

## SKILL CHECKS: 2D6 ± ATTRIBUTE DM ± OTHER DM ≥ 8 = SUCCESS

ATTRIBUTE	DM
◇-2	-2
3-5	-1
6-8	◇
9-11	+1
12-14	+2
15-17	+3

DIFFICULTY	DM
FORMIDABLE	-4
DIFFIKULT	-2
AVERAGE	+◇
ROUTINE	+2
EASY	+4

SITUATION	DM
FOGGY	-2
DIM	-1
DARKNESS	-2
STORMING	-1 TO -3

WYRD	SUCCESS LEVEL
≤ -6	FUMBLE
-1 TO -5	FAIL
◇	BARE SUCCESS
+1 TO +5	SUCCESS
≥ 6+	CRITICAL

ARMOR	AR	ENC	⟨OST	NOTES
Hood / Cap	+1	0	2sp	
Helm	+2	1	15sp	
Helm w/ Face	+3	2	30sp	-1 DM Perception tests
Cloth Armor	3	1	5sp	
Brynja	6	3	500sp	-1 DM to Move tests
SHIELD	⟨OVER	ENC	⟨OST	NOTES
Small shield	-1 DM	1	5sp	
Round shield	-2 DM	2	10sp	

WEAPON	DAM	HANDS	ENC	⟨OST	INIT	NOTES
Punch	1D3	1H	0	-	0	
Kick	1D6	1Foot	0	-	-1	-1 DM to hit
BLADES						
Knife	2D6	1H	0	5sp	-1	Can be thrown 1 zone
Sæx	2D6	1H	1	10sp	0	
Sword / Longsæx	3D6	1H	1	80sp	0	+1 DM to hit
AXES						
Handaxe	2D6	1H	1	7sp	0	Can be thrown 1 zone
Greataxe	3D6	2H	2	15sp	0	Shatter
Club	1D6	1H	1	2sp	0	Also for improvised weapons
Maul / Pickaxe	3D6	2H	2	10sp	-2	-1 DM to hit
SPEARS						
Staff	2D6	2H	2	3sp	+1	
Short spear	2D6	1H	2	8sp	+1	Can be thrown 1+ MGT DM zones
Long spear	3D6	2H	3	10sp	+3	
PROJECTILE						
Hunting Bow	2D6	2	2	10sp	0	10 arrows = 1 ENC
War Bow	3D6	3	2	12sp	-1	10 arrows = 1 ENC
Sling	1D6	2	0	2sp	-2	10 stones = 1 ENC, Reload
Staff-sling	2D6	2	2	5sp	-1	10 stones = 1 ENC, Reload

## COMBAT STEPS

- 1) Check for Surprise
- 2) Determine Initiative
- 3) Perform one action in Initiative order
- 4) Check Morale

TERRAIN TYPE	DM
OPEN OR CLEAR TERRAIN	+3 DM
FORESTS OR MOUNTAINS	-1 DM
OPEN STREETS OR VILLAGES	-2 DM
INSIDE A STRUCTURE	-5 DM
LARGE BEING / 10+ IN GROUP	+2 DM
LOW VISIBILITY (FOG, DUSK)	-2 DM
STORM / BLIZZARD	-1 TO -3 DM

2D6	ENCOUNTER RANGE
≤ 2	0 ZONES
3-4	1 ZONE
5-6	2-4 ZONES
7-8	5-8 ZONES
9-11	9-10 ZONES
≥ 12	10+ ZONES

INITIATIVE = 1D6 + RES DM + WEAPON INIT ± OTHER DM

TO HIT: 2D6 ± SKILL ± ATTRIBUTE DM ± OTHER DM ≥ TN (8+)

DAMAGE: DAM ± MIGHT DM + WYRD - TARGET AR

ACTIONS: ATTACK, GRAPPLE, GUARD, MOVE, CHARGE, FOCUS, ACTION

ATTACK MODIFIERS	MELEE	RANGED
TARGET IN COVER	-1 DM	-2 DM
TARGET MOVING	-1 DM	-2 DM
TARGET PRONE	+2 DM	-2 DM
LOW VISIBILITY	-1 DM	-2 DM
FOCUS PREVIOUS ROUND	+2 DM	+2 DM
HIGH GROUND	+1 DM	—
PER EXTRA ZONE RANGE	—	-2 DM
OUTNUMBERED 2:1	-1 DM	—
OUTNUMBER FOES 2:1	+1 DM	—

TOTAL	MORAL RESULTS
≥ 8	RALLY, +2 DM ON ALL SUBSEQUENT MORALE CHECKS.
5-7	CARRY ON THE FIGHT
4	STAND FAST, SELECT GUARD ACTION NEXT TURN
3	RETREAT FROM THE FIELD
≤ 1-2	DROP WEAPONS AND FLEE OR SURRENDER

## TRAVEL TABLE

MODE OF TRAVEL	PATH	OPEN LANDS	WOODS HILLS	MOUNTAINS	WETLANDS	RIVER	OCEAN
MARCH	12	10	8	8	5	-	-
MOUNTED	18	15	10	5	5	-	-
PACK ANIMALS	10	10	8	8	5	-	-
CART/WAGON	10	8	1D6	1D6	1D6	-	-
BOAT	-	-	-	-	10	10X KNOTS	20X KNOTS

## SAVAGE WOUNDS

AREA	LOCATION	EFFECTS (EXTRA EFFECTS ON 1D6) <sup>1, 2</sup>
6) HEAD	1-3) SKULL	UNCONSCIOUS 1D6 HOURS. BRAIN DAMAGE. PERMANENT -1 CRA.
	4-5) FACE	(1-2) 1D3 TEETH KNOCKED; (3-4) NOSE SMASHED OR SEVERED; (5-6) ONE EYE DESTROYED, PERMANENT -2 DM TO ALL RANGED ATTACKS AND VISION-BASED PERCEPTION TESTS.
	6) NECK	THROAT SLASHED AND BLEEDING OUT.
4-5) TORSO	1-3) GUT	GUT PERFORATED AND BLEEDING OUT. -2 RES UNTIL FULLY HEALED.
	4-5) CHEST	RIBS SHATTERED AND MUSCLES SEVERED; -2 MGT UNTIL FULLY HEALED.
	6) GROIN	GENITALS SEVERED / CRUSHED; PRONE & IN SHOCK FOR 1D6 MINUTES. -2 RES UNTIL FULLY HEALED. PERMANENTLY BARREN.
3) LEG	1-2) FOOT	FOOT MANGLED / SEVERED. IN SHOCK FOR 1D6 ROUNDS. PERMANENT -2 AGI. CAN ONLY CRAWL UNTIL FULLY HEALED AND USING CRUTCH, THEN -2 DM ALL MOVEMENT TESTS.
	3-4) THIGH	THIGH SLASHED OPEN NEAR HIP. BLEEDING OUT. PRONE -2 MGT AND -2 MOVE TESTS UNTIL FULLY HEALED.
	5-6) HIP	HIP JOINT SHATTERED. IN SHOCK FOR 1D6 ROUNDS. PERMANENT -2 AGI. CAN ONLY CRAWL UNTIL FULLY HEALED AND USING CRUTCH, THEN -2 DM ALL MOVEMENT TESTS.
1-2) ARM	1-2) HAND	HAND OR FINGERS MANGLED / SEVERED. IN SHOCK FOR 1D6 MINUTES, PERMANENT -2 AGI, HAND UNUSABLE.
	3-4) ELBOW	ARM IS MANGLED / SEVERED AT THE ELBOW. IN SHOCK FOR 1D6 MINUTES. PERMANENT -2 AGI.
	5-6) SHOULDER	SHOULDER DESTROYED. IN SHOCK FOR 1D6 ROUNDS. BLEEDING OUT. ARM COMPLETELY USELESS UNTIL FULLY HEALED. PERMANENT -1 MGT AND -1 AGI.

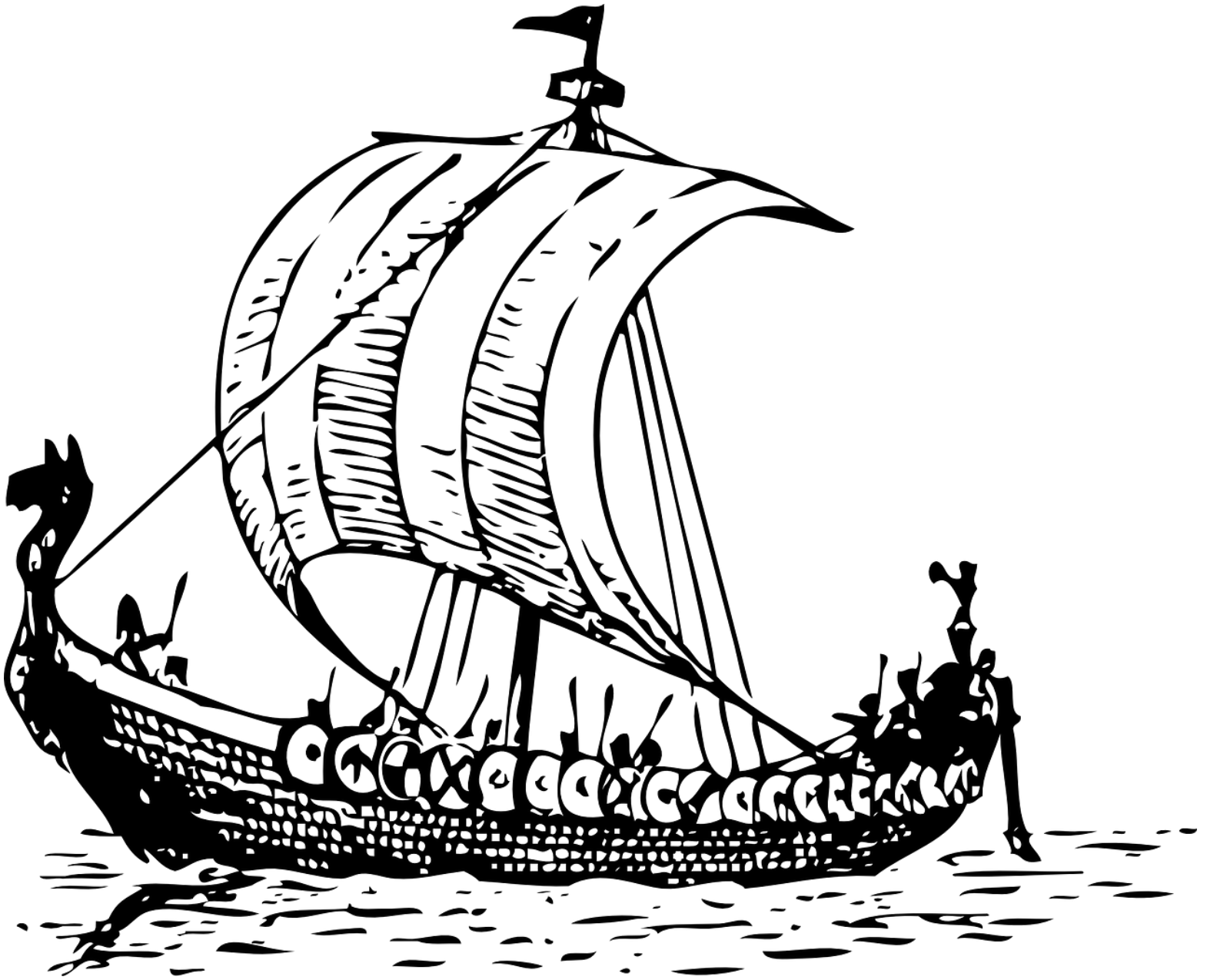
1) Bleeding out: Lose 1 Health per combat round until bandaged. Any strenuous activity opens the wound on a 1-2 on 1D6 requiring bandaging.

2) A character in shock is prone and completely helpless and can take no actions unless stabilized by healing before then.

## NPC ATTITUDE

2D6	ATTITUDE	PROBABLE REACTION
2-3	HOSTILE, ANGRY	ATTACK
4-5	COOL, UNFRIENDLY	IGNORE, MOCK, RUDENESS
6-8	INDIFFERENT, CAUTIOUS	WAIT PATIENTLY, CONVERSE, POLITELY EXCUSE SELF
9-10	AMIABLE, INTERESTED	BUY A DRINK, SWAP STORIES OR RUMORS, PLAY GAMES
11+	FRIENDLY, HELPFUL	OFFER AID, INVITE TO MEAL, INTRODUCE TO CONTACTS









## CHARACTER SHEET

NAME: \_\_\_\_\_ SEX: \_\_\_\_\_ SOCIAL CLASS: \_\_\_\_\_  
 ROLE: \_\_\_\_\_ TITLE: \_\_\_\_\_ HONOR: \_\_\_\_\_ TERMS: \_\_\_\_\_ AGE: \_\_\_\_\_  
 APPEARANCE & PERSONALITY: \_\_\_\_\_

	MGT	AGI	RES	CRA	LOR	SOC
2D6						
DM						

MOVE: \_\_\_\_\_ WEALTH: \_\_\_\_\_ SP

HEALTH: \_\_\_\_ / \_\_\_\_ SAVAGE BLOW: \_\_\_\_\_

AR: \_\_\_\_\_ SHIELD: \_\_\_\_\_ ENC: \_\_\_\_\_

FAMILY: \_\_\_\_\_

HISTORY: \_\_\_\_\_

### SKILLS (ATTRIBUTE)

- |                  |                   |                    |                  |                  |
|------------------|-------------------|--------------------|------------------|------------------|
| ANIMALS (RES) –  | CAROUSING (CRA) – | HERBALISM (LOR) –  | PERSUADE (SOC) – | STEALTH (CRA) –  |
| ARCHERY (AGI) –  | CRAFTING (CRA) –  | INTIMIDATE (MGT) – | RIDING (AGI) –   | SURVIVAL (RES) – |
| AXE (MGT) –      | FARMING (RES) –   | LAW (LOR) –        | SAILING (LOR) –  | SWORD (AGI) –    |
| BARGAIN (CRA) –  | GALDR (LOR) –     | PERCEPTION (CRA) – | SEIÐR (LOR) –    |                  |
| BRAWLING (MGT) – | HEALING (LOR) –   | PERFORM (RES) –    | SPEAR (AGI) –    |                  |
| ANIMALS (RES) –  | CAROUSING (CRA) – | HERBALISM (LOR) –  | PERSUADE (SOC) – |                  |

HAND WEAPONS	DAM	HANDS	ENC	INIT	NOTES
RANGED WEAPONS	DAM	RANGE	ENC	INIT	NOTES
ARMOR / SHIELD	AR	ENC	NOTES		

OTHER INVENTORY: \_\_\_\_\_

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