



Born in the Hour of the

Gender: Beauty:

Age: m, k

Hair, eyes: Handedness:

Description:

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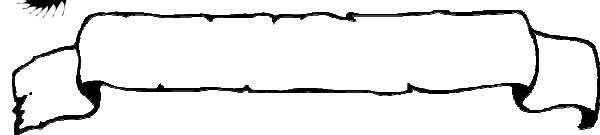
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-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7
1	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51
1	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59
2	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
2	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76
2	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
2	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93
3	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102
3	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110
3	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119
3	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127
4	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136
4	8	17	25	34	42	51	59	68	76	85	93	102	110	119	127	136	144
4	9	18	27	36	45	54	63	72	81	90	99	108	117	126	135	144	153
4	9	19	28	38	47	57	66	76	85	95	104	114	123	133	142	152	161
5	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170

Life Damage C.G.
endurance armor pen. susc

melee	Lvl	Exp	Arch	Weapon	I.F.	Dmg	Resist	Cost
1-handed axe	...	...	...	☐ Hand axe	...	+2	6	4s
				☐ Battle axe	...	+2	8	10s
2-handed axe	...	...	...	☐ Hand axe	...	+3	8	10s
				☐ Battle axe	...	+4	8	15s
Dagger	...	...	...	☐ Dagger	...	+1	8	3s
Dodging	...	...	...					
Flail	...	...	...	☐ Light flail	...	+3	10	12s
				☐ Heavy flail	...	+4	10	15s
Hand to hand	...	...	...			(+0)	8	
Lance	...	...	...	☐ Javelin	...	+1	5	1s
				☐ Short spear	...	+2	5	3s
1-handed mace	...	...	...	☐ Club	...	(+1)	8	
				☐ Mace	...	+2	8	2s
				☐ Heavy mace	...	+3	8	4s
2-handed mace	...	...	...	☐ Staff	...	+1	8	50d
				☐ Heavy mace	...	+4	10	4s
Polearm	...	...	...	☐ Halberd	...	+4	8	10s
Shield	...	...	...	☐ Small			13	4s
				☐ Medium			15	6s
				☐ Large			20	8s
1-handed sword	...	...	...	☐ Gnome	...	+2	12	12s
				☐ Longspar	...	+3	9	20s
				☐ Cyan	...	+3	12	25s
				☐ Dragon	...	+3	12	20s
				☐ Sord blade	...	+3	15	20s
				☐ Bastard	...	+4	14	30s
2-handed sword	...	...	...	☐ Sord blade	...	+4	15	20s
				☐ Bastard	...	+5	14	30s
				☐ Dbl dragon	...	+5	13	50s

missile & thrown (-8)	Lvl	Exp	Sp	Arch	I.F.	Dmg	Range	Cost
Blowgun	-8	...	...	...	☐ Blowgun	...	-4	2-4-7 20d
Bow	-8	...	...	...	☐ Shortbow	...	+2	10-20-50 10s
Crossbow	-8	...	...	...	☐ Crossbow	...	+3	15-30-70 30s
Dagger	-8	...	...	...	☐ Dagger	...	+1	3-8-15 3s
Hand axe	-8	...	...	...	☐ Hand axe	...	+2	4-8-12 4s
Javelin	-8	...	...	...	☐ Javelin	...	+1	6-12-20 1s
Lasso	-8	...	...	...	☐ Lasso	...	NA	2-5-9 30d
	-8	...	...	...	☐ Sling	...	+1	8-15-25 60d
Whip	-8	...	...	...	☐ Whip	...	(+2)	2-x-x 1s

[illegible][illegible]

ROLL	Part.	PF	Fmb1
1 - 5	1	81	92
6 - 10	2	82	92
11 - 15	3	83	93
16 - 20	4	84	93
21 - 25	5	85	94
26 - 30	6	86	94
31 - 35	7	87	95
36 - 40	8	88	95
41 - 45	9	89	96
46 - 50	10	90	96
51 - 55	11	91	97
56 - 60	12	92	97
61 - 65	13	93	98
66 - 70	14	94	98
71 - 75	15	95	99
76 - 80	16	96	99
81 - 85	17	97	00
86 - 90	18	98	00
91 - 95	19	99	00
96 - 00	20	00	00

Terrain	4	6	8	10	12
Easy (road)	1	2	3	4	6
Hard (overland)	2	3	4	6	—
Difficult	3	4	6	—	—
Tortuous	4	6	—	—	—

One hour of mental work, vigilance	1
One hour of average physical labor	2
One hour of hard physical labor	2-6
One round or hex in the Dreamlands	1

Stress	Normal	Vocation
Fumble	0%	20%
Particular Failure	10%	30%
Failure	20%	50%
Normal	50%	75%
Significant	75%	100%
Particular	100%	150%
Double Particular	150%	200%

fatigue

0			
-1			
-2			
-3			
-4			

ᑭᑦᑲᑦᑲᑦᑲᑦ ☐ **ᑕ** Buzzed ☐ **ᐱ** Drunk
☐ **ᑖ** Tipsy ☐ **ᑲ** Staggering
☐ **ᑦ** Lit ☐ **ᑲ** Blotto
☐ **ᑲ** Slurred ☐ **ᑲ** Dead drunk

1-10	Bruises, Contusions	-1d4 End
11-15	Bruises, Contusions	-1d6 End
16-19	Light Wound	-2d6 End
20+	Light	End ⇨ 0; -1 Life

stress

ARMOR	Prot	Enc	Pen	Cost	Deterioration
☐ Quilted	1	0	0	4s	
☐ Soft leather	2	0	0	6s	
☐ Hard leather	3	2	-1	10s	
☐ Brigandine	4	4	-2	20s	
☐ Chain mail	5	6	-4	50s	
☐ Plate armor	6	8	-6	100s	

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equipment

[illegible]



equipment list

	Enc	Cost		Enc	Cost		Enc	Cost		Enc	Cost
baggage & leather			fire (continued)			writing (continued)			remedies & antidotes		
Soft leather jerkin	0	2s	Candle lantern	1	3s	Wood pen box	—	5d	(per dose, Enc .1)		
Soft leather coat	0	2s	Flint tinderbox	—	40d	Sealing wax	—	20d	Camphoric bitumen		2s
Soft leather breeks	0	2s	Bellows	0	40d	Chalk, 1 stick	—	1d	Royal jelly		20d
Soft leather boots	0	2s	Brazier	0	20d	Hourglass, 15 min.	0	2s	Turngrease		2s
Sandals	0	30d	Wood pipe	—	10d	Magnifying lens	—	2s	Bjwal pearl		1s
Gloves	—	1s				Alchemist's Lens	—	4s	Sandpowder		2s
Broad belt	0	50d	poets & cooking			instruments & games			Topazoine		2s
Hat	—	50d	Clay vial, .2 l	0	10d	Reed flute	—	1s	Elixir of the gnomes		1s
Fur coat	1	1-20s	Glass vial, .2 liter	—	20d	Lute, viola	1	7s	Moonmilk		1s
Back pack	0	1s	Marble mortar	0	20d	Lyre	1	5s	Liqueur of Bagdol		50d
Saddle/shoulder bag	0	50d	Marble pestle	0	10d	Tambourine	0	50d	Mirobolant		2s
Belt pouch, large	0	20d	Clay pitcher, 1 liter	0	15d	Horn	0	60d	Tincture of erozone		2s
Belt pouch, small	—	10d	Clay flagon, .2 liter	0	10d	Bone gaming die	—	10d	Oil of Selikanthe		1s
Skin, 2 liter (empty)	—	20d	Iron mug, .2 liter	—	15d	Wood chess set	1	2s			
Parchment tube	0	50d	Clay plate	0	10d				alchemical sales		
Lute case	0	1s	Iron plate	0	15d				Candrice	1 grn	2d
Quiver	0	50d	Iron fry pan, 40 cm	0	50d	transport			Boralm	1 grn	3d
Shoelaces, 1 meter	—	6d	Iron pan, 1 liter	0	30d	Saddle horse		40s	Green obbyssum	1 grn	5d
			Iron pot, 2 liter	1	50d	Draught horse		30s	Grey obbyssum	1 grn	10d
judg, twine, rope			Iron pot, 3 liter	1	60d	Mule		15s	Obadion	1 grn	20d
Canvas sack, 50 l	0	8d	Iron pot, 5 liter	1	1s	Ass		8s	Nartha	1 grn	40d
Canvas sack, 20 l	—	4d	Iron spoon	—	10d	Alligate		20s	Chramaelium	1 grn	50d
Waterproof tarp, 1 m	1	20d	Wooden spoon	—	3d	Zyglute		15s			
Sail cloth	0	10d	Iron-bound wood bucket,			Saddle and harness		5s	melee weapons		
Horse hair braid	—	10d	10 liter capacity	1	25d	Cart, 4 wheels		30s	Hand axe	1	4s
Spool of thread	—	10d	Wood coal, 1 kg	1	6d	Cart, 2 wheels		20s	Battle axe	2	10s
String, 10 meters	—	10d							Dagger	1	3s
Twine, 10 m	0	20d	tools			sustenance			Light flail	2	12s
Rope, 10m	1	30d	Hand axe	0	4s	1 Sust = .1 Enc; .2 liter (l)= .1 Enc			Heavy flail	3	15s
			Grapnel	1	2s	P = potency of alcohol			Javelin	1	1s
wool & linen			Shovel	1	1s	Raw provisions (dried fruits, vege-			Short spear	2	3s
Quilted cloth jerkin	0	1s	Hammer	0	1s	tables, cured meats) 1 Sus	1d		Club	1	
Quilted cloth coat	0	1s	Mallet	0	5d	Prepared provisions (bread,			Mace	3	2s
Quilted cloth breeks	0	2s	Chisel, gouge	0	30d	cheese, dried meats) 1 Sus	2d		Heavy mace	4	4s
Wool cloth, 1 m sq.	0	10d	File, rasp	0	50d	Average inn meal			Staff	2	50d
Linen cloth, 1 m sq.	—	15d	Saw	1	1s	(food only)	1 Sus	3d	Halberd	4	10s
Woolen stockings	—	10d	Nail, large (spike)	0	5d	Wine, .2 l	P-2	1d	Shield, small	1	4s
Wool shirt	0	20d	Awl, point	—	10d	Beer, .2 l	P-1	1d	Shield, medium	2	6s
Linen shirt	—	30d	Sewing needle	—	10d	Honey mead, .2 l	P-4	4d	Shield, large	3	8s
Wool dress	0	40d	Fish hook	—	10d	Brandy, .1 l	P-5	10d	Gnome sword	1	12s
Linen dress	0	60d	Kitchen knife	0	1s	Milk, .2 l		1d	Longspar	2	20s
Wool cloak	0	30d	Whetstone	0	30d				Cyan sword	2	25s
Wool cap	—	6d	Lock picks	0	3s	healing herbs			Dragon sword	2	20s
Wool hood	0	20d	Boot wax, .5 kg	—	5d	Unit = 1 pinch			Sord blade	2	20s
Wool coat	1	60d	Beeswax, .5 kg	—	15d	False suppure		2d	Bastard sword	3	30s
Wool blanket	1	30d				Suppure		3d	Double dragon	4	50s
			grooming			Meritone		6d			
silks & velvets			Copper mirror, 20 cm	0	1s	Ortital		10d	missile & thrown weapon		
Silk or velvet, 1 m	—	3s	Hair brush	—	1s	Black ortital		20d	Arrow, quarrel	0	10d
Silk shirt	—	6s	Horn comb	—	40d	Black ortital		20d	Blowgun	0	20d
Silk dress	—	10s	Sponge	—	1s	Belidane		30d	Shortbow	1	10s
Velvet dress	0	10s	Soap, .5 kg	0	20d	False murus		40d	Crossbow	3	30s
Velvet pants	0	6s	Face powder,			Murus		60d	Dagger	1	3s
Velvet waistcoat	0	8s	small container	—	30d	Honeybark		90d	Hand axe	1	4s
Velvet coat	1	10s	Surgical tools (small pliers, lance			Gold honeybark		2s	Javelin	1	1s
Velvet hat	—	3s	thread, needle)	—	1s				Lasso	1	30d
Silk stockings	—	3s	Razor	0	2s	other herbs per pinch			Sling	0	60d
						Moon flower		1s	Whip	1	1s
fire			writing			Mercurion		2d			
Suet candle, 1 hour	0	2d	Parchment, 1 sht	—	20d	Satum		3d	armor		
Wax candle, 2 hours	0	5d	Ink, .2 l	0	10d	Nevropenthe		6d	See Journey Sheet		
Torch, 1/2 hour	0	2d	Lead pencil	—	30d	Chronillia		20d			
Oil, 4 hours, .2 l	0	4d	Écritoire	1	1s	Pipe weed		1d			
Oil lantern	1	5s	Iron quill	—	10d						



QUICK REFERENCE

COMBAT COMBAT ROUND PHASES

- ACTIONS DECLARED**
Once declared, actions may be aborted, not changed.
- MAGIC**
Trance, Dreamlands movement, casting. Prior spells go off.
- MISSILE ATTACKS**
Initiative, attacks, parries to missiles; damage calculated.
- THROWN ATTACKS**
Initiative, parries, dodges; damage calculated.
- MELEE ATTACKS**
Initiative, parries, dodges, and damage calculated.
- MOVEMENT**
Any movements announced in Phase 1 are executed.
- HEALTH & MISCELLANEOUS ACTIONS**
Wounds, Endurance, Life applied.

SITUATIONAL MODIFIERS

Situation	Init.	Attack	Defender	Dmg
Complete surprise <i>Defender surprised from behind, asleep</i>	auto	+ 6	no defense	+10
Defender is semi-surprised <i>Stunned, getting up from prone</i>	auto	normal	significant only	+1
Attacker charges <i>Attacker -4 to parry, no dodge</i>	normal	+ 4	normal	+2
Attacker feints <i>Duels only, bonuses lost if attacker stunned or wounded</i>	sacrificed	+ 1	normal	+1

MISSILE & THROW RANGES

Short range	+0
Medium range	-3
Long range	-5

TARGET SIZE

Ogre-sized (20)	+2
Human-sized (10)	+0
Dog-sized (5)	-2
Cat-sized (3)	-4
Mouse-sized (1)	-8

TARGET ACTIVITY

Immobile target	+0
Animate target	-3
Moving target	-4
Zigzagging target	-5

PARRY & DODGE

Modified by attacking weapon

Arrow, bolt (vs. shield)	-5
Sling stone (vs. shield)	-4
Blowgun needle	-3
Dagger, javelin	-2
Hand axe, lasso	-1
Whip	+0

Defender is...

Still and ready	+0
Engaged in other activity	-3
Using a small shield	-3
Using a medium shield	+0
Using a large shield	+3

MISHAPS (2D10)

Armed	Unarmed	Result
2, 20	2, 20	Knocked out. Endurance drops to 0, -1 Life.
3, 19	3, 19	Nearby ally checks Empathy/Vigilance at -1d6 or semi-surprised.
4, 18	4, 18	Fall. Roll at -1d6 non-lethal damage
5, 17		Disarmed.
6-7, 15-16		Weapon checks Resistance at -2d6 or loses same amount of Resistance.
8-9, 13-14	5-7, 15-17	Character checks Empathy/Vigilance at -1d6 or semi-surprised.
10-12	8-14	Clumsy move. Lose 2d6 Endurance.

MOVEMENT

	Swimming	Running		Jumping
	Mishap	Mishap	Diff.	Down High Long
Fumble				
Part. Fail.	-4m (2m)	-6m (18m)	-8	6m 2m 7m
Failure	-2m (4m)	-4m (20m)	-6	5m 1.7m 6m
Normal	+0m (6m)	+0m (24m)	-4	4m 1.5m 5m
Sign.	+2m (8 m)	+4m (28 m)	-2	3m 1.2m 4m
Part.	+4m (10m)	+6m (30m)	0	2m 1m 3m
			+2	1.5m .7m 2m

HEALTH HEALING OF WOUNDS

	Diff.	Task	Bandage	Herb	Time	Magic
Light	-2	2 pts	2 pts	2 pnch	2 days	2 pts
Serious	-4	4 pts	4 pts	4 pnch	4 days	4 pts
Critical	-6	6 pts	6 pts	6 pnch	6 days	6 pts
Life	--	--	--	--	--	2 pts

FULL AID

Particular	Wound closed and begins to heal normally; +3 to Constitution healing roll, plus herbs
Significant	Wound closed and begins to heal normally; +2 to Constitution healing roll, plus herbs
Normal	Wound closed and begins to heal normally; +1 to Constitution healing roll, plus herbs
Failure	Wound closed and begins to heal normally
Part. Failure	Wound closed and begins to heal normally
Fumble	Bleeding; lose Endurance, Life at rate prior to administration of first aid. Begin first aid again at further -1 penalty. New dressings.

SUMMARY OF HEALING ROLLS

	Wounds	Disease	Poison
Particular	A	D	I / J*
Significant	A	E	F / J*
Normal	A	F	F / J*
Failure	B	G	G
Part. Failure	B	G	G
Fumble	C	H	H / G*

*Indicates no Antidote. Look up results above on key below:

A	Wound is healing and improves to next stage.
B	Stable; check again following Sleeping Castle.
C	Infection; lose 1 Life. Check in 2, 4, 6 days, per wound
D	Cured of disease.
E	Stable condition: +1 bonus to next check.
F	Stable condition (no change).
G	Condition worsens and damage accrues.
H	Condition worsens and double damage taken.
I	End of poisoning if no poison damage sustained.
J	End of poisoning.

RECOVERING LIFE

Constitution / Life lost (don't count general condition)

Particular	2 Life points recovered
Significant	1 Life point recovered
Normal	1 Life point recovered
Failure	No Life recovered
Part. Failure	No Life recovered
Fumble	Aggravated condition: 1 additional Life lost

EXPERIENCE

Level	Initial Skill	Cost	Skill Level	Exp
-11	-11	-8	-10, -9, -8	5
-10	5		-7, -6, -5, -4	10
-9	10		-3, -2, -1, 0	15
-8	15		+1, +2, +3, +4	20
-7	25	10	+5, +6	30
-6	35	20	+7, +8	40
-5	45	30	+9, +10	60
-4	55	40	+11 and up	100
-3	70	55		
-2	85	70		
-1	100	85		
+0	115	100		
+1	135	120		
+2	155	140		
+3	175	160		
+4	195	180		
+5	225	210		
+6	255	240		
+7	295	280		

Characteristic	Exp
7, 8	6
9, 10	7
11, 12	8
13, 14	9
15	10
16	20
17	30
etc.	etc.