Guildforged

Gritty fantasy roleplaying in the world of Guild Ball

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The Messenger

Danny the Hare edged nervously to the edge of the alleyway. It was a moonless night, but the streetlights of Delenni illuminated the broad boulevard, yet cast shadows everywhere. Shadows can hide all sorts of danger.

He leant briefly out into the street, glancing left and right, up and down the boulevard. It seemed empty. Except for the shadows. Buttoning up his coat collar, despite the mildness of the evening air, he ducked out into the street.

His face was largely covered by the high starched collar, obscuring the sides of his face, at least, up to his eyes. His hair recently dyed - bleach-blonde, in stark contrast to the flame-ginger it had previously been. He hoped whoever had been following him these past weeks would not recognise him.

To the casual spectator, Danny appeared like a local, striding purposefully down the street. As if on his way home, perhaps. But a more careful observer might notice the flitting of his eyes, left and right; how he stops every so often to cross the street, pausing to look up and down the road, and then cross back again a hundred yards or so further on. They might even notice a slight jitter in his step, or an occasional flinch at a passing stray animal or even a leaf blowing across the cobbles. Danny was not local, but we was purposeful, and he was using every trick in his extensive book to appear as normal as possible as a reached the final leg of the most dangerous journey of his life.

Danny the Hare was a Raed. Born and bred in a small town called Harton, then orphaned in his early teens, he was too old for the church to take in, and too young to look after himself. That took him to the "big city" where he got mixed up in all sorts or trouble, as he struggled to fend for himself.

Eventually he found himself taken in by a master. Perhaps not a friend, and certainly someone who wanted Danny for the skills he possessed, but someone he learned to respect, even to trust. And it was that someone who had given him a specific task - a location to watch. To report what he saw. It was what he saw that led him to flee for his life, and to get the message of what he saw to that master he respected. To Justicar Magnus Wellum.

Danny strode on. His path took him out of the centre of the city and the road started to climb. After leaving the outer boundary of the city proper, the road to Clifftop became well-kept and lined with bay trees, prettily cropped into spheres, hiding the olive groves that lined the hillside.

As he reached the top of the climb, the groves gave way to housing. At first the houses were modest yet well appointed, single storey houses, but as he strode further into the Clifftop community, the houses started to grow in size and grandeur. In the heart of the township, three and four storey apartment buildings lined perfectly groomed plazas. Coffee shops, cafes and restaurants bordered the streets, and the gentle murmur of the conversations of the well-heeled wafted into the street with the smell of foie gras, olives, wine and truffles.

Pushing on, Danny ignored his aching stomach as it yearned after the aromas coming from the restaurants. These places would be no good to him anyway. He couldn't afford them, and the tiny artisan portions would hardly dent his hunger. His destination was just around the next corner. He was nearly there, nearly safe.

He rounded the corner and crossed the plaza, heading directly for Wellum's town house. He climbed the steps to the front door and knocked. He had made it. He relaxed.

It was then that he felt a slight rush of wind behind him. Then came a strange sensation in his chest. He looked down to see a blade protruding from between his ribs, Blood and black ichor dripping to the floor. As suddenly as it appeared, the blade was gone and Danny's mind started to spin and he slipped away.

Moments later Wellum's footman opened the door to find a crumpled body lying in a pool of blood. Silently he returned to the house, gathered up a large sheet, and returned to the steps. Danny's body was wrapped and carefully carried into the house. Later he returned with a mop to wipe clean the steps.

Contents

Introduction

"Welcome to the Council of the Armistice. You have sworn your vows and are now an agent of this council, and are granted the rank of Constable. Watch well your vows, for the safety of the realm depends upon your vigilance and dedication, and your silence.

Established by the guilds to unite the sovereign states and bring an end to the Century Wars, the Council was not just a short-lived gathering. It exists to this day, in secret, keeping a watchful eye on the nobles and kings, churchmen and dictators, politicians and criminals, whose vanity could plunge us all back into war.

You are the chosen of your guild, chosen for your loyalty and resourcefulness, but now you must leave your guild loyalties behind, for, as a Constable of the Council, you may find yourself investigating your own guild. You must keep an open and critical mind, for the future of the Sovereign States and the Empire of Free Cities now rests on your shoulders."

- Welcome speech by Justicar Ignatius Black, Council of the Armistice

The Peace must be kept at all costs.

The **Guildforged** roleplaying game plunges the players into the intrigue and politics of the Empire of the Free Cities – the world of the **Guild Ball** miniatures game.

As Constables of the Council of the Armistice, the characters they will play are tasked with gathering information and investigating corruption. Petty ambitions and rivalries between the different noble houses or criminal gangs could upset the peace and lead to instability in the realms. A small war can soon escalate, and bring chaos in its wake. The power of the guilds is dependent on stability and trade, and they will go to any lengths to maintain the peace.

The Constables of the Council are key agents in maintaining the power of the guilds, but must also keep the balance of power between the guilds. The guilds know that their power relies on their cooperation and alliance, and that the land remains at peace. However, individual Magisters and House Masters have their own ambitions that could upset that peace. Hence the Guilds have established a secret constabulary, with the power to investigate themselves and empowered to operate outside

the law in thwarting the plots of those who would upset the peace. They are part inquisition and part black-ops.

Those chosen for the constabulary are chosen for their loyalty to their guild, or to the guilds in general – those individuals their guild masters know can be trusted to operate without fear or favour. When they join the Constabulary they leave their guild behind and, through a series of rituals, indoctrination and brainwashing, take their vows and become a Constable of the Council, or more commonly, Guildforged.

This game is based on **Guild Ball**, designed as a piece of fan work to allow fans of the miniatures game who also enjoy roleplaying games to create their own characters and have adventures in the Empire of the Free Cities. It is also designed to make use of **Guild Ball** game mechanics, so that the roleplaying game has the same feel as the miniatures game, and gives new players an "easy-in" to roleplaying games, if they are familiar with the miniatures game.

Character Creation

1. Choose Nation

You choose the nation of your origin:

Nation	Brawn	Cunning	Learning	Speed	Will
Castellya					+1
Eisnor					+1
Erskirad		+1			
Ethraynne			+1		
Figo		+1			
Indar			+1		
Maldriven	+1				
Piervo					+1
Raedland			+1		
Skald	+1				
Unknown		+1	-1	+1	
Valentia				+1	
Mechanica	+1	-1		+1	

Worked Example: I have a rough idea for my character. He is going to be called Cleaver and he will be a fast moving knife fighter and guttersnipe who has grown up on the streets. I like the idea of the Unknown background, as it gives an impression of being uneducated, which fits perfectly with my concept. I note down the nation adjustments of +1 to Cunning and Speed, and -1 Learning.

2. Choose Guild

Choose the guild you belong to from those listed in the table below:

Guild	Brawn	Cunning	Learning	Speed	Will	Skill
Alchemist's			+2	+1		Alchemy
Astronomer's		+1	+2			Science
Blacksmith's	+2		+1			Construction
Brewer's	+2				+1	Carousing
Butcher's	+1	+1		+1		Knives
Engineer's	+1	+1	+1			Engineering
Farmer's	+2			+1		Brawl
Fisherman's		+1		+2		Sailing
Hunter's		+2		+1		Survival
Mason's	+1		+1		+1	Construction
Messenger's				+2	+1	Athletics
Mortician's		+1			+2	Religion
Physician's		+1	+1	+1		Medicine
Scholar's		+2			+1	History
Seamstress'		+2			+1	Charm

Worked Example: I play Butchers in Guild Ball, so Cleaver is definitely going to belong to the butcher's guild. I make a note of the additional Attribute modifiers, combining these with my Nation modifiers, giving me Brawn +1, Cunning +2, Learning -1 and Speed +2. I also note down that I have the Knives skill.

3. Choose Attributes

Determine your starting attribute values. The attributes are: Speed, Brawn, Cunning, Learning and Will. Each attribute starts at 3 plus guild and nation bonuses and penalties. You then have five points to distribute between your attributes, with a maximum of 8 in any one attribute.

Worked Example: Applying my existing modifiers I start with Brawn 4, Cunning 5, Learning 2, Speed 5 and Will 3. I am happy with his Brawn at 4 (I want him decent but not too meaty) and his Learning at 2 (he's grown up on the streets and never learnt anything special; the butchers took him in as an enforcer rather than an actual purveyor of meats). I put 1 extra point into Cunning and 2 each into Will and Speed, giving him Brawn 4, Cunning 6, Learning 2, Speed 7 and Will 5.

4. Choose Skills

You now need to choose your skills. Skills have both a rank and a score.

Your **rank** in the skill determines how much training you have had. You start off as a novice when you begin your training, and then become an apprentice, followed by journeyman, expert, and, finally, master.

However, an equal amount of training does not make characters equally good at the skill. Their natural talent also plays a role in determining the **level** in the skill. The skill level is a number, indicating the number of dice you would typically roll if you were attempting to do something using the skill. The level that you will get in each skill relates to both your rank and your score in the linked attribute, using the calculation indicated in the table below.

SKILL RANKS

Rank	Level
Untrained	1
Novice	Attribute / 2 (r. up)
Apprentice	Novice +1
Journeyman	Attribute / 2 (r. down) +3
Expert	Journeyman +1
Master	Journeyman +3

The number of skills you can buy depends on your attribute for each category. You get a number of points to spend equal to your level in each attribute: You can spend a number of points in Tactical skills equal to your Cunning, a number of points in Academic skills equal to your Learning and a number of points in Influence skills equal to your Will. The first point spent makes you a novice in that skill, the second makes you an apprentice, the third a journeyman. Beyond Character Creation you can spend experience to become an expert and master. You start as a Novice in the skill of your guild, and can spend points to increase it to Apprentice and Journeyman.

SKILLS:

Tactical Skills	
Skill	**Attribute**
Archery	Cunning
Athletics	Speed
Brawl	Brawn
Fencing	Speed
Heavy Blades	Brawn
Knives	Cunning
Marksman	Will
Polearms	Brawn
Warfare	Learning

Academic Skills	
Skill	**Attribute**
Alchemy	Learning
Engineering	Cunning
History	Learning
Construction	Brawn
Medicine	Learning
Sailing	Speed
Survival	Will
Thievery	Speed
Science	Learning

Influence Skills	
Skill	**Attribute**
Carousing	Will
Charm	Will
Deception	Cunning
Intimidation	Brawn
Politics	Cunning
Religion	Learning
Sentry	Will
Stealth	Speed

Worked Example: Cleaver's cunning is 6, so he has 6 points to spend on tactical skills, his learning is only 2, giving him only 2 points for academic skills, and his Will of 5 gives him 5 points for Influence skills.

As a butcher, he is already a Novice with Knives. I want him to be as good as possible with both knives and athletics, so I get him up to Journeyman in both these skills (2 points for Knives and 3 for Athletics). That leaves him with 1 point remaining, so he decides to put it into Marksman to give him some ranged capability. This leaves him with Athletics 6 (J), Knives 6 (J) and Marksman 3 (N).

Next I move on to his academic skills. He has few of these, with only 2 points to spend, but thankfully, this is suited to his lack of education. Given that his entire life has been lived on urban streets, I put both points into Thievery, giving him Thievery 5 (A).

Finally, I choose his Influence skills. With a decent Will I have 5 points to spend on his Influence skills. I figure he will probably have a few of these due to his life on the streets: Carousing, Deception, Intimidation, Sentry and Stealth are all possibilities, but I don't want him to be that spread out in his skill base. Sentry stands out immediately as the skill he'd have to keep himself alive, so I get him Apprentice rank in that. Then I have to start to whittle down the rest of the list I decide that he's more sneaky than anything else, so I go for Apprentice in Stealth and Novice in Deception. This gives him Deception 3 (N), Sentry 4 (A) and Stealth 5 (A). Looking at the numbers, I decide I'd rather he was better at Sentry so I up Sentry to Journeyman and drop Stealth back to novice.

Cleaver's final skills are: Athletics 6 (J), Deception 3 (N), Knives 6 (J), Marksman 3 (N), Sentry 5 (J), Stealth 4 (N) and Thievery 5 (A).

The section below looks at the different skills, giving you a rough idea of when you would use them, and details the traits and character plays associated with them. Each play or trait has listed with it whether it is a play or a trait and the rank in the skill needed to use it. Plays also have a shorthand listing for how the play works, including its cost (◎ means it is activated with a playbook icon, and it will also include the column number it is triggered on), its range and area, and whether it is limited to 1 use per turn.

ALCHEMY

Your knowledge of the secrets of alchemy.

Character Plays and Traits:

- **Alchemical Aura [Trait, Journeyman]:** Enemy characters entering or starting their activation within close range of you suffer the Burning or Poison condition (choose when you purchase this trait). To purchase this trait you must also have Craft Alchemicals for an alchemical concoction that causes the condition chosen.

- **Alchemy Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Alchemy skill rolls made.

- **Alchemy Mix [Play, Expert, Cost 1, Medium, 1 use]:** choose an ongoing-effect AOE that was positioned by a friendly character. Position a new 3" ongoing-effect AOE in contact with the chosen AOE. This new AOE is a duplicate of the chosen ongoing-effect AOE.

- **Alchemy Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Alchemy skill. When the chosen character is within short range of you, you gain +2 dice on Alchemy skill rolls.

- **Chemical Breeze [Play, Journeyman, Cost 1, Short]:** Choose an ongoing-effect AOE that was positioned by a friendly character. The AOE may be positioned within 4 of its current location. Characters within the AOE when it is positioned are considered to have entered the AOE

- **Chemical Frenzy [Trait, Expert]:** You gain +1 to playbook damage results when targeting a character suffering from at least one condition.

- **Chemical Resist [Play, Journeyman]:** Target character within short range ignores the first Burning or Poison condition it receives this turn.

- **Clone [Play, Expert, Cost 2/◎ (col 3), Self, 1 use]:** the next time this character is hit by an enemy attack or character play, except while advancing, the attack or character play is ignored and the character may dodge [2].

- **Coagulation [Play, Expert, Cost 1MP, Pulse 3]:** Enemy characters within the pulse suffering from the Poison condition also gain the bleed condition.

- **Craft Alchemicals [Trait, varies]:** This trait means that you have the ability to craft certain alchemical concoctions. If you have this trait you are considered to have a reasonable supply on your person at all times, unless there are dramatically appropriate reasons why your supply or access to it would be limited (as determined by the GM). You must buy this trait multiple times, each time it is purchased it allows you to craft a different alchemical. The skill rank requirement for the trait depends on the crafting requirements of the alchemical you wish to know how to craft. See *Ammunition* in the weapons section for more details.

- **Elemental Infusion [Trait, Expert]:** If you make an attack against a target suffering from one or more of the following conditions, the following cumulative benefits apply to the attack: Burning: +1 DMG, Poison: +2 TAC, Bleed: -1 ARM

- **Intensify [Play, Apprentice, Cost 2/◎ (col 2), Pulse 3]:** Enemy models that are suffering conditions and are within the pulse suffer 3 DMG.

- **Melting Body [Play, Journeyman, Cost 0, Self]:** Gain +1 ARM and the poison condition.

- **Metallic Skin [Play, Master, Cost 1MP, Self]:** Gain one of the following: +1 DMG, +1 ARM, +2/+2 MOV.

- **Philsopher's Stone [Trait, Master, True Replication]:** The single GB and double GB icon results for True Replication are moved into your major TAC skill row, and into columns 2 and 4 respectively. You can now adjust these results as normal.

- **Super Alchemist [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Alchemy skill rolls.

- **True Replication [Play, Journeyman, Cost 5, Medium]:** Choose a character play on a target human character and replace this character play with that play for the rest of the scene. When constructing your playbook, add a GB icon result into the third column of your minor skill playbook and a double GB icon into the fifth column of your minor TAC skill playbook (if you have access to these columns). These results may never be modified with adjustment points. They do not count towards your total number of results in your minor TAC skill playbook row, but cannot give you more columns than you have TAC.

ARCHERY

Your skill with bow and arrow, including crafting bows and fletching arrows.

Character Plays and Traits:

- **Archery Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Archery skill

rolls made and +1 TAC if Archery is their major TAC skill.

- **Archery Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Archery skill. When the chosen character is within short range of you, you gain +2 dice on Archery skill rolls and +2 TAC if Archery is their major TAC skill.

- **Bow Attack [Play, Novice, Cost varies]:** a Bow Attack is a special play that uses a bow to deliver conditions, damage and other effects at range. The rules for each attack are governed by the ammunition used. You only need to buy this trait once and it gives you the ability to use all bow attacks.

- **Craft Arrows [Trait, varies]:** This trait means that you have the ability to craft arrows for use with your bow. If you have this trait you are considered to have a reasonable supply on your person at all times, unless there are dramatically appropriate reasons why your supply or access to it would be limited (as determined by the GM). You must buy this trait multiple times, each time it is purchased it allows you to craft a different arrow type. The skill rank requirement for the trait depends on the crafting requirements of the arrow you wish to know how to craft. See *Ammunition* in the weapons section for more details.

(DESIGNER's NOTE: I do not yet have any bow attacks in this section, I am awaiting Hunters release/spoilers where I expect details of possible bow attacks will be included. For now you could just replicate Crossbow Ammunition.)

- **Super Archer [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Archery skill rolls and +1 TAC if Archery is their major TAC skill.

ATHLETICS

Your skill at physical activities, such as jumping, climbing and throwing

Character Plays and Traits:

- **Acrobatic [Play, Novice, Cost 1, Self]:** You gain +2 DEF against parting blows.

- **Athletics Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Athletics skill rolls made and +1 TAC if Athletics is their major TAC skill.

- **Athletics Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Athletics skill. When the chosen character is within short range of you, you gain +2 dice on Athletics skill rolls and +2 TAC if Athletics is their major TAC skill.

- **Cloud Jumper [Trait, Expert]:** Once per turn during its activation, you may choose an ongoing-effect AOE within Short range. You may move to anywhere within the chosen ongoing-effect AOE.

- **Decoy [Play, Apprentice, Cost 1, Self]:** You gain +4 DEF against the next attack.

- **Follow Up [Trait, Journeyman]:** When an enemy character ends an advance that caused it to leave your melee zone you may immediately make a jog directly towards that character.

- **Light Footed [Trait, Apprentice]:** You ignore movement penalties for rough ground.

- **Lob Attack [Play, Novice, Cost varies]:** a Lob Attack is a special play that uses a grenade or other thrown weapon to deliver conditions, damage and other effects at range. The rules for each attack are governed by the ammunition used. You only need to buy this trait once and it gives you the ability to use all lob attacks. See *Ammunition* in the weapons section for more details.

- **Nimble [Play, Journeyman, Cost 1, Self]:** You gain +2 Def.

- **Pumped [Trait, Expert]:** Once per turn you may use Bonus Time without spending momentum.

- **Quick Foot [Play, Expert, Cost 2, Short]:** Target gains +2/+2 MOV.

- **Second Wind [Play, Journeyman, Cost 2, 1 use]:** Target friendly model may make a Jog at the end of its activation.

- **Slippery [Trait, Journeyman]:** You gain +2 DEF against parting blows. You must have already purchased Acrobatic to be able to purchase this trait. This trait replaces Acrobatic.

- **Super Athlete [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Athletics skill rolls and +1 TAC if Athletics is their major TAC skill.

- **Swift Strikes [Trait, Journeyman]:** You may dodge 1 after causing damage to one or more enemy characters.

- **Swift Wind [Play, Journeyman, Cost 1MP]:** When you move, you may ignore terrain and can move over other characters. It cannot end its movement overlapping another character or barrier terrain.

- **Unpredictable Movement [Trait, Master]:** Once per turn, when an enemy character ends their advance

within your melee zone you may immediately dodge 2.

- **Where'd They Go [Play, Expert, Cost 1/◎ (col 3), self]:** You make a Dodge 4.

BRAWL

Your ability at physical unarmed combat

Character Plays and Traits:

- **Bear Hug [Play, Journeyman, Cost ◎ (col 6)]:** target character suffers 4 DMG and the bleed condition.
- **Brawl Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Brawl skill rolls made and +1 TAC if Brawl is their major TAC skill.
- **Brawl Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Brawl skill. When the chosen character is within short range of you, you gain +2 dice on Brawl skill rolls and +2 TAC if Brawl is their major TAC skill.
- **Concussion [Play, Expert, Cost ◎ (col 5)]:** Target character suffers -0/-1 INF. Enemy party loses 1 Influence from their Influence pool.
- **Heavy Burden [Play, Apprentice, Cost 1/◎ (col 2), Short]:** Target character suffers -4/-4 MOV and -2 to any skill rolls or character play rolls.
- **Knockback [Trait, Journeyman]:** In addition to any successful Attack or Character Play, the target character suffers a Push 1 directly away from you. You may then make a Dodge 1 directly towards the affected character.
- **Ramming Speed [Play, Expert, Cost 1]:** During your Advance, any enemy character that you pass within zero range of can be pushed to reach range. A character can only be affected by this Character Play once per turn.
- **Skill Dervish [Play, Journeyman, Cost ◎ (col 3)]:** You may perform a standard skill action without spending influence. Target also suffers 2 DMG.
- **Sturdy [Trait, Apprentice]:** Once per turn you may ignore the first knocked-down condition suffered.
- **Super Brawler [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Brawl skill rolls and +1 TAC if Brawl is their major TAC skill.
- **Tag Along [Trait, Apprentice]:** Once per turn, after a friendly character ends an advance that caused it to leave your melee zone you may immediately make a jog directly towards that character

- **Wild Flee [Play, Apprentice, Cost 1, Self]:** The first time you suffer damage this turn from an enemy attack or character play you may immediately make a Jog.

CAROUSING

Your ability to get others talking and sharing secrets – used to gather gossip or current knowledge as you talk to people

Character Plays and Traits:

- **Bag of Quaffers [Trait, Journeyman]:** Once per turn, target non-leader player character within short range gains +1 TAC.
- **Blood Dance [Trait, Apprentice]:** When you damage a model suffering the Bleed condition with an Attack or Character Play you may make a dodge 1.
- **Carousing Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Carousing skill rolls made.
- **Carousing Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Carousing skill. When the chosen character is within short range of you, you gain +2 dice on Carousing skill rolls.
- **Drunken Fighter [Trait, Journeyman]:** Your base TAC increases by 1, but your playbook does not gain an additional column.
- **Get Over Here [Trait, Apprentice/Expert]:** When you choose this trait you must select one other player character (Expert) or companion (Apprentice) with which the ability works. Once during your activation, if the named character is within [10"] of you, the named character may make a Dodge up to its base–move towards you.
- **Old Jake's [Play, Master, Cost 1MP]:** You may immediately allocate 2 Influence between player characters models short range.
- **Super Carouser [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Carousing skill rolls.
- **Time's Called [Play, Expert, Cost 1MP]:** When a friendly character starts an Advance within short range of you, they gain +2/+2 MOV.
- **True Grit [Play, Expert, Cost 1MP]:** Immediately remove all conditions from yourself. You gain +2 TAC.

CHARM

Your ability to make people like you and do what you want through friendliness

Character Plays and Traits:

- **Charm Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Charm skill rolls made.
- **Charm Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Charm skill. When the chosen character is within short range of you, you gain +2 dice on Charm skill rolls.
- **Charmed (gender) [Trait, Apprentice]:** When you purchase this trait, select a gender. You gain +1 DEF against each character play or attack made against you by characters of the selected gender.
- **Empowered Voice [Trait, Master]:** Once per turn during this model's activation, choose a player character within short range to benefit from one of the following Empowered Voice effects:
  - *Speed:* gain +2/+2 MOV.
  - *Strength:* gain +1 DMG to Playbook damage results.
  - *Agility:* gain +2 DEF.
- **Inspiring Hat [Play, Journeyman, Cost 1MP, Aura 3]:** While within this aura, friendly characters gain +1 TAC.
- **Seduced [Play, Expert, Cost 3/◎, Short, 1 use]:** Target enemy character either makes a standard skill or Attack without spending Influence. The target character is a friendly character during this action.
- **Soothing Voice [Play, Expert, Cost 1, Pulse 3]:** Friendly models within the pulse recover 2 HP and remove any conditions on them.
- **Super Charmer [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Charm skill rolls.
- **Tucked [Play, Journeyman, Cost 1, Medium, 1 use]:** If target enemy character has not activated this turn, it must be the next enemy character to activate.

CONSTRUCTION

Your understanding of all things structural

Character Plays and Traits:

- **Construction Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Construction skill rolls made.

- **Construction Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Construction skill. When the chosen character is within short range of you, you gain +2 dice on Construction skill rolls.
- **Iron Fist [Play, Expert, Cost 0, Short, 1 use]:** Target other friendly character with at least 1/1/INF suffers -0/-1 INF. You gain [+1] DMG to Playbook damage results.
- **Smashed Up [Play, Expert, Cost ◎ (col 2)]:** When you purchase this ability you must choose one Attribute. Target character suffers -4 dice to rolls made with skills associated with the chosen attribute.
- **Super Constructor [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Construction skill rolls.
- **Tight Grip [Trait, Apprentice]:** You may ignore the first Disarm result against you each turn.
- **Tooled Up [Play, Journeyman, Cost 1, Short]:** Target character gains +1 DMG to character plays that cause damage and playbook damage results.

DECEPTION

Your ability to lie and deceive others

Character Plays and Traits:

- **Breaking Play [Trait, Apprentice]:** After you have finished your activation, other PCs and companions within short range gain +2 DEF against enemy character plays.
- **Deception Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Deception skill rolls made.
- **Deception Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Deception skill. When the chosen character is within short range of you, you gain +2 dice on Deception skill rolls.
- **Hypnosis [Play, Journeyman, Cost 1, Short, 1 use]:** The first time the target character spends influence on an attack or character play this turn, the cost of the attack or character play is increased by 1 influence.
- **Lure [Play, Expert, Cost 2, Medium, 1 use]:** Target enemy character immediately makes a Jog directly towards you. The target enemy character is a friendly model during this action.

- **Misdirection [Play, Master, Cost 4, Medium, 1 use]:** Target enemy character suffers -1/-1 INF until the end of the turn. Move one INF from the GM influence pool to the player character influence pool.
- **Shut Out [Play, Apprentice, Cost 1, Medium, 1 use]:** If target enemy character has not activated this turn, it must be the last character to activate.
- **Super Deceiver [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Deception skill rolls.

ENGINEERING

Your knowledge of all things mechanical

Character Plays and Traits:

- **Alternator [Play, Novice, Cost 1, Short, 1 use]:** Target friendly Mechanica character gains +2"+2 MOV. At the end of target character's activation it suffers 3 DMG.
- **Controller [Play, Journeyman, Cost 3, Short, 1 use]:** Target a friendly Mechanica character. When your activation ends, if the target character has not activated this turn it may take its activation next, if able to do so. At the end of target character's activation it suffers 3 DMG.
- **Creation [Play, Journeyman, Cost 2MP, 1 use]:** This ability allows you to create a mechanica companion (see Companion rules below). Remove the taken-out condition from your companion and place it in base contact with full HP. Your companion is not allocated Influence this turn but may activate as normal.
- **Craft Mines [Trait, Varies]:** This trait means that you have the ability to craft certain mines. If you have this trait you are considered to have a reasonable supply on your person at all times, unless there are dramatically appropriate reasons why your supply or access to it would be limited (as determined by the GM). You must buy this trait multiple times, each time it is purchased it allows you to craft a different mine. The skill rank requirement for the trait depends on the crafting requirements of the mine you wish to know how to craft. See *Traps and Mines* in the weapons section for more details.
- **Demolitions Expert [Trait, Journeyman]:** Once per turn during your activation you may place a friendly Mine marker within Short range of you. The number of mine markers you can have in play at any one time and the effect of these markers depends on the type of mine you are using. See the *Traps and Mines* table in

the weapons section for full details of the mines available. You must also have the Craft Mines trait to be able to make your own mines.

- **Deletion [Play, Apprentice, Cost 1, Short]:** Target friendly Mechanica character gains +1 DMG to Character Plays and Playbook damage results and may use Bonus Time! once without spending MP. At the end of target character's activation it suffers 3 DMG.
- **Engineering Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Engineering skill rolls made.
- **Engineering Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Engineering skill. When the chosen character is within short range of you, you gain +2 dice on Engineering skill rolls.
- **Fixer [Play, Expert, Cost 1]:** Target friendly [Mechanica] model recovers [2] HP and removes all conditions.
- **Mechanical Heart [Play, Master, Mechanica, Cost 1MP]:** Other player characters and companions gain the Mechanica Character Type.
- **Overclocked [Play, Journeyman, Cost 1 MP, Short]:** Target friendly mechanica character may sprint or charge for free on their next activation. At the end if it's activation it suffers the taken out condition.
- **Sturdy [Trait, Apprentice]:** Once per turn you may ignore the first knocked-down condition suffered.
- **Super Engineer [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Engineering skill rolls.

FENCING

Your skill with the refined blades of taught by the fencing schools

Character Plays and Traits:

- **Anatomical Precision [Trait, Expert]:** During an attack from this model, the target suffers -1 ARM.
- **Fencing Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Fencing skill rolls made and +1 TAC if Fencing is their major TAC skill.
- **Fencing Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Fencing skill. When the chosen character is within short

range of you, you gain +2 dice on Fencing skill rolls and +2 TAC if Fencing is their major TAC skill.

- **Super Fencer [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Fencing skill rolls and +1 TAC if Fencing is their major TAC skill.
- **Thousand Cuts [Play, Apprentice, Cost 3/◎ (col 5), Short]:** Target character suffers -4 DEF and 1 DMG.

HEAVY BLADES

Your skill with swords and axes

Character Plays and Traits:

- **Blood [Play, Apprentice, Cost ◎ (col 2)]:** Target suffers the bleed condition.
- **Crucial Artery [Trait, Expert]:** Targets damaged by you suffers the bleed condition. You must have already purchased Blood to be able to purchase this trait. This trait replaces Blood.
- **Melee Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Heavy Blades skill rolls made and +1 TAC if Heavy Blades is their major TAC skill.
- **Melee Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Heavy Blades skill. When the chosen character is within short range of you, you gain +2 dice on Heavy Blades skill rolls and +2 TAC if Heavy Blades is their major TAC skill.
- **Smashed Up [Play, Expert, Cost ◎ (col 2)]:** When you purchase this ability you must choose one Attribute. Target character suffers -4 dice to rolls made with skills associated with the chosen attribute.
- **Super Blademaster [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Heavy Blades skill rolls and +1 TAC if Heavy Blades is their major TAC skill.
- **Butchery [Play, Master, Cost 2/◎ (col 7), Short]:** Friendly characters gain +1 DMG to Playbook damage results against the target character.

HISTORY

Your knowledge of the history of the world

Character Plays and Traits:

- **Back to my Best [Play, Expert, Cost 1MP, 1 use]:** You gain +1 DEF. Once this activation you may make a skill action that can be considered important to the mission without spending influence.
- **Family [Trait, Apprentice]:** When you purchase this Trait, choose another player character. If you are

within Short range of the named player character when you begin your activation you may use that character's TAC score and any one skill level.

- **History Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any History skill rolls made.
- **History Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the History skill. When the chosen character is within short range of you, you gain +2 dice on History skill rolls.
- **Linked [Trait, Expert]:** When you purchase this Trait, choose another player character. When you have completed your activation, the named player character may immediately take their activation, if able to do so.
- **My Time [Play, Master, Cost 1MP, Aura 8]:** Friendly Characters within the aura may use any of your Charatcer Plays as if they were their own.
- **Stoic [Trait, Apprentice]:** Once per turn you may ignore the first Push that you suffer.
- **Super Historian [Play, Novice, Cost 1, Self]:** You gain +1 dice on any History skill rolls.

INTIMIDATION

Your ability to physically impose yourself on others and force them to do what you want.

Character Plays and Traits:

- **Area Defence [Trait, Apprentice]:** At the start of a scene you must declare a terrain piece that you will be defending. Enemy models suffer +2 TN to any skill checks that target the terrain piece in some way while you are within short range of this terrain piece.
- **Dread Gaze [Play, Expert, Cost 2/◎ (col 2), self, aura 4]:** While within the aura, enemy charaters suffer -2 TAC.
- **Intimidation Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Intimidation skill rolls made.
- **Intimidation Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Intimidation skill. When the chosen character is within short range of you, you gain +2 dice on Intimidation skill rolls.
- **Super Intimidator [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Intimidation skill rolls.

- **Fear [Trait, Expert]:** The enemy team must spend an additional 1 Influence on the first Character Play or Attack targeting this model each turn.
- **Feel My Pain [Play, Expert, Cost ◎ (col 3)]:** If target character makes an Attack targeting you, after the Attack is resolved the target suffers 2 DMG.
- **Goad [Play, Journeyman, Cost 1, Short, 1 use]:** The target enemy model can only move directly towards this model during its Advance.
- **Painful Rage [Trait, Apprentice]:** If this model is below the 2x Will HP, this model gains +2 TAC and +1 DMG to Playbook damage results.
- **Rising Anger [Trait, Novice]:** The first time you are damaged by an enemy model each turn, you gain 2 MP.
- **Screeching Banshee [Play, Journeyman, Cost ◎ (col 5)]:** Target character suffers -4/-4 MOV and 2 DMG.
- **They Ain't Tough [Play, Journeyman, 2/◎ (col 2), Short]:** Target character gains -1 ARM.

KNIVES

Your skill with smaller bladed weapons – daggers, cleavers and hatchets.

Character Plays and Traits:

- **Blood Rain [Play, Journeyman, Cost ◎ (col 4), Pulse 3]:** Target enemy character suffers 2 DMG. Enemy characters within the pulse suffer the Bleed condition.
- **Blood [Play, Apprentice, Cost ◎ (col 2)]:** Target suffers the bleed condition.
- **Crucial Artery [Trait, Expert]:** Targets damaged by you suffers the bleed condition. You must have already purchased Blood to be able to purchase this trait. This trait replaces Blood. You cannot purchase this trait if you already have Venomous Strike or Hunter's Prey.
- **Flick Attack [Play, Novice, Cost varies]:** a Flick Attack is a special play that uses a small thrown blade to deliver conditions, damage and other effects at range. The rules for each attack are governed by the ammunition used. You only need to buy this trait once and it gives you the ability to use all flick attacks. See *Ammunition* in the weapons section for more details.
- **Hamstring [Play, Apprentice, Cost ◎ (col 3)]:** Target character suffers -4/-4 MOV.
- **Knife-Fighting Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any

Knives skill rolls made and +1 TAC if Knives is their major TAC skill.

- **Knife-Fighting Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Knives skill. When the chosen character is within short range of you, you gain +2 dice on Knives skill rolls and +2 TAC if Knives is their major TAC skill.
- **Scything Blow [Play, Journeyman, Cost ◎ (col 5)]:** You must be armed in both hands to use this play. All models within your melee zone suffer 3 DMG.
- **Super Knife-Fighter [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Knives skill rolls and +1 TAC if Knives is their major TAC skill.

MARKSMAN

Your skill with "point and shoot" weapons such as crossbows

Character Plays and Traits:

- **Craft Bolts [Trait, varies]:** This trait means that you have the ability to craft bolts for use with your crossbow. If you have this trait you are considered to have a reasonable supply on your person at all times, unless there are dramatically appropriate reasons why your supply or access to it would be limited (as determined by the GM). You must buy this trait multiple times, each time it is purchased it allows you to craft a different bolt type. The skill rank requirement for the trait depends on the crafting requirements of the bolt you wish to know how to craft. See *Ammunition* in the weapons section for more details.
- **Craft Bullets [Trait, Varies]:** This trait means that you have the ability to craft bolts for use with your fierarm. If you have this trait you are considered to have a reasonable supply on your person at all times, unless there are dramatically appropriate reasons why your supply or access to it would be limited (as determined by the GM). You must buy this trait multiple times, each time it is purchased it allows you to craft a different bullet type. The skill rank requirement for the trait depends on the crafting requirements of the bolt you wish to know how to craft. See *Ammunition* in the weapons section for more details.
- **Crossbow Attack [Play, Novice, Cost varies]:** a Crossbow Attack is a special play that uses a crossbow to deliver conditions, damage and other effects at

range. The rules for each attack are governed by the ammunition used. You only need to buy this trait once and it gives you the ability to use all crossbow attacks.

- **Firearms Attack [Play, Novice, Cost varies]:** a Firearms Attack is a special play that uses a firearm to deliver conditions, damage and other effects at range. The rules for each attack are governed by the ammunition used. You only need to buy this trait once and it gives you the ability to use all firearms attacks.

- **Marksman Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Marksman skill rolls made and +1 TAC if Marksman is their major TAC skill.

- **Marksman Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Marksman skill. When the chosen character is within short range of you, you gain +2 dice on Marksman skill rolls and +2 TAC if Marksman is their major TAC skill.

- **Sturdy [Trait, Apprentice]:** Once per turn you may ignore the first knocked-down condition suffered.

- **Super Marksman [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Marksman skill rolls and +1 TAC if Marksman is their major TAC skill.

MEDICINE

Your knowledge of medical treatments, healing remedies and surgery

Character Plays and Traits:

- **Anatomical Precision [Trait, Expert]:** During an attack from this model, the target suffers -1 ARM.

- **Haemophilia [Trait, Master, Aura 6]:** While within this aura enemy characters do not remove the Bleed condition during the Maintenance Phase.

- **Icy Sponge [Play, Apprentice, Cost 1]:** Target character removes the taken out condition and recovers HP up to the maximum HP in their current health level.

- **Life Drinker [Trait, Expert]:** When you damage one or more enemy models with an Attack or Play, you may recover [1] HP.

- **Magical Brew [Trait, Apprentice]:** Once per turn during your activation you can remove any conditions currently on yourself.

- **Medical Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Medicine skill rolls made.

- **Medical Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Medicine skill. When the chosen character is within short range of you, you gain +2 dice on Medicine skill rolls.

- **Miraculous Recovery [Trait, Master]:** You must have already purchased the Icy Sponge play to use this ability. When using Icy Sponge, once per session, the target recovers to full HP.

- **Smelling Salts [Play, Journeyman, Cost 2, Short, AOE 3, 1 use]:** Friendly characters in the area recover 2 HP and remove any conditions currently on them.

- **Super Physician [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Medicine skill rolls.

- **Unnatural Stamina [Play, Expert, Cost 1 MP, 1 use]:** The next time you use Second Wind you do so without spending influence.

- **Wake the Dead [Play, Expert, Cost 2, Short]:** Target friendly character gains Reanimate.

POLEARMS

your skill with a variety of weapons that have a heavy blade, spike or bludgeon at the end of a long shaft

Character Plays and Traits:

- **Concussion [Play, Expert, Cost ◎ (col 5)]:** Target character's INF is reduced by 1/1 until the end of the next maintenance phase.

- **Extended Reach [Trait, Apprentice]:** When armed with a reach weapon, during your activation you count as being at reach range when within 3 MOV points of your target.

- **Forceful Blow [Trait, Master]:** During a Charge, in addition to one or more Playbook damage results, the targeted character suffers a Push 2 directly away from this model and 2 DMG.

- **Ground Pound [Play, Expert, Cost 4/◎ (col 5), Pulse 3]:** All other characters within the pulse suffer a Push 2 directly away from you, 2 DMG and the knocked-down condition.

- **Phalanx Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Polearms skill rolls made and +1 TAC if Polearms is their major TAC skill.

- **Phalanx Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Polearms skill. When the chosen character is within short

range of you, you gain +2 dice on Polearms skill rolls and +2 TAC if Polearms is their major TAC skill.

- **Scything Blow [Play, Journeyman, Cost ◎ (col 5)]:** You must be armed in both hands to use this play. All models within your melee zone suffer 3 DMG.
- **Smashed Up [Play, Expert, Cost ◎ (col 2)]:** When you purchase this ability you must choose one Attribute. Target character suffers -4 dice to rolls made with skills associated with the chosen attribute.
- **Super Soldier [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Polearms skill rolls and +1 TAC if Polearms is their major TAC skill.
- **Trident Tested [Play, Expert, Cost 1MP, Pulse 3]:** Enemy models within the pulse suffer a Push 4 directly away from this model.
- **Unleash the... [Play, Expert, Cost ◎ (col 5)]:** Target model suffers a Push 6 directly away from this model, the knocked-down condition and 3 DMG.

POLITICS

Your ability to understand the political machinations of others and see through clever social deceptions and plots.

Character Plays and Traits:

- **Bag of Coffers [Trait, Journeyman]:** Once per turn, target non-leader player character within short range gains +1 Influence and may use Bonus Time once during its activation without spending momentum.
- **Bloody Coin [Play, Journeyman, Cost 1MP]:** When making an Attack against an enemy character that is engaged by one or more other player characters, you gain +1 TAC and +1 DMG to Playbook damage results.
- **Charmed (nation) [Trait, Apprentice]:** When you purchase this trait, select a nation. You gain +1 DEF against each character play or attack made against you by characters of the selected nation.
- **Commanding Aura [Play, Expert, Cost 2/◎ (col 5), Aura 4]:** Attacks made against enemy characters within this aura gains +1 TAC and +1 DMG to Playbook damage results.
- **Political Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Politics skill rolls made.
- **Political Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Politics skill. When the chosen character is within short range of you, you gain +2 dice on Politics skill rolls.

- **Puppet Master [Play, Master, Cost 4, Medium, 1 use]:** You gain 1 Influence. Target immediately makes a Jog, standard skill action or Attack without spending Influence. If the target character is an enemy, it is a friendly character during this action.
- **Shelling Out [Trait, Expert, Aura 4]:** PCs gain +1 TAC when attacking targets within this aura. When a friendly character inflicts the Taken Out condition on an enemy character within this aura you gain an additional 1 MP.
- **Super Politician [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Politics skill rolls.
- **Usurper [Trait, Novice]:** You gain +1 TAC when making an Attack against characters of your own guild.

RELIGION

Your knowledge of the different religions of the world and how to use people's beliefs to get what you want from them

Character Plays and Traits:

- **Church Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Religion skill rolls made.
- **Church Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Religion skill. When the chosen character is within short range of you, you gain +2 dice on Religion skill rolls and.
- **Faith [Trait, Novice]:** You are a believer or practitioner in one of the various religions of the Empire of the Free Cities. Choose one religion when you purchase this trait (Ancient Gods, Pagan Gods, Solthecian order, or the Svantelit Order). You reduce the TN of any Religion skill rolls relating to your chosen religion by -2. In addition, having the Faith trait allows you to purchase Faith talents and plays (see below).
- **Super Religious Scholar [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Religion skill rolls.
- **Confidence [Play, Apprentice, Cost 1 , Short]:** Target friendly character can reroll one or more dice during its next Attack or Character Play during its activation.

SAILING

Your skill at sailing or piloting a ship, understanding of the seas and how to work and move around aboard a ship, including some swashbuckling manoeuvres.

Character Plays and Traits:

- **Rough Seas [Play, Master, Cost 2, Short]:** Choose one of the target enemy character's weapons. Target loses this weapon and you gain possession of it.
- **Sailing Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Sailing skill rolls made.
- **Sailing Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Sailing skill. When the chosen character is within short range of you, you gain +2 dice on Sailing skill rolls.
- **Stand Firm [Play, Journeyman, Cost 1, Short]:** You must have purchased Sturdy before you purchase this play. Target friendly model gains *Sturdy*.
- **Sturdy [Trait, Apprentice]:** Once per turn you may ignore the first knocked-down condition suffered.
- **Super Sailor [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Sailing skill rolls.
- **Tidal Surge [Play, Expert, Cost 3, Short, 1 use]:** Target character may make a Dodge 4. If the target character is an enemy, it is a friendly character during this action.

SCIENCE

Your knowledge and understanding of the scientific principles and laws that govern the world, and how to manipulate them to your advantage.

Character Plays and Traits:

- **Scientific Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Science skill rolls made.
- **Scientific Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Science skill. When the chosen character is within short range of you, you gain +2 dice on Science skill rolls.
- **Super Scientist [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Science skill rolls.
- **Tooled Up [Play, Journeyman, Cost 1, Short]:** Target character gains +1 DMG to character plays that cause damage and playbook damage results.

- **Weak Point [Play, Apprentice, Cost ◎ (col 2)]:** Target character suffers -1 ARM.

SENTRY

Your ability to stay alert and spot things that are out of place

Character Plays and Traits:

- **Counter Charge [Trait, Master]:** Once per turn when an enemy character ends its Advance within [6"] of you, if you are not engaged you may immediately make a Charge targeting the enemy character.
- **Marked Target [Play, Apprentice, Cost 1/◎ (col 1), Medium, 1 use]:** A friendly character that declares a Charge against the affected target enemy character gains +0/+2 MOV.
- **Paint on your Boots [Trait, Novice]:** When within medium range of edge of the combat map, in a position that could be regarded as a flanking position, you gain Poised.
- **Poised [Trait, Expert]:** Once per turn, this model may make a Counter Attack without spending MP.
- **Protected [Trait, Journeyman]:** When you purchase this trait, choose one other player character or companion. While within short range of the named player character this model gains [+1] ARM.
- **Quick Time [Play, Expert, Cost 2, Short, 1 use]:** Target friendly character may make a Dodge 2.
- **Responsive Attack [Trait, Master]:** Once per turn when an enemy character ends an Advance in your melee zone and LOS, you may immediately make an Attack against that character.
- **Rush Defender [Trait, Expert]:** At the start of a scene you must declare a terrain piece that you will be defending. While you are within short range of this terrain piece, when an enemy character ends its Advance within Short range of you and you are not engaged, you may immediately make a Charge targeting the enemy character.
- **Sentry Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Sentry skill rolls made.
- **Sentry Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Sentry skill. When the chosen character is within short range of you, you gain +2 dice on Sentry skill rolls.

- **Singled Out [Play, Apprentice, Cost ◎ (col 1)]:** Friendly characters gain +2 TAC against target enemy character.
- **Super Watchman [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Sentry skill rolls.

STEALTH

Your skill at sneaking past others and hiding in the shadows

Character Plays and Traits:

- **Back to the Shadows [Trait, Journeyman]:** At the end of its activation, if you have caused damage to an enemy character during your activation you may make a dodge 4.
- **Cover of Darkness [Trait, Novice]:** If you start an Advance while benefiting from cover you gain +2/+2 MOV.
- **Hidden Damage [Trait, Expert]:** You gain +1 DMG to Playbook damage results while targeting an enemy character that is benefiting from cover.
- **Shadow Like [Trait, Journeyman]:** Reduce your MOV by 1/1. At the start of you activation you may make a Dodge 2.
- **Skilled with Shadow [Trait, Apprentice]:** When you target an enemy character that is benefiting from cover with an Attack, you model gain +2 TAC for the duration of the Attack
- **Stealth Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Stealth skill rolls made.
- **Stealth Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Stealth skill. When the chosen character is within short range of you, you gain +2 dice on Stealth skill rolls.
- **Super Sneak [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Stealth skill rolls.
- **Unexpected Arrival [Play, Journeyman, Cost ◎ (col 2), Pulse 3]:** All characters within the pulse suffer a Push 4 directly away from you.
- **Venomous Strike [Trait, Expert]:** Enemy characters suffer the poison condition when you damage them. You cannot purchase this trait if you already have Hunter's Prey or Crucial Artery

SURVIVAL

Your knowledge and understanding of how to survive in the wilds

Character Plays and Traits:

- **Craft Traps [Trait, Varies]:** This trait means that you have the ability to craft certain traps. If you have this trait you are considered to have a reasonable supply on your person at all times, unless there are dramatically appropriate reasons why your supply or access to it would be limited (as determined by the GM). You must buy this trait multiple times, each time it is purchased it allows you to craft a different trap. The skill rank requirement for the trait depends on the crafting requirements of the trap you wish to know how to craft. See *Traps and Mines* in the weapons section for more details.
- **Creation [Play, Journeyman, Cost 2MP, 1 use]:** This ability allows you to create an animal companion (see Companion rules below). Remove the taken-out condition from your companion and place it in base contact with full HP. Your companion is not allocated Influence this turn but may activate as normal.
- **Expert Trapper [Trait, Journeyman]:** Once per turn during your activation you may place a friendly trap marker within Reach range. The number of mine trap you can have in play at any one time and the effect of these markers depends on the type of trap you are using. See the *Traps and Mines* table in the weapons section for full details of the traps available. You must also have the Craft Traps trait to be able to make your own traps.
- **Forest Sight [Trait, Apprentice]:** You ignore forest terrain when drawing LOS.
- **Gut and String [Play, Expert, Cost ◎ (col 3)]:** Target suffers -4/-4 MOV and -2 DEF.
- **Hunter's Prey [Trait, Expert]:** Characters damaged by you suffer the Snared condition. You cannot purchase this trait if you already have Venomous Strike or Crucial Artery
- **Mud Concealer [Trait, Apprentice]:** While in rough ground you gain +1 ARM.
- **Packmaster [Play, Journeyman, Cost 1MP, Short, 1 use]:** Friendly animal companion within range gains +1 DMG to playbook damage results.
- **Smell Blood [Trait, Journeyman]:** You gain +0/+2 MOV when you perform a charge against an enemy character suffering the Bleed condition. When you

make an attack against a character suffering the Bleed condition you gain +1 DMG to playbook damage results.

- **Super Survivalist [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Survival skill rolls.
- **Survival Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Survival skill rolls made.
- **Survival Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Survival skill. When the chosen character is within short range of you, you gain +2 dice on Survival skill rolls.
- **Tough Skin [Play, Apprentice, Cost 1, Short, 1 use]:** Target gains +1 ARM.

THIEVERY

Your skill at picking pockets, sleight of hand and other aspects of manual dexterity, and other low-down and dirty tactics for getting an edge over your opponent.

Character Plays and Traits:

- **Damaged Target [Trait, Apprentice]:** When you declare a Charge against a damaged enemy character you gain +0/2 MOV.
- **Floored [Trait, Journeyman]:** When you target an enemy character that is suffering from the knocked-down condition with an Attack, you gain +2 TAC for the duration of the Attack.
- **Rabid Animal [Play, Novice, Cost ◎ (col 3)]:** Target suffers -4/-4 MOV and the poison condition.
- **Shove the Boot In [Trait, Expert]:** You gain +1 DMG to Playbook damage results while targeting an enemy character that is suffering the knocked-down condition.
- **Super Thief [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Thievery skill rolls.
- **Thievery Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Thievery skill rolls made.
- **Thievery Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Thievery skill. When the chosen character is within short range of you, you gain +2 dice on Thievery skill rolls.
- **Weapon's Gone [Play, Expert, Cost ◎ (col 3)]:** Disarm the target enemy model. Possession of the chosen weapon may then be given to a friendly model within short range.

WARFARE

Your knowledge of tactics and strategy on the battlefield

Character Plays and Traits:

- **Aggressive Defence [Play, Expert, Cost 1, Self]:** You gain +2 TAC.
- **Assist [Trait, Journeyman]:** When you purchase this ability choose another companion or player character. When making an Attack against an enemy character engaged by the named character, you gain +1 TAC and +1 DMG to Playbook damage results.
- **Commanding Aura [Play, Expert, Cost 2/◎ (col 5), Aura 4]:** Attacks made against enemy characters within this aura gains +1 TAC and +1 DMG to Playbook damage results.
- **Damage Support [Trait, Expert]:** When you purchase this ability choose another companion or player character. While within short range of the named character you gain +1 DMG to Character Plays that cause damage and Playbook damage results.
- **Defence Support [Trait, Apprentice]:** When you purchase this ability choose another companion or player character. While within short range of the named character you gain +2 DEF.
- **Defend the Ground [Play, Journeyman, Cost 1, Medium]:** Choose a significant landmark. Friendly models within (or suitably close to, if appropriate) the landmark may use Defensive Stance without spending MP.
- **Isolated Target [Trait, Journeyman]:** You gain +1 DMG to playbook damage results against an enemy character suffering the Snared condition.
- **Momentous Inspiration [Trait, Expert]:** While within this aura, friendly characters that generate one or more successful hits when using a Character Play that causes damage, additionally generate [1] MP.
- **Punishing March [Play, Journeyman, Cost 0, Short, 1 use]:** Target other friendly character with at least 1/1 INF suffers -0/-1 INF. You gain +2/+2 M OV.
- **Super Strategist [Play, Novice, Cost 1, Self]:** You gain +1 dice on any Warfare skill rolls and +1 TAC if Warfare is their major TAC skill.
- **Superior Strategy [Play, Master, Cost 4, Short]:** The target player character may make an additional activation this turn. Add 1 INF to the party influence pool.
- **Support from the Flank [Trait, Novice]:** When within medium range of edge of the combat map, in a

position that could be regarded as a flanking position, you pay 1 less influence to charge.

- **Tactical Advice [Trait, Expert]:** When you purchase this ability choose another companion or player character. During the Maintenance Phase if the named character is within short range, you gain [+1/+1] INF.

- **Team Player [Trait, Journeyman, Aura 4]:** While within this aura, when a friendly character suffers damage, you may suffer the damage instead.

- **Warfare Legend [Trait, Master]:** friendly characters within short range of you gain +1 to any Warfare skill rolls made and +1 TAC if Warfare is their major TAC skill.

- **Warfare Support [Trait, Journeyman]:** When you purchase this trait you must choose another friendly character in your party who also has the Warfare skill. When the chosen character is within short range of you, you gain +2 dice on Warfare skill rolls and +2 TAC if Warfare is their major TAC skill.

5. CALCULATE DERIVED ATTRIBUTES

You now need to calculate your Health, Movement, Tactical Ability, Defence and Influence scores.

HEALTH POINTS [HP]

You have three health levels: Hale, Bruised and Injured. Each health level has a number of points calculated as follows:

HP (each health level) = (Brawn + Will) / 2 (rnd up)
If Will > Brawn, -1 HP from Hale, if Brawn>Will +1 HP to Hale.

MOVEMENT [MOV]

You have two movement values: Base movement and Sprint:

Base MOV = 3 + (Speed / 2) (round up)
Sprint MOV = 1 + base MOV + (Athletics / 4) (round down)

TACTICAL ABILITY [TAC]

Your tactical ability is determined by your fighting style. To determine your fighting style, you should choose two tactical skills to define your fighting style. One skill is your Major skill and the other is your Minor skill. Your TAC is calculated as follows:

TAC = Major skill / 2 (rnd up) + Minor skill / 3 (rnd down)

Note that your fighting style is also an important factor in determining your playbook (see below).

DEFENCE [DEF]

Your defence is how difficult you are to hit and persuade.

DEF = 1 + Speed / 2 (round up) + Will / 3 (round up)

INFLUENCE [INF]

Influence determines your ability to act and inspire others. You have two scores: the first is your Inspiration: the number of influence points that you generate for the party to use. The second is your Actions, which determines the number of points you can spend at most on actions in the round.

Inspiration INF = Will / 3 (round up)

Actions INF = Insp. INF + (Speed + Cunning) / 4 (rnd down)

Worked Example:
HP: Cleaver has Brawn 4 and Will 5, so his Health track is 5,5,4 (14 in total)

MOV: Cleaver's Speed is 7 and his Athletics is 6, giving him an MOV of 7/9

TAC: Cleaver chooses Knives (6) as his major skill and Athletics (6) as minor, giving him TAC 5.

DEF: With Speed 7 and Will 5, Cleaver has DEF 7

INF: Will 5 gives him 2 Inspiration, and Speed 7 cunning 6 gives him 5 actions, and a total INF of 2/5

6. CHOOSE TRAITS AND PLAYS

You can choose two traits or character plays. Character Traits are special abilities that happen whenever a specific condition is met. Character Plays are special actions that you must spend influence to activate, or trigger them from your playbook.

BACKGROUND TRAITS AND PLAYS

Most of the traits and character plays are described above under the skills that they are associated with, but in addition to those skill traits and plays, you can also choose from the following Background traits or plays. You must buy these as a starting character. Each has any requirements listed in the square brackets after the name. Some of these abilities affect your different attributes, skills and derived attributes. If the requirements for any of these traits are changed by other traits, always use the unmodified traits to see whether you qualify to be able to purchase the trait.

- **Beautiful [Trait, Charmed (gender)]:** Reduce the range of enemy Character Plays directly targeting you by 2 range categories.

PLAYS SUMMARY TABLE

Play Name	Rank	Alchemy	Archery	Athletics	Brawl	Carousing	Charm	Construction	Deception	Engineering	Fencing	History	Heavy Blades	Intimidation	Knives	Marksman	Medicine	Polearms	Politics	Religion	Sailing	Science	Sentry	Stealth	Survival	Thievery	Warfare
Acrobatic	N			✓																							
Aggressive Defence	E																										✓
Alchemy Mix	E	✓																									
Alternator	N									✓																	
Back to my Best	E											✓															
Bear Hug	J				✓																						
Blood	A												✓		✓												
Blood Rain	J														✓												
Bloody Coin	J																		✓								
Bow Attack	N		✓																								
Butchery	M												✓														
Chemical Breeze	J	✓																									
Chemical Resist	J	✓																									
Clone	E	✓																									
Coagulation	E	✓																									
Commanding Aura	E																		✓								✓
Concussion	E				✓																						
Concussion	E																	✓									
Confidence	A																			✓							
Controller	J									✓																	
Creation	J									✓															✓		
Crossbow Attack	N															✓											
Decoy	A			✓																							
Defend the Ground	J																										✓
Deletion	A									✓																	
Dread Gaze	E													✓													
Feel My Pain	E													✓													
Firearms Attack	N															✓											
Fixer	E									✓																	
Flick Attack	N														✓												
Goad	J													✓													
Ground Pound	E																	✓									
Gut and String	E																								✓		
Hamstring	A														✓												
Heavy Burden	A				✓																						
Hypnosis	J								✓																		
Icy Sponge	A																✓										
Inspiring Hat	J						✓																				
Intensify	A	✓																									
Iron Fist	E								✓																		
Lob Attack	N			✓																							
Lure	E								✓																		
Marked Target	A																							✓			
Mechanical Heart	M									✓																	
Melting Body	J	✓																									
Metallic Skin	M	✓																									
Misdirection	M								✓																		
My Time	M												✓														
Nimble	J			✓																							
Old Jake's	M					✓																					
Overclocked	J									✓																	
Packmaster	J																								✓		
Punishing March	J																										✓
Puppet Master	M																	✓									
Quick Foot	E			✓																							
Quick Time	E																						✓				
Rabid Animal	N																									✓	
Ramming Speed	E				✓																						

Play Name	Rank	Alchemy	Archery	Athletics	Brawl	Carousing	Charm	Construction	Deception	Engineering	Fencing	History	Heavy Blades	Intimidation	Knives	Marksman	Medicine	Polearms	Politics	Religion	Sailing	Science	Sentry	Stealth	Survival	Thievery	Warfare
Rough Seas	M																				✓						
Screeching Banshee	J													✓													
Scything Blow	J														✓			✓									
Second Wind	J			✓																							
Seduced	E						✓																				
Shut Out	A								✓																		
Singled Out	A																						✓				
Skill Dervish	J				✓																						
Smashed Up	E							✓					✓					✓									
Smelling Salts	J																✓										
Soothing Voice	E						✓																				
Stand Firm	J																				✓						
Super [skill user]	N	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Superior Strategy	M																										✓
Swift Wind	J			✓																							
They Ain't Tough	J													✓													
Thousand Cuts	A								✓																		
Tidal Surge	E																				✓						
Time's Called	E					✓																					
Tooled Up	J							✓														✓					
Tough Skin	A																								✓		
Trident Tested	E																	✓									
True Grit	E					✓																					
True Replication	J	✓																									
Tucked	J						✓																				
Unexpected Arrival	J																							✓			
Unleash the...	E																	✓									
Unnatural Stamina	E																✓										
Wake the Dead	E																✓										
Weak Point	A																					✓					
Weapon's Gone	E																									✓	
Where'd They Go	E			✓																							
Wild Flee	A				✓																						

- **Berserk [Trait, INF 2/2 and Furious]:** Before applying any other INF modifiers, halve your inspiration INF (round up) and your Actions INF (rounding down, after adjustments for Furious). During your activation, if you damage an enemy character with an Attack, you may make an additional Attack without spending Influence. This ability cannot generate a further additional Attack from itself.

- **Gluttonous Mass [Trait, Brawn 6]:** Reduce your MOV by -1/-1. The first time each turn you are hit by an enemy Attack or Character Play that targets you, except while advancing, the Attack or Character Play is ignored.

- **Horrific Odour [Play, Foul Odour, Cost 1, Aura 6]:** While within the aura, enemy models must pay an additional [1] Influence to make a skill action. This trait replaces the Foul Odour trait.

- **Long Arms [Trait, Huge]:** Weapons that are normally only usable at Close range can be used at Reach range.

- **Reanimate [Trait, Will 6]:** Once per turn, when you are reduced to 0 HP, before suffering the taken-out condition, recover 3 HP and remove all conditions.

- **Red Fury [Play, Furious, Will 6, Cost 1, Short]:** Target friendly character may immediately make an Attack without spending Influence.

- **Regenerate [Trait, Brawn 8]:** At the start of the Maintenance Phase, before conditions are resolved, this model may recover 2 HP.

- **The Unmasking [Play, Hideous and Huge, Cost ◎ (col 5), Pulse 3]:** All other characters within the pulse suffer a Push 4 directly away from this model and 3 DMG.

- **Tough Hide [Trait, Will 7]:** Enemy Plays that cause damage to, or Playbook damage results that hit you, are reduced by -1 DMG.

TRAITS SUMMARY TABLE

Trait Name	Rank	Background	Limitation	Alchemy	Archery	Athletics	Brawl	Carousing	Charm	Construction	Deception	Engineering	Fencing	History	Heavy Blades	Intimidation	Knives	Marksman	Medicine	Polearms	Politics	Religion	Sailing	Science	Sentry	Stealth	Survival	Thievery	Warfare
[Skill] Legend	M			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
[Skill] Support	J			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Alchemical Aura	J			✓																									
Anatomical Precision	E												✓						✓										
Animosity	-		✓																										
Area Defence	A															✓													
Assist	J																												✓
Back to the Shadows	J																									✓			
Bag of Coffers	J																				✓								
Bag of Quaffers	J							✓																					
Berserk	-	✓																											
Blood Dance	A							✓																					
Breaking Play	A										✓																		
Charmed	A								✓												✓								
Chemical Frenzy	E			✓																									
Cloud Jumper	E					✓																							
Counter Charge	M																								✓				
Cover of Darkness	N																									✓			
Craft Alchemicals	var			✓																									
Craft Arrows	var				✓																								
Craft Bolts	var																✓												
Craft Bullets	var																✓												
Craft Mines	var											✓																	
Craft Traps	var																											✓	
Crazy	-		✓																										
Crucial Artery	E														✓		✓												
Damage Support	E																												✓
Damaged Target	A																											✓	
Defence Support	A																												✓
Demolitions Expert	J											✓																	
Deteriorating	-		✓																										
Drunken Fighter	J							✓																					
Elemental Infusion	E			✓																									
Empowered Voice	M								✓																				
Expert Trapper	J																											✓	
Extended Reach	A																			✓									
Faith	N																					✓							
Family	A													✓															
Fear	E															✓													
Floored	J																											✓	
Follow Up	J					✓																							
Forceful Blow	M																			✓									
Forest Sight	A																										✓		
Foul Odour	-		✓																										
Furious	-		✓																										
Get Over Here	A/E							✓																					
Gluttonous Mass	-	✓																											
Haemophilia	M																		✓										
Hidden Damage	E																									✓			
Hideous	-		✓																										
Huge	-		✓																										
Hunter's Prey	E																										✓		
Isolated Target	J																												✓
Knockback	J						✓																						
Life Drinker	E																		✓										
Light Footed	A					✓																							
Linked	E													✓															
Long Arms	-	✓																											

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Trait Name	Rank	Background	Limitation	Alchemy	Archery	Athletics	Brawl	Carousing	Charm	Construction	Deception	Engineering	Fencing	History	Heavy Blades	Intimidation	Knives	Marksman	Medicine	Polearms	Politics	Religion	Sailing	Science	Sentry	Stealth	Survival	Thievery	Warfare
Magical Brew	A																		✓										
Maverick	-		✓																										
Miraculous Recovery	M																		✓										
Momentous Inspiration	E																												✓
Mud Concealer	A																										✓		
Noxious Death	-		✓																										
One Arm	-		✓																										
One Leg	-		✓																										
Overheat	-		✓																										
Painful Rage	A														✓														
Paint on your Boots	N																								✓				
Philsopher's Stone	M			✓																									
Poised	E																								✓				
Protected	J																								✓				
Pumped	E					✓																							
Reanimate	-	✓																											
Regenerate	-	✓																											
Responsive Attack	M																								✓				
Rising Anger	N															✓													
Rush Defender	E																								✓				
Sentry Legend	M																								✓				
Sentry Support	J																								✓				
Shadow Like	J																									✓			
Shelling Out	E																				✓								
Shove the Boot In	E																											✓	
Sickly	-		✓																										
Skilled with Shadow	A																									✓			
Slippery	J					✓																							
Smell Blood	J																										✓		
Stoic	A													✓															
Sturdy	A						✓			✓							✓				✓								
Support from the Flank	N																												✓
Swift Strikes	J					✓																							
Tactical Advice	E																												✓
Tag Along	A							✓																					
Team Player	J																												✓
The Unmasking	-	✓																											
Tight Grip	A									✓																			
Tough Hide	-	✓																											
Unpredictable Movement	M					✓																							
Usurper	N																				✓								
Venomous Strike	E																										✓		
Vindictive	-	✓																											

RELIGIOUS TRAITS SUMMARY TABLE

Trait Name	Attribute Score	Ancient Gods (CN)	Pagan Gods (WI)	Solthecian Order (LN)	Svantelit Order (WI)
Blessings of the Sun father	6		✓		
Burning Passion	6		✓		✓
Escaping Fate	6	✓			
Ghostly Visage	7	✓			
Human Ball of Fire	7		✓		✓
Midnight Offering	7	✓	✓		
Nature's Blessing	7		✓		
Nature's Growth	8		✓		
Puppet Master	8			✓	
Resolute	5			✓	✓
Sacrificial Puppet	5	✓			
Sadism	5			✓	✓
Tormented Agony	7			✓	

- **Vindictive [Trait]:** When you choose this trait you must declare one character type that it affects, Animal or Mechanica. You pay 1 less influence to charge when targeting an enemy character of the chosen character type. If this is purchased by a Companion it may also choose Human as a character type.

LIMITATION TRAITS

The following traits can also be chosen, however, these traits are negative and hinder either your own capabilities, or those of your companions, at least as much as the enemies. You can choose one of these traits. They do not count towards the three that you can take as a starting character. In addition, if you take one of these traits, you can choose an extra trait or play.

- **Animosity [Limitation Trait]:** When you choose this trait you must also select another PC. You do not get on with that character and will often refuse even reasonable requests from that character. You are not affected by friendly character traits from that character.
- **Crazy [Limitation Trait]:** You are disturbed, and can't concentrate fully without hurting yourself. Reduce your TAC dice pool by 2 but increase the length of your playbook by 1 column. Once per activation you may suffer 3 DMG to gain +3 TAC for the remainder of the activation.
- **Deteriorating [Limitation, Trait]:** When you choose this trait you also choose a value between 2 and 4. This is your Deteriorating Score. During a combat scene, at the end of your activation you suffer the Deteriorating Score damage. Increase your Injured health level by double your Deteriorating Score and your Bruised health level by your Deteriorating score.
- **Foul Odour [Limitation Trait, Aura 3]:** You stink. Other characters within the aura treat open-ground as rough-ground.
- **Furious [Trait, INF 1/3]:** Reduce your INF by -0/-2. You may Charge without spending Influence.
- **Hideous [Limitation Trait]:** You are ugly or hideously scarred and disturbing. You suffer a -4 dice penalty on Charm rolls. You may wish to wear a mask in public. If you do so the penalty is reduced to -2 dice.
- **Huge [Limitation Trait, Brawn 7]:** You are enormous, probably eight feet tall. If using miniatures you will use a 40mm base. Reduce your INF by 0/-1 but increase your HP for each health level by 1.

- **Maverick [Limitation Trait]:** You cannot be affected by other friendly Plays or Character Traits.
- **Noxious Death [Limitation Trait]:** When you suffer the taken-out condition during the Activation Phase, all other characters within the pulse suffer 3 DMG and the poison condition.
- **One Arm [Limitation Trait]:** You have only one arm. You cannot equip a second weapon or use weapons that require 2 hands. You cannot spend adjustment points on your minor skill track, but you gain the *Tight Grip* trait.
- **One Leg [Limitation Trait]:** You hobble around on a peg leg or poorly crafted mechanical prosthetic, suffering -1/-1 MOV, but gain +1 ARM.
- **Overheat [Limitation Trait, Mechanica]:** When you suffer the taken-out condition during the Activation Phase, all other characters within the pulse suffer 3 DMG and the burning condition.
- **Sickly [Limitation Trait]:** Reduce your Hale HP by 2.

FAITH TRAITS AND PLAYS

Characters that have chosen the Faith trait may also take Faith Traits and Plays. These are special traits and plays they have learnt through their religious rituals and devotion. Each faith has its own linked Attribute that represents the key aspects of their devotion. Each Play or Trait has an attribute score requirement for you to be able to purchase it.

Ancient Gods [CN]

The Ancient gods are long forgotten to all but a few. They are capricious and devious and have unknown and convoluted plans for the world.

- **Escaping Fate [Trait, CN 6]:** Once per turn, when you are reduced to 0 hp, before suffering the taken out condition, you may recover 1 hp, remove all conditions and make a dodge 4.
- **Ghostly Visage [Play, CN 7, Cost 1, Short, AOE 3]:** An enemy character suffers -0/-4 MOV when it targets a friendly model within this AOE with a Charge. The enemy model also suffers -2 TAC for the duration of the Charge
- **Midnight Offering [Play, CN 7, Cost 2, Short, 1 use]:** Target friendly character immediately makes a jog.
- **Sacrificial Puppet [Play, CN 5, Cost 1/◎ (col 3), Short]:** You suffer 1 DMG. The next time you would

suffer damage, the target model suffers the damage instead.

Pagan Gods [WI]

The Pagan Gods are myriad. There are gods of fire, sun, hunt, oceans, winds, forest, mountains... the list is endless. This is a primitive religion of shamanism and mysticism.

- **Burning Passion [Trait, WI 6]:** You gain +1 DMG to Character Plays that cause damage and Playbook damage results while targeting an enemy model that is suffering the burning condition.
- **Human Ball of Fire [Play, WI 7, Cost 1MP]:** A character who comes into close range of you during your Advance suffers the burning condition. At the end of your activation you suffer 4 DMG
- **Nature's Blessing [Trait, WI 7]:** Once per turn during your activation you may choose a piece of forest terrain within short range and move to anywhere within that terrain piece.
- **Nature's Growth [Trait, WI 8]:** Once per turn during your activation you may place an AOE 3 within Medium range. This AOE may not be placed in doors or within short range of other terrain. This AOE counts as forest terrain. It is removed at the end of a combat round.
- **Blessings of the Sun Father [Play, WI 6, Cost 1MP, Short, 1 use]:** Target other friendly character may use a cost 3 or lower character play without spending influence.
- **Midnight Offering [Play, WI 7, Cost 2, Short, 1 use]:** Target friendly character immediately makes a jog.

Solthecian Order [LN]

The Soltecian Order is probably the largest and best organised religion in the Empire of the Free Cities. It is a religion dominated by ritual and complex argument, and a goodly amount of intrigue and political machinations.

- **Puppet Master [Play, LN 8, Cost 4, Medium, 1 use]:** You gain 1 Influence. Target immediately makes a Jog, standard skill action or Attack without spending Influence. If the target character is an enemy, it is a friendly character during this action.
- **Resolute [Trait, LN 5]:** When you target an enemy model with a Counter-Attack, you gain +2 TAC for the duration of the Counter-Attack.
- **Sadism [Play, LN 5, Cost 1, Aura 4]:** When an enemy character within the aura suffers damage, this model may recover [1] HP.

- **Tormented Agony [Play, LN 7, cost ◉ (col 4)]:** Target enemy model suffers -0/-1 INF.

Svantelit Order [WI]

The Svantelit Order dominated Erskirii life. Those who deny its tenets or are outspoken against its rituals and beliefs find themselves under the glare of the inquisition. As a kathenotheist religion, its believers worship a pantheon of gods, but concentrate their worship on one god at a time, with dates and times within rituals for worshiping each god proscribed by the Order. Ritual and worship of sacred sites is strong, as is its

- **Burning Passion [Trait, WI 6]:** You gain +1 DMG to Character Plays that cause damage and Playbook damage results while targeting an enemy model that is suffering the burning condition.
- **Human Ball of Fire [Play, WI 7, Cost 1MP]:** A character who comes into close range of you during your Advance suffers the burning condition. At the end of your activation you suffer 4 DMG
- **Resolute [Trait, WI 5]:** When you target an enemy model with a Counter-Attack, you gain +2 TAC for the duration of the Counter-Attack.
- **Sadism [Play, WI 5, Cost 1, Aura 4]:** When an enemy character within the aura suffers damage, this model may recover [1] HP.

> *Worked Example: Cleaver wants to be a mobile and dirty knife fighter. At journeyman rank in both Athletics and Knives, he has quite a few options open to him, but Thievery gives him some great options that emphasise his dirty fighting skills, and Sentry gives him some other strong options. However, Cleaver doesn't easily trust others, so I can remove the options that will buff other characters – it's just not his style. I opt for Swift Strikes and Damaged Target.*
>
> *I then look at the Limitation Traits and think that Maverick really fit his character. That earns me an extra play or trait, so I go for Scything blow.*

7. FILL OUT PLAYBOOK

The first step in creating your playbook is to build up your playbook. You build up your playbook in a number of steps:

1. Add Character Plays
2. Add Major Skill results
3. Add Minor Skill results
4. Add weapon results
5. Adjust results

However, before you start you should create your empty playbook. Your playbook is a table with two rows and one column for each rank of TAC you have.

7.1 ADD CHARACTER PLAYS

The first step is to add in any character plays with icon triggers. Character plays with Icon triggers have a column number that they can be activated on, as indicted in the listing for the play: a play with listed as Cost ⊙ (col3) is an icon play that should be placed in column 3. Your first step in building up your play book is to add in your icon triggers. If you have multiple character plays with triggers, use the number of icons required to trigger them to differentiate them. If the plays activate on the same column you can use the same trigger and then choose which play to activate when you choose the icon result on your playbook.

If you do not have enough columns to include one of your chosen plays, it may mean that you want to swap that play out for another play that you can make use of. However, it may be possible to keep the trait if it is only one column number above your maximum, as you could spend an adjustment point to move it into range (see below).

In addition, if you have the Flick Attack, Lob Attack, Crossbow Attack or Bow Attack play you may have access to an icon character play you can add to your playbook. To be able to add the play to your playbook it must either be usable with your signature weapon (see the ammunition table below) or be crafted by a Craft trait you have.

Worked Example: Cleaver has only one icon character plat, Scything Blow, which triggers on an icon at column 5. He therefore puts an icon on his playbook in the bottom row in column 5.

				⊙

7.2 ADD MAJOR SKILL RESULTS

The first step is to add in the results for your Major Skill. Each skill has a column number for each possible result available to them. You can add these in to any slot in the bottom row of your playbook, provided the results is listed equal to or lower than the column you are putting the affect into.

Skill	<	<<	><	>	>>	[1]	[2]	KD	DA	G
Archery	1	3	3	4	8	2	6	4	-	-
Athletics	1	2	4	3	8	3	-	-	4	6
Brawl	-	-	4	2	4	1	6	3	8	3
Fencing	2	3	4	4	-	1	6	8	3	-
H. Blades	4	-	3	2	3	1	6	4	8	-
Knives	1	3	4	-	-	2	8	6	3	4
Marksman	4	8	3	1	3	2	6	4	-	-
Polearms	8	-	4	3	4	1	6	2	3	-
T. & Claws	2	-	4	3	-	1	6	4	-	3
Warfare	1	4	2	1	4	6	-	3	3	8

Worked Example: In the first column, Cleaver can only put a < result, and in the second he puts the 1 DMG result. In his third he can choose between a << or DA, but, concentrating on mobility, I go for <<. In the fourth column: either >< or a G, so I go for the ><.

<	1	<<	><	⊙

7.3 ADD MINOR SKILL RESULTS

The next step follows the same basic process as the first, just using your minor skill to fill the columns in the upper row of the table. However, you are limited to the number of columns you can fill in: you can fill a number of columns up to half your score in your minor TAC skill, rounded down (min 1). Which columns you fill is up to you, and will probably depend on the effects that you want to pull off, but you are limited by the number of them you want to use.

Worked Example: With his Athletics sore of 6 Cleaver can fill up to 3 columns in his upper row of his playbook. As column 1 is identical for both skills, that's an easy one to drop. In column 2, cleaver can do a <<, and in column 4 he can do 1 DMG to give him choices. At the moment this seems like a bit of a repeated situation, but it will also give him options for adjustments, so I'll add those in. Finally, in column 4 I can add a DA.

	<<	1	DA	
<	1	<<	><	⊙

7.4 ADD WEAPON RESULTS

Your Weapon choice provides you with a number of different features, but most importantly it gives you bonuses to any DMG results in your playbook. Choose

your signature weapon(s). You can choose one or two weapons to define your fighting style, but must be able to equip with both at the same time to use their abilities. Use the table in the Weapons section to see which columns you get damage bonuses in. Add these bonuses to the relevant columns, but only in the row that is linked to the skill in question.

Worked Example: Cleaver chooses to use a Cleaver and a Bo Staff as his signature weapons. This gives him extra damage on both of his damage results.

	<<	2	DA	
<	2	<<	><	🔴

7.5 Adjust Results

You will have a number adjustment points that you can spend whilst creating your playbook. These points are used to combine effects, create momentous results and move results down the playbook. You receive a number of adjustment points based on your rank in each skill, as shown in the table below.

Skill Rank	Major Skill	Minor Skill
Novice	1	-
Apprentice	2	1
Journeyman	4	2
Expert	7	3
Master	11	5

Your weapons also determine what abilities you can adjust within your playbook. There are three types of adjustment you can make, but you can only make the adjustment to results that match the result type listed with the weapon, and only on the row of your playbook that relates to the use of that weapon. Each adjustment costs one adjustment point if it is a change made to your major TAC skill row, and 2 points if it is made to your minor TAC skill row.

Here are the possible adjustments:

- **Early Activation:** Move a result one column to the left. If there is another result in that column, remove that result and place another valid result in the column that has been left empty by moving this result. If there is not a result in the column you have moved this result into you do not get to add a new result into the vacated column. You can only move a result one column from its starting position. Weapon damage bonuses do not move.

- **Combine Results:** Add an additional result to a column. This additional result must be able to be accessed in this column without adjustment.

- **Momentous Result:** Shade the box so that you know that the result generates momentum. If you want to make a combined result momentous and only one of the results in the combination is on the weapon's list of adjust results, it costs 1 extra adjustment point to make it momentous.

Worked Example: Cleaver, a Butcher, is at Journeyman rank in both Knives (major TAC skill) and Athletics (minor). As such he has 6 adjustment points to play with. Here's how he spends them:

[1]He wants to be able to deal damage on his first column, so he uses one point to move the 1 DMG result in column 2 one space to the left. This vacates a column so he puts a 1 DMG result in its place, which gains the +1 weapon bonus.

[1]He combines the << in column 3 with a damage result.

[2]He combines the 2 damage in column 3 on the Athletics row with a >.

[1]He makes the 2 damage result on his Knives row momentous

[1]He wants to make the 2<< result momentous as well, but can't because << is not an adjustment result for the cleaver weapon and it would cost him one more adjustment point. Instead he opts to downgrade the << component to a <, which is an adjustment result for the cleaver, and so he can make this momentous for 1 point

	<<	2 >	DA	
1	2	2 <	><	🔴

8. Equipment

The final steps you need to do is sort out your equipment. You will receive your signature weapon(s) and any armour you want to wear. Everything is balanced against each other so it doesn't make much difference which items you have. If you have any Craft traits you are considered to always be carrying a stock of whatever it is you have created. Further items that you may have access to can be equipped by arrangement with the GM, and further items will be available to requisition if they can be argued necessary for the mission.

Weapons

Your signature weapons main effects are included in your playbook, however it is also worth noting the following things:

- Where damage will be reduced if you are disarmed of one of your weapons.

- Where momentum generation will be lost if you are disarmed of one of your weapons.
- Your melee zone based on your signature weapon. If you have multiple signature weapons with different ranges your melee zone is the largest range. However, if you are disarmed of the weapon that gives you this longer range, your melee zone will be reduced.

ARMOUR

Armours have five different effects:

- **ARM:** They can provide armour values.
- **Tough Hide:** They can provide the Thick Hide character trait.
- **DEF pen:** They can reduce your DEF.
- **MOV Pen:** Some armours provide a penalty to your movement scores.
- **Skill Pen:** Some armours also provide dice penalties to your Speed-based skills. Reduce the dice rolled by the

skill penalty on all speed-based skill rolls. This penalty does not apply to derived attributes.

Armour	ARM	Tough Hide?	DEF Pen	MOV Pen	Skill Pen
Leather	1	N	-	-1/-0	-
Padded	0	Y	-1	-1/-1	-1
Half Plate	2	N	-1	-1/-0	-1
Chain	1	Y	-1	-2/-1	-1
Full Plate	2	Y	-2	-2/-1	-2

Worked Example: Cleaver doesn't want to give up any movement or defence, so he decides not to wear any armour. Cleaver's melee zone is Close, and if he is disarmed of his cleaver he will lose momentum generation from both his current results, and his 2 DMG and 2 << will become 1 and 1 << respectively. If he is disarmed of his Bo Staff his 2 > result will become 1 > instead.

Weapons

This section looks over the different weapons available in the game and their effects. The tables presented here are used when determining your playbook and the effects of some of your character plays.

There are three tables that cover all of the different weapons available:

1. The Weapons Table, covering each weapon and the details that you need to build your playbook using it.
2. The Ammunition Table, covering the different types of ammunition available in the game and how the character plays that they give you if you have the right combination of craft traits or weapons.
3. The Traps and Mines section, detailing the different marker-based effects and the options these give you for your Expert Trapper and Demolitions Expert traits.

You use these tables to find the details for the different weapon options that your character can use in the game. At some point I will add a brief description of each weapon, but for now you'll have to cope with just a name. Google is your friend!

WEAPONS TABLE

Weapon	Skill	Range	Hands	+1 DMG	+2 DMG	Adjust
Longbow	Archery	C	2	3	-	<, >, ><, ◎, KD
Shortbow	Archery	C	2	3	-	<, <<, >, ◎, KD
Bo Staff	Athletics	C	1	3	-	<, <<, >, ◎, DA
Chain Bolas	Athletics	C	1	3	5	<, <<, ◎, G
Quarterstaff	Athletics	R	2	-	-	<, ><, >, >>, KD
Unarmed	Athletics	C	1	-	-	<, <<, ◎, DA
Club	Brawl	C	1	2	5	DMG, >, >>
Knuckle Duster	Brawl	C	1	3	5	DMG, >, >>, ◎
Unarmed	Brawl	C	1	-	-	>, >>, KD, G
Rapier	Fencing	C	1	2	5	<, ◎, DA
Sabre	Fencing	C	1	2	4	DMG, <
Smallsword	Fencing	C	1	2	5	DMG, ><, >
Claymore	Heavy Blades	R	2	2	4	DMG, DA
Greataxe	Heavy Blades	R	2	2	4	KD, DMG
Hand Axe	Heavy Blades	C	1	2	5	DMG, <, ◎
Longsword	Heavy Blades	C	1	2	4	DMG , ><
Cleaver	Knives	C	1	2	5	DMG, <, KD
Dagger	Knives	C	1	2	-	DMG, <, <<, ◎
Hook	Knives	R	1	3	5	DMG, >, DA
Hand Crossbow	Marksman	C	1	3	-	<, ><, >, ◎, KD
Heavy Crossbow	Marksman	C	2	3	-	>, >>, ><, ◎, KD
Musket	Marksman	C	2	3	4	DMG, >, >>, KD
Pistol	Marksman	C	1	3	5	DMG, <, ><, >
Maul	Polearms	R	2	2	5	DMG, >, KD
Poleaxe	Polearms	R	2	2	5	DMG, >, ◎
Spear	Polearms	R	1	2	-	DMG, >, >>
Trident	Polearms	R	2	2	5	>, >>, KD
Warhammer	Polearms	C	1	2	4	DMG, ◎
Unarmed	Warfare	C	1	-	-	<, ><, >, KD, DA

AMMUNITION TABLE

Ammunition	Cost	Range	Area	Rules	Reload
Alchemical Ammunition (uses Lob Attack play)					
Blast Earth (J)	2	M	AOE 3	All characters hit suffer 2 DMG. This ongoing-effect AOE is rough-ground.	N
Blind (M)	1	M	-	Target enemy character suffers -2 TAC, -2/-2 MOV and -2 to any skill rolls.	Y
Embalming Fluid (E)	2	M	AOE 3	All characters hit suffer 1 DMG and the burning condition. Characters entering or ending their activation in this ongoing-effect AOE suffer the poison condition.	N
Explosive Brew (E)	2+1MP	S	AOE 3	All characters hit suffer a Push 4 directly away from the centre of the AOE, 2 DMG and the knocked-down condition.	Y
Fire Blast (A)	2	M	AOE 3	All characters hit suffer 2 DMG and the burning condition. Characters entering or ending their activation in this ongoing-effect AOE suffer the burning condition.	Y
Flame Jet (J)	3	S	-	Target enemy character suffers 3 DMG and the burning condition	N
Molotov (N)	1	M	-	Target enemy character suffers the burning condition.	Y
Noxious Blast (A)	2	M	AOE 3	All characters hit suffer 2 DMG and the poison condition. Characters entering or ending their activation in this ongoing-effect AOE suffer the poison condition.	Y
Smoke Bomb (N)	1	M	AOE 3	Characters within this ongoing-effect AOE benefit from cover.	Y
Hand Crossbow Ammunition (uses Crossbow Attack play)					
Floored Bolt (J)	1	S	-	Target enemy character suffers a Push 3 directly away from this character and 2 DMG.	N
Kick Bolt (A)	1	S	-	Target enemy character suffers 1 DMG and the knocked-down condition	N
Dart Bolt (N)	1	S	-	Target enemy character suffers 2 DMG	Y
Heavy Crossbow Attacks (uses Crossbow Attack play)					
Dead Bolt (E)	2	M	-	Target enemy character suffers a Push 2 directly away from this character, the knocked-down condition and 3 DMG.	Y
Flurry (N)	2	M	Pulse 2	Target enemy character suffers 2 DMG. All other characters within the pulse suffer 2 DMG.	Y
Heavy Bolt (A)	1	M	-	Target enemy character suffers 3 DMG.	Y
Longbow Attacks (uses Bow Attack play)					
Pinning Arrow (E)	3	M	-	Target enemy character suffers 2 DMG. While on the pitch they can only move directly towards you during their advance.	Y
Immobilising Bodkin (J)	2	M	-	Target enemy character suffers 2 DMG, -2 to skill rolls and -2/-2 MOV	Y
Trueflight Arrow (N)	2	L	-	Target enemy character suffers 2 DMG.	N
Shortbow Attacks (uses Bow Attack play)					
Flurry (N)	2	M	Pulse 2	Target enemy character suffers 2 DMG. All other characters within the pulse suffer 2 DMG.	Y
Snapshot Arrows (A)	1	S	-	Target enemy character suffers 1 DMG	N
Burning Arrow (J)	2	M	-	Target enemy character suffers 2 DMG and the burning condition.	N
Musket Attacks (uses Firearms Attack play)					
Boom Box (E)	2	S	-	Target enemy character suffers 4 DMG and a push 4 directly away from this character.	N
Grapeshot (A)	2	S	AOE 3	All characters hit suffer 3 DMG and the bleed condition.	Y
Musket Ball (N)	1	M	-	Target enemy character suffers 2 DMG.	Y
Pistol Attacks (uses Firearms Attack play)					
Pepperbox (M)	2	R	-	Target enemy character suffers 3 DMG and the knocked down condition.	Y
Lead Ball (N)	1	S	-	Target enemy character suffers 1 DMG and a push 2 directly away from this character.	N
Flash Bang (J)	1	S	-	Target enemy character suffers 2 DMG, -2 TAC and -2 to any skill rolls.	Y
Other Weapon Attacks (using Lob Attack Play)					
Chain Bolas	2	M	-	Target enemy character suffers 2 DMG and the snared condition.	Y
Small Improvised	2	M	-	Target enemy character suffers 2 DMG	N
Large Improvised	2	S	AOE 3	All characters hit suffer a Push 4 directly away from the centre of the AOE and the knocked-down condition. You must have Brawn 7 or higher to use this ammunition.	Y
Harpoon (trident)	2/⚙ (col3)	S	-	Target enemy character suffers a Push 6 directly towards this character.	N
Skewered (spear)	2/⚙ (col5)	S	-	Target enemy character suffers 3 DMG and the snared condition.	Y
Other Weapon Attacks (using Flick Attack play)					
Chain Grab (hook)	1/⚙ (col 5)	S	-	Target enemy character suffers a Push 4 directly towards this character.	N
Dirty Knives (dagger)	2/⚙ (col 3)	S	-	Target enemy character suffers -2 DEF, 1 DMG and the poison condition.	N
Pain Circle (cleaver x2)	2	M	AOE 3	All characters hit suffer 1 DMG and the Bleed condition. Characters entering or ending their activation in this ongoing-effect AOE suffer the bleed condition.	Y

TRAPS AND MINES TABLE

Marker	No. in play	Size	Rules
Proximity Mine (J)	3	30mm	When an enemy character moves within close range of this mine marker that character immediately suffers the Burning condition and the mine marker is removed.
Pitfall (E)	1	40mm	When an enemy character moves within close range of this trap marker that character immediately suffers the Snared and Bleed conditions and the trap marker is removed.
Big Game Traps	3	30mm	When an enemy character moves within close range of this trap marker that character immediately suffers the Snared condition and the trap marker is removed.

Companions

Companions are like mascots in Guild Ball – low-powered extra characters that can give you extra options, but are easy for the enemy to take out.

You create your companion in the same way as a character, but with some notable differences:

1. NATION/TYPE

The companion does not choose a nation, instead you have to choose what type of companion they are:

Companion Type	Brawn	Cunning	Learning	Speed	Will	Skill
Animal			-1	+1		Athletics
Mechanica	+1	-1				Engineering

2. GUILD

Build does not play as big a role in the companion's skills either. The companion's guild must be the same as the player's guild, but the companion does not gain the full benefits of the guild. Instead, they gain only one +1 attribute modifier, and do not gain the skill. If their guild has a +2 modifier, they get +1 to this attribute. Otherwise they gain +1 in the attribute linked to the guild skill.

3. ATTRIBUTES

Companions' attributes start at 2 rather than 3, and only receive three additional points to spend. Companion attributes cannot be increased above 5 + Guild bonus.

4. SKILLS

Companions receive and spend skill points in the same manner as player characters. Animal companions can buy ranks in a special tactical skill, *Teeth and Claws* (Cunning).

5. DERIVED ATTRIBUTES

Many of a companion's derived attributes are calculated in the same differently from player characters. The calculations that have changed are listed below:

Base MOV = 4 + Speed / 2 (round up)
DEF = 3 + Speed / 2 (round up)
HP = 2 + Brawn + Will
Actions INF = (Speed + Cunning) / 3 (round up)

6. CHARACTER PLAYS AND TRAIT

Companions buy traits and plays in a different manner to player characters. Plays and Traits can be used to represent biological or mechanical functions that are not tied to their rank in a particular skill. Mascots receive 3 points for buying traits and plays.

- The traits and plays cost them a number of these points equal to the rank requirement of the trait or play (1 point for a novice ability, 2 for an apprentice one, etc).
- They can also purchase limitation traits, which generate them one more point to spend.
- They can also buy the following special traits available only to them:
  - **Burrow Nests [Expert, Mechanica]:** Once per turn during your activation you may place a friendly nest marker within short range of you. You may have up to 3 nest markers in play at one time. During your activation you may spend 1 influence to choose a friendly nest marker within short range and move within zero range of the marker. You may then make an attack without spending influence.
  - **Fly [Journeyman, Brawn 2-]:** Companion gains MOV +1/+1. When this companion moves it ignores terrain and can move over other characters. It cannot end its movement overlapping another character or barrier terrain.
  - **Integrated Armour [Novice, Mechanica]:** The companion counts as wearing a chosen type of armour. This interacts with their attributes and skills in the same way as it does for a player character wearing the armour.
  - **Integrated Weapon [Novice, Mechanica]:** The companion counts as being armed with a weapon of your choice that can't be disarmed. The companion must have the required skill with the weapon, but otherwise it interacts with the companion's playbook in the same manner as it would for a player character.
  - **Natural Armour [Novice, Animal, Brawn 3]:** The companion gains +1 ARM but loses -1/-1 speed. This trait can be purchased twice.

- o **Natural Weapon [Novice, Animal]:** The companion counts as being armed with a weapon of your choice that can't be disarmed. The weapon's skill must be Teeth and Claws, but the weapon used to represent the natural attack can be associated with any skill, and interacts with the companion's playbook as if they had the listed skill.
- **Rollerball [Journeyman, ARM 2+]:** Companion may, at the start of its activation, choose to gain +2/+2 MOV. If it does so it can use Ramming Speed, if it has it, without spending influence, but may not make attacks. This lasts until the end of the turn.
- **Tiny [Apprentice, Brawn 3-]:** Companion gains +2 DEF.

- If they have the required rank in the skill, they can purchase the play or trait for 1 point instead.
- If they buy an attack play that requires ammunition, they choose a fixed ammunition with the play, and can only use that ammunition with the play.
- They may not purchase the Creation play.

7. Playbook

A companion's playbook is generated in the same manner as a player character.

8. Equipment

Companions cannot use weapons or armour or other equipment unless they have a suitable trait.

Experience and Character Development

As with many roleplaying games, your characters can improve and get better as they train and improve through experience.

At the end of each session the GM should award the players experience points (often abbreviated to XP). The amount of XP earned is up to the GM, but here are some guidelines:

- **1 per session:** for each session you play, the players should earn 1 XP each.
- **1 for danger:** If the players were in any danger, whether physical or otherwise, during the session, the GM should award the players another 1 XP each.
- **1 for success:** If the players were largely successful at what they attempted during the session they can be awarded another point of XP.
- **1 for roleplaying:** If the GM feels the players have roleplayed their characters well and contributed to a fun game during the session they can be awarded another point of XP.
- **1 for completion:** If the players have completed a significant part of the storyline they can gain an extra point of XP. This is something that should only be awarded every few sessions.
- **1 for character development:** If there is something that has happened that has to move an individual player's story along in some manner, that player should be awarded an additional XP point.

Experience points can be traded in for one of the advancements listed below. Each advancement costs 10 XP.

Attribute Increase

Increase any one Attribute by 1, to a maximum of 8. Recalculate your derived attributes and skill levels (but you do not gain any more points to spend on skills).

If this increases your major or minor TAC skill levels it may also give you access to more columns in your playbook. You may choose results for columns previously unavailable but cannot change any existing playbook columns.

Play or Trait

You can gain a new Trait (other than a Limitation Trait) or Character Play, or remove a Limitation Trait (with GM approval).

If you choose a character play that can be activated with a GB icon you need to add that play into your playbook. This should replace whichever result you currently have in the playbook in the column that the icon is assigned to. If the column replaced had any of your adjustments spent on it you may choose to reassign these adjustment points.

Improve Skills

Choose from your Tactical skills, Academic skills or Influence skills. Increase a number of skills equal to half your Cunning, Learning or Will respectively (rounded up), by 1 rank each. New skills may be gained at Novice rank.

If you increase your major or minor TAC skills this will give you more adjustment points to spend on your playbook, and may give you additional columns or results in your playbook. You may choose options for columns previously unavailable and assign any additional adjustment points throughout the playbook according to the usual rules, but cannot make any other changes any existing playbook columns.

Rebuild Playbook

You can completely rebuild your playbook from scratch, reassigning the results for each column according to the rules in the character creation section above. You can even choose new TAC skills and signature weapons. This can be a useful advancement to take after you have spent a few advancements developing your TAC skills and adding new character plays and want to change how your character is set up.

Upgrade Companion

Your companion gains +1 to any 1 attribute (up to usual maximums) and three points to spend on skills or character plays and traits (spend in the same manner as during the companion creation process).

You can also completely rebuild your companion's playbook when you choose this upgrade.

DRAMATIC UPHEAVALS

Individual characters may undergo some significant, usually in some way harrowing, event that dramatically changes their abilities or outlook on life. Such events are not easily represented with the mere awarding of experience points. However, through the Limitation Traits already in existence within the game we can describe a wide variety of life changing effects...

A character is tortured by the enemy to the point where their mind breaks – they gain Crazy.

A character has one of their legs chopped off – they gain One Leg.

A character is subjected to some hideous alchemical experimentation – they gain Huge.

A character's loved ones are killed in some horrific manner – they gain Furious.

A character has their face hideously scarred – they gain Hideous.

There are many more effects that can trigger a new hindrance for a player character, and when a significant event happens in this manner, the player can GM should discuss the possibility of representing the effect the event has had on the character by the addition of a new Limitation Trait.

If a character gains a new limitation trait, they may gain an additional advance without spending XP. Often this is a good point to buy the Rebuild Playbook advance and really go to town on the live changing experience.

LEADERS & LEGENDARY PLAYS

Just as we have captains in Guild Ball, that usually have their own legendary plays, it is possible for the party to have their own "captain" – the party leader. And they can also develop their own legendary play.

PARTY LEADER

Choosing a leader and designing a legendary play should be something that is done collaboratively as a group. It's quite a big boost and helps the whole party, and a leader should have the backing of the whole party.

To gain a party leader, the following criteria must be met:

- All players in the party must be agreed on which player will be the party leader.
- The player chosen to be the leader must have at bought least 5 advancements.

- The character chosen to be party leader must be acceptable to the Council of the Armistice, from a roleplaying perspective, i.e. they shouldn't have done anything to antagonise more senior Council NPCs they have encountered, or been noticed in any guild-based activity they have undertaken. (This criterion essentially acts as a GM veto, but they are advised to use it wisely, and maybe make adventures out of trying to win the favour or NPCs who might wish to block the chosen leader.)
- The character chosen to be the party leader must not have the Maverick Limitation Trait.
- The player chosen to be the party leader must spend 10 XP.
- Each other player must spend 5XP.

If all of these criteria are met, the chosen player character becomes the party leader. The leader gains +2 to their Inspiration Influence. They can then recalculate their Actions Influence, but in doing so they must apply a -1 penalty to the calculation (but given that their Inspiration Influence is a factor in deciding their Actions Influence, this will still go up). This essentially nets out at +2/+1 INF in comparison to their INF score before they became the party leader.

LEGENDARY PLAYS

A character who is the Party Leader is allowed to use a Play or Trait advancement to build their own Legendary Play. Only a Leader can have a legendary play. As with deciding on who will be the party leader, it is recommended that players should work together when deciding what the legendary play should be.

To create your Legendary Play you have 20 points to spend to build your effect. Points are spent on building it up from the various different effects available in the different traits and plays already in existence, and then applying modifiers to give it extra range and effect.

Step 1: Choosing The Base Plays & Traits

You now need to choose the plays and traits that you will use to build the effect of your play. Each play or trait used costs a number of points as shown in the table below:

Requirement Rank	Cost
Novice	2
Apprentice	4
Journeyman	6
Expert	8
Master	10

You then apply the following modifiers to the cost to work out the final base cost:

Modifier	Cost
Chosen item is a trait	-1
Character qualifies for the chosen item	-1
Character has the chosen item (cumulative with previous modifier)	-1

Choosing the Range

Next you need to choose the range at which the play will work. To do this you need to work out the shortest range of the effects that you have chosen. This is the base range of your legendary play.

You can then adjust this range up or down categories. Each category you shift the range up adds +1 to the base cost, whilst each category the range is lowered reduces the base cost by -1.

Range
Self/Play
Short
Medium
Long
Extreme

Choose the Activation Style

There are a number of different options that you can choose for how your ability will work, and they apply a multiplier to the effect you have chosen.

Modifier	Multipier
Optional Effect (only 1 of the chosen effects will trigger. You can choose this in addition to other trigger effects)	x 0.75
Multiple Uses (Effect triggers a set number of times)	x (uses -1)
Token Pulse (Pulse passes out one token per target that can be spent to replicate the effect)	x 1.5
Aura (effects trigger as an aura that affects all within it)	x 2
Pulse (effect triggers as a pulse that affects all within it)	x 3

Game Systems

CORE MECHANIC

When you attempt an action that represents some sort of challenge for your character to complete, you should roll dice to determine your success at that action. Roll a number of ten-sided dice equal to your skill level in the skill that best represents the action you are attempting. Every dice that comes up as 6 or higher is a **hit**. If you have rolled at least 1 hit you have succeeded at the action.

DIFFICULTY AND COMPLICATIONS

There are two ways you can modify the dice roll to make it harder or easier for the character to achieve success: Difficulty and Complications.

Difficulty: If the action being attempted is itself more difficult (or less) than normal, you should increase (or decrease) the target number for the roll. A roll that requires 8s is inherently more difficult than a roll requiring 6s.

Complications: If there are any external circumstances or factors that are complicating the situation that will impact on the character's ability to perform at their best, you should reduce their dice pool.

Example: Cleaver is trying to climb up the side of a Union guild house. Trying to climb a smooth brick wall is more difficult than trying to climb a rough cliff face, so the GM increases the difficulty of the roll by adding +2 to the target number. It is also raining heavily, making that surface slippy – a complication. The GM also reduces Cleaver's dice pool by 1. Cleaver has Athletics 3, so must roll 2 dice, needing to roll at least one 8 to succeed – risky indeed!

OUTSTANDING SUCCESS

If you achieve more than one success on a dice roll you can use may spare hits to describe additional advantages or effects of your roll that may make your life easier for the rest of the scene. What happens is down to the players to decide, but should be mitigated by the GM's decision in terms of the overall effect on the story. You can also take one outstanding success per roll to add a point of momentum (but no more than one point of momentum per roll) to the party momentum pool (see below).

Example: Cleaver rolls an 8 and a 10 on the roll to climb the Union guild hall. Thinking he's going to have to break in to the guild hall once he's climbed his player suggests that his good fortune might mean that he's found a magpie's nest in the eaves of the building which contains a key to a room in the guild hall. Whilst the GM thinks that this is possibly a good idea, he thinks it is a significant advantage and would require more than a single outstanding success to activate. He suggests that Cleaver could climb the building in double-quick time to use up the outstanding success, but instead Cleaver's player decides to add a momentum point to the party momentum pool

CONTESTED AND OPPOSED ROLLS

Sometimes you make a roll that attacks someone (although in a non-combat sense, for combat attacks there are rules below), or are contested by another player's ability in a different skill. There are two different mechanisms for making these rolls.

Opposed Rolls

Where your ability to succeed in an action depends on the success of another character at the same or other action (e.g. Stealth vs Sentry), this requires a opposed roll. Both characters roll a single dice (d10) and add their score in the given skill to the roll. Momentum points may also be spent to add to this roll, gaining a +1 bonus for each point spent. Where rolls are tied, the GM can determine whether a tie has an effect, rule the winner as automatically being one of side or another, or make the characters reroll as many times as is needed to resolve the situation (any bonuses from Momentum still apply to the reroll).

Sometimes an opposed roll will be made against a whole group of people. This is called a *Group Opposed* roll. In these cases you need to determine one side as the attacker and the other as the defender. The attacking side makes one roll (usually the character who has the best chance of making a high roll, although in some cases the GM may think it more appropriate that the lowest skill is used), but the other side make one roll each. Defending players who fail to beat the attacker's roll fail, while those who beat the attacker's roll have succeeded.

Contested Rolls

When an action directly targets an enemy in some manner it is Contested. The target number for the roll is the target's DEF.

Sometimes a contested roll will be made against a whole group of people. This is called a *Group Contested* roll. In these cases make one roll, but mark the DEF score that the target has not been able to succeed against. For example, a character makes a Deception roll against a group with DEF 3+, 5+ and 7+ and rolls 3, 3, 5 and 6. They will have succeeded against the characters with DEF 3+ and 5+, but not against the DEF 7+ character.

COMBAT

Combat uses the core mechanic, but requires other systems to manage the additional aspects of a more complex system, such as timing and damage. Below are the steps you need to go through when staging a fight scene:

At the start of the scene:

1. Determine activation order

At the start of each round of combat:

1. Resolve condition damage
2. Generate INF pool

During each character's activation

1. Declare action
2. Spend INF points
3. Roll dice to see if successful
4. Apply results

At the end of Each Combat

1. PCs receive 1 Icy Sponge token and recover wounds.

DETERMINE ACTIVATION ORDER

To determine the order in which each character will activate, all players make a Speed roll against a TN of 6. This determines the starting point for the order of activations during the turn, although INF points can be spent to manipulate the order. Where there are ties in the activation order it is only an issue if the characters are on different sides in the fight – if they are on the same side they can just choose each turn which of them goes first, etc. In tie-breaks between player and GM characters, the player character gets to go first. If there are multiple player and GM characters all tied in the same slot, activations alternate, starting with the side that has most characters tied for the same initiative slot, or starting with the PCs if they both have the same number.

Surprise Round

In some circumstances one or other side in the fight will get the drop on their opponents, having setting some sort of ambush for their opponents. You will need to make suitable *Group Opposed* roll to see who has been surprised. You then play through a special round of combat called the *Surprise Round*. During this round, only characters on the attacking side, or those who passed their surprise roll, may activate. Characters that cannot activate are considered to be 0/0 INF during this round. In addition, each character that does activate suffers -1/-1 INF and -2/-2 MOV during the surprise round to represent the shortened time of this round.

GENERATE INF POOL

Add up the total INF points generated by the party (the first INF value for each character) and place this in a pool. Using tokens and keeping them within easy reach of all players is a handy way to manage the INF pool.

CHARACTER ACTIVATION

In order from the highest activation score to the lowest, each character activates one at a time. They must complete all their actions during their activation for the turn. There are, however, systems to allow you to manipulate the activation order. Before making any actions you may instead choose to spend 1 INF point from the pool to allow another friendly character to activate before you. Once their activation is complete you can continue with your activation. Similarly you can choose to drop down the activation order for this turn. Simply state at which point you would like to activate in the order – you do not need to spend an INF point to drop down the order.

DECLARE ACTION(S)

As you complete your activation you may make a number of actions. Each action will usually require you to spend an INF point (or more) to complete the action. Take an INF point from the pool when you take an action and place it on your character sheet so that you can check that you haven't spent more INF points than you are allowed each turn (the second INF number).

Standard Actions

Jog (0 INF): You can move up to your base movement. This is an advance action. You can only perform 1 advance action per turn. If you take this action you may be subject to a *parting blow*

Sprint (1 INF): You can move up to your sprint movement. This is an advance action. You can only perform 1 advance

action per turn. If you take this action you may be subject to a *parting blow*

Attack (1 INF): You make an attack against a target character within range

Charge (2 INF): You can move up to your sprint move and attack with a melee weapon against a character within range. This is an advance action. You can only perform 1 advance action per turn. You cannot take this action if you are already engaged in melee, even if engaged with a different character. If you take this action you may be subject to a *parting blow*

Use Skill (varies): You can use a skill to perform a short non-combat action of some description. An incidental skill use costs 0 INF, a standard skill use costs 1 INF and a complex skill use costs 2 INF. The GM should use the comparison between Jog, Sprint and Charge to give an idea of whether the action you are trying to do should count as Incidental, Standard or Complex.

Character Play (varies): If you have a character play you can spend the INF points it requires to use the play.

SPEND INF POINTS

As you declare actions you must take the INF points from the party pool. You are limited to the number of points you can draw from the pool equal to your INF actions score. You should also bear in mind the other players in the party as you don't want to put them in a situation where they can't act because you have used up all the INF points!

ROLL DICE TO SEE IF SUCCESSFUL

For most actions you will need to roll dice to determine whether the action is successful or not.

Attacking

When making an attack you roll your TAC. The target number for an attack is the DEF of the target. You apply bonuses and penalties as in Guild Ball.

APPLY RESULTS

When you attack you need to look at your playbook to determine what the possible results of the attack are. This works exactly the same as it does in Guild Ball.

X	Where a number is given, this is the amount of damage dealt to the target.
>	Push – you may move the target a distance equal to the number of chevrons in a direction of your choosing.
<	Dodge – you may move yourself a distance equal to the number of chevrons in a direction of your choosing.
◎	Activate a character play of the same number of icons or less.
KD	Target gains the Knocked Down condition
DA	Disarm – target loses a weapon they are currently holding (chosen by you) and it scatters 1 from them.
G	Grapple – both you target gain the Grappled condition.

Grappled Condition

When the grapple condition is first applied the target that suffered the G playbook result is moved to range 0 of the attacker. The grappled condition has the following special rules:

- Characters with the Grappled condition may not perform an advance.
- Characters with the Grappled condition may only make attacks against the enemy character they are grappled with.
- Characters with the Grappled condition may take < results, but if they do so they may not move outside of range 0 of the enemy character they are grappled with (but can change position relative to other characters).
- Characters with the Grappled condition may take > results, but if they do so they must also make an equal dodge directly towards the grappled character.
- A character with the Grappled condition who uses a >> or << result to must remove the Grappled condition from themselves and the other character they are grappled with.
- A character with the Grappled condition may use a G result to remove the Grappled condition from themselves and the other character they are grappled with.
- A character with the Grappled condition may use a KD result and must apply the Knocked Down condition to both themselves and the character they are grappled with.
- A character with the Grappled condition may inflict playbook damage results but does not gain the benefit of weapon bonuses.
- When you spend a point of momentum to clear the Grappled condition you must also remove the

Grappled condition from the character you are grappled with.

- Another character may use a G playbook result against a character with the Grappled condition. If they do so, remove the grappled condition from the character the target was grappled with and move into range 0 of the attacker as if you were newly grappled.

ABSTRACT RANGE AND MOVEMENT POINTS

Guildforged attempts to use an abstract range system, yet keep characters roughly in line with Guild Ball players. If you want to use models feel free. Short range abilities are 6" or 4" range and medium ones are 8" or 10", close range is 1" and reach is 2". However, roleplaying games often benefit from a more abstract and approximate system for describing distances.

In Guildforged we use a system of abstract range brackets:

Zero < Close < Reach < Short < Medium < Long < Extreme

- **Zero** range represents being right up close and personal with someone – physically holding them. Usually used in grapples. Weapons with Close and Reach range can be used at this range

- **Close** range represents a usual fighting space of a metre or so between combatants. Weapons with Close and Reach range can be used at this range

- **Reach** range is used for characters that have extra-long weaponry that gives them a notable reach advantage over their opponents. Only weapons with Reach range can be used at this range.

- **Short, Medium** and **Long** range represent a distances where communication can take place and different types of ranged weapons may be effective, but outside of the reach of even the longest melee weaponry. You can use ranged weapons or attacks provided their range is at least as long as the range you are at.

- **Extreme** range represents greater distances that are outside of most forms of communication and ranged attack.

We also use a system of movement points for advances (jogs, sprints and charges) and repositions (pushes and dodges). A character must spend movement points to move between range brackets. If you want to keep things simple, each range bracket positions someone to the upper limit of that bracket, so a character can spend 9 MOV points to move from Medium range to Close.

Range	MOV point range
Zero	0
Close	0-1
Reach	1-2
Short	2-6
Medium	6-10
Long	10-16
Extreme	16+

Much of how the movement system works, and indeed the general combat mechanics, are lifted from Guild Ball, so a working understanding of how advances, dodges and pushes, and parting blows and charges work is important for determining how characters move about in Guildforged, and much can be done with the use of models and exact measurements if you want to play a more tactical combat.

HEALING

There are several effects that allow you to heal HP in the core Guild Ball rules, including character plays, Icy Sponges and momentum spends, and most of these are still usable in Guildforged. The one "tweak" to normal game play is how icy sponges work.

There is no medic on hand in the sidelines, so a taken-out character does not gain Icy Sponge tokens during the Maintenance Phase (in fact there is no Maintenance Phase in Guildforged). Instead, all player characters receive Icy Sponge tokens in the following circumstances:

- At the end of combat the victorious side all receive 1 Icy Sponge token, allowing them to clear all boxes in the Injured health track.
- After a full 8 hours of undisturbed rest PCs receive 2 Icy Sponge Tokens and so can recover all Injured and Bruised hp.
- Each day of rest thereafter lets them recover 1 hp.

Games Mastering

This section looks at how to structure games and create your own adventures for Guildforged. It will also include some stat blocks for sample characters and creatures your players may be put up against (coming later).

THE SETTING

There is only a small amount of setting detail that has been revealed through the Season 1 and 2 rule books to date. What does exist describes a world similar to a late medieval or early renaissance Europe, with a few twists and anachronisms, as might be expected in a fantasy world. Further, much of the setting material this is presented, understandably, concentrates on the inner workings of Mob Football, rather than the greater political sphere, which might help us create plots for our PCs to explore.

As a GM, this lack of detail to the setting can feel daunting, but in reality, it provides you a great opportunity to develop the world as you see it and to fit with the characters and players in your group to make the best roleplaying experience that you can.

Before you start I would highly recommend that you read through the setting material to give yourself as full a picture of the world as you can. If you've read it already, giving yourself a refresh can't hurt either. Get to grips with the stories and the way the world sits and see what inspiration you can draw from it.

THE CENTRAL CONCEIT

As a roleplaying game, we need a set up that allows the players a certain amount of free reign when they are creating their characters. Yes, it is possible to create a party made up entirely of characters from a particular guild and then run adventures centred on the interests of that one guild. However, when you have a game with so many character options, it is natural for players to want to explore the range of options available. Particularly if you're running a game for a bunch of Guild Ball miniatures game players (and let's face it, they're likely to be your primary audience), your players are likely to each want to play their favourite guild.

As such we need a hook that brings everyone together – a conceit to change the setting to allow the games to work. Hence we have the Council of the Armistice. This is never mentioned in the existing setting material for Guild Ball. If anything there is reason to believe that such an organisation doesn't exist – if it did it surely would have put the kibosh on Longshanks' manipulations. However, we need a reason for the players to come together from their different guild backgrounds, and to do interesting and exciting stuff beyond the day-to-day grind of their occupation.

The introduction of the Council of the Armistice to the setting provides a way to have characters from different guilds come together and work for a common cause. This secretive organisation operates in small cells of members of different guild, each member having left their guild (with the blessing of the guild hierarchy) to work as an agent of the Council.

Being a Council agent also puts the PCs in a position where their job involves the stuff that stories are made of, as opposed to spending all day chopping up meat or roasting barley. The council investigates, interrogates and infiltrates different organisations, from the nobility to the guilds themselves. This enables you to run a range of different adventures for your PCs, whilst retaining the same essential "job".

ADVENTURES

I'm sure there are more ideas that I can throw at this in the short time of writing this chapter, but I will highlight a couple of different types of adventures that I think Guildforged is particularly suited for.

INVESTIGATIONS

The Council's primary role is to uncover the sort of dodgy and underhand dealings that could put the armistice at risk and plunge the Empire of the Free Cities back into war. Where a devious plot is hatched, the council will send operatives to investigate, uncover the truth and thwart whatever nefarious plans are being fermented.

An investigation suits a small group of experts, uncovering clues and then dealing with the enemy in some sort of climactic showdown. Such adventures are structured similar to a spy thriller, where the players slowly unravel the layers of intrigue until they discover who the villain is

and what they are planning, usually just in time to thwart their plans before they come to fruition.

BLACK OPS MISSIONS

Another type of adventure that suites a Guildforged game is where the PCs are given a special mission that involves a certain amount of covert activity and infiltration, as the PCs are sent to retrieve items or people from highly defended positions.

For such adventures the Council will likely give the PCs their mission and expect them to work within the parameters to achieve mission success. To add variety to such adventures, you can provide a range of different restrictions that limit how the players can go about completing their mission. Such adventures are usually fairly open-ended, allowing the PCs a range of options for how they can complete the mission, and working with their ideas to help them achieve success.

It is never a good idea in these Black Ops adventures for the GM to have a set idea about how the mission should be solved, as the PCs may find it difficult to uncover this exact solution, yet have plenty of other solutions that would make just as good an adventure. Further, they run the risk of being something of an anti-climax if the adventure does not end with a satisfying scene fraught with danger and jeopardy. When writing the adventure, plan for something to go wrong just as they are about to complete the mission, so that the players can have their climactic ending when it does.

STORY STRUCTURE

When planning an adventure I tend to use a five-point structure to help me plan out an adventure with sufficient twists and turns to keep the players interested throughout. I also like to use the structure to help me pace out the action, as I like to provide an action scene for each section (apart from the Conclusion).

PART 1: INTRODUCTION

The first stage in the adventure should always be some form of introduction. The PCs need to know what they are doing, who they are up against and why they are doing what they are doing. The Introduction to the adventure should highlight as much information as the PCs need, without giving too much away. An initial action sequence is also an important part of these missions. Perhaps the characters are ambushed, and the adventure progresses with them trying to discover who has ambushed them and

why, or perhaps it begins with a chase sequence as the PCs try to chance after a thief who has stolen some important documents.

PART 2: DEVELOPMENT

The development stage is perhaps the meaty part of the adventure, where most of the details of the adventure are revealed. This is also the part of the story that is most likely to be player-led, as the PCs try and figure out what is going on. Again an action sequence is useful in this section, too, although it is probably the least threatening of the encounters the party are likely to face. A combat or chase sequence here is more used to punctuate the more mundane aspects of the adventure than bring about any significant plot twist.

PART 3: COMPLICATION

The complication clicks in at that point in the adventure where the PCs think they know what is going on and have their plan to deal with it. This is when you throw them a googly (or a curve ball, to our American friends). Give them something to make them rethink their plans or reveal a big secret that lets them know that they were on completely the wrong track. It's also a good idea to accompany this with some sort of action sequence. Perhaps the PCs are attacked, showing them that their investigations have been noticed and so forces them to change their plans to account for it. Perhaps they discover that their prime suspect so is themselves attacked by the murderer as the PCs go to interrogate him, and they have to try to fight off or chase after the real culprit. Perhaps they are spotted, just as they are about to break into the royal vault.

PART 4: CLIMAX

I am a firm believer that every good roleplaying adventure should end with a big fight. There should be a single, major battle that defines their success or failure. This battle should also be pitched just right, giving the party the chance to win, but not without forcing them to expend every last resource they have to complete it. A good climactic fight scene leaves several PCs taken out or seriously bloodied (but be careful not to take someone out too early unless they have access to icy sponges, as this can leave someone out of the action and spoil their evening at the point they should be enjoying it the most).

There is more to the adventure's Climax, however, than just the fight sequence. There needs to be some solid build up, putting the PCs under pressure to make decisions and

to resolve how they will face their nemeses in the final battle. If the adventure has given them a good build-up to the climax, this should provide a very satisfying ending to the adventure.

Part 5: Conclusion

The climax is not quite the end of the story, though. It is always worthwhile planning a summing up or explanation of the final stages of the adventure. They might find documentary evidence of the full extent of the plot, or gain a confession from the adventure's main antagonist just before they dispatch him. Alternatively, you can have a few remaining investigation rolls or their Council superior turns up to congratulate them, fully explaining what was going on. However you go about it, the conclusion should be short and sweet – a chance for the PCs to congratulate themselves with a job well done.

It is also an excellent opportunity for dropping the seeds of future adventures in the players' minds...

ANTAGONISTS

This section provides some standard stat blocks for a range of standard characters you can use to populate your adventures, but don't be afraid to stat up your own NPCs using the character creation rules (and remember that as GM you don't have to strictly follow the rules if you don't want to, so you can quite happily give a character Tooled Up even if they don't have any Science or Construction).

Bandit Leader

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	5	6+	1	2/4	C	+5
	>		>>			
1	2	KD	DA	3		

◎○○○●○○○○❷○○○○ (14)

- **Weapons:** pistol, club
- **Skills:** Marksman (maj) 7, Brawl 4 (min), Intimidation 5, Deception 2, Sentry 3
- **Plays:** Lead Ball
- **Traits:** Bag of Quaffers, Floored

Tactics: The Bandit leader will often be greedy with his influence and *Bag of Quaffers*, trying to knock down opponents to make the most of Floored, and to generate some momentum for the rest of the gang.

Thug

MOV	TAC	DEF	ARM	INF	Melee	Init
5/6	4	5+	1	1/2	C	+3
1	🔴GB	2	KD			

◎○○○○○○○ (8)

- **Weapons:** Hand Axe or Cleaver, unarmed
- **Skills:** Heavy Blades or Knives 7, Intimidation 3, Sentry 2
- **Plays:** Blood or Hamstring
- **Traits:** Damaged Target

Tactics: The thugs will form the primary threat outside of the captain, trying to add in a few extra bits of damage. They are best activating after the captain has put some damage out to charge in with Damaged Target if short of range.

Mountain Bandit

MOV	TAC	DEF	ARM	INF	Melee	Init
5/6	3	6+	1	1/2	C	+4
>	1	2				

◎○○○○○○ (7)

- **Weapons:** Heavy Crossbow or Musket
- **Skills:** Marksman 6, Stealth 2, Sentry 3
- **Plays:** Heavy Bolt or Musket Ball
- **Traits:** Light Footed

Tactics: The mountain bandit's primary threats are from range, and they will try to move to cover and use the advantage they have in rough ground to avoid melee engagement. If there is momentum to spare and a KD, G or DA is unlikely, don't be afraid to take a parting blow and then heal up the damage.

Highland Champion

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	6	6+	1	2/3	R	+4
>	KD		>>			
1	2	🔴GB	3	> 3		

◎○○○○○○○○○ (10)

- **Skills:** Carousing 5, Intimidation 5, Sentry 6, Warfare 4
- **Plays:** Weapon's Gone (🔴), Tough Skin
- **Traits:** Floored, Damaged Target

Tactics: Better at dealing damage than his guardsman brothers, the champion will likely take on the biggest enemy and try to knock them down then pile on the damage before his fellow guardsmen pile in.

Highland Guard

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	5	5+	1	1/3	R	+4
>		KD	>>			
1	🔴GB	2	3			

◎○○○○○○○ (8)

- **Weapons:** Claymore
- **Skills:** Brawl 5 (min), Heavy Blades 6 (maj), Intimidation 4, Sentry 6, Warfare 3
- **Plays:** Blood (🔴)
- **Traits:** Stoic

Tactics: The Highland Guard like to fight in conjunction with each other, using their reach and short playbooks to generate knockdowns for each other before smashing them down with damage.

Gaoler

MOV	TAC	DEF	ARM	INF	Melee	Init
4/6	5	4+	1	2/3	C	+4
>>	KD	🎯		DA		
1	G	2	>2	>3		

⊙○○○○○○○○○○ (11)

- **Weapons:** Claymore
- **Skills:** Brawl 5 (min), Heavy Blades 6 (maj), Intimidation 4, Sentry 6, Warfare 3
- **Plays:** Gut and String (🎯)
- **Traits:** Tough Hide

Tactics: The Gaoler prefers to take down his opponents one-on-one, preferably with an ally. He uses grapple to bring people under his control, then applies damage or pushes them into a cell.

Sample Adventure: In the Shadow of the Mountain

In the Shadow of the Mountain is a sample adventure for Guildforged, designed for starting characters, and provides a great way to introduce players to the game, the setting and the Council of the Armistice that they will be working for.

BEHIND THE SCENES

The purpose of this adventure is to bring the characters together and introduce them to the concept of the secretive Council of the Armistice so that they can begin to work together as a cell of Constables of the Council.

Unbeknownst to the characters themselves their guild house masters have recommended them to the council, but the council does not openly recruit, so a test is devised to tell whether they are capable and trustworthy.

However, that is not to say that the test is not something fabricated just for the purpose. It is a genuine problem that needs solving, it's just that the Council are fully aware of what is going on before they unleash the potential recruits onto the investigation.

WHAT'S REALLY GOING ON

The belligerent Skaldic nobleman, Baron Eirich von Schwartzberg has managed to infiltrate several of his loyal retainers into the guild houses of Schwartzberg town, and is using them to siphon off funds and resources to build up a secret personal army.

The neighbouring noble lord, Graf Attila von Reikmark, is a childless and as his cousin, von Schwartzberg would be due to inherit his title. But Reikmark hates Schwartzberg and has recently adopted one of his courtiers as his heir. Schwartzberg takes this as a grave insult and plans to take what he sees as rightfully his by force.

The PCs' job is to uncover the plot, work together, deal with the infiltrators and thwart the Baron's plot before it can plunge the region into renewed bloodshed, that would have the potential to spill beyond the borders of this quiet corner of Skald.

RUNNING THE ADVENTURE

To run the adventure, you can go through the following stages. I would advise reading the Games Mastering chapter so that you can see how I structure adventures.

INTRODUCTION

The adventure starts with the characters in their individual guild houses.

Scene 1: Prologue

The purpose of this scene is to set up the mystery for each individual PC

Their house master asks to speak to them and tells them of some sort of problem with the guild house in Schwartzberg. The PCs can be from Schwartzberg itself, currently working from the Schwartzberg house, or their house master could be a friend of the Schwartzberg house master who has asked him to send someone to investigate as they suspect they have a traitor in the house. It's probably good to give a few different options between the PCs so that that can come into the adventure with a range of perspectives.

The details of the problem will likely depend on the guild in question. If you have PCs with good Politics or Science skills you might want to keep the details hidden from them so that they can uncover what is going missing for themselves (see Scene 2, below).

- ◎ **Alchemists** and **Engineers** might find that some important military-grade stock is missing.
- ◎ Food supply guilds, like the **Brewers, Butchers, Fishermen** and **Farmers,** will have stock missing, too. Largely low grade but long-life food, but a lot of it.
- ◎ The **Hunter's** Guild will likely find that permits have been denied for certain hunting grounds (they are being used as secret training grounds)
- ◎ The **Messenger's** Guild will find that they've not received any messages from their guild house in Schwartzberg.
- ◎ **Morticians** and **Physicians** will find that they have incomplete or missing records for several bodies or patients that they have dealt with over the recent months – they are soldiers injured or killed in training and the mole is covering up the reason for their injuries so that conclusions can't be drawn.

- The **Seamstress' Guild** will be noticing a dip in profits from their Schwartzberg brothel. Investigations will reveal that this is due to a higher than expected number of "military" discounts going through the books, the suspicion should be that someone is putting these through to siphon of the funds, whilst the truth is that they are having an unusually large number of genuine military discounts due to the number of otherwise unattached soldiers coming into Schwartzberg.
- Other guilds will likely just have had funds siphoned off their books to pay for the number of mercenary soldiers entering Schwatzberg. If the PCs are from outside Schwartzberg this should initially look like it is their own money that has gone missing.

Another important factor to consider is why their guild master has chosen them to investigate. For many this may come down to the skills they have available to them. Depending on the guild or the character they may be chosen for their skill at threats and intimidation, or their ability to cajole people or tick people into giving up the truth. They may just be chosen for their loyalty, or possibly if they are based at the Schwartzberg house itself, as they are the only one the house master can trust. Alternatively the house master may be the mole themselves, and so has appointed someone they feel is incompetent to get to the answer and be taking steps to set others up.

Scene 2: Initial Investigations

The first things the PCs might want to do is start to gather as much information about the situation as possible to begin with. At this point the PCs will probably not have met, but if there is more than one based in Schwartzberg they may be acquainted, and may cross paths as they begin their investigations. Other characters may be doing their early research at a distance, looking through the books or whatever evidence they have been sent, or general research into Schwartzberg and the region.

Here's some things people may look for, what rolls they will need to make, and what it can tell them:

Forensic Accounting: Looking through accounting books to look for patterns in the discrepancies can make Politics or Science rolls to see what information they can get out of them. These rolls are TN 6 if the PC is in Schwartzberg looking at the books in-situ, or TN 8 if they are looking at them at a distance. With 1-2 hits they can discover that there seems to be a pattern in the discrepancies as indicated

in the bullet points above. With 3+ hits they can be given some further clues, such as identifying shift patterns to narrow their investigations down to a handful of suspects, or that all of the orders are in some way tied to the Baron's household, although at arm's length.

Regional Information: A History or Survival roll (TN 6 for Skaldic PCs, TN8 for others) will reveal some background information about Schwartzberg (survival rolls will be limited to the physical geographical facts). For 1-2 hits they will know that it is a fairly remote barony in the mountainous border region with Erskirad, with an economy dominated for years by its gold mines, but with these running dry it has dwindled in power and influence. For 3-4 hits they will also know that late in the Century Wars it rebelled against the Skaldic Empire. The rebellion was suppressed by the Graf Reikmark, who installed his cousin as baron. It is a highly defensible position, nestled deep in the mountains and would be unlikely for any attack against it to be successful without either a protracted siege or the help of a traitor. For 5+ hits they will know, however, that the current baron was a ward of the old baron who rebelled against the Empire, but that he betrayed the old baron to his cousin, the Graf.

Gossip: Carousing can be used to gather gossip, either locally or from a distance. The difficulty depends on proximity to the location. Within Schwartzberg itself the roll is TN 5, somewhere else in Skald is TN 7 and outside of Skald it is TN 9 (success here probably means that you have luckily found someone from Schwartzberg as you have been gathering information). The results also depend on the social circles that you are moving within.

Skaldic High Society will recognise Baron von Schwartzberg as an ambitious nobleman, frustrated by the relative obscurity and wealth of his seat. With 2-3 hits they will also know that he was heavily involved in Aldebrecht politics until very recently returning to his seat. With 4+ hits they will also find out that until recently due to inherit the Grafdom of Reikmark, but the Graf has recently adopted an heir and placed them ahead of the baron in the succession. He returned to his seat shortly after receiving the news.

The commonfolk will know that the baron has recently returned to Schwartzberg, and has been quite isolated within the castle. With 2-3 hits they will also have noticed that he was angry on his return, and that there has been an increase in traffic to the castle since he came back. With 4 hits they will also know that he was a renowned warrior

during the century wars, With 5 hits they will also know that he betrayed the old baron to the Graf to gain the barony.

Direct Questioning: Characters based in Schwartzberg can also question members of their guild house directly. Charm, deception or intimidation rolls are the best to use for these attempts, but should be backed up with a plan and roleplaying for how they go about it. However, without additional information to narrow things down the suspects will deny any involvement. Depending on how the PCs go about it, you may be able to reveal some of the other clues provided in the above investigations.

Shadowing: Characters based in Schwartzberg can also follow certain members of their guild around to try and catch them in the act. Make Stealth rolls to see whether they are spotted (if they are it might lead to the direct questioning mentioned above), and Sentry rolls to see what they overhear.

Scene 3: Lounge and Ransom

The purpose of this scene is to give the players a chance for some roleplaying, and to bring the different PCs together at a single location, and with a common cause.

PCs from outside Schwartzberg, after their initial investigations, will need to travel to Schwartzberg itself. PCs from within Schwartzberg will receive a tip-off about some bandits who have been talking about intercepting "guild agents" coming on the stage coach.

There is a staging post a day's travel from Schwartzberg where the coach stops for the night, a day out from Reikmark. All of the characters from outside of Schwartzberg will have joined the stage coach by this point, but those travelling from Schwartzberg town will intercept them a little after the scene begins.

The characters, alongside two or three NPCs, who will all by well-to-do types, will be relaxing in the staging post after a jarring day's travel up the mountain road towards Schwartzberg. Their evening is interrupted when a group of heavily cloaked and hooded travellers enter the coach house, and letting the cold mountain air breeze through the lounge.

At first they seem like harmless fellow travellers, trying to book their passage on the next stage coach out, but shortly after the men spread out around the room they draw weapons – a ragtag assortment of crossbows, muskets and blades. One of the group steps forward and removes his hood to reveal a face concealed by a mummer's mask.

He speaks with a Raed accent: "Now, now, ladies and gents. Let's settle ourselves down and nobody do anything stupid. Firstly, let me reassure your good selves that this is nothing so crass as a robbery. We have received word that there are several representatives of assorted guilds travelling on this particular stage coach, and we have been tasked with asking them *politely* to turn back. So if any of you happen to know who these guilder-types are, we'll be much obliged if you'll be pointing them out to us."

At this point the, switch to the group coming from Schwartzberg to see what they want to do.

They have followed the bandits from Schwartzberg at a safe distance and have reached the staging post, at which point they dismount, conceal several weapons under their cloaks, and enter the Tavern. They do not have enough time to intercept them before they enter the coach house, but can either charge in and interrupt them (starting a combat), creep up and observe what is going on inside the coach house, or set up an ambush for when they come out get one PC to make a TN 6 stealth roll for how good a hiding place they have found.

Back to inside the coach house, if the Schwartzberg PCs didn't just charge in, the characters have chance to deny or admit their role, but if they don't the leader will pick one of the travellers at random and put a pistol to their head.

He knows exactly how many of them there are, so if only some own up it will continue to his next threat: "Well, I guess we'll have to go about this the hard way, then. Five... Four..."

He continues the countdown until they have all either owned up or just started to attack the thugs. At the end of the countdown he'll kill the victim and move on to the next one. If the PCs all own up he'll start to lead them outside to get on the "coach" (make a Group Contested Deception roll for the leader, with failure revealing to the PCs that there is no coach and he just intends to murder them). When they get outside they clearly see that there is no coach and the fight will begin.

Whenever combat starts, move to the next scene.

Scene 4: Ambush at the Staging Post

For this scene you will need to set up a suitable play area or sketch out a map like one of these, depending upon whether the fight will take place inside or outside the coaching house.

Maps:
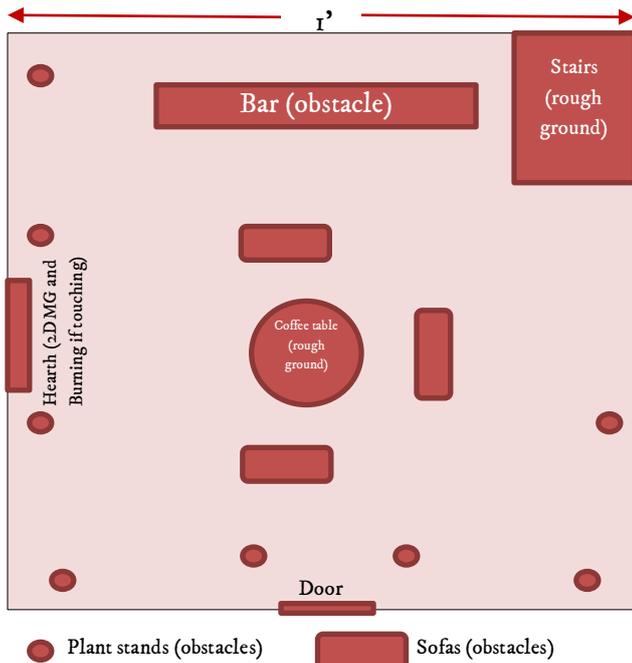
Inside:
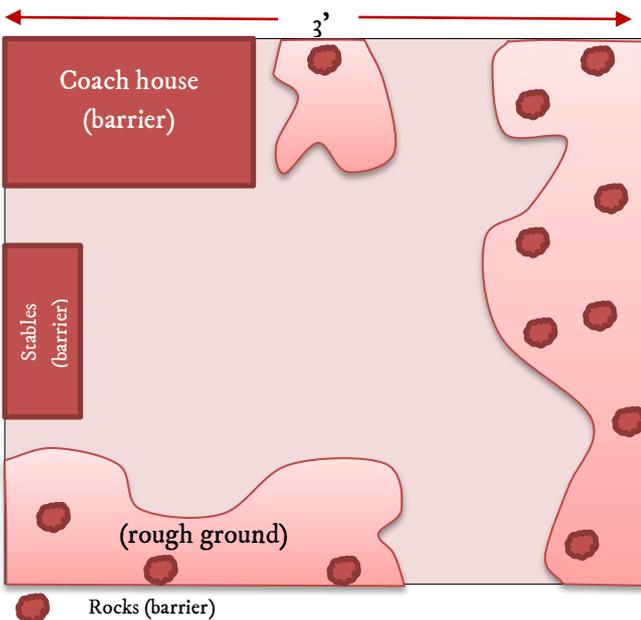
Antagonists

(Note that I have given you a separate health track for each of the two Thugs and Mountain Bandits that use the same stat block. Print this page separately and use these HP tracks to track damage in the fight.)

Bandit Leader

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	5	6+	1	2/4	C	+5

	>		>>	
1	2	KD	DA	3

❍❍❍❍●❍❍❍❍❷❍❍❍❍ (14)

- **Weapons:** pistol, club
- **Skills:** Marksman (maj) 7, Brawl 4 (min), Intimidation 5, Deception 2, Sentry 3
- **Plays:** Lead Ball
- **Traits:** Bag of Quaffers, Floored

Tactics: The Bandit leader will often be greedy with his influence and *Bag of Quaffers*, trying to knock down opponents to make the most of Floored, and to generate some momentum for the rest of the gang.

Thug (x2)

MOV	TAC	DEF	ARM	INF	Melee	Init
5/6	4	5+	1	1/2	C	+3

1	GB	2	KD

❍❍❍❍❍❍❍❍ (8)   ❍❍❍❍❍❍❍❍ (8)

- **Weapons:** Hand Axe or Cleaver, unarmed
- **Skills:** Heavy Blades or Knives 7, Intimidation 3, Sentry 2
- **Plays:** Blood or Hamstring
- **Traits:** Damaged Target

Tactics: The thugs will form the primary threat outside of the captain, trying to add in a few extra bits of damage. They are best activating after the captain has put some damage out to charge in with Damaged Target if short of range.

Outside:

Mountain Bandit (x2)

MOV	TAC	DEF	ARM	INF	Melee	Init
5/6	3	6+	1	1/2	C	+4

>	1	2

❍❍❍❍❍❍❍ (7)   ❍❍❍❍❍❍❍ (7)

- **Weapons:** Heavy Crossbow or Musket
- **Skills:** Marksman 6, Stealth 2, Sentry 3
- **Plays:** Heavy Bolt or Musket Ball
- **Traits:** Light Footed

Tactics: The mountain bandit's primary threats are from range, and they will try to move to cover and use the advantage they have in rough ground to avoid melee engagement. If there is momentum to spare and a KD, G or DA is unlikely, don't be afraid to take a parting blow and then heal up the damage.

DEVELOPMENT

As the story develops, the characters are given chance to investigate further and discover something the true extent of the conspiracy.

Scene 5: Interrogation

In the aftermath of the conflict the PCs may have managed to subdue rather than kill one of the bandits, and can interrogate them for information. Making a contested Intimidation or Charm (depending on their approach) roll the PCs can discover a little more about the plot:

With **1 hit** the bandit knows that they were paid to attack by a guy in a hood they met at the Hanged Man, a Schwartzberg tavern. They were paid a little, but on the promise that there would be more gold on completion, and they could keep whatever personal items and cash they found on you.

With **2 hits** the bandit also reveals that they were supposed to bring back any paperwork found on the PCs.

With **3 hits** the bandit also reveals that they noticed the hooded man's hands were in well-kept and unused to labour, and carried a posh signet ring, with a sigil of a bird or something similar.

With **4 hits** the bandit reveals that their leader is friendly with the captain of the castle guard, and it was he who set them up with a meeting with the hooded man.

With **5 hits** the bandit reveals that their band has a general arrangement with the captain: that they can keep attacking people on the road, provided they are only attacking people leaving the town, and they don't attack anyone wearing a green armband.

With **6 hits** the bandit reveals that they were also paid a bounty for killing messenger's guild couriers leaving the town.

Scene 6 Further Investigations

This "scene" is more a combination of all the different things the PCs might do to investigate the conspiracy.

There are several avenues for investigation open to the PC. These investigations should reveal to the PCs as much of the truth behind the conspiracy as possible, but giving them clues in isolation of each other and to separate PCs, so that they have to communicate with each other and join the dots between the clues to work out the full extent of the conspiracy.

Here is a fill list of the clues that can be revealed, pick and choose from these with each investigation roll depending on how the PCs describe their actions and what they are looking for:

◎ Clues about the Baron:

- The Baron recently returned to Schwartzberg, after finding out that the Graf Reikmark had adopted an heir, denying the Baron the title on his death, and has kept himself hidden away in his castle ever since.
- The baron was considered an ambitions and talented leader by Aldebrecht society, and was laying groundwork for entering the upper chamber of parliament when he inherited the Graf's title, so that he could move swiftly into a ministry position.
- The old baron's rebelled against Skald and was supressed by Reikmark during the Century Wars. This led to the installation of Reikmark's cousin as the new baron, as a reward for his service in supressing the rebellion.
- The baron is a keen military strategist with many innovative ideas for military strategy. He was trying to manoeuvre himself into a position in the Defence Ministry in Aldebrecht.
- The barony is in an exceptionally strong defensible position and the old baron had stockpiled food for a decade before rebelling. The rebellion could only have been suppressed with the aid of a traitor within Schwartzberg.
- The current baron "delivered" Schwartzberg to Reikmark and expected a sizeable position as reward for his efforts, but was upset at only being granted Schwartzberg itself. The Graf Reikmark is thought to have disapproved of the dishonourable manner in which the Schwartzberg rebellion was broken, and has been cold to the new baron ever since.
- The current baron betrayed the old baron to deliver the barony to Reikmark during the century wars, and has actively tried to supress any knowledge of this since taking over, executing the old baron's soldiers and, in the years immediately following the century wars, anyone who mentioned it mysteriously died or disappeared. (this will be a particularly hard clue to discover as he has done a good job of covering it up.)

● Further clues about the Baron's plot:

- In general, many guilds have been having funds siphoned off. Following these trails will lead to the castle.

- Large amounts of low quality preserved food goods have been siphoned off the books of various guilds. Tracing these goods will lead to the castle.

- A large number of "military discounts" have been given by the various service guilds. This might look like a fraud, but is actually because there are a larger number of soldiers here than expected.

- Guilds that manufacture military equipment will find their stocks are depleted. Following the trail will lead to the castle.

- Messages have not been getting out of Schwartzberg, being killed by bandits as they leave.

- There are a number of hidden valley areas that have become "off limits" to hunters and farmers. This has been handled by moles within the guilds, but is also enforced by mercenaries patrolling the entrances to these valleys. If they can get inside the valleys, they will see a large number of soldiers camped up and performing training drills.

- There is a pattern to the off-limits valleys that could allow the soldiers to march to a position within half a day's march of Reikmark without being discovered.

- The only messages that are getting through are those that travel by a special non-guild courier. The messenger's guild have heard rumours about this illegal messenger and have been trying to track him down.

- The Baron has been in secret contact with a Physician's Guild member in Reikmark. Further investigation will reveal that this is a Dr Fraud, who is runs the city's lunatic asylum.

- Ludwig Grunwurst, the Reikmark heir, has been on a pilgrimage to Piervo the last few months, but is due to return to Reikmark next week. The baron will need Ludwig to be there so that he can execute or delegitimise him.

- The baron employs an agent, whose face has been rarely seen and always hides behind a hood. He brokers a lot of dirty deals on the baron's behalf and is likely responsible for some of the more recent "disappearances" in the town

● Investigating the guilds can lead to uncovering the potential mole within each guild. They all have their own motivations and personalities, but when pressed will reveal as much as they know about the ploy, which can be one avenue to discovering some of the clues above.

- A write up on the moles themselves for their individual motivations and personalities can be found in the Dramatis Personae.

- There are no moles in the Messenger's Guild or the Seamstress' Guild as the anomalies shown in these guilds are caused by external factors – the messengers are being targeted by Bandits and the Seamstresses are actually just doing their job, it's just that there are legitimately more soldiers utilising their services.

Scene 7: The Hooded Man

The characters should have been given clues about the Hooded Man (most moles who have any dealings with Magnus will know him as a hooded man, except for Heidi Gotthurd who knows him as Gilbert Dunst). In setting up for this scene, you should make sure the characters are aware of a time and location (a particular tavern, for example) where they could intercept him and confront him.

He sits in a dark corner of the tavern, at a table without a candle. The PCs will easily be able to identify him as there are no others in the tavern with their hoods up. If they approach him openly, he will shift in his seat, but otherwise remain unmoved (Sentry vs his Theivery 6 to know that he has concealed a knife up his sleeve as they approached).

If they just try to ambush him, allow him a Sentry (4) roll vs their Stealth, with suitable modifiers for how good you think their set up is, to avoid being surprised. He has a secret underground entry to the tavern, so if they try to ambush him on leaving, he will never leave the tavern – either by front or back door.

If they approach to try to talk, he will merely say that they have the wrong person (with deception 7 he can be quite convincing!). He will try to make his excuses and leave without starting a fight, claiming he needs to relive himself. If they follow him, he will head to the back door to the tavern, but will take a sidestep into a store room, wedging the door against the uneven floor and blocking their way. By the time they make it round they find themselves in an empty store room. If they don't follow

him he will simply never return, and not leave any tracks o follow.

If a fight starts, he will simply try to escape down to his secret exit through the store room, blocking their way and slowing them down as he goes (he can turn over barrels and chairs into their path, creating obstacles and rough ground for them to deal with).
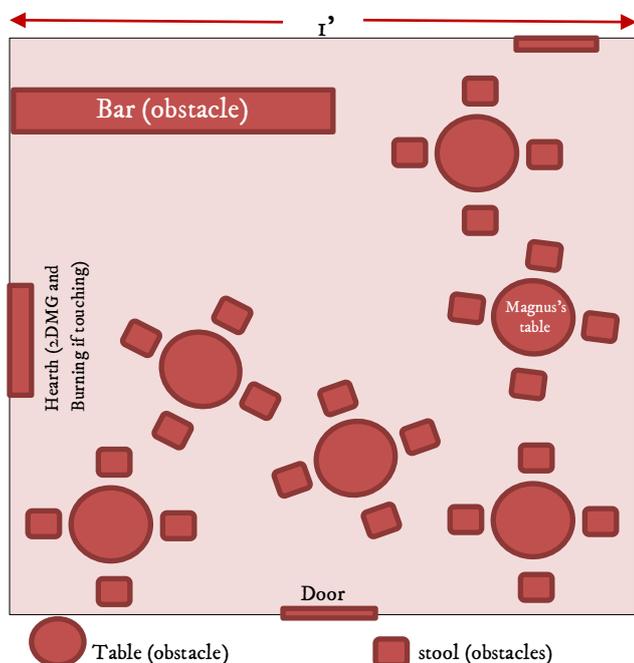
The adventure can go very wrong if you allow Magnus to be captured at this stage. If the remarkable happens and the PCs manage to somehow subdue or capture him, give him further opportunity to escape: distractions in the tavern after the commotion is over, a town guard comes across them as they try to man-handle Magnus through the town. He will take any opportunity to flee, and then use his stealth and natural speed to escape.

COMPLICATION

Now that the players have attempted to deal with Magnus, the Baron will be on to them. Now they must deal with things as the Baron goes on the offensive against them.

Scene 8: Divide and Conquer

Each player will be accosted in some way in an attempt to split up the party and capture them. Guilds where the party have not yet managed to uncover the mole will be sent a request to meet with their guildmaster, alone. These meeting requests will be sent out so that the times clash, so the party can't go to them all together.

When they go to the meeting they will be met by the mole and a group of 3 or 4 Highland Guards (depending upon whether you have a stat block for the mole). You can run

through a fight if the players don't just surrender, but they should be easily enough for the character to be taken out with the concentrated attacks.

Other party members (especially if there are any messengers or seamstresses in the party, or if they have already uncovered their mole), will be accosted at a point where they are alone by a group or 4 highland guards (this could be a try to the lavatory of the players are playing it paranoid). Other events could conspire to separate them, such as a pickpocket in a busy street where one party member runs faster than the other, then carts or crowds of people get in the way and slow down the other party members.

However, you want to leave at least one party member at large so that they can exact some sort of escape plane for their companions.

Scene 9: A Daring Escape

After some PCs have been captured it is then down to them to try and come up with some sort of escape plan.

The prisoners can explore their cells:

- ⊚ All of their equipment has been taken from them, but if any of them had the foresight to conceal an item before they were captured and made a good Thievery roll to conceal it they will be able to access that item.
- ⊚ They are being held in the castle dungeons, below ground, but careful listening (Sentr roll, difficulty 8) will reveal that it located under the gatehouse.
- ⊚ The cell is thick wood with a barred window, about 1' square. Small enough characters (brawn 3) may be able to wiggle through with the bars removed, but larger ones will not.
- ⊚ Wood of the door is thick, but rotting. The bars or hinges can be worked free with perseverance. You need to get to 10 hit with difficulty 7 construction rolls, each roll representing about an hour of work.
- ⊚ The door can be broken down by someone strong enough. Difficulty 10 Brawn rolls, needing 2 hits. But each attempt will be load and attract a guard.
- ⊚ Thievery can be used to pick the lock, but they will need to have concealed lockpicks, or be able to acquire something they can use as lockpicks in an inventive way. The lock itself is fairly simple to pick (difficulty 5)
- ⊚ They can try to trick (Deception) or charm (Charm) the Def 4 guard so that they might be able to steal his keys or get a special favour that might help them

escape (if the guard realises that it might help them escape, though, he won't give it to them).

Those who avoided capture can try and find out more about the dungeons and see if they can attempt a rescue:

- ◉ A Carousing, Construction or History roll might reveal that the dungeon is beneath the gatehouse.
- ◉ The timings of the guard/patrols could be observed (Sentry) or ascertained (Carousing, Charm, Deception) to help attempt to ambush and replace, or sneak past a guard duty.
- ◉ Deception can also be used to appear as traders or other such to gain access to the gatehouse.

Gatehouse

● Table (obstacle)	■ stool (obstacles)	▲ Stairs up/down (rough ground)

Dungeon

● Table (obstacle)	■ stool (obstacles)	▲ Stairs up/down (rough ground)
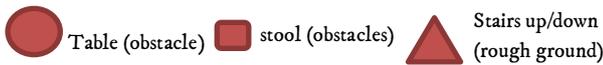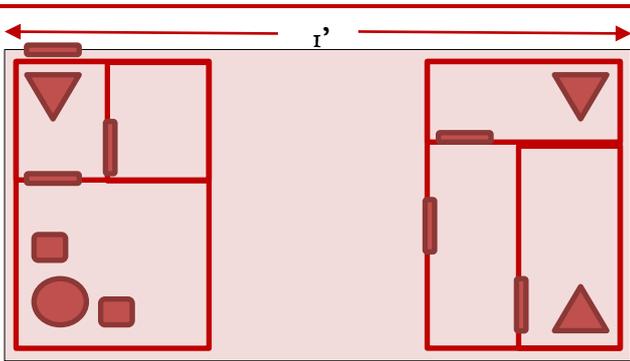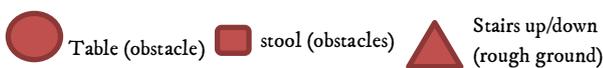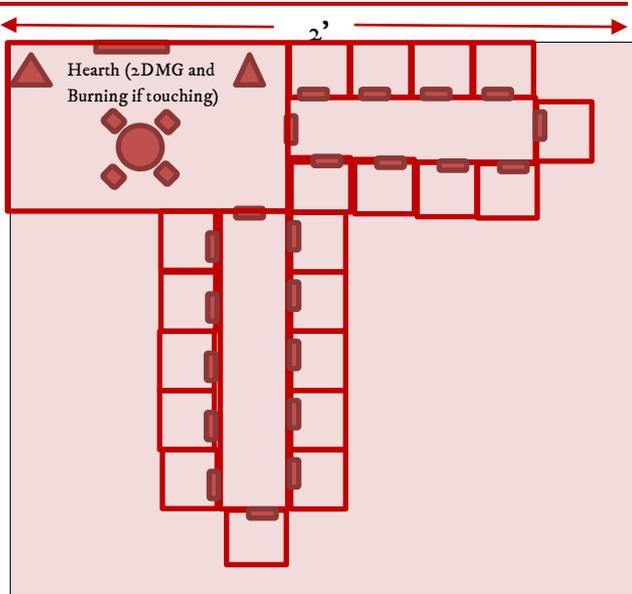
There are a total of 6 guards and the gaoler on duty at any one time. The guards will be in the gatehouse, 3 on each side, whilst the gaoler will be on his own in the dungeon,

although he can ring an alarm bell to bring the guards down.

The stairs up go to the battlements, so if anyone can get to them they could sneak in the back.

Highland Guard

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	5	5+	1	1/3	R	+4
>		KD	>>			
1	◉	2	3			

⓿○○○○○○○ (8)   ⓿○○○○○○○ (8)
⓿○○○○○○○ (8)   ⓿○○○○○○○ (8)
⓿○○○○○○○ (8)   ⓿○○○○○○○ (8)

- ▪ **Weapons:** Claymore
- ▪ **Skills:** Brawl 5 (min), Heavy Blades 6 (maj), Intimidation 4, Sentry 6, Warfare 3
- ▪ **Plays:** Blood (◉)
- ▪ **Traits:** Stoic

Tactics: The Highland Guard like to fight in conjunction with each other, using their reach and short playbooks to generate knockdowns for each other before smashing them down with damage.

Gaoler

MOV	TAC	DEF	ARM	INF	Melee	Init
4/6	5	4+	1	2/3	C	+4
>>	KD	◉		DA		
1	G	2	>2	>3		

⓿○○○○○○○○○ (11)

- ▪ **Weapons:** Claymore
- ▪ **Skills:** Brawl 5 (min), Heavy Blades 6 (maj), Intimidation 4, Sentry 6, Warfare 3
- ▪ **Plays:** Gut and String (◉)
- ▪ **Traits:** Tough Hide

Tactics: The Gaoler prefers to take down his opponents one-on-one, preferably with an ally. He uses grapple to bring people under his control, then applies damage or pushes them into a cell.

CLIMAX

The climax begins with the realisation that the attack on Reikmark is imminent. As they leave the castle, or perhaps later if they need chance to recover, they catch a glimpse of the baron leaving on horseback in his armour with a number of his guard. Just outside the gates a number of messengers carrying scrolls and wearing green arm bands break away from the group and head off into the mountains, splitting up as they go.

Scene 10: The Baron Confronted

The adventure is now heading towards its climax, where the Baron is confronted and (hopefully) thwarted in his plans. The climax can take part in several different location, depending upon how the PCs deal with the information about the Baron leaving.

- ◎ If they rush out to confront the Baron they will catch up with him outside the coach house.
- ◎ If they go out confront him in less of a rush, or look to hijack him at camp, he will be found resting up at the coach house.
- ◎ If they let him get as far as Reikmark he will not seem to make contact with his army and enter the city as a guest. At this point they can try and ambush him somewhere in the city.

If they let him continue he will go to the Graf's castle, where he will meet with the doctor, and together they will approach the Graf, the doctor will declare him insane and they will try to take him away and declare his will naming his successor null and void. If they let it go this far it is likely too late, as many of the Baron's soldiers are already inside the castle and will rush in to deal with anyone who tries to thwart them.

The successor will fight his way out and try to rally the Graf's army against the baron, who will in then reveal his army waiting outside the city and a battle will begin in earnest. This is not what the guilds want to happen.

Scene 11: The Council of the Armistice

If the players manage to successfully thwart the Baron's plans, Dr Sutuur will reveal herself to them at some convenient and quiet point following the climax, and tell them about the council of the armistice.

She will tell them that they have been recommended by their guild house masters and that she would like to recruit them as council agents. They can ask questions about the council, and about the mission they have just completed. The mission was real, but also a test. The council knew about it well in advance and they took a step back to allow them to investigate and show their skills. The council is set up to investigate police conspiracies, whether between nobles or guilds, and they will be warned that it may involve them investigating their own guilds, but as council members they must put The Peace first.

DRAMATIS PERSONAE

This section provides information on the personalities and appearance, and game stats where required, for the different characters the PCs might encounter during this adventure.

BARON EIRICH VON SCHWARTZBERG

The Baron von Schwartzberg is a charismatic and handsome man in his mid-thirties with a moderate moustache with its tips waxed into a curl. He dresses in a fairly conservative manner, but his clothes are of high quality. He will come across as affable and clearly intelligent in conversation, and will enjoys political debate. He will engage in a discussion about affairs of state and challenge people on their views in a disarming manner. However, when pushed or confronted he has a powerful temper, and can brood over slights for days.

Baron Schwartzberg [Leader]

MOV	TAC	DEF	ARM	INF	Melee	Init
5/8	6	5+	2	4/6	R	+5
>	KD	><		DA 2		
1	2	◎	> 3	◎◎		> 4

❍○○○○❶○○○○○❷○○○○○ (17)

- **Weapons:** Claymore, Unarmed
- **Skills:** Charm 6, Deception 2, Intimidation 7, Heavy Blades 7 (maj), Politics 6, Sentry 5, Warfare 7 (min)
- **Plays:** Superior Strategy, They Aint Tough (◎), Screeching Banshee (◎◎)
- **Traits:** Bag of Coffers, Melee Legend

Tactics: The Baron will keep his guard clustered around him, providing the Melee Legend bonus to their TAC and protecting him from attacks against him. He will use his attacks to swiftly dispatch an individual with momentous damage results, but when a target proves tricky due to their armour or movement he will try to use his character plays to control them. When he has time to plan, he will use Superior Strategy and Bag of Coffers to send one of his guards off at a prime target.

MAGNUS, THE BARON'S AGENT, THE HOODED MAN

The Baron employs a man of unique talents to ensure his plots come to fruition. Magnus came to the Baron in Aldebrecht, selling him information on his rivals to help grease his path to power. Since their paths have become entwined as Magnus uses von Schwartzberg, and the baron uses Magnus. Which is the true master is blurred to anyone who looks deeply into their relationship, but then you will have to dig deep to find information about Magnus himself. Beneath his hood he is devilishly handsome, something he uses to his benefit when he can, but unfortunately for someone in his profession, it tends to make him memorable, hence the hood.

Magnus

MOV	TAC	DEF	ARM	INF	Melee	Init
6/8	6	8+	0	3/5	1"	+7

1	2	DA	< DA	3
<	<<	(GB)	<< 2	(GB)

⓿○○○○❶○○○○❷○○ (12)

- **Weapons:** Dagger, Unarmed
- **Skills:** Athletics 6 (maj), Charm 4, Deception 7, Intimidation 6, Knives 6 (min), Politics 4, Sentry 4, Stealth 6, Thievery 6
- **Plays:** Seduction (◎), Misdirection, Thousand Cuts (◎◎)
- **Traits:** Shadowlike, Hidden Damage, Back to the Shadows, Charmed [female]

Tactics: If aware of a combat, Magnus will make sure he is set up to inflict as much damage as possible. He will pick on individuals and try and take them out quickly and quietly and slink back into the shadows ready to strike again, usually with some sort of expendable minion, such as some thugs. If caught off guard he will use his dodges and stealth skills to get away and escape.

THE BARON'S GUARD

Depending on how they encounter him, the Baron will always be accompanied by his guard. These use the Highland Guard statblock.

Highland Guard

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	5	5+	1	1/3	R	+4

>		KD	>>
1	(GB)	2	3

⓿○○○○○○ (8)

- **Weapons:** Claymore
- **Skills:** Brawl 5 (min), Heavy Blades 6 (maj), Intimidation 4, Sentry 6, Warfare 3
- **Plays:** Blood (◎)
- **Traits:** Stoic

Tactics: The Highland Guard like to fight in conjunction with each other, using their reach and short playbooks to generate knockdowns for each other before smashing them down with damage.

HEIMLICH GUBER, ALCHEMIST MOLE

Heimlich Guber is the mole inside the Alchemist guild. He is a snivelling wretch with little talent and is given all the worst duties at the guild house. He hates the current guild master who has put him in this situation, and so is quite happy to help the Baron with his plots. If discovered he will try to run, but not put up any fight. He sees himself as more important to the Baron's plans that the baron probably does, but he will run to the baron for shelter if discovered and fight with them if needed.

Heimlich Guber

MOV	TAC	DEF	ARM	INF	Melee	Init
6/8	3	6+	0	1/3	C	+5

<		KD
1	<<	2

⓿○❶○○❷○○○ (9)

- **Weapons:** Dagger, Unarmed
- **Skills:** Athletics 3 (min), Alchemy 4, Deception 3, Knives 3 (maj), Politics 2, Thievery 4, Stealth 3
- **Plays:** Noxious Blast, Smoke Bomb
- **Traits:** Noxious Death, Floored

Tactics: Guber will try to run away as much as possible, unless emboldened be having other meatier targets in front of him. When running away he will use his smoke bomb and playbook dodges to get out of there, but when he feels safe he will throw out noxious blasts in support.

BRIENNE APFEL, ASTRONOMER'S MOLE

Brienne has a secret she feels is so dark she is worried that the rest of the guild would find out about it – she is unmarried but has a secret lovechild, a product of rape by bandits years ago. It proved easy for Magnus to blackmail her into doing the Baron's dirty work. When confronted she breaks down in tears and confesses all. She is a plump and plain woman in her thirties, although looks older due to the conservativeness of her dress.

DANNY HOPSON, BREWER'S MOLE

Hopson is a young Raed apprentice, sent to train in the Schwartzberg brew house. The Skaldic purists look down their nose at his Raedland "warmbeir" and he has never felt that he fitted in. He was happy to cook the books and send cheap beer through to the castle as way of petty revenge against the sneers. He will initially try to lie to get out of any questioning (Deception 3) but if found out will confess.

AXEL GRUND, BLACKSMITH'S MOLE
KART HORSEN, BUTCHER'S MOLE

Horsen and Grund are plants, they has never been a member of their guilds. When Magnus and von Schwartzberg discovered a couple of their mercenaries with a bit more talent than usual and some moderate trade skills, they forged them some documents and got them into their guilds. As such they are more aware than most moles that their cover can be blown and would need to bug out. They both come across as affable and unambitious, perhaps the least likely candidate, but neither is skilled at covering

their tracks and will leave clues to follow. If confronted they will fight and try to flee back to the castle. They use the Highland Champion stats.

Highland Champion

MOV	TAC	DEF	ARM	INF	Melee	Init
5/7	6	6+	1	2/3	R	+4
>	KD		>>			
1	2	(GB)	3	>3		

⊙○○○○○○○○○○ (10)

- **Skills:** Carousing 5, Intimidation 5, Sentry 6, Warfare 4
- **Plays:** Weapon's Gone (GB), Tough Skin
- **Traits:** Floored, Damaged Target

Tactics: Better at dealing damage than his guardsman brothers, the champion will likely take on the biggest enemy and try to knock them down then pile on the damage before his fellow guardsmen pile in.

INGRID HURTZ, ENGINEER'S MOLE

Ingrid is a loner at the Engineer's Guild. All she longs for is to be left in peace with enough resources to experiment with her own creations. However, she is not allowed the freedom she desires and is regularly forced to work on projects she deems beneath her. The deal she struck with Magnus allows her access to the sort of resources she needs to work on her pet projects and gives her a way of getting back at the guild master she despises. She is quite unhinged and will react angrily and haughtily to any accusations, and can be easily riled into revealing her part in it. She will try to fight her way out of trouble and flee the town – she has no allegiance to the baron and so will not flee to the castle. She is protected by her "Destructomaton mk 3".

Ingrid Hurtz

MOV	TAC	DEF	ARM	INF	Melee	Init
5/6	1	4+	1	2/3	C	+3
	><	KD				
>	1	(GB)	2			

⊙○○❶○○○❷○○○ (11)

- **Skills:** Engineering 6, Intimidation 3, Science 3, Thievery 2, Warfare 4
- **Plays:** Heavy Bolt, Tooled Up, Screeching Banshee (GB)
- **Traits:** Crazy

Destructomaton MK3

MOV	TAC	DEF	ARM	INF	Melee	Init
6/8	5	5+	2	1/4	R	+4
>		>>				
1	2	KD	(GB)	3		

⊙○○○○○○○○ (9)

- **Skills:** Engineering 3, Warfare 2
- **Plays:** Ramming Speed, Scything Blow (GB)
- **Traits:** Assist [Ingrid Hurtz], Rollerball, Tough Hide

Tactics: Ingrid will try her best to stay away from danger and throw the Destructomaton in its way. It can clear a path for her with Ramming Speed. She will likely tool it up and then leave it to deal damage or pushes as needed (but ideally damage, she enjoys seeing people suffer). If it can pull off a scything blow she will likely cackle with glee.

HEIDI GOTTHURD, FARMER'S MOLE

Heidi is young and impressionable. She was seduced by a handsome man she knew as Gilbert Dunst (actually Magnus) who persuaded her to doctor the herding permits for him. When the plot is revealed she will break down in tears at how foolish she has been and tell them what she knows, which is very little.

KELVIN DOREY, FISHERMAN'S MOLE

Kelvin is the house master for the tiny Fisherman's guild outpost in Schwartzberg. Largely he is a fishmonger who deals mainly in salted and smoked fishes that travel up the mountain path to Schwartzberg. He has a few more skilled anglers under his auspice, who fish in the river streams for salmon in the season, but he is otherwise largely a man unto himself. He will be aloof if questioned and unwilling to answer their questions. If they rightly assume this is because he is the mole he will deny it and deny their right to even accuse him. It will take some serious threats or, or actual, violence to get him to confess, but once it starts he will blub everything. He was seduced by money, keeping the sales off his books so that he can milk off part of the profits for himself. In fact he's been doing it for years, and it was only when Magnus caught him that he was forced to actually sell on the fish rather than just relabeling it.

PALTER KRINN, HUNTER'S MOLE

Plater is a long-in-the-tooth hunter, now too old to go out hunting and has been given the job of overseeing the distribution of permits. He feels he should have been given a nice comfortable retirement given his years of dedicated service, and was more than happy to sell them out when

Magnus came calling. When questioned he will admit to it out of spite but will refuse to tell them anything more without some sort of violence (He is DEF 7+ for Intimidation rolls).

GRANETT SCHOLLBERG, MASON'S GUILD MOLE

The Mason's Guild has been badly hit by a loss of funds. This is because the guild master has been well and truly corrupted. Master Schollberg has some dark secrets about his unusual sexual preferences that he doesn't want revealing. He has been thoroughly blackmailed by Magnus, but if the PCs come sniffing in his direction the pressure will be obvious in his behaviour and he will easily break and reveal that he has been blackmailed. He will try to obfuscate the details of the blackmailing, but if the PCs are sympathetic and will allow him to keep his secrets he will be very cooperative, even helping them lure Magnus in to a trap.

SUSAN STYX, MORTICIAN'S MOLE

Susan is a compulsive liar with no real motive for helping the baron's plot other than it piqued her psychopathic interests. She is clever, and difficult to track down by any means other than some sort of cunning trap. Even if confronted she will lie and blame others (she has Deception 5 for opposed rolls). She will eventually, however, land everything at the door of Magnus and come up with some suitable sob story to try and engender the character's sympathy. If she is left to her own devices after being confronted she will contact Magnus and warn him about the party's investigations.

ANTONIA SUTUUR, PHYSICIAN'S MOLE

Dr Sutuur is not strictly speaking a mole. Nor is she in actuality Antonia Sutuur. She is an undercover Council agent; a master of disguise who has successfully replaced the real Antonia when the Council first discovered the plot. If questioned she will have a disturbing matter of fact approach, giving them the information they need without them really having to ask, telling them that she is impressed at the progress they have made. She has an overview of what is truly going on and will direct them like a teacher to the questions they should be asking, without really explaining why she is doing so. An encounter with Antonia works best if she is allowed to remain enigmatic, but some players might push her to reveal all her secrets. If pushed have their be a distraction of some sort, have the players make a Sentry roll to spot something unusual happening elsewhere and in the process have Antonia disappear.

FELISS BUCHREEPER, SCHOLAR'S MOLE

Feliss is the cleverest of the moles and hardest to track down. She has done a very good job of hiding her trail in a way that implicates her colleague, Natalia Ivonova, who she has discovered is having an affair with her husband. If questioned, Natalia will protest her innocence and will be unable to explain what has happened. If the characters believe her and investigate deeper, they may uncover the affair and then be able to link it to Feliss. If finally confronted she confesses and says she did it just to get at Natalia. Again she is trying to put them off the true scent and keep Magnus out of the picture. If left to her own devices after the PCs investigate beyond Natalia, she will warn Magnus.

1'

Bar (obstacle)

Stairs (rough ground)

Hearth (2 DMG and Burning if touching)

Coffee table (rough ground)

Door

3'

Coach house (barrier)

Stables (barrier)

ough ground)

1'

Bar (obstacle)

Hearth (2DMG and Burning if touching)

Magnus's table

Door

Gatehouse

Stairs down
to gatehouse

Stairs down
to gatehouse

Stairs up to
battlements

Dungeon

2'

Hearth (2 DMG and Burning if touching)

Stairs up to
gatehouse

Stairs up to
gatehouse
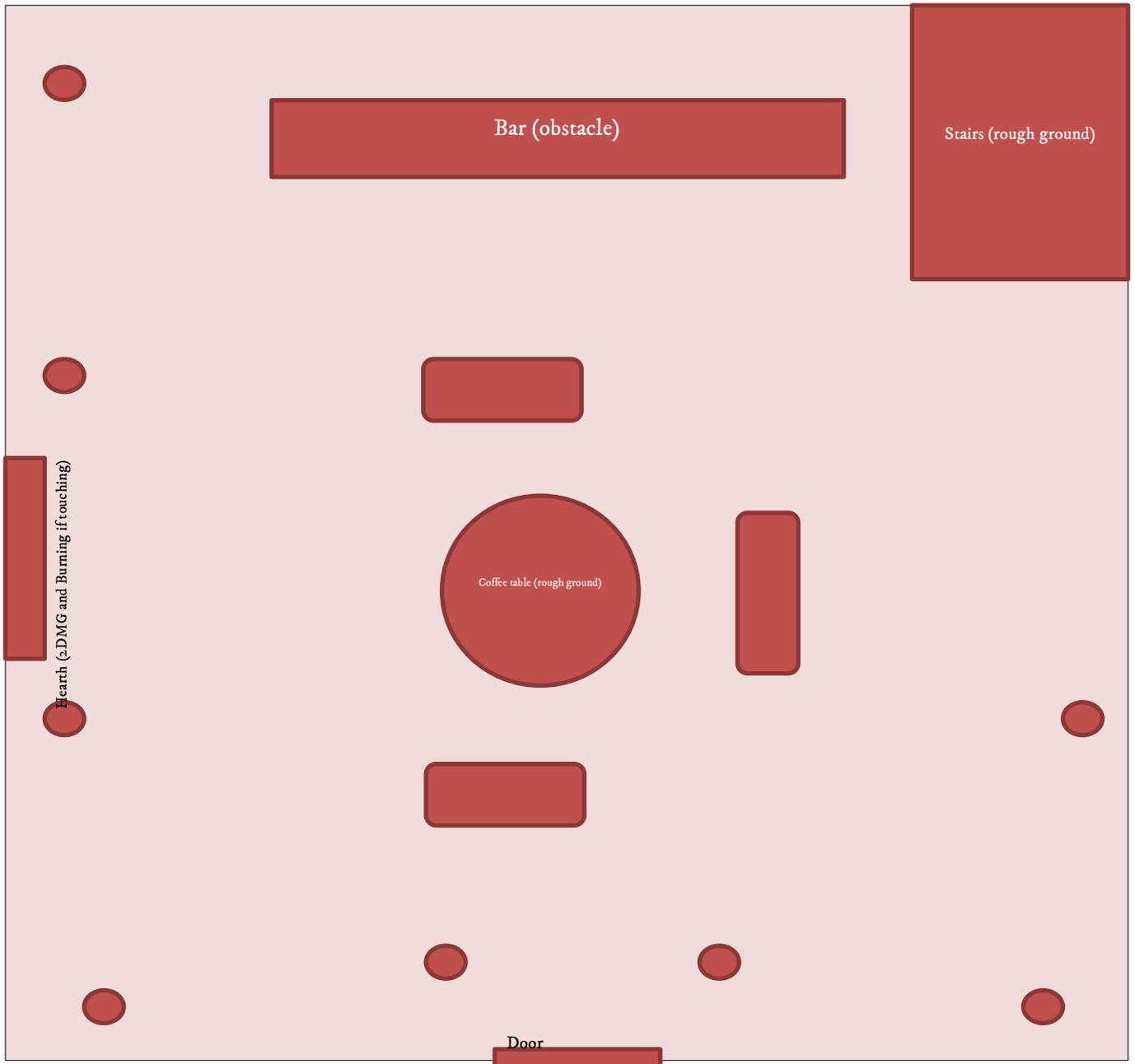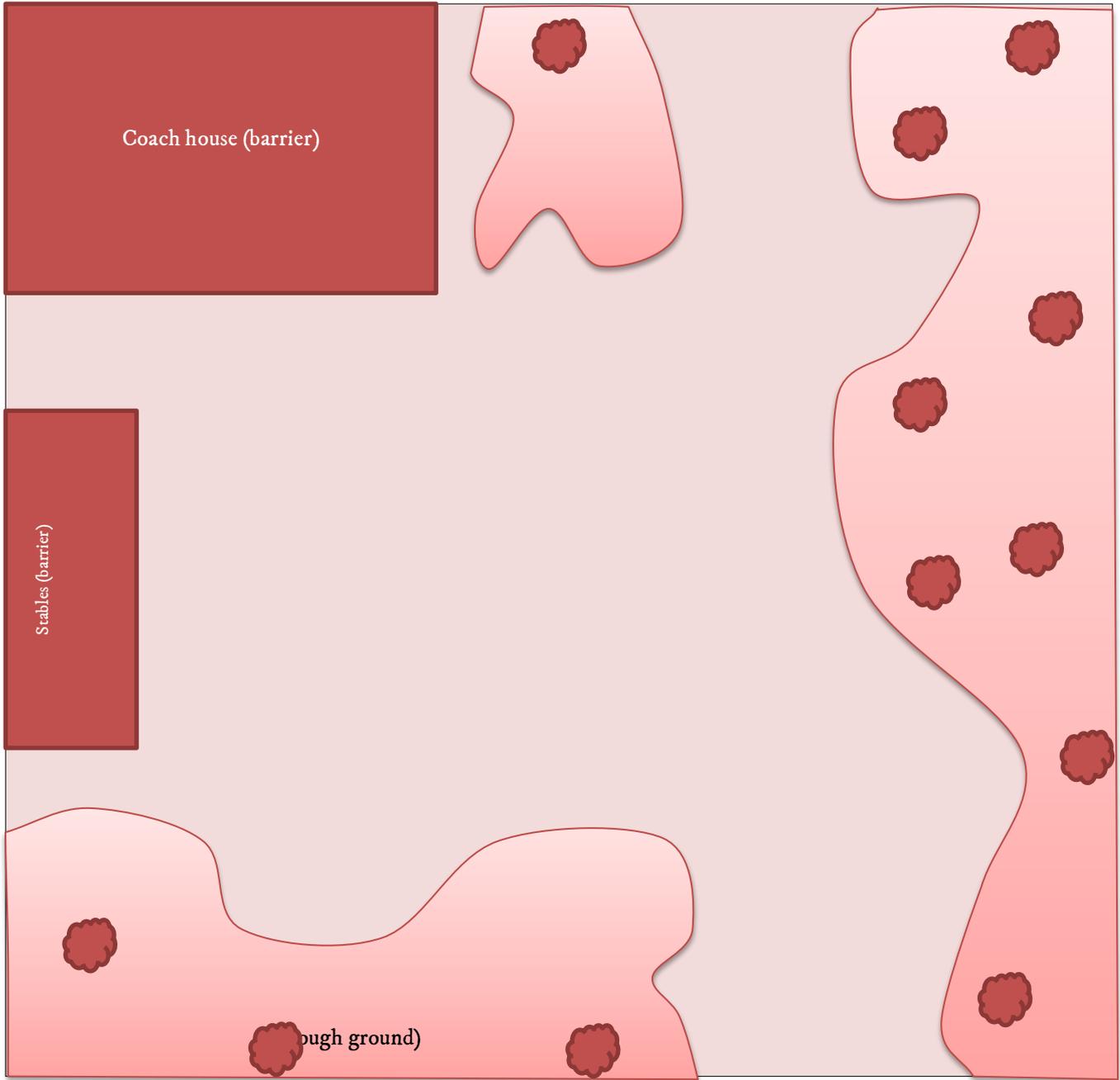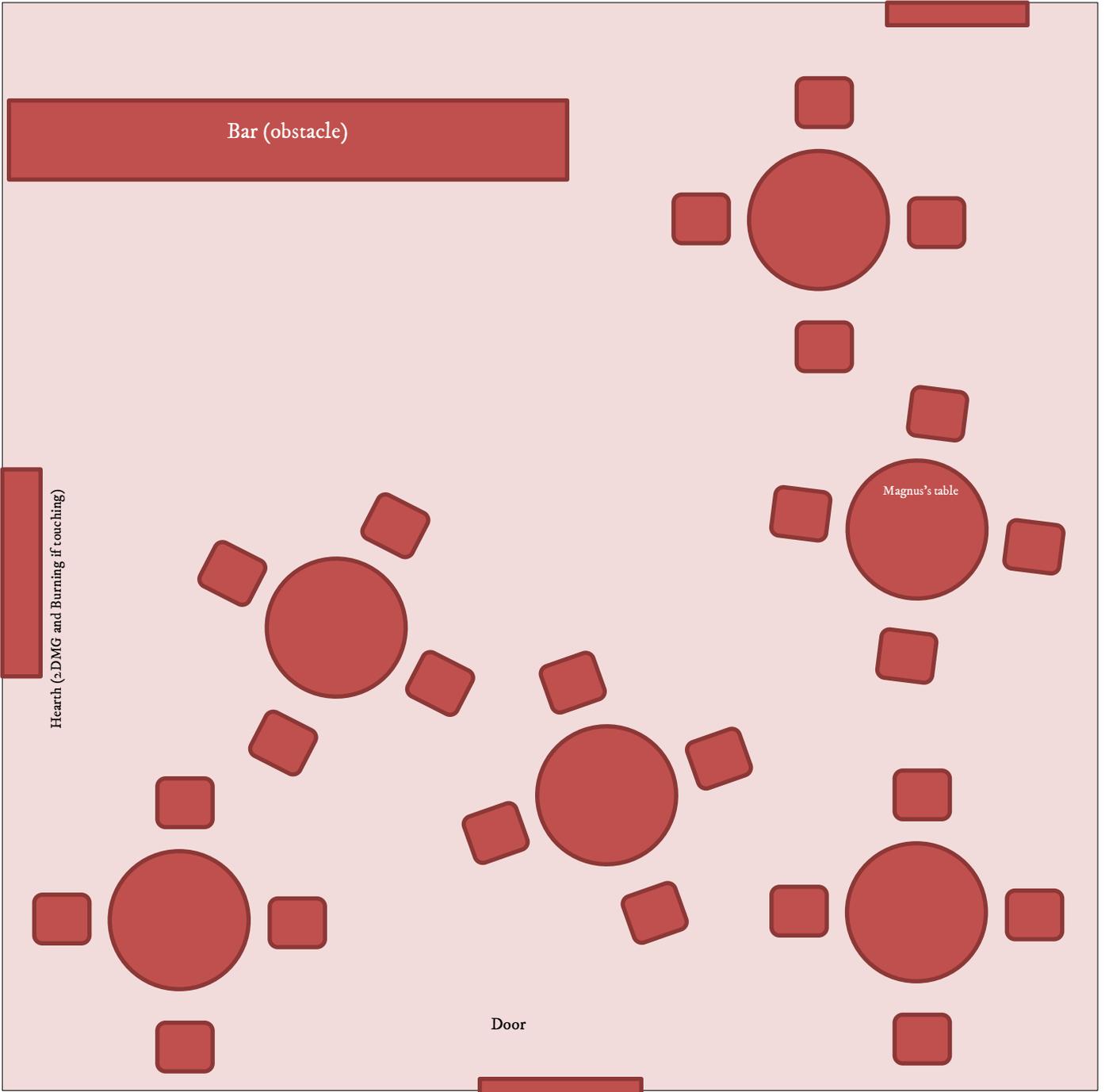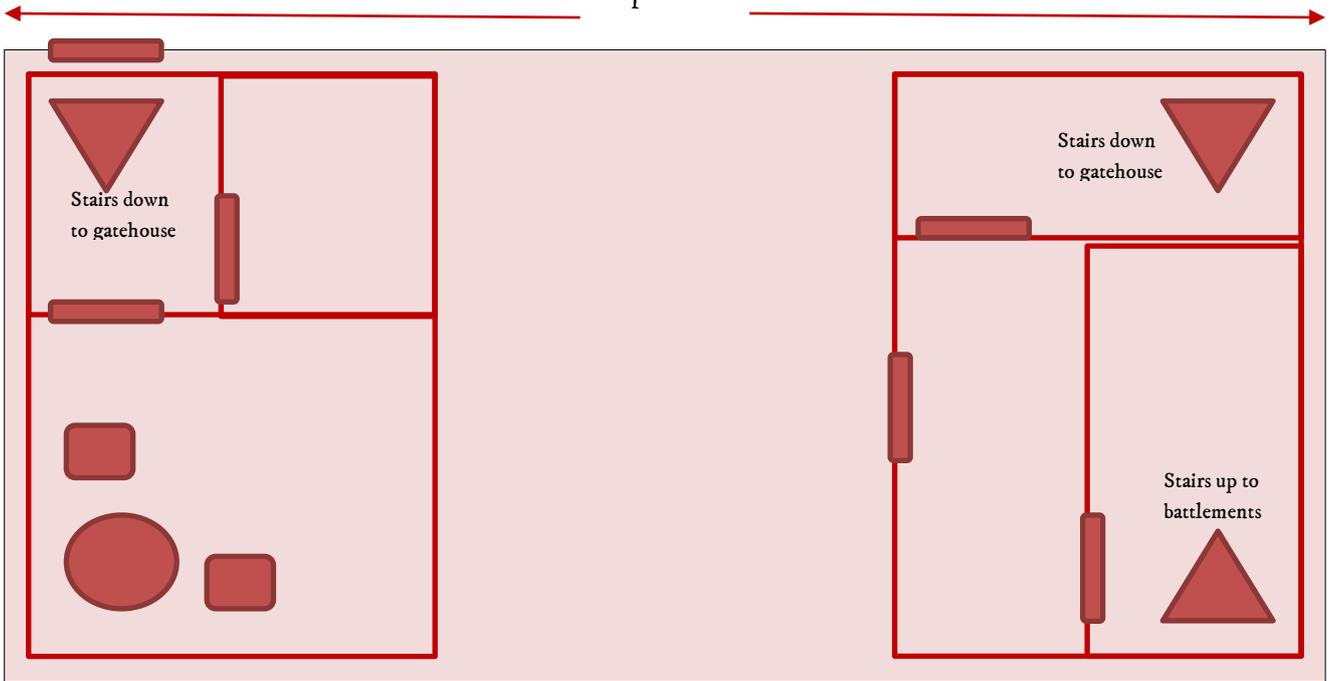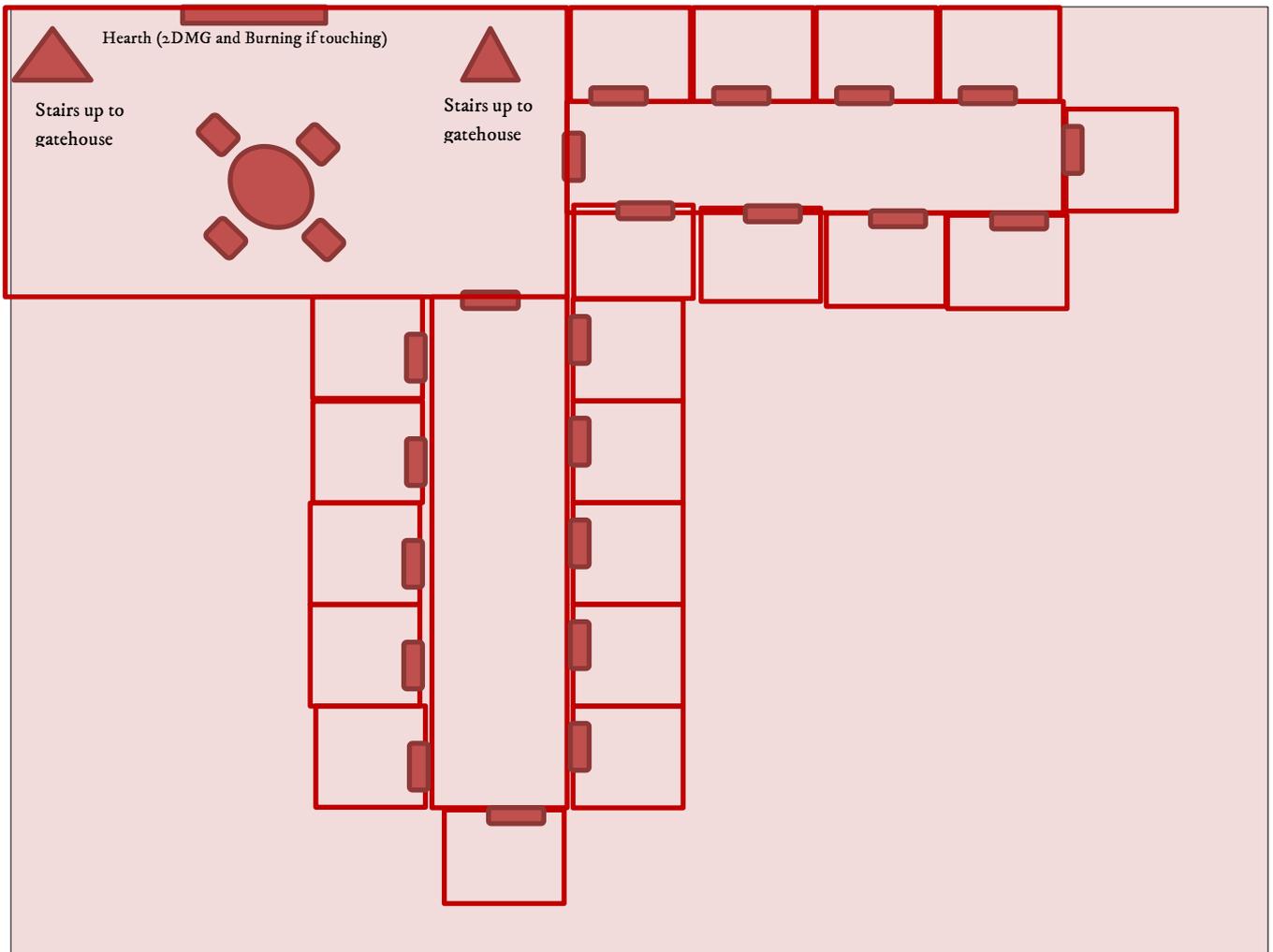
Example Characters

CLEAVER

- Butcher, Unknown
- Brawn 4, Cunning 6, Learning 2, Speed 7, Will 5
- Athletics 6 (J), Deception 3 (N), Knives 6 (J), Marksman 3 (N), Sentry 5 (J), Stealth 4 (N) and Thievery 5 (A).
- HP 14 (5/5/4), TAC 5, MOV 7/9, DEF 7+, ARM 0, INF 2/5
- Scything Blow (◉)
- Damaged Target, Maverick, Swift Strikes
- Weapons: Cleaver, Bo Staff

	<<	2 >	DA	
1	2	2 <<	><	◉

CIPHER

- Alchemist, Ethraynne
- Brawn 3, Cunning 5, Learning 7, Speed 6, Will 3
- Alchemy 5 (A), Athletics 5 (A, min), Carousing 4 (J), Politics 6 (J), Science 6 (J), Warfare 5 (J, maj).
- HP 9 (3/3/3), TAC 5, MOV 5/8, DEF 5+, ARM 1, INF 1/3
- Lob Attack
- Craft Alchemicals (Noxious Blast), Drunken Fighter, Noxious Death
- Armour: Leather; Weapons: Unarmed, Noxious Blast Grenade

<	1		
>	><	KD	DA

GRANITE

- Mason, Skald
- Brawn 8, Cunning 4, Learning 4, Speed 3, Will 5
- Brawl 5 (A, min), Construction 5 (A), Engineering 2 (N), Intimidation 4 (N), Polearms 5 (A, maj), Sentry 5 (J), Survival 4 (A)
- HP 25 (8/8/9), TAC 4, MOV 4/6, DEF 2+, ARM 2, INF 2/3
- Singled Out (◉), Heavy Burden (◉)
- Huge, Tight Grip
- Armour: Half Plate; Weapons: Unarmed, Warhammer

1	>		
◉	2	KD	3

HERALD

- Messenger, Piervo
- Brawn 3, Cunning 5, Learning 3, Speed 6, Will 7
- Athletics 6 (J, min), Charm 4 (N), Deception 3 (N), Fencing 6 (J, maj), History 4 (J), Sentry 5 (A), Politics 5 (J)
- HP 14 (5/5/4), TAC 5, MOV 5/8, DEF 7+, ARM 1, INF 3/5
- Marked Target(◉), Thousand Cuts (◉◉)
- Armour: Leather; Weapons: Sabre

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1 ◉	2 <	DA	3	◉◉

Post Mortem

- Mortician, Figo
- Brawn 3, Cunning 8, Learning 3, Speed 4, Will 6
- Athletics 3 (A), Knives 7 (J, maj), Intimidation 4 (J), Marksman 6 (J, min), Medicine 3 (A), Religion 2 (N), Science 2 (N), Stealth 5 (J)
- HP 14 (5/5/4), TAC 6, MOV 4/6, DEF 5+, ARM 1, INF 2/5
- Chain Grab (◉)
- Hideous, Skilled in Shadow, Shadow Like
- Weapon: Hook, Hand Crossbow

>		2 ✕	G		
1	<	2	DA	◉	3

Stalker

- Hunter, Maldriven
- Brawn 6, Cunning 5, Learning 3, Speed 5, Will 5
- Brawl 6 (J, min), Marksman 4 (A, maj), Medicine 2 (N), Sentry 5 (J), Survival 5 (J), Stealth 4 (A)
- HP 19 (6/6/7), TAC 4, MOV 5/7, DEF 6+, ARM 1, INF 2/2
- Crossbow Attack, Flurry
- Furious, Craft Bolts (Flurry), Protected (pointer)
- Armour: Leather; Weapons: Heavy Crossbow, Unarmed

1		KD	>>
>	1 >	2	✕

Example Companions

Pointer

- Hunter, Animal (dog)
- Brawn 2, Cunning 4, Learning 1, Speed 5, Will 2
- Athletics 5 (J, maj), Sentry 2 (A), Survival 2 (N), Teeth and Claws 4 (A, min).
- HP 6, TAC 4, MOV 7/9, DEF 8+, ARM 0, INF 1/3
- Marked Target (◉)
- Tiny, Natural Weapons (dagger)

1	2		
◉GB	<<	DA	✕

Astro

- Astronomer, Mechanica
- Brawn 3, Cunning 2, Learning 5, Speed 2, Will 2
- Engineering 2 (A), Polearms 2 (N, maj), Science 5 (J), Sentry 2 (A), Warfare 3 (N, min).
- HP 7, TAC 2, MOV 4/6, DEF 5+, ARM 2, INF 1/2
- Tooled Up
- Tiny, Integrated Armour (half plate), Integrated Weaponry (warhammer), Overheat

>	
1	2