	1d10	-	-	-
Moderate	10	-10	2d10	1d10	-	-
Advanced	15	-15	3d10	2d10	1d10	-
Master	20	-20	4d10	3d10	2d10	1d10
Epic	25+	-25+	5d10+	4d10+	3d10+	2d10+

Non-Damaging Spells

Power	MP Cost	Difficulty	Example Effects
Cantrip	0	+0	Light candle, detect magic nearby
Basic	5	-5	Minor barrier (4 DR), sense life, read surface thoughts
Moderate	10	-10	Solid wall (8 DR), short-range flight, conjure simple weapon
Advanced	15	-15	Teleport short distance, major conjuration, transform creature
Master	20+	-20+	Permanent creations, raise dead, reshape landscape

SPELL LIST

This is a sample of common spells. Mages can learn new spells by finding spellbooks in ruins, training with masters, or experimenting to create their own (GM discretion). The GM is intended to use these spells and the power levels chart above to create their own spells.

Having a tagged magic skill automatically grants you to ability to cast any simple, cantrip level skills.

EVOCATION (Mind) - Elemental Destruction

Arcane Bolt (Basic, 5 MP, -5) Launch pure magical force at a target. Deals 1d10 Magic damage. Never misses (no attack roll, automatic hit). Cannot be dodged, blocked or parried.

Lightning Touch (Basic, 5 MP, -5) Touch attack delivers electric shock. Deals 1d10+2 Lightning damage. Metal armour provides no DR against this spell. Target drops held metal items on failed Spirit check.

Lightning Chain (Moderate, 10 MP, -10) Launch crackling lightning at a target. Deals 2d10 Lightning damage. May cause Stunned (target makes Spirit check to resist).

Fireball (Moderate, 10 MP, -10) Hurl explosive fire. Choose: 2d10 Burning to single target OR 1d10 Burning in 2-tile radius. Sets flammable objects ablaze.

Ice Bolt (Moderate, 10 MP, -10) Hurl a freezing liquid. Deals 2d8 Freezing damage

upon a hit, and 1d4 Freezing damage per turn for 3 turns (ongoing). Target must succeed at a Spirit check to avoid becoming Slowed for 1d4 rounds.

Thunder Clap (Moderate, 10 MP, -10) Create deafening boom in 3-tile radius. All creatures take 1d10 Lightning damage and must pass Spirit check or become Stunned for 1 round. Alerts entire dungeon.

Wall of Flames (Advanced, 15 MP, -15) Create a wall of fire 5 tiles long, 2 tiles high.

Anything passing through takes 3d8 Fire damage and catches On Fire. Lasts 5 rounds. Blocks line of sight.

Winter's Breath (Advanced, 15 MP, -15) Blast of freezing cold in a 3-tile cone. Deals 2d10 Freezing damage. Targets must pass Spirit check or become Slowed for 1d4 rounds.

Meteor Strike (Master, 20 MP, -20) Call down a burning meteor. 4d10 Burning damage in 2-tile radius. Everything catches fire. Leaves a crater.

CONJURATION (Mind) - Summoning & Barriers

Spectral Shield (Basic, 5 MP, -5) Conjure a floating shield that orbits you. Grants +5 to Block and +3 DR for 10 rounds. Can Block even without a shield equipped.

Conjure Weapon (Basic, 5 MP, -5) Conjure a simple melee weapon (sword, axe, spear) from thin air. Lasts 10 minutes. Uses your

Conjuration skill when attacking with it.

Conjure Swarm (Moderate, 10 MP, -10) Call forth a swarm of biting insects. Fills 3-tile radius. All creatures inside take 1d6 damage per turn and suffer -10 to all checks (distracted). Lasts 5 rounds.

Barrier of Will (Moderate, 10 MP, -10) Create a shimmering barrier of magical force. Wall is 3 tiles long, 2 tiles high, 8 DR, 20 HP. Lasts 5 rounds or until destroyed.

Conjure Beast (Advanced, 15 MP, -15) Call forth a

minor creature (wolf, bear, giant spider). Fights for you for 10 rounds, then vanishes. Has skills equal to your Conjuration skill.

Teleport (Advanced, 15 MP, -15) Instantly transport yourself to any visible location within 20 tiles. Can bring one willing adjacent creature. Cannot teleport through solid barriers you cannot see through.

Gate (Master, 25 MP, -25) Create a portal to a place you've been before (no distance limit). Portal remains open for 1 minute. Up to 10 creatures can pass through.

TRANSMUTATION (Mind) - Altering Matter

Soften Earth (Basic, 5 MP, -5) Turn stone or earth into mud in 4-tile radius. Creatures inside when cast, or passing through once cast, must pass Dodge check or become stuck. Lasts 10 minutes.

Spider Climb (Basic, 5 MP, -5) Grant ability to climb on walls and ceilings like a spider. Lasts 10 minutes. Move at half normal speed on walls. Can't carry more than normal encumbrance.

Rust Metal (Moderate, 10 MP, -10) Touch metal object or creature wearing metal armour. Weapon/armour rusts instantly. Reduces weapon damage by -1d6 or armour DR by -4 permanently. Metal

constructs take 3d10 damage.

Iron Hide (Basic, 5 MP, -5) Harden a creature's flesh. Target gains +4 DR for 10 rounds. Does not stack with armour (use higher value).

Freeze Water (Moderate, 10 MP, -10) Instantly freeze all water in a 4-tile radius. Creatures standing in water must pass Spirit check or become Slowed (legs frozen). Ice lasts until it melts naturally.

Flight (Moderate, 10 MP, -10) Grant magical flight to yourself or one creature. Target can fly at normal Movement speed for 10 minutes. If spell ends whilst airborne, target falls.

Beast Shape (Advanced, 15 MP, -15) Transform a creature into a mundane animal (cat, rat, bird, etc.) for 1 hour. Target makes Spirit check to resist. East Shaped creatures retain mental stats but gain physical stats of new form. Cannot cast spells or use equipment.

Haste (Advanced, 15 MP, -15) Target gains +20 Agility, +3 tiles Movement, and can

take two actions per turn. Lasts 5 rounds. Target becomes Exhausted when spell ends.

Petrify (Master, 20 MP, -20) Transform living creature into stone. Target makes Spirit check at -10 to resist. If failed, turned to stone permanently until spell is broken. Stone form has 40 HP, 15 DR

ILLUSION (Mind) - Deception & Trickery

Illusion (Basic, 5 MP, -5) Create a visual illusion up to the size of a horse. Silent, doesn't move on its own unless you concentrate. Lasts 10 minutes. Physical interaction reveals it's fake.

False Form (Basic, 5 MP, -5) Make yourself appear

different - change face, body type, clothing, species. Lasts 1 hour. Physical interaction reveals the illusion. Visual inspection requires Perception check at -10.

Phantom Doubles (Moderate, 10 MP, -10)

Create 1d4 illusory duplicates of yourself that move with you. When you would be hit, roll 1d6: on 1-2, an image is destroyed instead and you take no damage. Images last 5 rounds.

Invisibility (Moderate, 10 MP, -10) Turn yourself invisible for 5 rounds. +30 to Stealth, enemies have -30 to hit you. Spell ends early if you attack or cast another spell.

Mislead (Advanced, 15 MP, -15) Create illusory double of yourself while turning invisible. Double mimics your movements but you control where it goes. You gain +30 Stealth. Lasts 5 rounds. Perfect for escapes.

Nightmare Vision (Advanced, 15 MP, -15) Project a terrifying illusion of target's worst fear. Target must pass Spirit check or become Frightened for 1d6 rounds AND take 2d10 damage from psychic shock.

DIVINATION (Mind) - Sensing Truth

Locate Object (Basic, 5 MP, -5) Sense direction and approximate distance to a specific object you've seen before within 1 km. Lasts until object is found or 1 hour passes.

Danger Sense (Basic, 5 MP, -5) Gain supernatural awareness of threats. Cannot be surprised, +15 to Initiative, +10 to Perception for 10 minutes.

Speak with Dead (Moderate, 10 MP, -10) Ask 3 questions of a corpse (dead less than 7 days). Corpse answers truthfully but briefly. Knows only what it knew in life. Won't answer if you killed it.

Read Thoughts (Basic, 5 MP, -5) Read surface thoughts of one creature you can see

within 10 tiles. Target can resist with Spirit check. You hear immediate thoughts but not deep memories. Lasts 1 minute.

Sense Life (Basic, 5 MP, -5) Detect all living creatures within 20 tiles for 5 minutes, even through walls. You sense location and approximate size but not identity.

Distant Eye (Moderate, 10 MP, -10) View a distant place you have been before or a person you know well. See and hear as if present for 5 minutes. If scrying a person, they can resist with Spirit check.

Godsight (Advanced, 15 MP, -15) See through all illusions, invisibility, darkness, and disguises

within 20 tiles. See secret doors outlined in faint glow. Lasts 10 minutes.

Precognition (Advanced, 15 MP, -15) Glimpse seconds

into the future during combat. Gain +10 to Initiative and +10 to all defensive reactions for the entire next combat encounter.

ENHANCEMENT (Spirit) - Healing & Strengthening

Mending Touch (Basic, 5 MP, -5) Touch a creature and restore 1d10 HP immediately. Can stabilise dying characters.

Sacred Vigour (Basic, 5 MP, -5) Enhance one stat (Strength, Agility, Mind, or Spirit) by +10 for 10 rounds. Does not affect derived stats (HP/MP remain unchanged, but skills improve).

Consecrate Water Basic (5 MP, -5 difficulty) Cast on a vial of water to transform it into holy water. Takes 1

minute. Creates one vial per casting. *Light Mages only.*

Holy Armour (Basic, 5 MP, -5) Grant target +2 DR from divine protection. Stacks with armour. Lasts 10 rounds. Glows faintly (gives away position).

Remove Fear (Basic, 5 MP, -5) End Frightened status on touched ally. Grants immunity to fear for 10 rounds. Also calms panic and despair.

Gills (Moderate, 10 MP, -10)

Grant ability to breathe underwater. Lasts 1 hour.

Can affect up to 4 creatures if touching them when cast.

Lion's Strength (Moderate,

10 MP, -10) Grant target +10 HP (temporary), +10 to attack rolls, and immunity to fear. Lasts 10 rounds.

Temporary HP disappear when spell ends.

Cure Ailment (Moderate, 10

MP, -10) Remove one negative status (Poisoned, Bleeding, Blinded, Slowed, etc.) from touched creature. Does not work on Stunned or Paralysed.

Mass Healing (Moderate, 10

MP, -10) Restore 1d10 HP to all allies in 2-tile radius. Can stabilise multiple dying characters at once.

Renewal (Advanced, 15 MP,

-15) Remove ALL negative conditions from touched creature and restore 3d10 HP. Can cure diseases and neutralise poisons. Does not work on death or permanent injuries like Missing Limb.

Resurrection (Master, 30 MP,

-30) Bring a dead creature back to life, provided they died within the last hour and their body is mostly intact. Creature returns with 1 HP and is Exhausted. *Light Mages only.*

CURSING (Spirit) - Weakening & Hexing

Evil Eye (Basic, 5 MP, -5)

Glare at target within 10 tiles. Target suffers -5 to all checks for 5 rounds. Target can resist with Spirit check. Subtle (target may not notice they're cursed).

Withering Hex (Basic, 5 MP, -5) Sap a creature's strength.

Target suffers -10 to Strength for 5 rounds. Target can resist with Spirit check.

Lucklessness Hex (Basic, 5 MP, -5) Curse a target with bad luck. For the next 3 rounds, target must roll twice for any check and take the worse result. Target can resist with Spirit check.

Agonising Hex (Moderate, 10 MP, -10) Inflict wracking agony on target. Deals no damage but target suffers -20 to all checks for 3 rounds

from pain. Target can resist with Spirit check.

Damaging Hex (Moderate, 10 MP, -10) Channel negative energy into touched creature. Deals 2d10 damage (ignores armour, but target can resist with Spirit check for half).

Blinding Hex (Moderate, 10 MP, -10) Strike a creature blind. Target becomes Blinded for 1d6 rounds. Target can resist with Spirit check (still Blinded for 1 round even on success).

Cursing Hex (Advanced, 15 MP, -15) Place permanent curse on target (lasts until removed by Renewal or similar). Choose one: -5 to one stat permanently, disadvantage on all Spirit checks, or random harmful

effect (GM's choice). Target resists with Spirit check at -10.

Diseasing Hex (Advanced, 15 MP, -15) Touch inflicts magical disease. Target loses 1 point from random stat per day. After losing 20 total stat points, target dies. Requires Greater Renewal or better to cure. Target resists with Spirit check.

Paralysing Hex (Advanced, 15 MP, -15) Lock a creature's

muscles in place. Target becomes Paralysed for 1d6 rounds. Target can resist with Spirit check.

Draining Hex (Advanced, 15 MP, -15) Touch a creature and drain their life force. Deals 3d10 damage (ignores armour) and you heal for half the damage dealt. Target can resist with Spirit check for half damage. *Dark Mages only.*

LEARNING NEW SPELLS

Mages begin knowing an amount of spells equal to their Mind stat \div 10. If a character has 50 Mind, then they know 5 spells at level 1.

To learn a new spell:

1. Find a spellbook, scroll, or teacher who knows the spell
2. Spend 1 week studying (no adventuring)
3. Spend Marks equal to spell's MP cost \times 10

4. Make an Occult check at difficulty equal to spell's difficulty modifier

Example: Learning Fireball (Moderate, 10 MP, -10 difficulty) requires 1 week study, 100 Marks in materials, and an Occult check at -10.

Success: You learn the spell permanently **Failure:** You waste the time and money, must try again

Note: Light Mages can only learn Enhancement, Transmutation, and Divination spells. Dark Mages can learn any spell.

Spellcrafting: If a player wishes to cast a spell which is not on the list, they may create it using the same rules used to learn a new spell, except that it takes 2 weeks instead of 1.

Potions, Alchemy & Crafting

Characters with the Alchemy or Crafting skills can produce useful items during downtime or when travelling. Both skills use MIND.

Checks are made at the END of the crafting period. A failed check means the time and materials are wasted. A critical failure produces a dangerous or useless result at the GM's discretion.

Resources are abstracted. Materials cost roughly half the item's sale value. These can be purchased at a settlement or foraged during exploration.

Settlement bonus: A settlement with the INFRASTRUCTURE development focus grants +10 to all Alchemy AND Crafting checks made within the settlement.

* = potentially addictive substances. If the user consumes one for two days in a row, they must pass a Spirit check to resist addiction. Each day afterwards as the substance is consumed, the check increases by -10 difficulty.

Alchemy

Alchemy covers potions and tinctures — items that are drunk or consumed to produce an effect. A character without the Alchemy skill cannot attempt these checks.

Healing Potions

Item	Effect	Time	Check	Value
Minor Healing Potion	Restores 1d6+2 HP	1 day	+0	15Mks
Healing Potion	Restores 2d8+4 HP	2 days	-10	35Mks
Major Healing Potion	Restores 4d8+8 HP	3 days	-20	80Mks

Antidotes & Remedies

Item	Effect	Time	Check	Value
Minor Antidote	Cures Minor Poison	1 day	+0	20Mks
Antidote	Cures Moderate Poison	2 days	-10	45Mks
Strong Antidote	Cures Severe Poison	3 days	-20	90Mks
Fever Tincture	Cures Minor Infection	1 day	+0	15Mks

Magic & Spirit Potions

Item	Effect	Time	Check	Value
Magewater (Minor)	Restores 1d10+5 MP	1 day	-10	40Mks
Magewater	Restores 2d10+10 MP	2 days	-20	80Mks
Spirit Flask*	+10 to all Spirit checks for 1 hour	2 days	-15	50Mks

Enhancement Potions

Item	Effect	Time	Check	Value
Liquid Courage*	+10 STR, +10 fear checks, -10 MIND checks. Duration: 1 hour	1 day	+0	20Mks
Night Eye*	Night Vision (10 tiles) for 2 hours	1 day	-10	30Mks
Ironhide Draught	+4 DR for 1 hour	2 days	-20	60Mks
Swiftfoot Tincture	+2 Movement, +10 Agility checks for 1 hour	2 days	-15	55Mks

Poisons (ingested — slipped into food or drink)

Item	Effect	Time	Check	Value
Minor Poison	1d4 damage/turn for 3 turns. Medicine -10 to treat	1 day	-5	20Mks
Moderate Poison	2d6 damage/turn, -10 to all checks, for 4 turns. Medicine -15 to treat	2 days	-15	50Mks

Crafting

Crafting covers everything assembled, constructed, or applied by hand — tools, thrown devices, coatings, and applied substances. A character without the Crafting skill cannot attempt these checks.

Combat Items

Item	Effect	Time	Check	Value
Smoke Bomb	Obscuring smoke cloud, 4-tile radius, 3 rounds. Ranged attacks through smoke: -30	1 day	+0	15Mks
Binding Oil	Applied to floor (2 tiles). First creature through: half Movement for 2 rounds	1 day	-10	25Mks
Flashpowder	Thrown (4-tile range). All within 2 tiles: Blinded 1 round (Spirit -10 to resist)	1 day	-5	20Mks

Utility Items

Item	Effect	Time	Check	Value
Smelling Salts	Immediately wakes an Unconscious character, giving them 1HP	4 hours	+0	10Mks
Null Oil	Applied to surface/item. Suppresses magic in 2-tile radius for 1 hour	3 days	-25	100Mks
Healing Salve	Restores 1d8 HP when applied (topical, 1 action in combat)	1 day	+0	20Mks

Item	Effect	Time	Check	Value
Firestarter Kit	Lights fires instantly in any weather. 10 uses per kit	4 hours	+0	8Mks
Rope (30 ft)	Reliable climbing and binding rope	4 hours	+0	5Mks

Weapon-Applied Poisons

Item	Effect	Time	Check	Value
Blade Venom (Minor)	On hit: 1d4 damage/turn for 3 turns. Medicine -10 to treat. 3 applications	1 day	-10	30Mks
Blade Venom (Moderate)	On hit: 2d6 damage/turn, -10 all checks, 4 turns. Medicine -15 to treat. 2 applications	2 days	-20	70Mks
Paralytic	On hit: Spirit -10 or Paralysed for 1d4 rounds. 1 application per batch	3 days	-25	120Mks
Contact Poison	Applied to a surface. Triggers on skin contact. Same effect as Blade Venom (Minor)	1 day	-10	30Mks

PART SIX: ADVANCEMENT

EXPERIENCE & TRAINING

The frontier does not use abstract "experience points". Instead, characters advance through **training and practice**, paid for in gold and time. Given enough gold and time, a character can advance several levels between adventures.

Levelling Up

To advance to the next level, you must:

1. Spend time training (1 week per level)
2. Pay the training cost in Marks
3. Have access to a trainer or safe place to practice

Training Costs:

- **Levels 1, 2, 3:** 100 Marks each
- **Levels 4, 5, 6:** 200 Marks each
- **Levels 7, 8, 9:** 400 Marks each
- **Levels 10+:** 800 Marks each (and so on, doubling every 3 levels)

Example: A level 1 character wants to reach level 2. They spend 1 week training and pay 100 Marks to a mentor or use their settlement's training grounds.

Who Can Train You:

- Established settlements with training facilities
- NPC mentors or masters (may require quests or favours)
- Your own settlement (if you've built training facilities - see GM section)
- Solo practice in safe locations (GM discretion, may be less effective)

What You Gain Per Level

When you level up, you gain:

Skill Points:

- Levels 1-5: 10 points
- Levels 6-10: 15 points
- Levels 11-20: 20 points
- Levels 20+: 25 points

Tagged skills cost 1 point to increase. Untagged skills cost 2 points to increase.

HP Increase:

- Gain Strength \div 10 HP per level (round down)
- Example: Character with Strength 50 gains 5 HP per level

MP Increase (Mages Only):

- Gain Mind \div 10 MP per level (round down)

- Example: Mage with Mind 60 gains 6 MP per level

Note: Increasing Strength or Mind later does NOT retroactively grant HP/MP from previous levels. Only future levels benefit.

Every 3 Levels (3, 6, 9, 12...):

- Gain 5 stat points to distribute freely
- Stats can now exceed 100 (no cap for experienced adventurers)

Every 5 Levels (5, 10, 15, 20...):

- Tag 1 additional skill (it gains +25 immediately) OR gain 1 new Advantage
- Newly tagged skills gain the full +25 bonus

ADVANCEMENT EXAMPLE

Rusty the Cat (Level 1)

- Strength 55, Agility 70, Mind 45, Spirit 50
- HP: 37, MP: None (not a mage)
- Tagged Skills: Bows 55, Stealth 50, Melee 45

Rusty completes a dungeon delve and earns 150 Marks.

He returns to the settlement and pays 100 Marks for training. After 1 week, he reaches **Level 2**.

Gains:

- 10 skill points
- 5 HP (Strength $55 \div 10 = 5$)

Spends skill points:

- Bows $55 \rightarrow 60$ (5 points, tagged skill)
- Stealth $50 \rightarrow 55$ (5 points, tagged skill)

Rusty is now Level 2:

- HP: 42 (was 37, gained 5)
- Bows 60, Stealth 55, Melee 45

At Level 3, Rusty gains:

- 10 skill points (spends them to raise skills)
- 5 HP (Strength $\div 10$)
- 5 stat points (every 3 levels) - he puts them all into Agility ($70 \rightarrow 75$)

At Level 5, Rusty gains:

- 10 skill points
 - 5 HP
 - Tags a new skill OR gains a new Advantage (he chooses to tag Athletics, which gains +25)
-

CHARACTER ARCHETYPES

FRONTIER SCOUT

Light-footed pathfinder who knows the wilderness and its dangers.

Favoured Skills:

- Wilderness, Stealth, Perception, Bows

Favoured Advantages:

- Forest Born★, Pathfinder, Sharp Eyes, Tracker's Instinct

Common Disadvantages:

- Poor★, Illiterate★, Social Outcast

Common Gear:

- Shortbow, hunting knife (dagger), rope, rations, waterskin, tent, bedroll
-

TEMPLE GUARDIAN

Holy warrior sworn to protect the faithful and smite evil.

Favoured Skills:

- Melee, Block, Medicine, Enhancement (if Light Touched)

Favoured Advantages:

- Light Touched★, Tough, Shield Wall, Healer's Touch

Common Disadvantages:

- Oath-Bound, Merciful★

Common Gear:

- Longsword, kite shield, holy symbol, chainmail, healing kit
-

RUIN DELVER

Treasure hunter who braves the dead empire's cursed places.

Favoured Skills:

- Investigation, Melee, Traps, Stealth

Favoured Advantages:

- Master of Traps, Danger Sense, Blessed by Fortune, Scholarly Mind

Common Disadvantages:

- Wanted, Overconfident★, Cursed Item

Common Gear:

- Shortsword, lockpicks, rope, lantern, oil, crowbar, backpack
-

DARK CULTIST

Shadow-touched mage who traded something precious for power.

Favoured Skills:

- Evocation, Conjunction, Cursing, Occult

Favoured Advantages:

- Dark Touched★, Witch Sight, Familiar Bond

Common Disadvantages:

- Social Outcast, Paranoid★, Marked by Death, Fragile Constitution★

Common Gear:

- Dark talisman, spellbook, dagger, robes (no armour), belt pouch
-

WILDERNESS TRAPPER

Self-sufficient hunter who lives off the land.

Favoured Skills:

- Wilderness, Bows, Stealth, Crafting

Favoured Advantages:

- Forest Born★, Tracker's Instinct, Hardy Constitution, Beast Speaker

Common Disadvantages:

- Illiterate★, Poor★, Social Outcast

Common Gear:

- Longbow, dagger, rope, tent, rations, waterskin, winter clothes
-

SETTLEMENT GUARD

Professional defender protecting home and trade routes

Favoured Skills:

- Melee, Block, Perception, Bows

Favoured Advantages:

- Veteran Warrior, Shield Wall, Tough, Danger Sense

Common Disadvantages:

- Oath-Bound, War Wound, Scarred

Common Gear:

- Spear, round shield, leather armour, shortbow
-

WANDERING HEALER

Compassionate soul who tends wounds and spreads hope

Favoured Skills:

- Medicine, Enhancement, Charisma, Investigation

Favoured Advantages:

- Light Touched★, Healer's Touch, Alchemist's Knowledge

Common Disadvantages:

- Merciful★, Poor★, Fragile Constitution★

Common Gear:

- Staff (club), holy symbol, healing kit, alchemist's kit, bedroll
-

STREET THIEF

Scrappy survivor who knows how to disappear and improvise

Favoured Skills:

- Stealth, Fast Talk, Traps, Melee

Favoured Advantages:

- Street Urchin★, Quick Draw, Acrobat, Blessed by Fortune

Common Disadvantages:

- Poor★, Wanted, Compulsive Liar★

Common Gear:

- Daggers, lockpicks, rope, disguise kit, dark clothes
-

FRONTIER SCHOLAR

Educated researcher studying the dead empire's secrets

Favoured Skills:

- Investigation, Occult, Transmutation (if mage), Culture

Favoured Advantages:

- Scholarly Mind, Extremely Literate★, Polyglot★, Witch Sight

Common Disadvantages:

- Fragile Constitution★, Poor★, Social Outcast

Common Gear:

- Spellbook (if mage), books, writing supplies, lantern, fine clothes
-

CARAVAN MERCENARY

Sword-for-hire protecting merchants and travellers

Favoured Skills:

- Melee, Block, Bows, Charisma

Favoured Advantages:

- Veteran Warrior, Armoured Training, Weapon Master, Mounted Warrior

Common Disadvantages:

- Oath-Bound, War Wound, Scarred

Common Gear:

- Longsword, kite shield, chainmail, riding horse
-

END OF PLAYER'S GUIDE

Small Bones on The Frontier Player's Guide v1.0 Powered by the SAMS Engine

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